

BLUFFSIDE CITY ON THE EDGE



A City Sourcebook for Any Campaign Setting





Civilization is still picking up the pieces from an asteroid strike hundreds of thousands of years ago. The epicenter? Bluffside. Only 200 years after being rediscovered, Bluffside is a boom town boasting the most precious metal in the known world—adamantine.



BLUFFSIDE: CITY ON THE EDGE

A D20 CITY SOURCEBOOK FOR ALL LEVELS

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CHAPTER 1: INTRODUCTION

TruMod

This sourcebook, and all of our sourcebooks to follow, is written to be truly modular—TruMod. A basic tenant of the TruMod system is that any product can be dropped into any setting in a genre for which it is designed. For Bluffsides, the genre is middle fantasy. Any GM can easily drop Bluffsides into his middle fantasy campaign world.

Districts of Bluffsides

Bluffsides is divided into eight distinct districts (not counting the ruins): Old City, New City, Mining District, Temple District, Military District, Wizard District, Undercity, and Sordadon. Each of these contains enough information to use as standalone cities. If you feel Bluffsides is too large and you need a city the size of the Temple District, use it. Want a floating city? Sordadon can be dropped into the waters off any coast. The maps included make converting this large city into several smaller ones easy.

Places of Interest (POIs)

Bluffsides contains over 100 POIs. Taken as a whole, they help make Bluffsides a living, breathing city. There is plenty of information in each to help ease your players into the city and feel part of it right from the start. Did we map out every building and all of the characters of Bluffsides? No. What we did is give you plenty to start with, making your job much easier. Any GM should find that, with little preparation, Bluffsides can be opened up and the PCs can start exploring immediately. With a city of this size, there is plenty of room to add your own flavor to Bluffsides, making it yours and your players' city of choice.

Included in the POIs are hooks—ideas for GMs to spin into complete adventures. They are not required. They are not complete. They require plenty of work from the GM to make into real adventures. They are, however, a good place to start and may spark a GM into creating something that can be completed in a night or become the center of an entire campaign.

Also included in the POIs is a list of regulars. Please note that not all regulars listed will be in each POI whenever a PC visits. These are just places where many characters can be found, outside of the POI with which they are associated.

Outside Bluffsides

Several small towns are marked on the Bluffsides area map and given a short write-up. These areas either exist in other products, are mentioned in the sourcebook itself, or are open to GMs for fleshing out. The ones described in Nearby Areas, however, will be future releases under the TruMod system. They can be used in conjunction with Bluffsides or as standalone products. All will be introduced by an *Interludes* adventure sourcebook that ties them to Bluffsides.

Religion

The gods presented in this section are worshipped in Bluffsides, as well as most areas of the world. If you like our gods and want to use them, feel free. If, however, your campaign world is already

filled with deities, then use your own and set these aside. Hopefully, the POIs for these temples will give you good starting points for your own gods. If possible, try our gods. You may like them.

Appendices

The appendices contain plenty of new spells, feats, magic items, creatures and much more. All are used somewhere within the city and are referenced. All characters are also listed here with a complete stat block.

Key

Map Reference	District or Area
Bluffsides Proper	
OC	Old City
MD	Mining District
TD	Temple District
M	Military District
WD	Wizard District
NC	New City
Undercity	
S	Sewers
CA	Under Old City
W	Warehouse District
CH	Cavern Harbor
CS	Coach and Six Market
CN	Natural Caves
AC	Aceldama
MI	Mines
DH	Dwarven Halls
Sordadon	
HD	Harbor District
SD	Sea District
SH	Shipping District
CD	Commoner's District

Maps

The map of Bluffsides is offered in two formats. The pull-out poster map glued into the back of the book has no POIs identified. The GM may choose just how much information to dispense to players.

A map of each district is included at the start of the section describing that district. These maps identify all POIs included in the book, keyed for ease of use.

CHAPTER 2: HISTORY

The history of Bluffside is divided into two distinct parts: known and unknown. While it may be easier to start with what is known, the unknown has drawn people to Bluffside for over 200 years. Bluffside *is* history. All of what is here is mere speculation and supposition garnered through archaeological research. Of course, any information that can help shed light on the Ancients and their ways on the time before the Great Sundering, before The Walk—can only help us understand where we came from and what we can be once again.

Sem La Vah

The history of Bluffside dates back over one hundred thousand years to when it was known as Sem La Vah, perhaps the largest seaport on the western shoreline of the Great Northern Continent. This shoreline is a continuous jagged cliff, making most attempts at deepwater docking impossible. However, wrecks uncovered by sel'varahn, and its unusual geographic location, confirm the theory of its original purpose as a seaport.

Archaeologists have, with the help of divination spells, pieced together bits of information concerning Sem La Vah. The ruins indicate a city large enough to hold 3,000,000 people. The location of the city remains a mystery. To this day, no known, ancient passageway out of the valley has been found. In other words, all who lived here or visited came via the coast. The small valley is not particularly fertile, nor is the fishing either convenient or more plentiful

than on the other side of the continent. Why then was this huge metropolis located in this nearly inaccessible valley?

The Barrokks

The original inhabitants of Sem La Vah, known today by their fossil remains, called themselves Barrokks. As with all of the Ancients, specific knowledge is lost to the ages. What little is known of these beings has been gleaned over the past century from fragments unearthed in the ruins of Sem La Vah.

Studying unearthed structures and skeletal remains, researchers estimate that the Barrokks were larger of frame than today's humans. The adults stood approximately seven feet tall and weighed 300 pounds. As yet no Barrokk child has been unearthed.

Barrokks were a highly civilized people. Their one great remaining structure, the Palace, provides proof that these people were cultured and interested in both beauty and functionality. Three museums in Bluffside alone hold countless restored pieces of Barrokkian art and beauty. From the sculpture of Dak to the Door of Light, Barrokkian art is appreciated and valued in ports of call thousands of miles distant from the ruins where they are unearthed. These artifacts shed some light on a people who existed before the Great Sundering, and whose tremendous power, evidenced by the incredible ruins of Sem La Vah, did not save them.

Great Sundering

The Great Sundering has been chronicled in most cultures throughout the world, and is interwoven in every ancient religion. Bluffside, formerly Sem La Vah, was ground zero of the Great Sundering. No matter where in the world the story is told, all have a common theme. Death and destruction rained down upon the world from the heavens. Some called it the anger of the gods. Others claimed it was the end of the world. Civilization ended. Panic ruled. Gods disappeared. Fire and famine swept through everything.

Sem La Vah was struck by a huge messenger of destruction. Did the ancient Barokkians know of their impending doom? Did they struggle with magic and might unknown today to prevent what could not be stopped? In an instant it was over. Archaeologists have been trying to discover for over a hundred years what happened to the people, and why so much of the city remained intact after such a catastrophe. The impact took a huge bite out of the cliffs, forming Crater Bay, and yet it left substantial ruins that remain even today.

No one from ancient Sem La Vah made it across the ice bridge during The Walk. All that is left of the Barrokks is here, and Sem La Vah does not give up her secrets easily.

The Walk

The Walk took place when the ice age descended upon the world. An ice bridge formed, joining the Great Northern Continent to the scattered land masses to the south. Races that survived the Sundering now fled the killing cold. Many legendary races of antiquity did not make the crossing, and met their fate in the ice.

The southern lands were stark and barren compared to the lush lands of the north before the sundering. But they were warm. The survivors adapted to their new lands, learned to live and work together, and slowly forgot the north. Exact knowledge of the Great Northern

Bluffside (Metropolis): Nonstandard: AL NG; 100,000 gp limit; Assets 300,000,000 gp; Population 60,000; Mixed (human 78%, elf 6%, gnome 4%, half-elf 4%, dwarf 4%, halflings 3%, half-orc 1%, other <1%).

Authority figures: **Horatio Hollingsworth** male human Ari12 (mayor); **Wilton Blander** male human Ari11 (council member); **Samantha Pomander** female human Ari10 (council member); **Revel Varian** male human Ari12 (council member); **William Wellington III** male human Ari6/Exp5 (council member).

Important Characters: **Simissin Elisine Nisselim** male dragori-sah Sor11/Exp2 (dragori ambassador); **Jarman the Wise** male human lich Exp4/Sor12 (city founder); **Master Uribe** male gnome Exp14 (Adamantine Security Council leader); **Walnd** male human Ftr15/Clr1 (Valhalla temple leader); **Garl Frostor** male frost giant Clr7 (Winged Death temple leader); **Finus Lomusin** male human Wiz14 (Academy of Arcane Arts and Library of the Magical and Mundane leader); **Kinkar Kinlay** male human Rog10/Cat5 (local cat burglar); **Ruka Frosht** male very old white dragon (Chill Bringer leader); **Hawk Drydor** male human Rgr6/Bmr8 (Bluffside mountain ranger); **Will Tooley** male dwarf Ftr5/Rog9 (Umbra Incognita leader); **Tamalek Aurtein** Male human vampire Exp2/Wiz5 (Undercity resident); **Falina Edgewater** female sel'varahn Drd15 (bay defender).

Militia: **Drindel Lightstrike** male sixam Ftr8/Brd3 (Bluffside One-hundred leader); **Reginald Oakfirst** male human Ftr10/Rgr2 (Bluffside Regulars leader); **Kale Benocia, Admiral** Male half-elf Ari6/Ftr6 (Naval Academy leader)

Continent was lost and receded into racial memory. It would be over 1,000 years before their birth land would be rediscovered.

Rediscovery

In the year 1130 after the rediscovery of the Great Northern Continent (GNC), Jarman the Wise sailed north, intent on uncovering some of its secrets. He found ancient scrolls near the Sundered Mountains, written in an elvish script. The text hinted at a valley of gold and magic that lay just on the other side of the mountains, as well as an ocean west of the mountains, previously untouched by modern man. With funds running low, Jarman sailed south again, determined to return in force.

Once in his home port, Jarman solicited funding for his next adventure. He gathered the greatest archaeologists money could rent and set off again four years later for his fourth visit to the ancient land of his fathers. He had a feeling that this would be the trip to make him famous.

He followed the directions of the scrolls through a secret pass, now known as Jarman Pass, and came upon the remains of Sem La Vah. This vast, undiscovered ancient city would be his base of operation until his disappearance in 1158. He called his camp Bluffside, and it eventually grew into the city of today.

The ruins of Sem La Vah are dominated by two enormous structures. The first, only a few hundred yards inside the valley, repulsed Jarman, turning him forever toward the second.

Obsidian Tower of the Unknown

Sticking out from the broken land, a finger of pure obsidian pointed toward the sky. Jarman and his group approached the structure as soon as they entered the valley. The entire company felt a sense of dread as they neared the black tower. Pack animals started to kick and go mad once within a hundred feet.

No one, however, reacted the way Jarman did. His senses were bombarded with an otherworldly attack that caused him to recoil. While others could approach close to the Tower, Jarman could not get within 100 feet without feeling his head would explode. He believed it was his spellcasting ability that drew the power against him, but a wizard in the group never felt what he, a sorcerer, did. Because of his feelings of dread, Jarman ordered his followers to stay clear of the Tower. Simon Parlance, a maverick in archaeological circles, defied the order. Sneaking out under cover of night, Simon was last seen by his servant moving toward the Tower. When he could not be found the next morning, Jarman sent a small expedition closer to examine the structure. The Tower was a completely featureless black obelisk, capped by a golden dome. There was no sign of Simon, who was never seen again. Jarman turned from the Tower and would never return to it again. He never spoke of his experience with a living soul.

Jarman now completely focused on the second major structure in the valley; a structure that would become the focal point of his life's work. After bridging the 50-foot crevasse that ripped the valley in two, Jarman was face to face with one of the greatest discoveries of this age. He immediately started the original Bluffside settlement, now referred to as Old City. This settlement grew slowly beneath the shadows of the largest freestanding structure from the ancient world, the Palace of Sem La Vah.

Palace

The Palace, as far as can be estimated, dates back at least 200,000 years. Standing over 150 feet tall, the Palace drew Jarman to it like iron to a loadstone. What initially struck the archaeologist was the enormous golden dome atop the Palace—intact after centuries alone in the valley.

Initial investigations showed that entrance to the Palace would be costly and hazardous. Ancient spells of binding—still in place and very powerful—protected the whole structure. These powerful magics may well have protected the Palace from both the Great Sundering and the ice age that followed. It took a year of expensive and dangerous research and experimentation before the Palace could be entered.

Jarman and his team gained access to the first floor, which was intact, but completely empty. The mystery just drew them in deeper. Thieves hearing rumors of the ruin sneaked into the structure, looking for loot. When they were disappointed, they defaced some of the walls, obscuring ancient patterns.

When Jarman and his team discovered the damage, they closed the Palace and sent away for assistance. Since he was responsible for breaking the seal on the Palace, Jarman felt responsible for protecting it from such wanton destruction. He sold off trinkets from lesser ruins in the valley and used the money to hire a small mercenary force under Commander Franklin Brakk. Commander Brakk immediately took charge of the situation and sealed off the area surrounding the Palace. By 1136 GNC, this small strip of land was under modified martial law. Only archaeologists and their guests were allowed near the Palace proper. The Bluffside Regulars, as they came to be called, made protection of the Palace their main priority.

While the Palace was the center of most activity in the valley, there were other ancient structures holding who knew what treasures, and the Bluffside Regulars could not guard them all. Just east of the Palace stood a great area of fallen buildings. These ruins claimed more lives over the years than any other single event within the whole Bluffside valley.

Ruins

There is disagreement as to what the ruins were, originally, largely because the place cannot be thoroughly investigated. Some say they are the remains of the easternmost part of the ancient city of Sem La Vah. Others say that this is the last resting place of the Barrokks; a graveyard of sorts. Whatever it was, there can be no doubt that it is haunted.

Early on, the new residents of Bluffside recognized the dangers of the ruins. Strange, haunting sounds were heard from within the area. There were some early excavations within the ruins on the outskirts. While spooky during the day, at night they became dangerous, driving people away. Some who lived to tell of their time within the ruins at night spoke of skeletons, zombies, and ghouls walking the ancient streets. Others saw apparitions of ancients wailing in an unknown tongue.

What they didn't initially realize was that the ruins were more than just a haunted graveyard of the ancients. During the Great Sundering, a rift was opened between the prime material plane and the Plane of Shadow. In at least two places—beneath the ruins and deep beneath the bay—the prime material plane gives way to the Plane of Shadow at random intervals and in different ways. There are rumors that the



Timeline

Note: All dates are from the rediscovery of the Great Northern Continent (GNC).

- 0 Northern continent rediscovered
- 1,130 Jarman finds scrolls detailing passage-way to Sem La Vah
- 1,134 Ruins of Sem La Vah discovered
- 1,136 Martial Law declared in strip of land surrounding Palace
- 1,142 Tarrag Presage constructs first mage tower in Bluffside
- 1,144 Old City completed.
- 1,158 Jarman the Wise disappears
- 1,160 Shaloron touches Obsidian Tower of the Unknown and disappears
- 1,253 Adamantine discovered in mountains south of Bluffside. Bluffside grows overnight
- 1,255 Adamantine mines in full swing
- 1,257 Mining District completed
- 1,258 Archaeologists uncover underground passageway beneath Palace.
- 1,259 Goblinoid War begins and ends two months later
- 1,263 First temple built in what would become Temple District
- 1,270 Underground complex discovered
- 1,272 Walls completed around Military District
- 1,275 Steam Gnomes discovered
Gal Na Mar Khan purchases Silver Wyrms
- 1,276 Steam Gnomes begin turning Bluffside into seaport
- 1,280 West Quadrant completed
- 1,300 Beginnings of present day Sordadon tied into place
- 1,310 Water wheel supplies power to Bluffside
- 1,342 Present Day



Barroks were pushed into the Plane of Shadow when they attempted to save themselves, but none have been confirmed.

Eventually, those who settled Bluffside in the early days gave up on the ruins, preferring more healthy and dependable ways to build their fortunes. Soon after Jarman brought in the Bluffside Regulars, real settlers began to seek out Bluffside. Some believed the wild rumors about gold lying on the ground and ancients walking the streets, but most wanted to be involved in the repopulation of the Great Northern Continent. Whether greedy fortune seekers or clear-eyed colonial pioneers, the immigrants flooded in.

Settling Bluffside

In the early days, Bluffside was a small collection of tents and temporary structures erected for the sole purpose of excavating surrounding sites. Slowly, a makeshift town grew up around the camp. Artisans—metal workers, miners, researchers and others—emigrated to Bluffside. Farms grew out to the edges of the valley. And with all these people came others to prey upon them.

A rough city plan was devised to allow the town to form while the business of archaeology continued undisturbed. Now Bluffside actively recruited construction workers, painters, sewage workers, and others with necessary skills. The city walls were erected and the core structures of the city were completed in 1144 GNC.

The new Bluffside had a population of roughly 5,000 people, although the capacity of the city as it was planned was far greater. Jarman and his fellow archaeologists had a large say in city affairs, but felt that others were better equipped for day-to-day city management. The archaeologist's guild, led by Jarman, held veto rights over any decision related to ancient Sem La Vah, along with full authority over the military and the Palace. Bluffside had a good start, with good planning for the future. No one could have foreseen the coming rush.

Adamantine

An archaeological dig in the Sundered Mountains south of Bluffside uncovered a large quantity of a metallic substance only found in small quantities before. The metal swirled in their hands, as though alive. Believing they knew what they possessed, the miners quickly brought a sample back to town.

It was confirmed. They had found adamantine, rarest of metals. Adamantine occurs naturally only in space. Meteorites and comets bring small samples to the world. Whatever struck Sem La Vah during the Great Sundering was huge and almost entirely adamantine. The impact had shattered the object, the shrapnel penetrating the surrounding mountains. The rush began.

Boom Town

Tales reached around the world and soon prospectors flooded into the valley. Old City grew quickly, and soon filled to dangerous numbers. Fearing a takeover by the mob descending upon Bluffside, the authorities declared the entire valley and surrounding mountains property of Bluffside. They designed an expansion plan for the city, assuring that no ancient structures or ruins would be disturbed in the quest for wealth.

Bluffside is in a very defensible location. One pass only leads to the interior of the continent, weaving its way through the Sundered Mountains. A few others lead up into the mountains, but don't cross. There is no way to move a large force through these passes.

In addition, the 500-foot-tall cliff to the west makes it all but impossible to assault the town from the sea.

The Bluffside Regulars became a standing army, supported by new taxes. Most of the initial company of soldiers retained their high-ranking posts. Commander Brakk was given the position of Commander of all Bluffside forces, with orders to protect Old City and the Palace at all costs. His first assignment was to seal off Old City to immigrants. A new district was designed off the same basic plan, just to the south of Old City and across the crevasse.

Sixams Discovered

On one of his many forays into the mountains surrounding the valley, Jarman and a small force came upon a frightening scene. A winged creature, vaguely humanoid in shape, fell from the sky near their location, its body smashing on the sharp rocks. Jarman quickly moved to lend assistance to the strange creature when a large shadow passed over him. Looking up, Jarman saw, silhouetted against the sun, a white dragon looking for its prey.

In seconds, Jarman and his men dragged the fallen creature into a nearby cave and waited. Although the dragon circled for hours, it never discovered the small entrance to their hiding spot, and eventually gave up. Jarman brought the creature back to Bluffside and, with the help of healers, nursed the fallen creature back to health.

The creature identified itself not only as a member of a race called Sixam Ieuna, but also a scion from a royal line. He stated he owed his own life and that of his unborn descendants to Jarman. He vowed his people's eternal friendship to the people of Bluffside. From this point forward, 100 sixam warriors, known as the Bluffside 100, would patrol the skies above Bluffside, repaying the debt owed by the sixams. Before the sixams could assemble this force, however, the Goblinoid War began.

Jarman Disappears

Rumor spread that Jarman and his colleagues were on the verge of an important discovery beneath the Palace. An ancient underground passage was revealed, perhaps for the first time in 200,000 years. The archaeological community observed in great anticipation. Then, Jarman disappeared. The search for him was cut short, however, as a simultaneous uprising in the nearby mountains threatened Bluffside and the dig itself.

Goblinoid War

The Goblinoid War came as a complete surprise to the people of Bluffside. Of course, threats from mountain denizens existed from the earliest discovery of Sem La Vah. Most of these monstrous incursions (involving goblins, orcs, and the like) were sporadic and uncoordinated; easily rebuffed. Simple precautions, like highly visible caravan guards, were enough to keep most of the problems at bay.

In 1259 GNC, after several months of silence, the mountains exploded. Jarman Pass was cut off by a large force of orcs. Goblins, sneaking down the Red River, swarmed into the valley, quickly fording the river with portable bridges. They were well prepared, and executed a good plan.

The creatures skirted the base of the Obsidian Tower and the area surrounding it. Sneaking around the crevasse, they were first spotted as they approached the new city. An alarm was raised, and quickly the bridge to Old City was raised, assuring its survival and the new city's destruction.

Bluffside: City on the Edge

It took two months to drive the creatures from the valley. A combination of counter attacks from Old City and the arrival of the first Bluffside 100 helped, but what actually ended the siege was the mass pullout of the invading forces. One night they just left, with no treaty, no surrender, indeed, no explanation at all. The new city was rebuilt, and named the Mining District.

While the Mining District set to the chore of rebuilding, excavation in designated sites in the surrounding countryside resumed. In 1270 GNC an ancient underground complex was broken into just north of the Palace and south of the Red River. Exploration through this vast complex continued for several years until a group of adventurers hired to eliminate some monsters discovered a previously unknown race.

Steam Gnomes

In 1275 GNC, the steam gnomes were discovered. The steam gnomes are a race of tinkers. They have lived for thousands of years below ground, relying only on their skill at manipulating their surroundings. They immediately befriended the people of Bluffside (topsiders, as the Steam Gnomes called them) and together they formed a mutually beneficial alliance. Bluffside provided the steam gnomes with grain, beef, and wood. In exchange, the steam gnomes promised to help the people of Bluffside with one of their most serious problems—trade.

From the beginning, it was very difficult to trade anything with the outside world because of the dangers involved with moving through Jarman's Pass. It was easy for any marauding creature or band to waylay any cargo winding its way through the pass. A seaport, however, would change all that. Unfortunately, the same cliff face that was so beneficial to Bluffside's defense was an obstacle to oceanic trade.

Undercity

The first thing the steam gnomes did was open up ancient passageways leading down to the bay. Some new tunnels were dug, but with the help of nearby dwarves, they were completed in only a few years. The plan was to bring cargo up from the sea through a series of passageways and the use of an invention unknown to topsiders: the elevator. A second new city quickly built up over these passageways with the intention of being the main trading sector.

The elevator was powered by a water wheel inside the immense falls. This complex contraption of gears and spindles supplied Undercity with power enough to raise cargo several hundred feet.

While the engineering marvel of the Bluffside Elevators overcame the barrier of the cliffs, there was still the matter of the shallow water at the cliff base. No ships could harbor there.

Sordadon

Crater Bay is unusually large and rounded, but not exceptionally deep. Coral reefs weave throughout the bay, making it impossible for large vessels to anchor anywhere near the cliff face. Several derelict wrecks bore mute testimony to the difficulties of harboring in the bay. This necessitated a fleet of flat-bottomed boats to shuffle trade goods back and forth into the Undercity directly from the ships; an imperfect system prone to hazard.

An enterprising halfling named Kyle Sordan, seeing an opportunity, set up shop on the largest of the half-sunk wrecks. At first, Sordadon, as it would be called, was only a floating bar. Eventually, through dealings with the Traders League and the Miners and Bur-



rowers Society, present day Sordadon was lashed together, providing a deepwater port for incoming vessels and a trade hub from which Bluffside's adamantine could be shipped overseas.

Cliff Diving

The cliffs of Bluffside plummet 500 feet into the bay. To most this is an awe-inspiring view. To others, a terrifying vista. To some folks in Bluffside, it's a challenge.

Cliff diving is a sport in Bluffside. They dive from openings found throughout the cliff face. Those most easily accessible are the most popular diving points. But there is a certain prestige gained by diving from obscure ledges or places with restricted access. The view from the Rooftop Inn is sometimes disturbed by the sight of a diver in crazy-colored costume leaping into Crater Bay. Rumors abound in the diving subculture of winding passages leading through restricted areas in the Undercity to spectacular diving ledges.

There is a series of diving ledges all along the cliffside, starting only 10 feet up from the water far down at the south end of the bay. Most of these were fashioned from wood and bolted into the cliff face. Some few were fashioned through magic. They give no access to the tunnels of Undercity and are accessed either by climbing up from the bay, flying or levitating.

Climb DC 10

Climbing up from the bay is assisted by hand-and-footholds placed regularly in winding paths up the cliff face to various ledges. The ledges are separated by about 30 feet horizontally, and each is higher than the last. At this time there are ledges at 10, 20, 30, 40, 60, 80, 100, 150 and 200 feet.

Swim or Tumble
DC 20

At the base of the cliff, water reaches a depth of 20 feet. A skilled swimmer or acrobat can safely dive from the 60-foot ledge. Diving from anywhere higher results in normal falling damage, because the water is not deep enough. Characters can add to the difficulty of the dive by attempting acrobatic maneuvers during the fall. The GM should adjust the difficulty according to the complexity of the maneuvers described. Those diving from heights greater than 60 feet are free to devote the entire dive to the art form, since a successful dive cannot avoid damage. It takes approximately 5 seconds (one-half round) to dive from the top of the Bluffside cliffs into Crater Bay.

Every year a huge competition draws divers from all over Bluffside and Sordadon and the surrounding countryside. Divers compete in events based on precision and style. It's no longer enough to just survive, though there is still a crude, unofficial competition in that area.

The sixam ieuna love watching the landbound perform acrobatics in the air as they plummet helplessly downwards. They cannot normally compete in the diving, but sometimes judge.

Going Over the Edge. Not everyone who dives off the cliff does so voluntarily. Many a dark night has borne witness to a struggling figure, in a bag or barefaced to the winds, tossed over the edge. Few of these sort survive the plunge. Often, when a local personality goes missing, people say he's *gone over the edge* or *taken a dive*.

Today

Trade ships come to Bluffside from all over the known world, but the adamantine is nearly mined out of the surrounding mountains. Reports come up from the Undercity speaking of terrible creatures beginning to emerge from the deepest caverns below. Creatures from the surrounding mountains appear to be operating in concert again, as they did during the Goblinoid War. Apparitions previously unique to the ruins are now being seen in Old City. In addition, word from the Wizard District indicates that the Tower's secrets, for good or evil, are close to being unlocked. Bluffside stands on the verge of its greatest age, and the edge of ruin.

Population

Bluffside's permanent population is approximately 60,000 beings, broken down as follows: 78% human, 8% elf, 4% gnome, 4% half-elf, 3% dwarf, 2% halfling, and 1% half-orc. Aside from these major races, several minor races are present in extremely small numbers: dragori, nevae, sixam, steam gnome, and the occasional giant, among others. Fluctuation from trade, however, can cause the population to reach over 90,000. During such high trade times, the population of Sordadon increases more than that of the city proper, while that of the Undercity rarely changes. The peak trade time called the Advar occurs during the summer solstice.

CHAPTER 3: POWER STRUCTURE

Adamantine Security Council

The ASC has one and only one charge: ensure the safety of the adamantine within the mining district. They accomplish this using visible and invisible methods. Visibly, ore squads are present with every adamantine shipment as it travels along the city streets. These five individuals are highly trained and willing to lay down their lives to protect the adamantine. Working as one, they are a force to be reckoned with. Invisibly, the ASC has moles that have infiltrated underworld operations, trying to cut off any attempted hijacking of the ore before it happens. The ASC works alone, eschewing even aid from the Five, mainly because of Wilton Blander's association with Umbra Incognita.

The Five

From the earliest days, when Jarman brought in the Bluffsiders Regulars, the visible seat of power in Bluffsides has been occupied by archaeologists. Although Jarman himself wasn't interested in running a city, five of his most trusted colleagues took on the challenge. They formed a confederation whereby they and their descendants would share power. It was these early houses, now known as the Five, which sponsored many early mining operations, in turn using the adamantine to cement their hold on power. Throughout the history of Bluffsides, this one adage holds true: he who controls the adamantine controls Bluffsides. The one thing that places the Five apart from all other powerful groups in the city is that they are the only private citizens who hold adamantine mines. All others are operated by a coop of miners and the like.

Over the years, petty bickering and assassination attempts have fractured the original confederation. Now, each schemes and manipulates the other on a daily basis with only one goal in mind: total control of Bluffsides and the wealth of the adamantine mines. This complex dance of power has all the houses on guard at all times. With their attention so focused on each other, they have not grown or changed with the times, allowing others to wield power within the city that would now take all of them working together to challenge. Although they still unquestionably control the Palace and Old City, their power over the rest of Bluffsides is not so absolute.

The Five are:

- *Wilton Blander*—Blander would, if allowed, tear down the Palace and sell it piece by piece. His only cares are for personal gain and illicit pleasures. He uses Umbra Incognita as his personal army, bribes leaders of the Bluffsiders Regulars to look the other way, and promotes much of the illegal activities within the city. While not dangerous personally, crossing him would be a bad career decision for any adventurer.
- *Mayor Horatio Hollingsworth*—Hollingsworth holds the title of mayor solely through his advanced age. He, in fact, holds no more power than the others, although his ideology is more along the lines of the archaeologists who came before him. He would allow the city to fall apart to preserve the most insignificant relic from the past. He survives through his great skill at diplomacy. He knows what makes the others tick and exploits them for his own personal gain. He is not especially well liked by the citizens, as they see him as one who has his head in the clouds.

- *Samantha Pomander*—Pomander, the only woman among the Five, prides herself on being a great bureaucrat. Her persistence in the day-to-day activities of the city makes her a valuable asset to the power structure. She deals with problems the others feel are beneath them, which brings her more into contact with the people who actually run the city. While she has no political ambitions, she secretly wishes both Blander and Varian would cease to exist.
- *Revel Varian*—Varian is a religious zealot. He worships the Great Teacher, and he will not rest until all of Bluffsides worships him as the one true god. His spies are everywhere, mostly disguised as beggars. They gather information on everyone in power, used to make them see the light or pay the piper. Wildly loved by other worshippers of the Great Teacher, Varian is considered dangerous by all other religions represented in Bluffsides.
- *William Wellington III*—Wellington is the only true archaeologist of the Five. He has no desire to run a city. He would rather be left to his digs. Unfortunately, his voice is needed, if for no other reason than to block Blander. He is the best liked of the Five by the populace. His great popularity is his best defense against assassination.

Wizard Council

The Wizard Council was founded as the voice of the Wizard District. They represent the wizards in dealings with the city government, and all other organizations outside of the quarter, and also deal with issues inside the quarter.

Under no circumstance are sorcerers represented by the council. The council believes that, since the incident with Jarman, the Tower rejects sorcerers and so should they. There is no house for sorcerers within the district and, moreover, they are openly rejected by the council. The wizards feel that sorcerers are a perversion that should not be allowed to exist. Local law, however, keeps the council from outwardly moving against Bluffsides's sorcerers.

Each "house" in the Wizard District has a say in the business of the council, as each house has one representative on it. The "General House" representative is the Council President and only votes on issues when there is a tie. Each member remains in their council position until the house they belong to removes them from it, or they are unable to hold the position for whatever reason.

The Council concerns itself for the most part with magic, and keeping things running smoothly in the Wizard District. However, sometimes political considerations weigh in, and political ties and political power become factors in decisions.

When it comes to wielding actual power within the city, the Wizard Council takes a wait and see attitude. If the Wizard District is not affected, they are not interested. Their only dealings with the Five involve lending lower level mages to man vital points in the city defenses. This also lets them gather information from the inside.

Anything involving magic immediately gains their attention. Any wizard within the valley must report to the Wizard Council. Their power is determined and they are added to the roster of their affiliated house of wizardry. If, for some reason, a wizard does not want to join a house, he may remain in Bluffsides on one condition: he is not allowed to practice magic within the valley under penalty of



death. Certain short-term visitors are immune to this penalty. They are simply asked to leave at once.

Religion

Religion plays an important part in the lives of most city residents. The vast multitude of religions within Bluffside, and the fervor with which they are worshipped, makes this one of the most potentially explosive power groups within the city. Only the constant infighting and divisions makes them, as a whole, less effective than smaller power groups. Still, if any one of the large temples decides they want something from the Five, it would be hard to refuse them.

The temples of Bluffside wield power based on sheer number of worshippers. The Five are more likely to listen to a temple that draws 5,000 worshippers than one that draws 500. The power of a temple is also affected by the amount of money it has at its disposal. With the right amount, even small temples find their wishes granted.

Vault

The Inner Sanctum of the Vault absolutely controls all adamantite that leaves the city through sea routes. This, as well as its

unusual locale, make it the absolute authority on Sordadon. Not even the Five dare violate the Vault's sanctity. This unusual situation makes Sordadon almost a sovereign city within Bluffside's sphere of control. If you are arrested for a crime in Sordadon, no amount of pleading from the city will have any impact on your incarceration or subsequent sentence. The Vault takes its responsibility seriously, and feels equal to the Five. At times, the Vault feels they hold the real power of Bluffside.

Adventurers

While it may seem odd to include adventurers as part of the power structure, in reality they form a very powerful group. Adventurers helped drive goblinoids from the valley. They helped explore and clear out the area that would eventually become the Undercity. They are called upon repeatedly to explore caverns in the nearby mountains or investigate strange happenings in the ruins. The vast underground passageways beneath the city could not be kept clear if it were not for adventurers. If the Society of Explorers and Adventurers ever considered it a possibility, they could wield real power.



CHAPTER 4: BLUFFSIDE PROPER

Leaving the confinement of Jarman Pass, I saw below me, stretched out in all of her majesty, the City of Bluffside. Even after a long and arduous trip from Kirkwood, I found myself standing with mouth agape in wonder at its majesty. Although this was my third visit to the great city, I still found myself awe-struck by its skyline. The Palace dominating the panorama, majestic sixams flying patrol, the Great Furnace bellowing clouds of smoke pulled into the mountain caves—this is what I dreamed of on my return trip. Memories flooded back, and I felt a pull to tour the city before taking care of this trip's business.

After descending the gently sloping road, I left Red River and passed between the Military District on the right and the farmlands on the left. Had I more time I would stop in to visit Madame Scarlett's lovelies. As it was I could not help but reminisce about the hours I spent there on prior trips.

Moving along, I skirted the massive chasm to the left, passing between it and the Temple District. The spectacle of holies battling it out at Dine Divine beckoned to me, as well as the good company of my friend Farkham McDougnam. But business called.

Before crossing one of the seven bridges, I passed by the Adamantine Gate, defender of the Mining District. A hard, busy place, filled with miners going about their business and the ASC patrolling the streets. Not a good place just to visit. Of course, my memory may have been clouded by that incident with the adamantine dust.

While crossing the bridge, I took a quick look into the crevasse. The aspect of the depths descending into impenetrable darkness, and the sound of the wind rising from below makes me shudder. The eerie sound carries echoes with the memory of the catastrophe that brought such great devastation to tear this land apart.

On the other side, however, all of that changed. Old City, founded by Jarman the Wise, lay before me. To pass through those streets once again! To see the splendor of the ancient Palace up close. To visit the Theatre on the Bluff, the museum, the gardens—this is life at its best.

As I moved around Old City, I passed dangerously close to the ancient Ruins of Sem La Vah. Graveyard of the ancients, I thank the Great Provider for the sun being high in the sky. I would not dare to pass this close at night, when the ancients rise and haunt the ruins, daring any so bold as to disturb them under the watchful eye of the moon.

I crossed over the crevasse one final time and took a quick left to avoid the Wizard District. I never really cared for wizards. My one time within its walls convinced me not to visit again. The Obsidian Tower of the Unknown has an unsettling presence. I shuddered, remembering the time I passed closer to the Tower for a look. Never again.

Finally, my quick tour of Bluffside proper ended in New City. I pushed past merchants and adventurers, most residents of this district, and made my way to the market at its center. Although the smells and sights called for me to stop and eat, I had work that must be completed before I sought earthly comforts. I took a last look at the sky and descended the sloping ramp toward Undercity.

*An excerpt from the journal
of Winingham Farseer*

Old City

History

It is here where the origins of Bluffside were forged through the efforts of archaeologists and early treasure seekers. Its residents are very proud of living “inside the crevasse.” The basics of what exists now were finished in 1144 GNC. The rulers of Bluffside, now known as the Five, came from the original expedition to the valley which Jarman the Wise led in 1134 GNC.

The first ruler was an obvious choice. In 1146 GNC, Jarman was named Mayor of Bluffside. It helps when you pay the only military force from your own private funds. It was thought that Jarman's descendants would continue to rule Bluffside from then on. Unfortunately, his disappearance in 1158 GNC, leaving no heirs, ended all talk of a dynasty. After Jarman's disappearance, the power shuffled between the houses of his five most trusted associates in a complicated dance that only they fully understand. They would become known as the Five.

By 1253 GNC, those who had settled Old City, and their descendants, had become comfortable in their ways and felt like a community. When threatened by the inundation of prospectors and adventure seekers, they commissioned the construction of a new city section, outside the crevasse, across its only bridge.

The single event that defined the character of Old City occurred during the Goblinoid War in 1259 GNC. The Regulars, still beholden only to Jarman and thus Old City, sighted advance scouts from the attacking goblin hordes. They had their orders for this contingency, probably written with no more than a minor incursion in mind. They raised the bridge, cutting Old City off from any ground attack. Across the crevasse, the new city burned, and its residents died.

After this, Bluffside was forever a divided city. There is Old City, with its self-serving ways, and there is the rest of Bluffside.

Old City Today

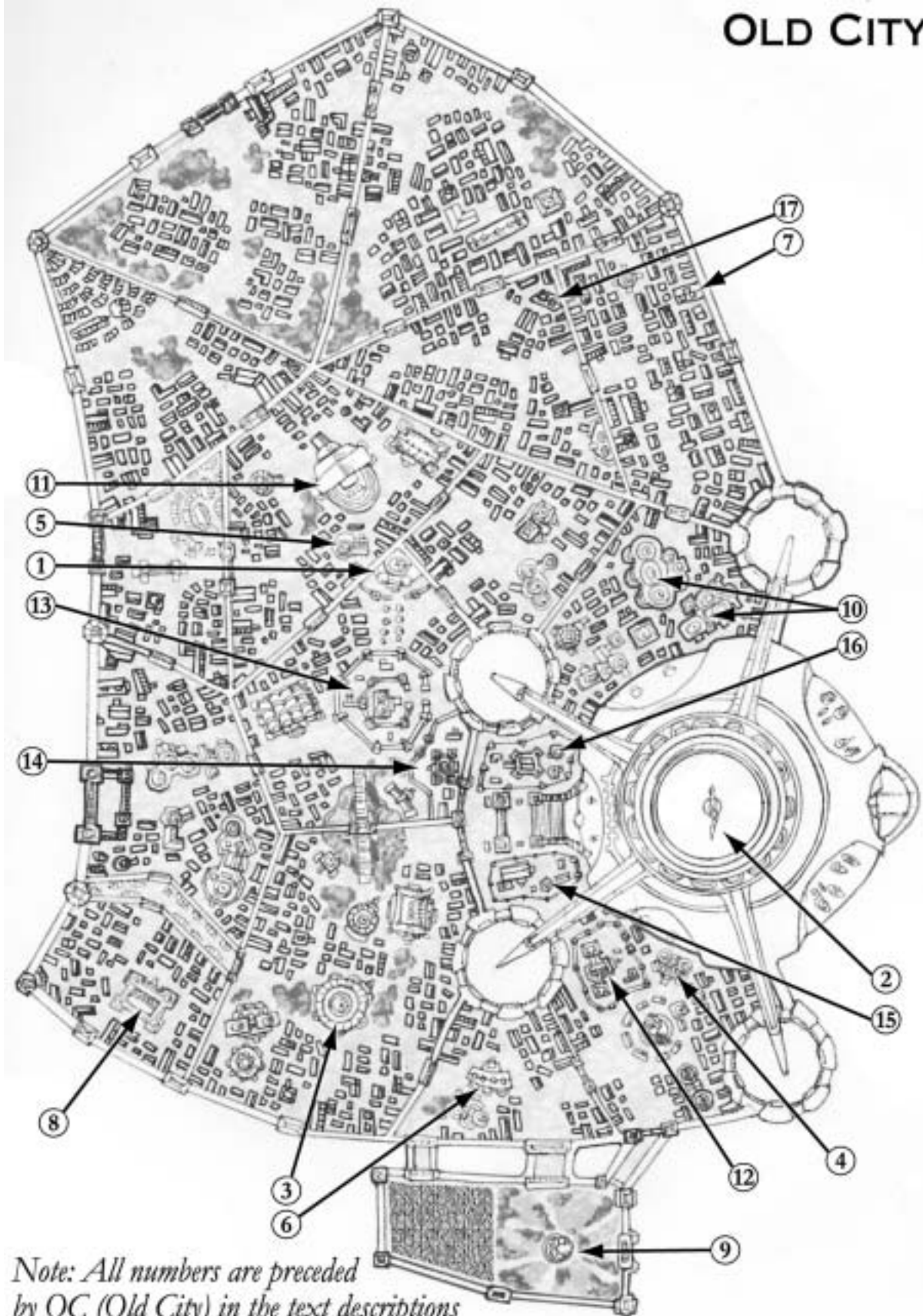
Buildings and Streets: The streets of Old City came together in a more natural (unplanned) way than the other city sections. As buildings went up, the original streets were just footpaths that connected them. This caused the streets today to have many dead ends and connections through skinny alleyways. The buildings are the oldest in the valley, and the estates of the Five are the only truly sprawling estates, set up in a semi-circle in front of the Palace.

Law: Patrols are constant here, with the average patrol passing any given point once every half hour. Everyone who is not recognized is stopped at the gates and asked their business. If the answer is a little dodgy, the offending party or individual is given an escort to their destination and back out again. One method used to get rid of undesirables is to stop them on a flimsy charge and tell them that they have to come to the Tribunal the next day to pay the fine, which is usually hefty. This causes most to flee the Old City and not return for fear of being held on that trumped up charge.

Society: The average Old City resident deals, at least indirectly, with the upper class on a day-to-day basis, making them unimpressed with the trappings of the rich. Most are workers whose livelihood is dependant on either what they sell or what service they perform for the upper class. It is common to see a visiting dignitary making his way through the streets with a full contingent of brightly clad follow-



OLD CITY



Note: All numbers are preceded by OC (Old City) in the text descriptions

ers, while Old City residents take no notice. It takes something special to make someone in the Old City sit up and take notice.

In addition, the relationship between Old City residents and those from the rest of Bluffsides is touchy at best. The Old City residents still believe that they are the only “real” Bluffsiders. The rest of the districts are glorified camps, and their residents are temporary citizens. Unfortunately, this attitude has driven many wealthy new businesses and individuals to other districts, leaving Old City to gradually decay. Old City residents don’t acknowledge any decline in their fortunes or their gently decaying surroundings.

Places of Interest

Dragori Embassy

Key
OC1

Type of Establishment:
Governmental

Description of Establishment: This imposing building is composed mainly of reddish-orange stone imported from the southern region of the Dragon Sands desert. A 20’ tall, 5’ thick wall surrounds the grounds, also built from the reddish stone. The black iron gates, designed with a long, curling dragon worked into intricate maze-work, are guarded throughout the day and night. The courtyard is divided into carefully groomed sand gardens featuring the most beautiful and rare blossoms and mineral formations of the Dragon Sands. All pathways are of black volcanic paving stones. The main building is filled with exotic treasures of the Dragori Empire and beyond, displaying the wealth and power of the Empire.

Male dragori-sah
Sor11/Exp2; hp 77;
see *Appendix 1*:
NPCs

Owner/Prominent Resident: Simissin
Elisine Nisselim, Ambassador

Description of Owner/Prominent Resident: Simissin is a powerful sorcerer specially trained and groomed for his position as ambassador to the wealthy and influential city of Bluffsides. He is a favored scion of the powerful and influential Nisselim family in Endikarr, the capital city of the Dragori Empire. Simissin was favored with unusual coloring at his birth—his background scales are

creamy white, with his family markings in dark blue. He has a low opinion of those who have no magical ability but hides this if his diplomatic mission requires it.

List of Regulars:

Male dragori-sah
Sor5/Wiz5; hp 35

Selim Nisselim was groomed from an early age to support his cousin. His knowledge and experience with both sorcerous and wizardly methods of casting gives him some insight into the possible relations between the Dragori and the people of Bluffsides. He is entirely devoted to the Nisselim family and will consider what is best for them above all else.

Guard Contingent: 30 mixed fighters and monks of 1st level, with two co-leaders: one 5th level monk and one 5th level fighter (see *Appendix 3: Guards*).

Hooks:

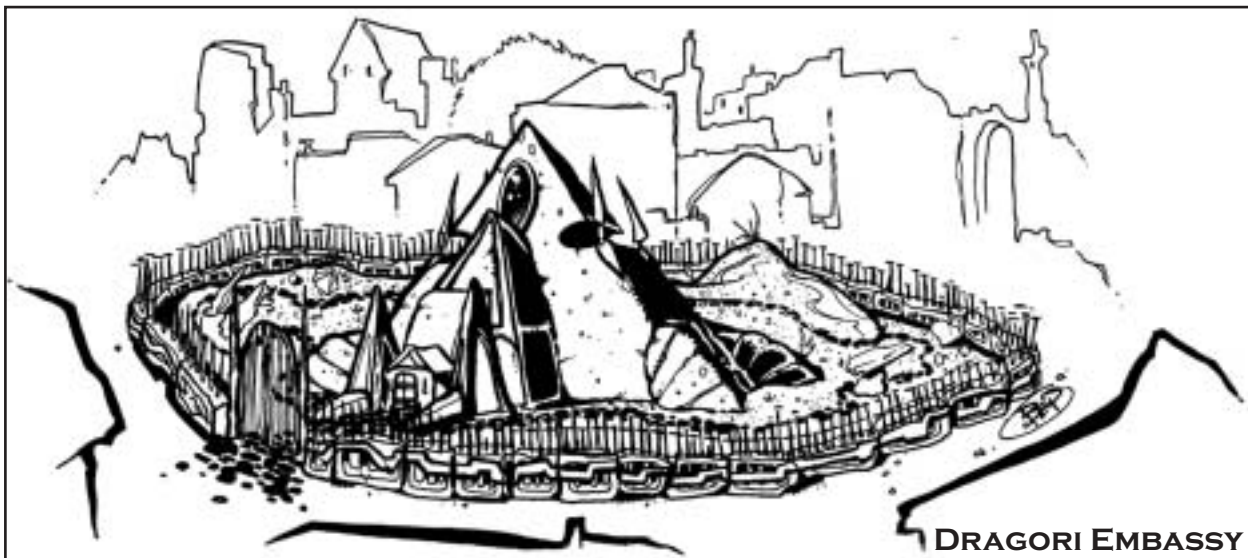
- Ambassador Nisselim is in Bluffsides to negotiate for improved trade relations for the Dragori Empire. He is there to offer diamonds from the Dragon Sands for Bluffsides’s adamantine.
- The ambassador is under a lot of pressure to bring honor to the Nisselim, so much so that he resents the path chosen for his life. If the correct opportunity arrives, he will make a life altering change and turn on his family and people.

Palace

Key
OC2

Type of Establishment:
Governmental

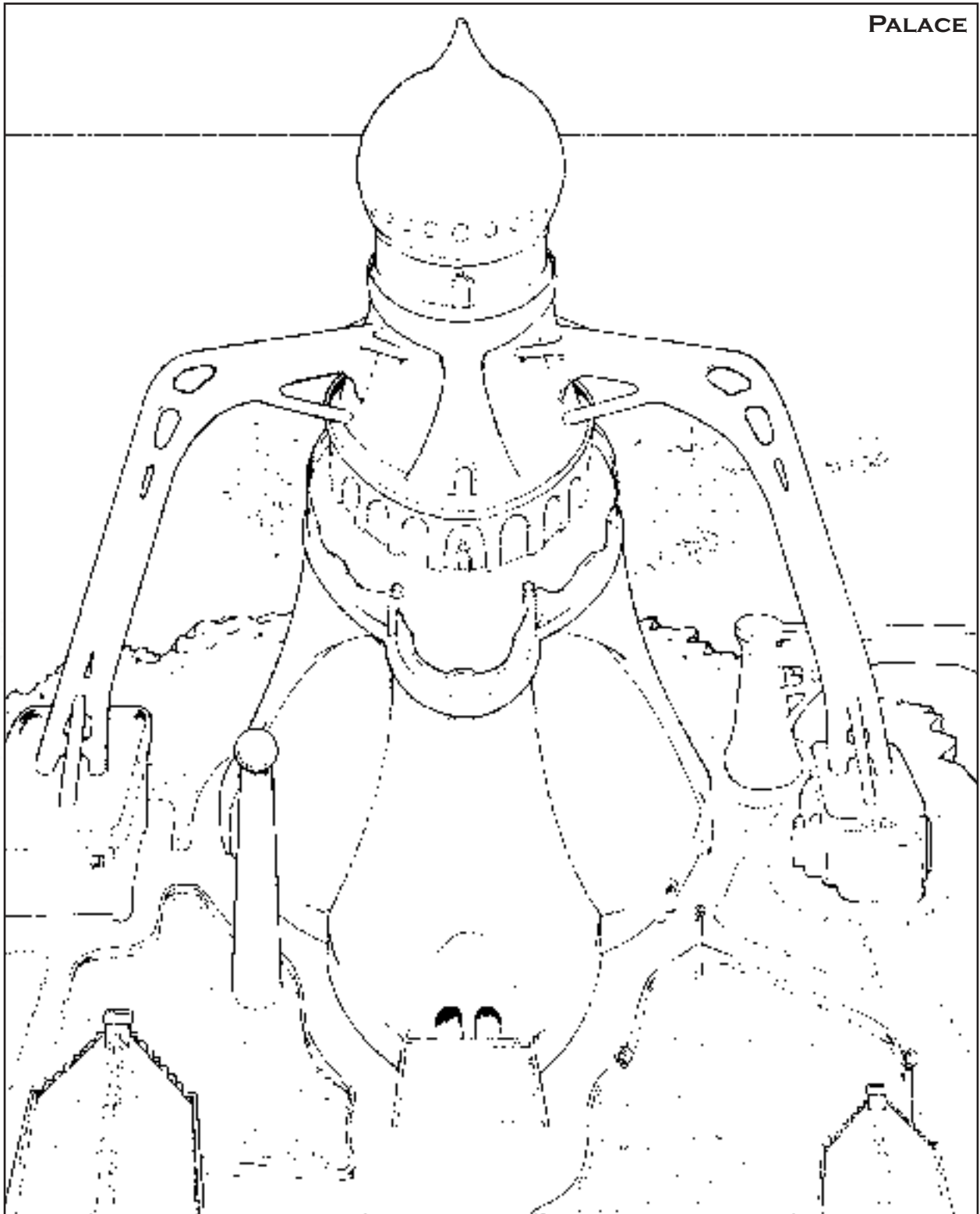
Description of Establishment: The Palace is the single most imposing structure in the entire valley, towering 150 feet over the valley floor. Originally dating back to the time of the ancients, the first floor of the Palace now houses the center of government for Bluffsides. Although the binding magic that sealed the first floor has been breached, the spell that will unlock the upper floors and any subterranean levels is still to be discovered. Built from pure white marble, the Palace is topped in several areas with gold domes, including one that is over 50 feet across. Inside, the ceilings are all 20 feet tall and covered with mosaics completed in a bygone age. The doors are all 10 feet tall and carved from solid darkwood.



DRAGORI EMBASSY



PALACE



There are no windows or entrances to the Palace above ground level, making the upper stories completely inaccessible. No form of scrying, teleporting, or even plane shifting has allowed any information to be garnered about levels above the first.

Owner/Prominent Resident: Horatio Hollingsworth, Mayor (OC13)

Description of Owner/Prominent Resident: See OC13.

List of Regulars:

Male human lich
Exp4/Sor12; hp
104

Jarman the Wise: After moving through a secret passageway, Jarman found himself in the ancient, unseen underground of Sem La Vah. Stumbling among the great treasures of the ancient Barroks, Jarman found a tome that drew his attention. Losing all sense of time, Jarman read the cursed text, unable to stop both from the magic and his lust for information, until he passed out. Upon awakening days later, he found he was a lich. Jarman resides beneath the Palace to this day. He retains his love of the dig and haunts the lower levels of the ancient passageways, still looking for relics of ancient Sem La Vah.

Jarman has discovered the tomb of Tamalek (CA1). Since Jarman retains knowledge of his past as an archaeologist, he is studying this creature to gain more information on the catacombs that lie beneath.

Tamalek Aurtein (CA1)

Admiral Kale Benocia (SD6)

Falina Edgewater (SH2, HD6)

Drindel Lightstrike (OC3)

Wilton Blander (OC12)

Samantha Pomander (OC14)

Revel Varian (OC15)

William Wellington III (OC16)

Jebadiab Schoones (MD12)

Reginald Oakfirst (M1)

Diplomats: Any visiting diplomats, or those currently stationed in and about Bluffside, are often here.

Any of the Five: From time to time, any of the residents from the Five can be found coming and going within the Palace walls.

Guards: The best of the Bluffside Regulars are chosen as Palace guards. At all times, the guard contingent consists of: one 10th, 3 8th, 10 6th, and 25 4th level guards (see *Appendix 3: Guards*).

Hooks:

- Jarman has uncovered secret passageways beneath the Palace, Old City, and the ruins that allow him to pass back and forth between the three with relative ease. He still searches for more information, although his powers are limited.
- The secret passageway that Jarman found almost 200 years ago has been recently discovered. The Five are trying to keep this a secret, while at the same time gathering adventurers brave enough to enter the passageways below.

Sixam Ieuna Aerie

Key
OC3

Type of Establishment:
Governmental

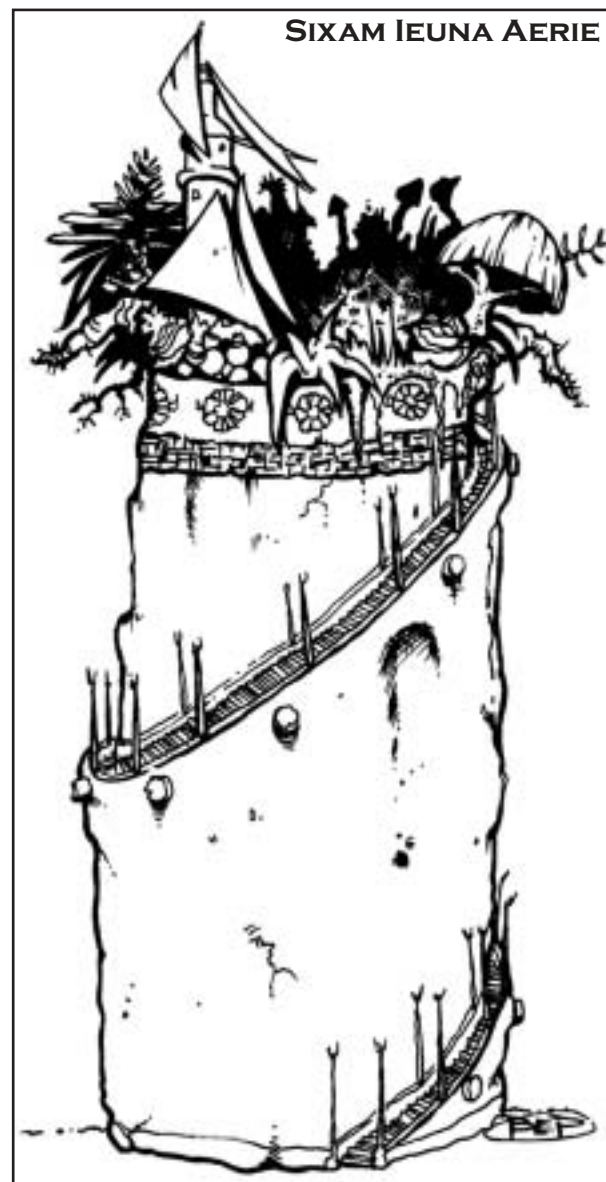
Description of Establishment: This sandstone tower stands 80 feet tall and is 40 feet in diameter. There are no visible doors or win-

dows on the tower exterior; the only thing that disrupts its smooth surface is a spiral staircase, winding around the building to end at the top. The roof is a flat open space for sixams to take off and land. Inside, the tower is a single large open space. Outside, the courtyard is filled with lush trees, bushes and plants. It is nicknamed "garden of peace," and the sixams take pride in having an area for guests to sit and appreciate its beauty. The garden is honeycombed with stone-edged dirt pathways. The main building is filled with more plants and rare spectacles of wonder from the Sixam's homeland.

Male sixam Ftr8/
Brd3; hp 81

Owner/Prominent Resident: Drindel Lightstrike, Royal Guard Leader

Description of Owner/Prominent Resident: Drindel stands six feet tall; a strong, proud sixam. With his spear, Trellsbane, gleaming in his hands, and his long, black hair whipping in the wind, he inspires his men to greatness. What he lacks in intellect, he makes up for with a keen tactical sense.



List of Regulars:

Aerial Guards: At all times, the guard contingent consists of: two 6th, four 5th, 10 4th, 25 3rd, and 58 2nd level guards (see *Appendix 3: Guards*).

Reginald Oakfirst (M1)

Hooks:

- The Bluffsides 100 is suddenly recalled to the aerie, an unprecedented event. The people of Bluffsides are tense as their skies are unguarded for the first time since the sixams were encountered.
- One of the Bluffsides 100 is found dead, shot out of the sky with an arrow enchanted specifically to slay him. The sixams are now on high alert, and the Five want to find the assassin before the sixams abandon Bluffsides.

Tribunal of Review and Retribution

Key
OC4

Type of Establishment:
Governmental

Description of Establishment: The Tribunal, as it is commonly called, is the court of Bluffsides. The building itself is an open courtyard, with the judges on one side, the accused on the other, and the viewers in benches that encircle the court. Two honorary guards are present at all times, flanking the five sitting judges. All judgments are rendered immediately, with three of the five judges needed for a verdict. Adventurers are often sentenced to perform dangerous tasks for the city as payment for their infractions. Rarely do they get off with a fine.

Owner/Prominent Resident: See below

Description of Owner/Prominent Resident: The five sitting judges are:

Yath Tamar (female human Exp9; hp 31)
Arman Forsht (male human Exp10; hp 43)
Zargon the Great (male human Exp11; hp 27)
Feldor Spender (male elf Exp8; hp 30)
Jellor Elemar (male halfling Exp8; hp 28)

List of Regulars:

Samantha Pomander (OC14)

Honorary Guards: Two 5th level fighters (see *Appendix 3: Guards*)

Hooks:

- The judges have been asked to supply the Palace with high level adventurers to map out the newly found underground passageways beneath the Palace. Remember the secrecy around this. The adventurers will be bound by oaths.
- One of the judges is being blackmailed. There is a major case being heard in which this judge is the tie-breaking vote.

Black Boudoir

Key
OC5

Type of Establishment:
Inn/Tavern

Description of Establishment: The exterior of this high-scale nightclub is nondescript, and easily missed by those who don't know it. Inside, however, is the most exclusive club in Bluffsides. On normal nights, the club is open to anyone with the password: money. For 10 gp, you can enter the club and have the opportunity to purchase any of its varied pleasures: wine, women, and song.

Famous bards thrill the crowds. Exotic dancers from all over the world make their way here to enthrall the patrons. For 200 gp, anyone can rent out the club for the evening. Rumor has it that not all those who work the club are free to leave. Rumor also speaks of secret rooms holding perverse pleasures for the discriminating buyer. The Black Boudoir stays open despite its illicit reputation because the rich want it open.

Male halfling
Exp9; hp 35

Owner/Prominent Resident: Glamor
Glitterod

Description of Owner/Prominent Resident: Glamor is a flamboyant entrepreneur who came to Bluffsides 25 years ago with nothing but a small bag of gold and a dream. Through his travails, he acquired enough backing to open the Black Boudoir. Legends abound of his travails amongst Bluffsides's power brokers. From party to party, he worked his way up into their confidence, and some of their bedrooms, until he acquired enough backing to open his infamous club. Now, he moves among the old money as if he were one of them.

List of Regulars:

Ruka Frosht (NC10)
Walnd (TD12)
Wilton Blander (OC12)
Kinkar Kinlay (NC8)
Uzzell Longbottom (W1)
Glimbim (CS1)
Jamtulon Staciaenial (CS5)
Wendil Upton (CS6)
Griffin Bayleaf (WD16)

Hooks:

- Glamor is a fence. He will buy high-ticket items, even those others will not touch. He can also acquire just about anything desired for the right price.
- Glamor knows the alter ego of Damania Hollingsworth (OC 13). For a price, he can find out anything about anyone in town.

Golden Lantern

Key
OC6

Type of Establishment:
Inn/Tavern

Description of Establishment: The Golden Lantern is a very posh, upscale tavern. Only the extremely rich frequent the establishment, as the exotic wines and liqueurs featured are more than most people can afford. As the name implies, the tavern is illuminated with lanterns of solid gold. The theme is gold, and it is used wherever possible. While there is no bouncer at the door, it quickly becomes apparent to anyone who doesn't belong that he should move along. In reality, the entire establishment is constantly watched, both physically and magically. Most potential problems are handled before they enter the building.

Male
human
Exp6/Rog5;
hp 56

Owner/Prominent Resident: Rosenberg

Description of Owner/Prominent Resident: Rosenberg started this establishment early on, right before the boom period of Bluffsides. In fact, he was one of the last people allowed to settle in Old City before the south quarter was erected. He knows everything about everyone but simply does not tell secrets. As such, he is a perfect confidant and

host for the very rich. His exquisite manner and slight build belie his shrewd mind and truly horrific past. Once a killer for hire, he left that life for something better, although he can never truly be confident he has escaped his past. He keeps a few mementos of his past close by, just in case.

List of Regulars:

Horatio Hollingsworth (OC13)
Revel Varian (OC15)
Samantha Pomander (OC14)
William Wellington III (OC16)
Wilton Blander (OC12)
Kinkar Kinlay (NC8)

Hooks:

- Rosenberg committed countless murders before fleeing to Bluffside. Now, those who know of his past have contacted him and threatened to reveal his terrible secret.
- An assassination is being planned on one of the leaders of the Five. It will happen in the Golden Lantern.

Rooftop Inn

Key
OC7

Type of Establishment:
Inn/Tavern

Description of Establishment:

This entire tavern is built on top of an inn,

which is up against the westernmost exterior wall of Old City. From atop this perch, any patron can see Crater Bay to the west, the Palace to the north, the mines to the south, and the whole of the valley to the east. While there is a roof, the walls are completely open to the elements. There are heavy, waterproof tapestries that can be rolled down during times of inclement weather, but even during the winter months, they are usually up, allowing the view to be seen year round. There are two ways up to the tavern: one opens up from the inn below in the center of the room, the other is a staircase against the building wall. The three-story inn and tavern are both reasonably priced. The establishment is popular with travelers, although the food and lodgings are fair at best.

Male dwarf Exp5;
hp 26

Owner/Prominent Resident: Helfore Jokule

Description of Owner/Prominent Resident: Helfore is a peculiar fellow who doesn't really fit in to the Old City way of life. He originally came to Bluffside in the early mining days with his family, right before the Mining District was built, and they moved into a large, hastily built apartment building. Once the miners all moved into the Mining District, the apartment building lost



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most of its tenants. Helfore bought the building with the money he made from the mines and converted it into an inn. In the beginning, business was slow. Then he came up with the idea of putting a tavern on the roof. This made the inn famous and has supplied him with a very comfortable living.

List of Regulars:

Kinkar Kinlay (NC8)
Mentar the Magnificent (OC11)
Walnd (TD12)

Hooks:

- The locals have long thought the inn an eyesore and are unimpressed with the clientele it attracts. They have arranged for someone to start a huge fight one night and, during the confusion, set fire to the inn below.
- Umbra Incognita is using the Rooftop Inn to spy on certain activities in Sordadon and the rest of Old City.

Silver Wyrms

Key
OC8

Type of Establishment:
Inn/Tavern

Description of Establishment: The Silver Wyrms is more than a simple inn. In reality, it is an exclusive retreat. Every amenity is available within its walls, and the clientele are a who's who of the rich and famous from the far reaches of the world. Only those who are both wealthy and famous get inside. The unique feature of the inn is its décor, entirely crafted in silver.

Female half-dragon
(silver)/half-elf
Sor8; hp 52

Owner/Prominent Resident: Gal Na Mar Khan

Description of Owner/Prominent Resident: The Wyrms was purchased from the original owner in 1275 GNC by a mysterious party cloaked in secrecy. The Wyrms shut down for a year, reopening after complete reconstruction. Rumors abound regarding the owner's identity and nature. It is a favorite subject of debate among those who like to be in the know. The owner is half dragon (silver)/half elf. She is in Bluffsides doing some precautionary spying for her kin in the Dragon Mountains to the north.

List of Regulars:

Unknown: The clientele prefer to keep their identities and business private. The establishment respects these wishes; therefore, anyone of high stature from a nearby nation could be within its walls at any time.



GARDENS

Hooks:

- A foreign ambassador from a nearby island kingdom is visiting Bluffsides and staying in the Wyrn. On the surface, he is trying to establish trade ties with Bluffsides. In actuality, he is planning an invasion.

Gardens**Key
OC9**Type of Establishment:
Parks and Recreation

Description of Establishment: Although the Garden area was originally begun as a small haven for all the residents of Bluffsides, the only entrance to it lies within Old City, making it, essentially, a sanctuary for the rich. Located on the only patch of arable land in the western end of the valley, the Gardens are constantly patrolled, making them very safe. Many deals, for good and ill, are consummated within the Gardens. Winding paths trail throughout the Garden, leading to countless secret nooks and hidden bowers and making this area a favorite site for secret trysts and mysterious meetings.

Male dragori-fehr
Mnk6/Drd7; hp 90;**Owner/Prominent Resident:** Sylemis

Description of Owner/Prominent Resident: Sylemis was a monk and a member of the bodyguard of a noble of fair rank and prestige in the Dragori Empire. When that noble was assassinated, all members of his guard were executed except for Sylemis, who was found asleep after the attack. Although he was off duty, he was still shamed for his negligence and cursed with a lost tail. Sylemis left the empire rather than kill himself, wandering first in the Dragon Sands and then further away. Eventually he came to Bluffsides, where he found a home within the Grove of Peace and Harmony. The druids there took him in and helped to heal his spirit and body. Though he will never re-grow his tail, Sylemis is content and now serves the Great Mother.

List of Regulars:*Samantha Pomander* (OC14)

Patrols (see *Appendix 3: Guards*): The best of the elite Regulars patrol the Gardens, as it is considered a high profile assignment. They keep all within safe, but with discretion.

Hooks:

- Sylemis can be commissioned to brew any potion, for anyone. He does not care about things like alignment or ethics, as long as the gardens are not harmed.
- The PCs stumble on a hidden conversation, which is cut short when the participants leave. A brief search reveals a scrap of paper left behind, detailing an assassination attempt in the Golden Lantern (OC6).

Museum of Sem La Vah**Key
OC10**Type of Establishment:
Parks and Recreation

Description of Establishment: Here in this musty building are many of the wonders unearthed from the ancient city of Sem La Vah. Its many rooms are filled with objects dug up during the early years of excavation in Bluffsides. While this is one of the largest museums in the world dealing with the subject of the ancients, the palace holds many valuable items never shown to the public at large. Still, the museum is popular enough to bring Archaeologists

and intellectuals to Bluffsides, making it well worth its upkeep. There is no price of admission, as requested by Jarman the Wise when he originally created it. Upkeep and security are paid for from a trust Jarman set up for this purpose.

Male elf Exp11; hp
31**Owner/Prominent Resident:** Lorien Warrensby, Curator

Description of Owner/Prominent Resident: Lorien Warrensby was among the first Archaeologists in Bluffsides and was part of Jarman's original crew. Although he isn't one to delve into dangerous underground complexes, he is one of the best at taking uncovered relics and piecing together their historical significance. Warrensby is always in the museum. Prying him away from his precious relics long enough for conversation is a chore.

List of Regulars:

Archaeologists: Archaeologists flock to the museum both from within Bluffsides and neighboring nations.

William Wellington III (OC16)*Uzzell Longbottom* (W1)*Trevor Vost* (SD2)*Horatio Hollingsworth, Mayor* (OC13)*Cephalous* (TD10)**Hooks:**

- Jarman has discovered an underground passageway into the Museum. He sometimes wanders its halls at night, searching for clues to the lost people of Sem La Vah.
- Warrensby has discovered, mixed in with an otherwise unexciting haul, an engraved stone that could unlock the secret to the ancient language of Sem La Vah.

Theater on the Bluff**Key
OC11**Type of Establishment:
Parks and Recreation

Description of Establishment: This enormous facility is a retreat for the wealthy of Bluffsides. With one show nightly, the elite who want to be seen can be spotted here nearly every week. Plays shown are generally two hours long, with performances starting immediately after sundown. Cheap seats are on ground level. Since the stage is raised, much of the play is missed from these seats, but most people who purchase tickets for this area want to ogle the audience more than see the play. Better seats rise above the stage from left to right. These are open seating and can be purchased on a first come first served basis. Boxes overlook the stage to the right and left. There are 30 boxes in all, with 20 owned outright and the other 10 available for purchase or rent. Each box holds 10 medium-size individuals. Prices: cheap, 1 sp; middle, 5 sp; box, 40 gp (4 gp per seat).

Male human
Exp7; hp 22**Owner/Prominent Resident:** Mentar the Magnificent

Description of Owner/Prominent Resident: Mentar started out as one of a seemingly endless line of actors making his way through the fledgling theater. His proficiency in the arts, however, soon elevated him above his peers. Eventually, he saved up enough money to purchase the theater. While not the best of men with regard to finances, he makes up for it with his keen eye for talent. His present troupe is one of his best, and they regularly play to sold-out audiences.



THEATER ON THE BLUFF

List of Regulars:

Troupe de la Favor—Troupe of actors currently employed in the theater.

Jamtulon Staciaenial (CS5)
Glamor Glitterod (OC5)
Rosenberg (OC6)
Horatio Hollingsworth, Mayor (OC13)
Samantha Pomander (OC14)
Reginald Oakfirst (M1)

Hooks:

- Mentar, a master of disguise, regularly takes his act to the streets, playing on corners and in taverns. For these performances, he takes on an unusual persona and tries to hone his skills.
- Mentar is having cash flow problems, mostly due to his own ineptitude. He is searching for partners to give the theater an infusion of cash.

The Estates of the Five

All of the Five's estates, OC12–16, were built at the same time and laid out in a similar manner. All are patrolled by the Bluffsides Regulars in much the same way as the Palace, with additional inte-

rior security from personal guards. (The GM is encouraged to create appropriate, high level "personal guards" for each of the Five, taking into account the relative level of PCs he is running through Bluffsides. If your PCs are relatively low level, then 10th level henchmen will suffice, while higher level ones are needed for high level PCs to assure they will not just waltz into the city and take it over.) Each estate is built from native granite and erected by dwarven craftsmen brought in during the boom period immediately following the discovery of adamantine. None of the current occupants were alive during their building.

Blander Estate

Key
OC12

Type of Establishment:
Personal Estate

Description of Establishment: see *The Five* above

Male human
Ari11; hp 49

Owner/Prominent Resident: Wilton Blander

Description of Owner/Prominent Resident: Blander is an obese man of 50 who enjoys pleasures that would turn the stomach of lesser beings. He is single and without an heir. He is the only one of the Five

that has completely turned his back on his archaeological past. Instead of trying to protect the past, he does his best to exploit it.

Blander has ties with the Umbra Incognita, often inviting their highest-ranking officials to dine in his home. The Umbra Incognita supplies Blander with all kinds of illicit pleasures, while he protects their interests with his considerable influence.



List of Regulars:

Will Tooley (S5)

Uzzell Longbottom (W1)

Rosenberg (OC6)

Denis Duwall (M5)

Madame Scarlett (M7)

Laeb Sinoot (WD9)

Hooks:

- Blander has recently had a falling out with Tooley. He has threatened to shut Umbra Incognita down. Tooley has other ideas.
- Blander has learned of a cargo of beautiful slave girls being held on a ship in Sordadon. He wants the PCs to bring them to him so he can *release* them.

Hollingsworth Estate

Key
OC13

Type of Establishment:
Personal Estate

Description of Establishment: see *The Five* above

Male human
Ari12; hp 66

Owner/Prominent Resident: Horatio Hollingsworth, Mayor

Description of Owner/Prominent Resident: Hollingsworth is, by virtue of his age (75), leader of the Five, and is thus granted the title Mayor. He is an admirer of his archaeological past, and he is easily the single biggest supporter of the Museum of Sem La Vah. He is a dedicated worker who values the past over the present in all cases. His relationship with his wife is strictly one of convenience. He has no idea what she really does in her spare time.

List of Regulars:

Damania "Mogra" Hollingsworth (AC1) – Horatio's wife
Rosenberg (OC6)

Hooks:

- Hollingsworth has no idea that his wife is the undercover leader of the Aceldama.
- Hollingsworth has heard rumors that a significant archaeological find has been unearthed, yet no one is coming forward with any solid information.

Pomander Estate

Key
OC14

Type of Establishment:
Personal Estate

Description of Establishment: see *The Five* above

Female human
Ari10; hp 45

Owner/Prominent Resident: Samantha Pomander

Description of Owner/Prominent Resident: The only female among the Five, Pomander constantly suffers from the ignorance of her male counterparts. She is the voice of reason in the hierarchy of Bluffside, constantly having to make peace between Blander and Varian, although she is only 35. She takes the most interest in the day-to-day operation of the city, and she can be often found in the Tribunal of Review and Retribution, just to see that justice is really being served.

List of Regulars:

Rosenberg (OC6)

Hooks:

- Pomander does not like the way the Tribunal works and seeks a way to make it more responsive to the needs of all the residents of Bluffside.
- Pomander is trying to infiltrate the Umbra Incognita, and is willing to pay a party to do so.



Varian Estate

Key
OC15

Type of Establishment:
Personal Estate

Description of Establishment: see *The Five* above

Male human
Ari12; hp 30

Owner/Prominent Resident: Revel Varian

Description of Owner/Prominent Resident: Varian is the most religious of the leaders, putting his worship of the Great Teacher before all else. His beliefs border on zealotry: a zealotry that makes residents of the Temple District both happy and nervous. He has gone so far as to say, in a public forum, that the Great Teacher should be *THE* deity of Bluffside, sparking a week of holy terror throughout the city. Cooler heads convinced him to renounce his statement, but he did so grudgingly.

By virtue of his age, 70, he is next in line for the title of mayor and thus the most prominent dais from which to espouse his beliefs. He would not mind seeing Hollingsworth pass away, from natural or unnatural causes.

List of Regulars:

Clerics of the Great Teacher (TD11)
Rosenberg (OC6)

Hooks:

- Varian has secretly begun an operation to undermine the other major religions of Bluffside, hoping everyone will see that, in the end, the Great Teacher is the only real deity.
- Varian is disgusted by Blander's perversions. He openly shows his disgust, prompting several confrontations.

Wellington Estate

Key
OC16

Type of Establishment:
Personal Estate

Description of Establishment: see *The Five* above

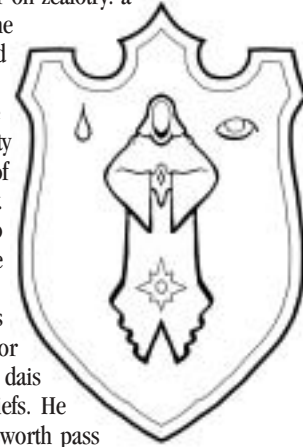
Male human Ari6/
Exp5; hp 66

Owner/Prominent Resident: William Wellington III

Description of Owner/Prominent Resident: Wellington is the only true, active archaeologist among the city leaders. He is routinely found on digs and working his way through the Museum of Sem La Vah. As such, he has little to do with the day-to-day operation of the city. The youngest among the Five at only 29, he would rather be delving through catacombs than sitting behind a desk filling out paperwork. To the citizens of Bluffside, he is considered one of the regular people.

List of Regulars:

Archaeologists
Rosenberg (OC6)
Lorien Warrensby, Curator (OC10)



Hooks:

- Wellington has been trusted by Curator Warrensby with information on a great find.
- Wellington is looking for a party to explore an underground complex he recently unearthed inside the ruins. It is extremely dangerous, and very tempting.

**Vellum Valley**

Key
OC17

Type of Establishment:
Specialty Shop

Description of Establishment: This shop specializes in rare books and maps. The inside smells a bit musty, and you can hear one of the employees constantly sniffing. The walls are lined with bookshelves from floor to ceiling, filled to capacity and beyond. There seems no order to the madness, but when asked for a specific title, the employees know exactly where to find it. Russ will appraise any book or map for a fee of 5%. This fee is waived if the store purchases the item, at 75% of its value. There are five tables and several chairs scattered throughout the store.

Book & Map Prices

Item	Price
Common	1 sp – 10 sp
Uncommon	11 sp – 4 gp
Rare	5 gp – 500 gp
Unique	500+ gp

Male human
Exp4; hp 18

Owner/Prominent Resident: Russ de'Levet

Description of Owner/Prominent Resident: Russ has owned this shop for 6 years. He appears in his mid-30s, but is actually 42. He is 5' 11", with a medium build, and has a slightly rugged appearance. His look is not what you would call typical for a bookstore owner. The rumor goes that, in his youth, he collected numerous maps and books while looking for an ancient city known only as Ingins. After years of searching, he found that he was no closer to his objective. He had gained, however, an impressive array of rare books. Opening the Vellum Valley was a natural extension of his youthful search. He still seeks Ingins; however, he does it through research within his store.

List of Regulars:

Scribes
Hassenforth (TD11)
William Wellington III (OC16)

Hooks:

- Russ is looking for these unique titles: *The Book of Ways*, *Basic Properties of Adamantine*, and *Sem La Vab: Portal to Antiquity*
- Ingins is a legendary city of solid gold buried deep in the Sundered Mountains.

Mining District**History**

The history of the Mining District is tied, as no other, to Old City. When adamantine was discovered in 1253 GNC, Old City was nearly overrun by prospectors and adventure seekers. The residents of Old City were set in their ways, comfortable with their community, and suspicious of newcomers. As a result, the Mining District was quickly created outside the crevasse.

As this new district sprang up, questions of security were brushed aside. The most important thing was finding a vein, if it existed, and bringing in the load. By 1259 GNC, several small finds were being brought in, but still no major veins. It was then, when the miners and their community were most focused on the mines, that the Goblinoid War began. As the oldest residents tell it, the chicken mercenaries saw the oncoming rush of goblins, turned, and ran into Old City, cutting loose the bridge behind them.

The loss of life was great. The best estimate places the number of dead at 1,500 in the Mining District, while the people of the Old City watched from safety beyond the crevasse, and lost no one. By the time order was regained, the newer district was leveled and its residents were forced to retreat into the mines for shelter. The siege lasted two months, with the goblins finally disappearing during the night, leaving only the charred remains of the district.

Angry at being left to die, the survivors refused access to the mines to those who worked for Old City residents. Entrenched as they were, the survivors could not be easily shifted by the Bluffsides Regulars. Old City owners were forced to sell their claims or pay people for doing nothing. Eventually, the Mining District was rebuilt.

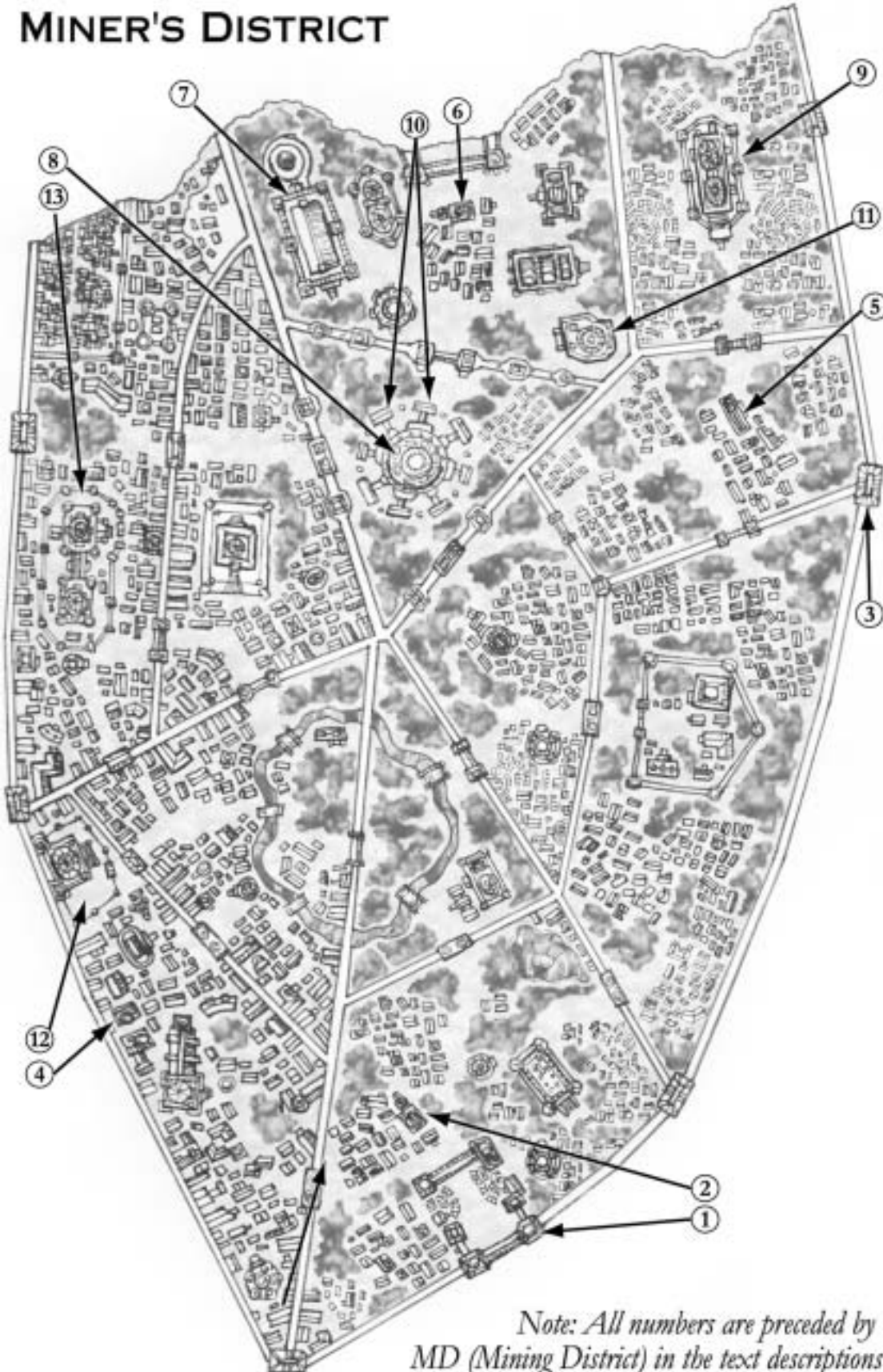
Mining District Today

Buildings and Streets: The streets of the Mining District are much more orderly than in Old City, with the main thoroughfares all leading towards the main mine entrance to the south. Everything is laid out to accommodate mining operations, with an intricate pattern of rails weaving through buildings and crossing streets. Mules drag ore carts laden with everything from coal to adamantine through the town on these rails, which are under constant surveillance. Building architecture also accommodates the rails, with openings specifically built for rail entrance and exit.

Law: The laws of the Mining District revolve around keeping the adamantine safe. In that respect, the Adamantine Security Council is responsible for the safety of the ore. Ore carts are always escorted by an Ore Squad, specifically fashioned to keep the ore flowing. Since this system has been implemented, not one ounce of ore has been lost while inside the district. Entrance to the district is strictly regulated, with tower and wall guards assuring that no unauthorized personnel enter the area. Whatever else happens within the district is of no concern to the guard, so long as the adamantine is not threatened. This is a very rough part of town; visitors after dark should be well armed and truly adventurous.

Society: Everything is geared toward the adamantine. The rich of the Mining District display their wealth by the amount of adaman-

MINER'S DISTRICT



tine dust they use to powder their clothing. The dust gives their apparel a brilliant diamond-like luster. Most residents of the Mining District are hard working individuals, making a living in some trade associated with the ore: mining, smelting, shipping, etc.

Places of Interest

Adamantine Gate

Key
MD1

Type of Establishment:
Governmental

Description of Establishment: Named for its purpose of guarding the Mining District, this is the most watched gate in all of Bluffsides. Unlike the other gates, this one remains closed; it is opened only when an authorized agent enters or leaves the district. Besides the obvious physical safeguards (two-foot-thick iron door, arrow slits, and boiling oil slots), the gate is under constant surveillance by a high-ranking member of the Wizard Council. The area through the gate is constantly searched for invisible creatures, magical weapons, spell use, and a host of other things deemed dangerous to the adamantine mines and therefore illegal within the walls. In addition, a band of metal encircles the inside of the gate that has been enchanted with a permanent *detect precious ore* spell. Everyone who leaves the city is forced to stop within the gate for 1 minute. Any adamantine detected causes the metal to glow in a white diamond pattern.

Male human Ftr8;
hp 65

Owner/Prominent Resident: Jacob Prisdorm, Captain

Description of Owner/Prominent Resident: Captain Prisdorm is in charge of security at the gate. He is unusual in that the Miners and Burrowers Society as well as the Five trust him. This puts him in a unique position in the hierarchy of Bluffsides. Both his effectiveness and his loyalty are unquestioned.

List of Regulars:

Reginald Oakfirst (M1)

Guard contingent: Five 5th level fighters and one 5th level wizard (see *Appendix 3: Guards*)

Hooks:

- The thieves' guild has infiltrated the gate guards. They have been smuggling out small quantities of raw adamantine, to test gate defenses. They are planning a large-scale operation soon.
- Captain Prisdorm wants to check the gate's effectiveness. To do this, he will have adamantine ore placed on one of the PCs before they leave the district. Unfortunately, the captain is taken away on official business when the PCs are found with the ore.

Bluffsides Regulars Post 17

Key
MD2

Type of Establishment:
Governmental

Description of Establishment: Although they have every right, according to the city charter, to operate a guard post in this district, the Bluffsides Regulars are unwanted here, and know it. At best, the ore squads, who wield the real military power here, tolerate them. The Regulars consider this punishment detail, as there is no other post where it is so easy to get in trouble or even get killed. The local residents have little use for the Bluffsides Regulars and make no attempt to hide their feelings.

Male human Ftr6;
hp 45

Owner/Prominent Resident: Soro, Captain

Description of Owner/Prominent Resident: Captain Soro was accused, rightly so, of petty theft. Instead of drumming him completely out of the Bluffsides Regulars, he was sent to the worst assignment in Bluffsides: Post 17. Here he commands a ragtag group of disgraced troops, most trying to get back into the good graces of their leaders. The Captain is looking out only for himself, and wants to get out of this duty only so he can continue with his personal agenda.

List of Regulars:

Guard contingent: 10 2nd level fighters (see *Appendix 3: Guards*)

Reginald Oakfirst (M1)

Hooks:

- Captain Soro has been paid off in the past by the thieves guild to look the other way. Now, they are offering him a great amount to do more than just stand aside.
- Several of the troops here will do whatever it takes to get back into their leaders' good graces, and are patrolling the area with renewed vigor. This causes friction between them and the ASC. One night, the PCs find themselves caught between two angry patrols.

Tower S3

Key
MD3

Type of Establishment:
Governmental

Description of Establishment: This is one of several towers that lie atop the Mining District walls. They look like the towers that top the walls of the other districts, but are more numerous and focus more on keeping things *in*, not out. The whole purpose behind these towers is to ensure that adamantine is not smuggled out of the district. To ensure this, each tower has a permanent *detect precious ore* on the inner face, emanating into the district. If adamantine gets within range, the towers affected glow with a white diamond pattern and an alarm is raised.

Male human Ftr6;
hp 45

Owner/Prominent Resident: Holesly, Captain

Description of Owner/Prominent Resident: Captain Holesly is in charge of the towers of the Mining District, working directly for the Adamantine Security Council. He is routinely found inspecting the towers, sometimes creating false smuggling attempts to test his own security. Because of this, it is common to see towers light up and hear the piercing alarm. He is unmerciful with his men during these tests, demanding that they work as hard as he does at all times.

List of Regulars:

Guard contingent: One 4th level fighter, two 2nd level fighters, and one 3rd level wizard (see *Appendix 3: Guards*)

Reginald Oakfirst (M1)

Hooks:

- The wall has been breached and the PCs are mistaken for the perpetrators.
- A thief plants raw adamantine ore somewhere on the PCs.

Description of Establishment: The Abyss was an ordinary tavern until recently, when a giant hole opened up in the middle of the

The Abyss

**Key
MD4**

Type of Establishment:
Inn/Tavern

building, swallowing up much of the internal structure. While the hole stopped its destructive growth after reaching 20 feet across, the outside walls of the building were still stable. Instead of moving, the owner decided to use the hole as an attraction and changed the name of the tavern to the Abyss. To keep drunks from falling into this apparently bottomless pit, a low wall has been erected around its perimeter. So far, no one knows the depth of the hole, for it turns pitch black about 25 feet below ground level. Barkley warns people from entering the pit, and thus far no one has seen fit to challenge him. Patrons throw either money or glasses into its maw, for luck or otherwise. The Abyss has only recently reopened, and the pit is a huge success.

Male human
Com3; hp 11

Owner/Prominent Resident: Barkley
Boon

Description of Owner/Prominent Resident: Barkley is the fourth owner of this tavern, whose position in the town was never great for drawing customers. Since the hole opened up and he changed its name, he has to turn customers away almost every night. While some come for the drinks, most are here to see the pit and speculate on it, and Barkley works hard to keep

the buzz going. Only a mediocre bartender, he has discovered his true calling in promotions.

List of Regulars:

Tourists
Tavalong (MD5)
Walnd (TD12)

Hooks:

- Barkley is promoting a first ever excursion into the maw of the Abyss. He is holding a drawing, and winners get to be the first to descend into the unknown.
- Strange sounds have been emanating from the Abyss recently. This is starting to cause some alarm within the ASC, who want to shut the place down until they can discover the cause of the noises.

Miner's Rest

**Key
MD5**

Type of Establishment:
Inn/Tavern

Description of Establishment: This is one of the best-known inns in the district, mainly serving as temporary housing for miners moving into the area. The inn is laid out with several buildings connected together. The rooms are plain and comfortable. The fare is common and nourishing. The owners are not discriminating and will



A PEEK INSIDE THE ABYSS



accept custom from just about anyone. Because of this, there are illegal activities around every corner. Miners who live here are sometimes lured into gambling and other schemes designed to separate them from their money, although outright robbery is not tolerated.

Male gnome
Com5; hp 22

Owner/Prominent Resident: Tavalong

Description of Owner/Prominent Resident: Tavalong, while not directly involved in illegal activities, ignores what goes on in his rooms. He lives in constant fear that the more unsavory residents in his inn will one day decide he is in the way and simply eliminate him. While he has never dared contact the ASC, he wonders why they have done nothing about the problems he faces, which are well known to other residents of the district.

List of Regulars:

Miners

Female gnome
Rog4; hp 26

Agent of the ASC (secret)

Hooks:

- A small gambling operation has taken up residence in two adjoining rooms in the middle of the inn. The games are run fairly, for the most part. All bets are accepted.
- The ASC has a secret agent living at the Miner's Rest, keeping an eye on activities and making sure they do not threaten the mines or the flow of adamantine.

The Quarry

Key
MD6

Type of Establishment:
Inn/Tavern

Description of Establishment: Set up just outside the main mine entrance, the Quarry is the primary stop for workers emerging after a hard shift in the mines. Noted for its thick, black, dust-filled floors, the tavern cares little for looks or smell. The Quarry serves good, powerful ales at a reasonable price. Aside from the occasional fight, most of the patrons know each other and share the bond of working in the mines. Outsiders, however, are unwelcome, especially clean, nice-smelling types. Prices are lower than average, but the fare is short on variety.

Male dwarf Com7;
hp 23

Owner/Prominent Resident: Havensrad

Description of Owner/Prominent Resident: Havensrad was a miner by trade before a cave-in left him without legs. He now moves around in a wheeled chair, mainly staying behind the bar to avoid stares. He has a quick tongue and enjoys a good “discussion.” He knows the miners personally, calls them by name and asks after their families.

List of Regulars:

Miners: 10 – 50

Hooks:

- A miner has unearthed an ancient mausoleum. He has been told to keep quiet about it, for safety reasons, but he recently blurted it out during a drinking binge.
- Havensrad has been robbed. Although he won’t say what was stolen, he is offering a very high price for the whereabouts of the thieves and a certain vase.

Adamantine Security Council (ASC)

Key
MD7

Type of Establishment:
Mining and Associated

Description of Establishment: This is the largest building in the Mining District, taking up a whole city block in the center of town. The ASC holds the true power in the Mining District. Not even patrols of the Bluffside Regulars can say no to a random public search; one reason most Bluffside Regulars stay away from the Mining District. The inside of the building has aspects of an office building, guild house, and law enforcement agency. From here, Ore Squads venture forth to ensure the safety of raw adamantine within district walls. The Ore Squads are comprised of five ruthless, single-minded individuals sworn to die to protect the adamantine. In addition, the ASC sponsors spies to infiltrate groups planning illegal activities within the district. Their sole purpose is to assure the adamantine is safe. Any illegal activity that does not threaten it is ignored.

Owner/Prominent Resident: Master Uribe

Description of Owner/Prominent Resident: See MD13.

List of Regulars:

Ore Squad (Appendix 3: Guards)

Hooks:

- The ore squad stops the PCs on a random search and finds raw adamantine. They are arrested immediately.
- The ASC is looking for a few good men to assist with ore shipments outside the district.

Great Furnace

Key
MD8

Type of Establishment:
Mining and Associated

Description of Establishment: The Great Furnace is the only blast furnace in Bluffside capable of reaching the temperatures necessary for processing raw adamantine ore. The chimney from the furnace rises 100 feet, easily the tallest structure in the district. The furnace is located near the base of the mountainside, with the smoke rising up and drawn naturally through a series of caves high into the Sundered Mountains. Inside the structure, special magically-heat resistant clothing is worn by the workers, partially protecting them

GREAT FURNACE



from the intense temperatures. Adamantine, heated to liquid form, flows to the Minting Hall next door for further processing.

Male dwarf
Exp10; hp 57

Owner/Prominent Resident: Smith Carlson

Description of Owner/Prominent Resident: Smith Carlson is in charge of the Great Furnace. He was the main architect in its design. The Smith, as he is commonly called, came to Bluffside in the early days, when word leaked of the great adamantine find. He knew that getting the valuable ore out of the ground was one thing; making it usable was another. Followed by a contingent of 20 dwarves, Smith convinced the leaders of the Five to allow him to build the Great Furnace, showing them that they could make at least twice as much on refined adamantine as by selling the raw ore. The Smith takes great pride in his operation, and he is usually found near his beloved furnace.

List of Regulars:

Dwarven smiths: 20

Hooks:

- The furnace shuts down. No one knows what is going on, but there are rumors that something now resides in the cooling fire chamber.
- The caves that draw off the smoke of the furnace suddenly stop sucking off the fumes, and smoke billows out into the city. Something is keeping the smoke from the caves, and now the smoke hovers about the city, turning day to night.

Miners & Burrowers Society Guildhouse (Top side)

Key
MD9

Type of Establishment:
Mining and Associated

Description of Establishment: The MBS has its main headquarters in the Mining District. An impressive four-story building close to the city walls, the levels above ground deal with administration and weighing in of precious metals. Lower levels handle iron ore. The building is a majestic structure with a deep brown clay and timber exterior and the guild symbol, a pick and hammer across a set of scales, emblazoned across the main entrance. The guild slogan, "The Law of Profit and the Rate of Value," is written below in dwarven. The building has three underground levels, with passages leading directly to the mining areas.

Owner/Prominent Resident: Jebadiah Schoones

Description of Owner/Prominent Resident: See MD12.

List of Regulars:

Krede Ruruk (SH1)
Master Uribe (MD13)
Miners

Hooks:

- The MBS posts signs around town for a group of adventurers to investigate unusual activities within a newly opened shaft.
- The MBS is under attack! Somehow, a powerful creature has infiltrated the guildhouse from below ground. If it gets out, it could raze the entire district.

Minting Hall

Key
MD10

Type of Establishment:
Mining and Associated

Description of Establishment: The Minting Hall is located beside the Great Furnace, making the distance the molten adamantine flows minimal. Once it enters the building, the liquid is diverted to one of three molds. The first creates bars stamped with the seal of the ASC, guaranteeing it is more than 99% pure. Each bar is valued at 1,000 gp. These bars are meant for general trade and are sent directly to Sordadon. The second mold, used least of the three, creates sheets of adamantine used elsewhere within the sector to make specialty items. Adamantine sheets are sold at 10 gp per square foot. The third mold creates adamantine coins bearing the seal of Bluffside. These coins are used in place of platinum and are worth 10 gp each.

Female dwarf
Exp7; hp 38

Owner/Prominent Resident: Charlata

Description of Owner/Prominent Resident: Charlata is a well-respected administrator, having the skills necessary to run a large minting operation. She asks for nothing less than the best from her underlings. She is ultimately responsible for the quality of the mints, and she personally marks each adamantine bar with her seal, along with the seal of Bluffside.

List of Regulars:

Dwarven minters: 25

Hooks:

- One of the minters is stealing a small number of coins. Charlata wants to find out who it is and put a stop to it.
- Charlata is being blackmailed by Umbra Incognita to divert a significant portion of the adamantine bars their way. A long forgotten figure from her past is being used in this scheme.

Baths and More

Key
MD11

Type of Establishment:
Parks and Recreation

Description of Establishment: Centrally located for easy access from the Great Furnace, Coal Hold, and the Miners and Burrowers Society Guildhouse, this is *the* place to wash up after a long day in the soot and grime. The baths offered here vary from a basic group bath pool where up to 50 miners at a time wash the grime off their bodies, to individual baths where three specially trained washers are paid to take *all* of your day's pain and troubles away. The water is brought in from the Red River through a series of underground passageways, while the runoff is piped into the sewer system.

Female human
Brd1/Exp6; hp 24

Owner/Prominent Resident: Lady Lovelace

Description of Owner/Prominent Resident: The Lady is renowned throughout Bluffside for the tender touch she personally gives to the rich and famous. She is booked weeks in advance, and the only way to get in with her is if you know someone very powerful. Her beauty and grace help her move through the inner circles of Bluffside's powerful and elite. She is desired by men and women of all races.

List of Regulars:

Miners: Up to 200 at a time
Jebadiah Schoones (MD12)
Samantha Pomander (OC14)
Kinkar Kinlay (NCS)
Nelly Perkins (S4)
Master Uribe (MD13)
Walnd (TD12)

Hooks:

- A rare disease is making the rounds among the patrons of the baths, with many of them getting extremely sick. The disease was purposely put into the water system.
- One of the women who work the baths is left a necklace by a customer, who is later found dead. She fears the necklace is somehow associated with the death.

Schoones Estate

Key
MD12

Type of Establishment:
Private Estate

Description of Establishment: Jebadiah's estate is humble for one of his stature. He has stayed close to his roots, keeping the house that he grew up in and only adding on a few rooms. While this simple, one-story wood structure would be overlooked in most cities, the locals know it well and treat it as a historical site.

Male human
Exp8; hp 36

Owner/Prominent Resident: Jebadiah Schoones

Description of Owner/Prominent Resident: Jebadiah is a simple man made good. From his roots as a miner, he moved into the Miners & Burrowers Society as a clerk, learning his profession as accountant, and eventually making it to Guildmaster at a youthful 39. He is also known for his coal sculptures. He is well liked by all within the mining community; he regularly plays host to the most powerful people in the industry.

List of Regulars:

Smith Carlson (MD8)

Charlata (MD10)

Hooks:

- Jebadiah is looking at opening a shop where he can sell his sculptures. He does not have the expertise to run such a shop and is looking for a partner that can run the business.
- Jebadiah is actively seeking a successor for the Miners & Burrowers Society. He wants to retire within the next year to follow an ancient map he dug up long ago and see what is at its end.

Uribe Estate

Key
MD13

Type of Establishment:
Private Estate

Description of Establishment: This estate is built completely without windows, because of the Master's light sensitivity. It is a sprawling, one-story building built for a gnome and is thus shorter than the surrounding structures. The entire estate is fenced and contains a secret tunnel that runs from it to his office within the ASC complex.

Male gnome
Exp12; hp 60

Owner/Prominent Resident: Master Uribe

Description of Owner/Prominent Resident: Master Uribe is the leader of the ASC, having held the post for 20 years. A horrible underground explosion left him horribly scarred and made his eyes so sensitive to light that he wears a pair of *nevae glasses* constantly. Master Uribe is one of the single most powerful people in Bluffside, holding the ear of all Five in exchange for the safety of their personal caches of adamantine. While he rarely cares for goings on outside of his district, he is not the least bit bothered by asking for a favor from one of the Five, a favor that is usually granted immediately.

List of Regulars:

Jebadiah Schoones (MD12)

Horatio Hollingsworth, Mayor (OC13)

Revel Varian (OC15)

Wilton Blander (OC12)

Hooks:

- Uribe calls the leaders of the Five to his home for a late night meeting. Word gets out and people start to worry about his health.
- Uribe wants to move mining operations farther into the Sundered Mountains. He needs a group of adventurers to accompany his miners on an overland trek to seek new loads of adamantine.

Temple District

History

The Temple District is the only one to spring up without a master plan. Once the basics of what is Bluffside today were created, one tract of land to the southeast was left open, mainly because of several long surface cracks scaring the area. This made it the least desirable piece of property in the valley. Unfortunately, this also left a considerable space between the miners in the Mining District and the farmers in the far east end of the valley.

In 1253 GNC, Bluffside was growing rapidly. While space was being gobbled up by farming, mining, and trade, space available for religious pursuits was becoming scarce. Although small temples and shrines had always been a part of Bluffside, the new, larger city needed greater monuments for its worshippers, both the old ones and the new drawn to the region by adamantine. The first person to see the potential of what would become the Temple District was Cleric Zabora, who broke ground on a temple on this unusable part of the valley in 1263 GNC.

Once the first temple went up and the rest of the religious community saw its draw potential, a Temple District was inevitable. Built along the same template as the other districts, the Temple District became a haven for worshippers of all kinds. Enormous temples to the known gods sprang up first, but they were followed by smaller and smaller temples dedicated to gods both obscure and mysterious. While those who followed established religions scoffed at these little mysteries, the numbers of followers drawn into the area soon silenced the scorn.

From the beginning, the temples drew thousands of worshippers from all sections of Bluffside, except Old City. For the most part, Old City residents saw the numerous temples as tainted, preferring their smaller houses of worship. The Five, however, outwardly showed nothing but respect for Temple District, for two reasons: First, the ever-growing populace needed a place to worship, no matter what god they called their own. Second, and of greater importance, temple taxes sent an influx of new cash into their coffers.

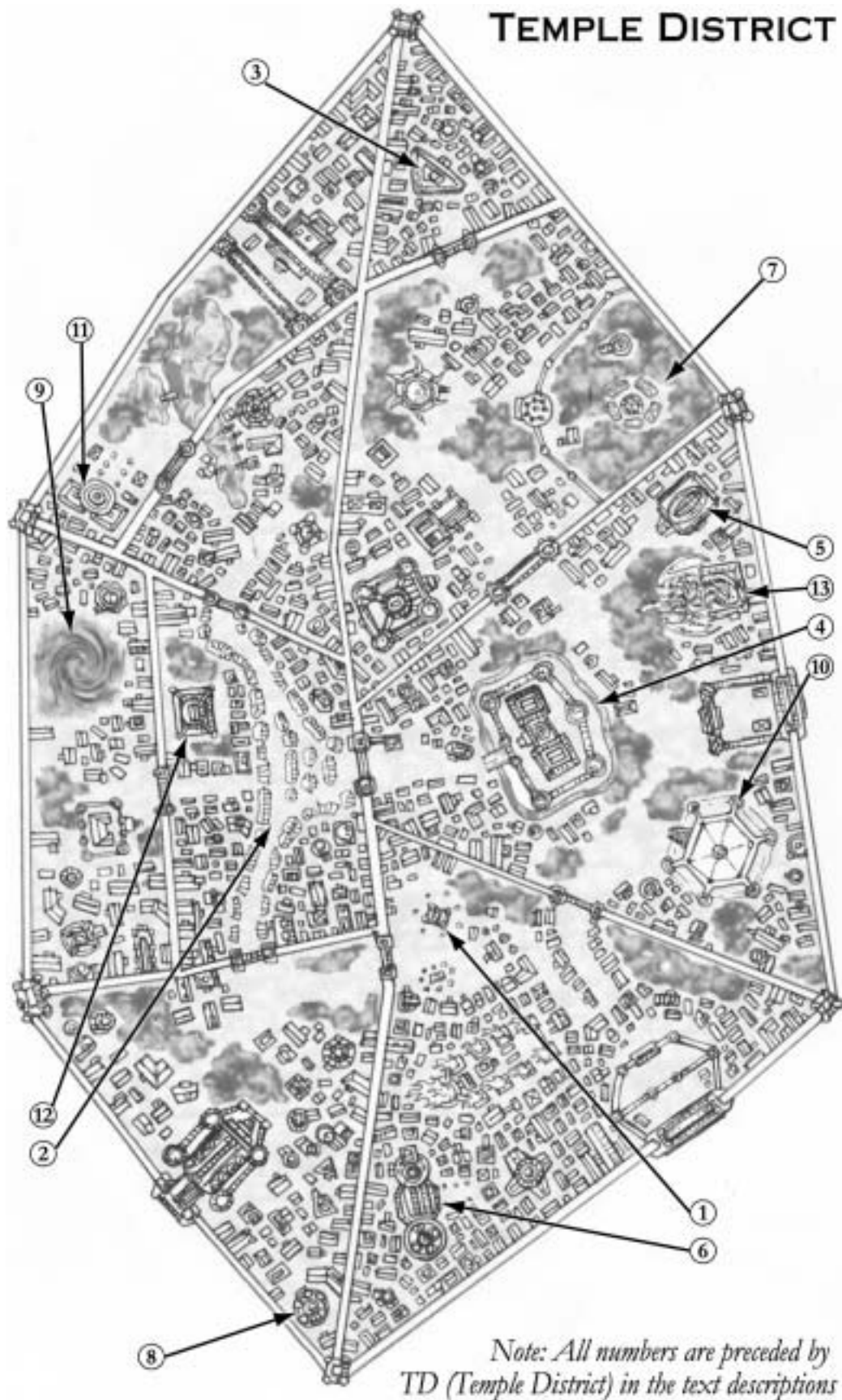
Temple District Today

Buildings and Streets: The buildings of the district are designed for worship, which varies widely from temple to temple. A building dedicated to the Great Provider could have flames licking from its turrets and its surface polished to reflect everything that passes, while a short walk further on lies a small, black building dedicated to a gray ooze named Carl. The streets follow the contours created by the fissures, making crossing the street a difficult proposition in certain parts of town. Opposing orders are often placed across fissures, staring balefully at each other. There are fewer buildings here than in any other district due to the size of the temples.

Law: Law enforcement within this district is left entirely to the Bluffside Regulars. While there is no barracks here, there are constant patrols through the streets, making this district the safest in Bluffside, after Old City. Religious disputes, however, are not the concern of the Regulars, and patrols will perform more of a crowd control function in these cases. Under no circumstances will they interfere in any skirmish declared a "religious dispute."

Society: With almost everything inside the walls dedicated, in one way or another, to religious pursuits, this is the strangest collection of individuals in all of Bluffside: strange, but tolerant. Where else can you see such opposing views and gods worshipped right next to





each other? As a whole, the people of this district make it a point to worship how they please and let others do the same.

Clerics and believers of each faith are found at every temple.

Places of Interest

Dine Divine

Key
TD1

Type of Establishment:
Inn/Tavern

Description of Establishment: This eating establishment hosts an unusual dichotomy of beauty and pain. Two bouncers check all weapons at the door. The inside is done all in wood carved with a dark, rich, beautiful feel. The walls hold paintings of historical events, each featuring a different god. Above those tables against the walls are holy symbols of all the deities worshipped in Bluffside. Only patrons wearing the right symbol can sit at the table of a specific god. The rest of the tables are available to anyone. In the center of the establishment is a round fighting ring, with a sign above: "Don't ruin the furniture! Take your disagreements here, and may the strongest believer win!" This is where "holy fights" take place, proving for all to see whose belief is strongest. Dine Divine is considered one of the toughest pubs in the city.

Male human Rog7/
Exp3; hp 50

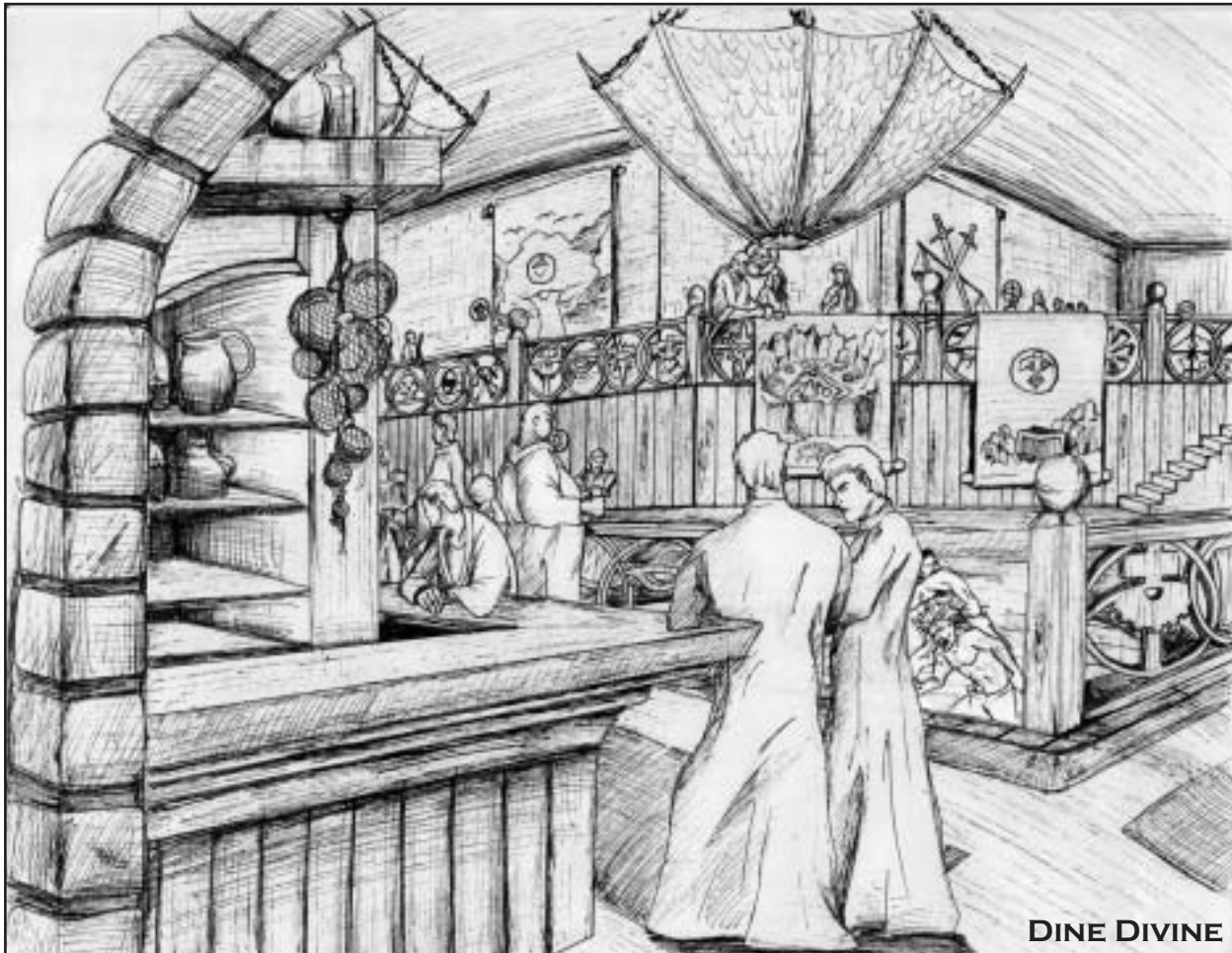
Owner/Prominent Resident: Farkham
McDougnam

Description of Owner/Prominent Resident: Farkham is a short human with a rough demeanor. He is usually behind the bar, serving drinks and making conversation. Once a well-known thief in Bluffside, his career ended when one robbery went horribly wrong. He was caught and summarily sent "over the edge" by his victim. Fortunately, the wind was heavy and luck was with him. He was pulled out of the bay on the verge of death by a passing cleric. Now, all Farkham has from that dreadful night is a limp and memories. He felt that the gods gave him a second chance, so he quit his thieving life, opened this pub, and dedicated it to the people closest to the gods as a thank you. A cleric of any deity with a permanent location in the Temple District can get all food and drink at cost. Whenever a new religion comes in, Farkham gets the symbol posted over a table along the wall. As the pub grew in popularity, so did the theological debates, which grew more heated and often physical. Farkham established the ring to protect his furniture. Many a patron has discovered his pious side while watching the heated discussions within the ring, and gambling cannot be bad when it's part of a philosophical discussion, can it?

List of Regulars:

Male human Pal6;
hp 48; female
human Sor9/BGn1/
Ftr1; hp 55

Brandyn & Jezzica Bergen Brandyn lives in a well-maintained house in Old City with his sister. They are the last of the Bergens, a line of royalty from the south



DINE DIVINE

that came to Bluffsides for a change of pace from the "less civilized" lands. When he is not with his sister he can be found at Dine Divine.

Kinkar Kinlay (NC8)

Walnd (TD12)

Hooks:

- The person who sent Farkham "over the edge" has discovered he is still alive. He is actively searching through the pubs of Bluffsides.
- The PCs are taunted into a religious "discussion" once inside the tavern. When it reaches a heated level, they will be called out to enter the ring and prove the validity of their beliefs.

Street of Sorrows

Key
TD2

Type of Establishment:
Parks and Recreation

Description of Establishment: The Street of Sorrows looks, at first glance, to be an enormous open-air market. However, what is being sold is salvation, and every religion, temple, and nut case in Bluffsides has a representative here, espousing the one true religion. The area is filled with a confusing array of sights and sounds as each tries to drown out the others with his own message. You cannot take more than a few steps without hearing the words "The end is near." In spite of the noise and bustle, this is a no fight zone—the only one in the district. Although the residents may disagree on philosophical matters, they don't take umbrage. Any possible confrontations are taken off to the Dine Divine.

Male human Rog7/
Shd6; hp 35

Owner/Prominent Resident: Midnight Shadow/Sol

Description of Owner/Prominent Resident: No one owns or dominates the street. All residents have free reign to claim any plot of land they need to get out their message. The Midnight Shadow, however, calls this street home. He is the bane of the underworld of Bluffsides. He is the *shadow that keeps the dawn* to those he protects and *that rat bastard Midnight Shadow* to his enemies. In his guise of Sol, a drunken sailor and vagabond, the Midnight Shadow appears in his mid-forties with a long ratty beard and beady eyes. He is swathed in rags a rat would leave, and covered in dirt and filth. As the Midnight Shadow, he appears enveloped in black. His flowing black cloak writhes in the wind. From a closer perspective (usually a brief perspective for those about to be cleansed), his black leather armor is decorated with intricate patterns of a deep, blood red color. He covers his face in a full head mask of black silk. Many say he is not even human, and some say he is a demon from the netherworld itself.

List of Regulars:

Believers of all faiths

Walnd (TD12)

Clerics of Carl (TD3)

Revel Varian (OC15)

Ruka Frosbt (NC10)

Hooks:

- The street is unusually quiet. Missing are the more insane preachers—the mad prophets and wandering holy men—leaving only mainstream religions to espouse their beliefs. No one knows what happened to them, just that they all seemed to clear out at the same time and have not returned.



STREET OF SORROWS

- A fight breaks out in the street, apparently started by believers of a religion not before seen in Bluffside. They don't play by the rules.

Carl's Temple

Key
TD3

Type of Establishment:
Religious

Holy Symbol: Gray Ooze

Description of Establishment: This temple is dedicated to the worship of Carl, the Gray Ooze. While adventuring deep below Bluffside, a group of adventurers found themselves trapped by a cave-in. With food and water running out, all seemed hopeless. Eventually, they found themselves near death and beginning to hallucinate. Then Carl made his appearance. Carl is a semi-sentient gray ooze. Fresh from feeding, he approached the party for a closer look. Sated, Carl ignored the party and moved away to a hidden exit from the cave. In their unstable mental state, the party saw Carl as a divine agent sent to save them, and followed him to freedom. Once returned to the surface, the mad adventurers erected a temple to Carl and called him a god. One of the smallest cults in Bluffside, this religion nonetheless enjoys a strange status, gained because all of its followers are insane. Most residents of the district avoid this temple.

Male human Clr5;
hp 24

Owner/Prominent Resident: Carl I

Description of Owner/Prominent Resident: Carl I is the high priest of the temple,

being one of the original party that was saved by Carl. Like all clerics of this religion, he is called Carl, with the number following his name signifying where he stands in the hierarchy. All the clerics wear sickly grey robes. Although the insanity suffered by Carl I could have easily been treated early on, he steadfastly refuses any treatment and denies there is anything wrong with him.

List of Regulars:

Medium-size
ooze, hp 26

Carl, the Gray Ooze: This is just another gray ooze brought to the temple soon after its opening. While it is not the original Carl, the worshippers don't know the difference and consider him a god.

Hooks:

- Carl I is upset that the worship of Carl is not being embraced by the citizens of Bluffside. He is gathering gray oozes in an attempt to overrun the city with them.
- One reason the religion is not growing is that, to keep Carl happy, members of the religion are sacrificed to him on a regular basis. To keep their membership up, members of the religion occasionally go out at night to "recruit converts" for feeding purposes only.

Castle of Purification

Key
TD4

Type of Establishment:
Religious

Holy Symbol: Scales made out of crossed swords

Description of Establishment: This temple is dedicated to the worship of the Purifier. The temple is built as a small castle, with the walls and towers painted brilliant white. There is a moat and drawbridge. This temple of the Purifier is dominated by paladins, constantly entering and leaving on horseback, riding high in their pure and true faith. While there are worshippers who are not paladins, only paladins are in leadership roles.

Male human
Pal10; hp 72

Owner/Prominent Resident: Silvon

Description of Owner/Prominent Resident: Silvon is the perfect paladin. He is tall, good-looking, and speaks eloquently. His personal mission is to help the poor. He patrols the seedier parts of Bluffside, doing what he can to aid the poor. His paladins patrol the streets of Bluffside, separately from the Bluffside Regulars, seeking those of lesser means being abused by those better off. While these are not official city guards, no one dares stand in their way when they declare their cause, not even members of the Five. Female paladins are not accepted into the Castle, as Silvon believes that they are not pure.

List of Regulars:

Paladin Patrol (see *Appendix 3: Guards*)

Hooks:

- The PCs accidentally bump into a beggar who falls to the ground and dies. This is witnessed by one of Silvon's paladins, who accuses them of killing the man.
- A powerful female paladin from outside Bluffside is turned away from the Castle. She now is trying to set up an opposition temple. She actively seeks other women to join her cause.

Conflagration of Life and Succor

Key
TD5

Type of Establishment:
Religious

Holy Symbol: Sun

Description of Establishment: This temple is dedicated to the worship of the Great Provider. This enormous building is flanked by turrets that belch flames twelve times a day. The Eternal Flame burns constantly on the roof, rising into the sky, visible from all parts of Bluffside. The building is covered entirely in thin brass sheets, polished to reflect passersby and the flames, and making the whole structure seem to come alive and writhe in pain. Magical flames randomly shoot out from the crevasse in front of the temple, making it a very hot street to walk on.

Male dwarf Ftr3/
Clr7; hp 78

Owner/Prominent Resident: Axgar

Description of Owner/Prominent Resident: Axgar leads his people with fiery diatribes from the pulpit, bringing his congregation to peaks of religious ecstasy. He always dresses in red, from his boots to his hair, reflecting his fiery attitude. He is constantly looking for ways to bring more followers into the fold, and he has found of late that preaching against the Frozen One seems to bring in the crowds. This brings problems of its own since the temple dedicated to the Frozen One, The Winged Death, is across the street. Only the crevasse keeps Axgar's people from rushing forth after a particularly powerful sermon and attacking the infidels.

List of Regulars:

Keltin Farnbrough (S2)

Hooks:

- Clerics from the Winged Death have infiltrated the temple and attempted to put out the eternal flame. Since Axgar does not want



CONFLAGRATION OF LIFE & DEATH AND WINGED DEATH



to start a visible holy war, he is looking for someone to retaliate who is not associated with his temple.

- Axgar has begun to build a bridge across the crevasse, making it possible, once completed, to directly confront the patrons of the Winged Death. Worshippers of the Winged Death are building a bridge of their own in retaliation. Likely, they will meet over the crevasse.

The Exploratory

Key
TD6

Type of Establishment:
Religious

Holy Symbol: A set of footprints

Description of Establishment: This temple is dedicated to the Traveler. Though a temple to a major deity, the Exploratory is laid out as though its residents were leaving at any minute. The entire building is apparently unfinished, lacking paint and basic repairs, yet structurally sound. Inside, it looks like a flophouse, since the Traveler is worshipped more by those who live in a constant state of transience. While there is a temple area of sorts inside, with walls illumined by maps of the entire known world, the rest of the temple is like an inn that caters only to those who cannot afford to pay.

Owner/Prominent Resident: None

Description of Owner/Prominent Resident: Although this temple holds services, the preacher changes from week to week, as do times and dates of the services. One week it may be a traveling cleric from the east, while the next it may be a homeless man come in off the street. Anyone who wants to be heard and worships the Traveler is welcome to preach to the masses.

List of Regulars:

Travelers

Hooks:

- A disease is spreading within the walls of the Exploratory, and is slowly moving out into the city. A movement is underway by the nearby temples to burn the Exploratory down.
- A traveler from a distant land has moved into the temple and seems to be taking over. He is trying to make the place more respectable, but is getting resistance from the other followers.

Grove of Peace and Harmony

Key
TD7

Type of Establishment:
Religious

Holy Symbol: An Oak leaf and an acorn

Description of Establishment: This temple is dedicated to the Great Mother. Unlike other temples, this one is completely outdoors, with only a short wall surrounding the grove. Within the grove, large trees intertwine, paths meander, and small woodland animals scurry about. In the center is a cathedral of trees, towering over 50 feet above the woodland floor. Druids monitor the grove, tending to its every need. All of the Mother's druids are female, and only females are allowed into the Grove.

Female human
Drd12; hp 69

Owner/Prominent Resident: High Sister

Description of Owner/Prominent Resident: The High Sister is dedicated to the health and well being of the land and its crea-

tures. She often wanders in the countryside surrounding Bluffside, tending to the forests and protecting small woodland creatures. The Grove, however, is her pride and joy, and she cares for it as though it were her child. She believes that men are responsible for most of the hurt the world suffers, so she shuns them all. The druids of the Grove are called Sisters. One of the Sisters of the Grove, a favorite of the High Sister, is responsible for the health and well being of the Gardens in Old City, working behind the scenes with Sylemis.

List of Regulars:

Druids (25)

Hooks:

- The Grove is on fire! While the flames are quickly extinguished, leaving no lasting damage, it quickly becomes apparent that the fire was set on purpose.
- The High Sister is in love. Suddenly she has been seen in the company of a mysterious stranger, leading people to believe that she is under a spell.

Holy Sanctuary of Peace and Protection

Key
TD8

Type of Establishment:
Religious

Holy Symbol: Three interconnecting circles

Description of Establishment: This temple is dedicated to the Protector. The Holy Sanctuary of Peace and Protection is a modest, two-story structure only as large as a mid-sized storefront.

Female human
Clr11; hp 72

Owner/Prominent Resident: Mother Superior

Description of Owner/Prominent Resident: The Mother Superior of the Holy Sanctuary is a simple woman who moved to Bluffside late in her life. She is of average height and weight and appears 500 years old. Shrouded in the green and gray robes of the order, the Mother Superior shows only her face and her trusting, deep green eyes.

Hooks:

- The PCs stumble across the convent while looking for a place to stay.
- One of the nuns is missing! The Mother Superior is frantic with worry. She enlists the aid of the PCs to find the missing nun!

Phantasmic Temple

Key
TD9

Type of Establishment:
Religious

Holy Symbol: A cloud and three stars

Description of Establishment: This temple is dedicated to the Ethereal One. This temple is entirely hidden by a thick cloud of swirling, multicolored mists that cannot be penetrated either by magic or wind. When a worshipper enters the mist, he is drawn forth into a place not of this world, but on the ethereal plane. The halls within are endlessly long, the rooms enormous, and all within boundaries too small to contain them.

Female sixam Clr6/
Wiz5; hp 52

Owner/Prominent Resident: Ariel

Description of Owner/Prominent Resident: Ariel leads the Bluffside worshippers of the Ethereal One. While she has been given the means to bring worshippers to the ethereal plane through the power of the Ethereal One, she cannot do it alone. Soon after settling in Bluffside, she erected a temple to the Ethereal One, built of stone and mortar. During the first service, the structure was spirited to the ethereal plane, where it has remained since. Now, Ariel is never seen outside the temple, and the people of Bluffside know only rumors of her whereabouts. The only way to meet her, supposedly, is to become a worshipper and travel to the ethereal plane.

Hooks:

- The mists recede, leaving only ruins behind.
- Erie sounds emanate from the mists and the people of Bluffside are becoming worried. In addition, no worshippers of the temple have emerged from the mists in over a week.

Sem La Vah Redux

Key
TD10

Type of Establishment:
Religious

Holy Symbol: The Palace

Description of Establishment: This temple is dedicated to worship of the ancient civilization of Sem La Vah. The worshippers believe that, since this great civilization could not be erased from the world by the worst the gods could do, they are a power themselves. The origins of this cult stretch back to the early days of the valley's discovery. Several archaeologists were drawn to the ancient ruins that lay within the crevasse. Although it was quickly apparent that these ruins were a direct link to Sem La Vah, it was also apparent that apparitions haunted them from the past. While this was enough to keep most archaeologists at bay, a small group set up a temporary camp in the middle of the ruins and began studying the ancients. Fascination with the past became obsession with a few individuals, and eventually worship. They moved their center of worship into Temple District to help draw members, although there are still rituals held inside the ruins.

Male human
Exp10; hp 59

Owner/Prominent Resident: Cephalous

Description of Owner/Prominent Resident: Cephalous is not a cleric; rather, he is an archaeologist by trade. He was brought into the religion while working the ruins. He stumbled across the makeshift temple within which a small band of archaeologists was worshipping. He helped to make this a real religion, and he now stands at that religion's head. Like the worship of Carl, this religion is only found here in Bluffside, making Cephalous not only the high priest of the temple, but also the high priest of the entire cult.

List of Regulars:

Archaeologists
Uzzell Longbottom (W1)

Hooks:

- An ancient, powerful magical item is discovered within the ruins that gives Cephalous tremendous power. He becomes infatuated with this power and tries to get other religions to bend to his will.
- Jarman the Wise is spotted within the ruins one night during a ritual. He is recognized and now worshipped by this religion as a bridge with the past.

Teacher's Library

Key
TD11

Type of Establishment:
Religious

Holy Symbol: A book, a pen, and a blank scroll

Description of Establishment: This temple is dedicated to the Great Teacher. The building is one enormous library, its dusty shelves stretching from room to room. Over the years since its founding, rooms have been added, subdivided, and reorganized to accommodate the books and scrolls acquired every day by the clerics. The scriptorium is always in use, the scribes mostly transcribing holy scriptures where they deal with the Great Teacher, Dylona, and Olius. Seekers of knowledge from around the world are drawn to this library. While worship within is not like those of other temples, all who come here believe in the power of knowledge.

Male human Exp5/
Clr6; hp 52

Owner/Prominent Resident: Hassenforth

Description of Owner/Prominent Resident: Hassenforth started out as a librarian, but over time saw that the way of the Great Teacher was his true path. He spends all his time inside the musky maze of the temple, researching, reading and cataloging. He tells no one what he seeks, but never stops searching.

List of Regulars:

Researchers (25-50)
Revel Varian (OC15)
Russ de'Levet (OC17)

Hooks:

- Hassenforth is seeking a book crucial to his research. He has gone so far as to post his need on a signpost in front of the temple.
- The scribes of the temple accidentally released 10 copies of a religious text containing incorrectly translated passages. They are now searching for those copies, but have to do it without anyone finding out for fear of ruining their reputation.

Valhalla

Key
TD12

Type of Establishment:
Religious

Holy Symbol: Two Valkyries in flight

Description of Establishment: This temple is dedicated to the worship of Odin All Father. This small temple sits amongst the prominent temples of the district, drawing a small but steadily increasing patronage. This is surprising, as Odin does not exist in this plane. Walnd, who came from another plane via the breach in the Plane of Shadow, is bringing his name to this new world. His unique brand of hard love preaching has drawn several clerics to the fold, along with dozens of prominent fighters. The general populace has failed, so far, to heed his message.

Male human Ftr15/
Clr1; hp 178

Owner/Prominent Resident: Walnd

Description of Owner/Prominent Resident: Walnd is well over 60 years old, but ancient potions keep him in great shape. A battle-hardened veteran, Walnd wields a longsword and hand axe, whirling like a dervish when he fights. A man of few words, he is

stirred to action by two things only: gold and god. He is dedicated to Odin and will bring his word to every man, woman and child of Bluffside. He still goes out on adventures, joining groups with no explanation and leaving them when he grows weary of their company, or if it suits him. He is one of the most dangerous men in Bluffside, his reputation clearing the streets as he walks, and silencing crowded taverns as he enters. Walnd wants to return to his home plane, but believes Odin will not allow it until he has fulfilled his destiny on this world.

Hooks:

- If Walnd enlists enough followers, Odin will come to this plane and take his place as one of the gods of Bluffside. This will form a permanent connection between the two planes and allow Walnd to return to his home.
- Walnd is watched by the Bluffside Regulars, from a distance. He needs volunteers to run illegal errands for him.

Winged Death

Key
TD13

Type of Establishment:
Religious

Holy Symbol: A disk with icicles pointing inward

Description of Establishment: This temple is dedicated to the Frozen One. The top of the temple is adorned with the statue of an ancient white dragon. The scale of the structure was obviously built for creatures much larger than human size. The walls sweat constantly since the interior is kept just below freezing by powerful magic. Worshippers of the Frozen One carry or wear heavy clothing with them to the temple, even in the heat of summer. In the winter they are not so easily spotted.

Male frost giant
CL7; hp 203

Owner/Prominent Resident: Garl Frostor

Description of Owner/Prominent Resident: Garl lived in the peaks of the Red Mountains with his frost giant clan. In 1300 GNC, they were attacked in the night by a mixed force of powerful creatures who overwhelmed the frost giants. Garl was the only survivor. He left behind his dead, vowing to return one day to avenge their loss. He came to Bluffside and created the Winged Death. Once he gets enough followers of sufficient power, he will reenter the mountains and attempt to retake his village.

List of Regulars:

Ruka Frost (NC10)

Hooks:

- Garl wants to send a reconnaissance mission to his old village to see what now lives there, and what power they have.
- Garl is seeking information concerning the Goblinoid War. He is looking for clues about who orchestrated the attack.

Military District

History

Originally the unvalled entrance into the valley, the Military District holds most of the farms of the valley, as well as the Bluffside Regulars. In the early days of Bluffside, buildings sprang up wherever, and the farmers tilled all the arable land they could handle. It

MILITARY DISTRICT



Note: All numbers are preceded by M (Military District) in the text descriptions

was too much for the Regulars to guard, and whole sections of the city went unprotected.

It wasn't until the Goblinoid War of 1259 GNC that the powers of Bluffsides saw this vulnerability as a real problem. Aside from the destruction of the Mining District, farmhouses and most of that season's harvest were also burned. Because the only effective military force was safe beyond the crevasse, protecting Old City, most of the people killed in the initial fighting were farmers, who had nowhere to run. After the war, when food was scarce, the Regulars built a barracks nearer the farms. This brought some safety to the area, and new business. Seen as a final line of defense in case of invasion from the mountains, a wall was built in 1272 GNC, and the Military District became an official city district.

The Military District Today

Buildings and Streets: The barracks is one of the more prominent features of this sector, and was the focus around which the district was built. The barracks building is at the center, with streets radiating outwards from there. Buildings are simple and hastily constructed, with many in a state of disrepair.

Law: Because the Regulars play such a large role in this sector, patrols are infrequent. There is little crime so near headquarters. The most prominent vice involves Madame Scarlett's House of Flesh, which is frequently raided but never shut down. The rumor goes that she has paid off most of the law officials in the area, through coin or services. The typical Military District resident is either a farmer or Regular, and neither cause a lot of trouble.

Society: During the day, the only people roaming this district work or live here. The place is quiet. At night, people come from other sectors to see shows at the House of Flesh. Most people here are Regulars, farmers, shopkeepers and craftsmen.

Bluffsides Regulars Barracks

Key
M1

Type of Establishment:
Governmental

Description of Establishment: The barracks is a large, four-story building in the center of the district. The barracks contain sleeping quarters and specialized training rooms, with an obstacle course and fighting fields in the surrounding grounds. There is a large mess hall, administrative offices, and several meeting and planning rooms as well. Only Bluffsides Regulars can proceed beyond the main lobby. Throughout the day, Regulars run through the obstacle course in the yard, or train in hand-to-hand combat. The Regulars are trained in tactics and strategy. Advanced studies include exotic weapons, ranged weapons, and the vulnerabilities of monsters indigenous to the area.

Male human Ftr10/
Rgr2; hp 78

Owner/Prominent Resident: Reginald Oakfirst

Description of Owner/Prominent Resident: Reginald Oakfirst is the current head of the Bluffsides Regulars. Reginald is a competent fighter, and has been in the Regulars for 20 years, starting out as a scout. While his fighting skills are impressive, his management skills are nothing short of amazing. He has streamlined the organization, and cut costs, while at the same time offering better training and fixing up facilities. Reginald has also recently implemented a reserve system where Regulars can assume normal jobs and are available to help with emergencies as needed. This program has been quite suc-

cessful. In addition, Reginald has beefed up security and watches near the city and, as the city expands outward, into the mountains as well. Mountain patrols have assumed a life of their own and are under their own command now, but Reginald keeps tabs on their movements, always mindful of his early days as a scout.

Hooks:

- The Regulars are always looking for new recruits. Adventurers often join as it affords them unique opportunities for excitement. In addition, the Regulars have special contracts with certain individuals that offer pay for services rendered.
- One of the mountain patrols has failed to report for some days. While not unusual in and of itself, this patrol was in an area where unusual goblinoid activity had recently been reported.

Take a Bow

Key
M2

Type of Establishment:
Specialty Shop

Description of Establishment: No finer bow can be purchased in all the land than in Take a Bow. Take a Bow has established a reputation of creating only the highest quality bows. All bows here are of masterwork quality. Each bow comes complete with replacement bowstrings, leather wrist guard, and a certificate guaranteeing the bow's authenticity. Each bow bears the famous Take a Bow maker mark, and is a unique creation. Take a Bow also has a special contract with wizards from the Wizard District, and can arrange for magical enhancement either at the time of purchase or any time during the life of the bow, for a price. Take a Bow is a small, unassuming building holding Arlan's workshop and modest sleeping area. There are no bows on the shelf here, as Arlan only does custom work.

Male half-elf
Rgr12; hp 66

Owner/Prominent Resident: Arlan Pendergrast

Description of Owner/Prominent Resident: Arlan has devoted his whole life to mastery of the bow. His bows are among the finest of the land, and he takes great pride in his craftsmanship. Each bow he crafts is like a child to him, and he holds prospective owners responsible for their proper care. Arlan field-tests his bows, often closing shop while he goes on hunting expeditions up north. Arlan is a calm, serious individual. He loves to meet other bow enthusiasts and can talk about bows and bow designs for hours.

List of Regulars:

Banbl (CD1)
Darius Slade (RHB)
Ethan Steelhawke (CD2)

Hooks:

- One of Arlan's prized bows broke the very first time it was used, harming his reputation. Arlan believes he is the victim of sabotage, and will pay PCs to clear his good name.
- Arlan is holding an archery contest. The grand prize is a magic bow. This contest is drawing archers from far and wide.

Cattle Bane

Key
M3

Type of Establishment:
Specialty Shop

Description of Establishment: Cattle Bane specializes in leather armor, helms and shields. They also make leather barding for horses and can create special, one-of-a-kind leather items for specialized needs. While catering to the Regulars, Cattle Bane also sells to individuals. As a lesser known side-business, however, Cattle Bane is the source for sultry, seductive, tight-fitting black leather outfits made on request. They keep a few sample pieces behind the counter. Cattle Bane also makes more mundane leather goods, including pouches, wallets, purses, and (not surprisingly) bull whips.

Male human
Com5; hp 19

Owner/Prominent Resident: Henryk

Description of Owner/Prominent Resident: Henryk runs one of the best leather shops in the city. Madam Scarlett goes only to Cattle Bane for the tight-fitting, seductive black leathers her girls wear. In exchange, Henryk gets a discount at her establishment. Henryk is hardworking and dedicated to his craft. He is meek, mild, and unassuming, much like the Military District during the day. At night, at Madam Scarlett's, he unleashes the wild animal within and indulges his wildest fantasies.

List of Regulars:

Madam Scarlett (M7)

Hooks:

- During one of his wild nights, Henryk went too far and murdered a girl at the House of Flesh (M7). As many patrons were bouncing from room to room during the night, no one knows for sure who committed the crime.
- One of the paladins at the Castle of Purification (TD4) has discovered that Henryk is supplying leather goods for the House of Flesh (M7). He is not quite as pure as a paladin should be, and is extorting money from Henryk to keep his secret.

Heavy Metals

Key
M4

Type of Establishment:
Specialty Shop

Description of Establishment: Specializing in plate armor and heavy shields, the Fierguld family has turned the craft of armor making into an art form. Alec Fierguld, the owner, has been making plate armor for nearly 30 years. His wife, Alicia, designs the suits, Alec and his son Barry hammer out the suits, and Alec's daughter, Mary adds on embellishments. A suit of Fierguld armor is guaranteed for life against natural wear and tear, and the Fiergulds will repair any suit of Fierguld armor free of charge (unless damaged in combat).

The shop is well kept and clean. The back area, however, is cluttered with scraps of metal. The constant sound of hammering all day penetrates the neighborhood, but most are used to it.

Male human
Exp9; hp 35

Owner/Prominent Resident: Alec Fierguld

Description of Owner/Prominent Resident: The Fierguld family has a lot of problems. Alec was caught visiting the brothel by his wife. Alec only went because he believes Alicia was having an affair—an accusation she denies. Alec's daughter is rumored pregnant (by a member of the thieves' guild, no less). Alec's son has been spotted with members of some of the darker cults in town, and was spotted coming out of the necromancer's guildhouse a couple of weeks ago.

Bluffsides: City on the Edge

Hooks:

- Alicia isn't having an affair, but she does sneak off to gamble—an addiction that has grown into a real problem. Alec doesn't know about it, but she can't hide it much longer.
- Mary has been hanging out with members of the thieves' guild, but is not pregnant, despite the persistent rumors. She has been learning the art of thievery from her new friends, and is getting better.

Denis' Adventure Exchange

Key
M5

Type of Establishment:
Specialty Shop

Description of Establishment: Denis' Adventure Exchange buys unique items, precious stones, artwork, antiques, and other goods. Rather than going to a jeweler, an antique dealer, and other collectors, customers let Denis take care of the legwork. Denis deals mostly with adventurers, but not exclusively. He buys items with no questions asked, and then finds buyers. He has a small selection of items in his shop for sale that even his buyers don't want, but it's mostly odd pieces of junk and trinkets. The Adventure Exchange consists of a small office with a desk and table. Denis works behind the desk most days, and customers can lay their wares on the table so he can inspect them.

Male human Rog3/
Wiz2; hp 18

Owner/Prominent Resident: Denis Duvall

Description of Owner/Prominent Resident: Seeing a need to fulfill, Denis started up the Adventure Exchange. He offers a fair price for items brought in and sells them to individual collectors. As a wizard, Denis can determine whether something is magical or not, and can read magical texts.

List of Regulars:

Members of the Society of Explorers and Adventurers

Hooks:

- Denis recently purchased a strange stone that radiates magic, but the only thing it seems to do is spin around on a flat surface, always pointing due west. Denis believes it must point to something, but he doesn't know what.
- Denis has acquired a strange map. He knows that he can fetch a higher price for it from a party of adventurers. He would hate to see it end up in a dusty library. Denis will sell it to a group if he can convince them to use him as the buyer for any treasure they find.

Polearms and More

Key
M6

Type of Establishment:
Specialty Shop

Description of Establishment: If polearms are what you're looking for, then look no further, because Polearms and More has exactly what you need. If they don't have what you're looking for, just describe it and they'll custom make it. Serving the Bluffsides area for nearly 30 years, Octavio and Gianini Scamardo are passionate about the work they do. From traditional polearms, to their own unique designs, they do it all. The Scamardos even have wooden dummies in their training room where you can try out the weapon before you make a purchase, ensuring that you'll be satisfied in the heat of battle.

Male human
Exp9; hp 31; and
male human Exp4;
hp 23

Owner/Prominent Resident: Octavio Scamardo and Gianini Scamardo

Description of Owner/Prominent Resident: Octavio and his son Gianini have been making polearms for nearly 30 years. Their

polearms are the finest in Bluffsides. They can make any polearm you want, and can even work with you to create new and deadly polearm designs. For Octavio and Gianini, polearms are life. They eat, sleep, and breathe polearms. They have created several new types of polearms and have even had them field-tested by the Regulars. The name Polearms and More is a little deceptive—all they sell are polearms.

Special: Octavio and Gianini can create any unique polearm design. All they need is a picture, and the Scamardos can create it. In fact, they love to do it. Typical polearms do 2d4 to 1d12 points of damage, and have a critical modifier of x3. Polearms with a spear tip can be set to receive a charge, and weapons that have hooks on the back can make trip attacks. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped. In addition, all polearms have a reach of 10-ft., and cannot attack adjacent foes.

List of Regulars:

Ariel (TD9)
Davin Hillsfar (DH1)
Sasha Yeob (HD2)

Hooks:

- Gianini is missing. Octavio is offering a hefty reward for the return of his son.
- Once a month, the Scamardos host an open exhibition of polearm techniques. They find this brings in many new customers, many who never gave polearms a thought before seeing the show.

House of Flesh

Key
M7

Type of Establishment:
Parks and Recreation

Description of Establishment: Ask anyone in town and everyone, even little kids, will point to this large, old building in the middle of the square. Madame Scarlett's brothel has some of the finer ladies of the night in the city. More an entertainment facility than an actual brothel, the house is famous for vaudevillian shows featuring scantily clad dancers and singers. The girls here perform every night to a full house. The House of Flesh offers more subtle forms of entertainment as well. Madame Scarlett keeps such dealings discrete, but casual observers may notice men heading upstairs.

The brothel was originally begun with farmers and soldiers in mind, but has branched out from its modest beginnings. Now, women come to enjoy the show, often arriving on the arms of their husbands in full evening dress. People come now for the dancers, singers, comedians and performers of all kinds.

Female human
Rog8; hp 40

Owner/Prominent Resident: Madame Scarlett

Description of Owner/Prominent Resident: Madame Scarlett is a shrewd businesswoman used to getting what she wants. Outward appearances have people believing she is a charismatic, successful entrepreneur who built a solid business around hard work and discipline. The truth of the matter is that she's been

involved in countless under the table dealings, has connections to the thieves' guild, and (rumor has it) several major political figures. Scarlett has a lot of political and underworld power, and some believe that she makes at least some of her money from blackmail.

List of Regulars:

Nemnakar Helt (CS4)
Wilton Blander (OC12)
Walnd (TD12)
Alec Fierguld (M4)

Hooks:

- A political or religious official that the PCs know is being blackmailed by Scarlett. The official trusts the PCs enough to ask for their help. Scarlett holds proof of an illicit affair that happened several years ago, but if it were to leak out, it would ruin his career. The PCs are asked to find the information, and destroy it.
- Silvon, from the Castle of Purification (TD4) has made it his personal quest to see the House of Flesh shut down. His paladins have threatened Madame Scarlett and her customers. She is looking for protection and is willing to pay a high price for it.

Wizard District

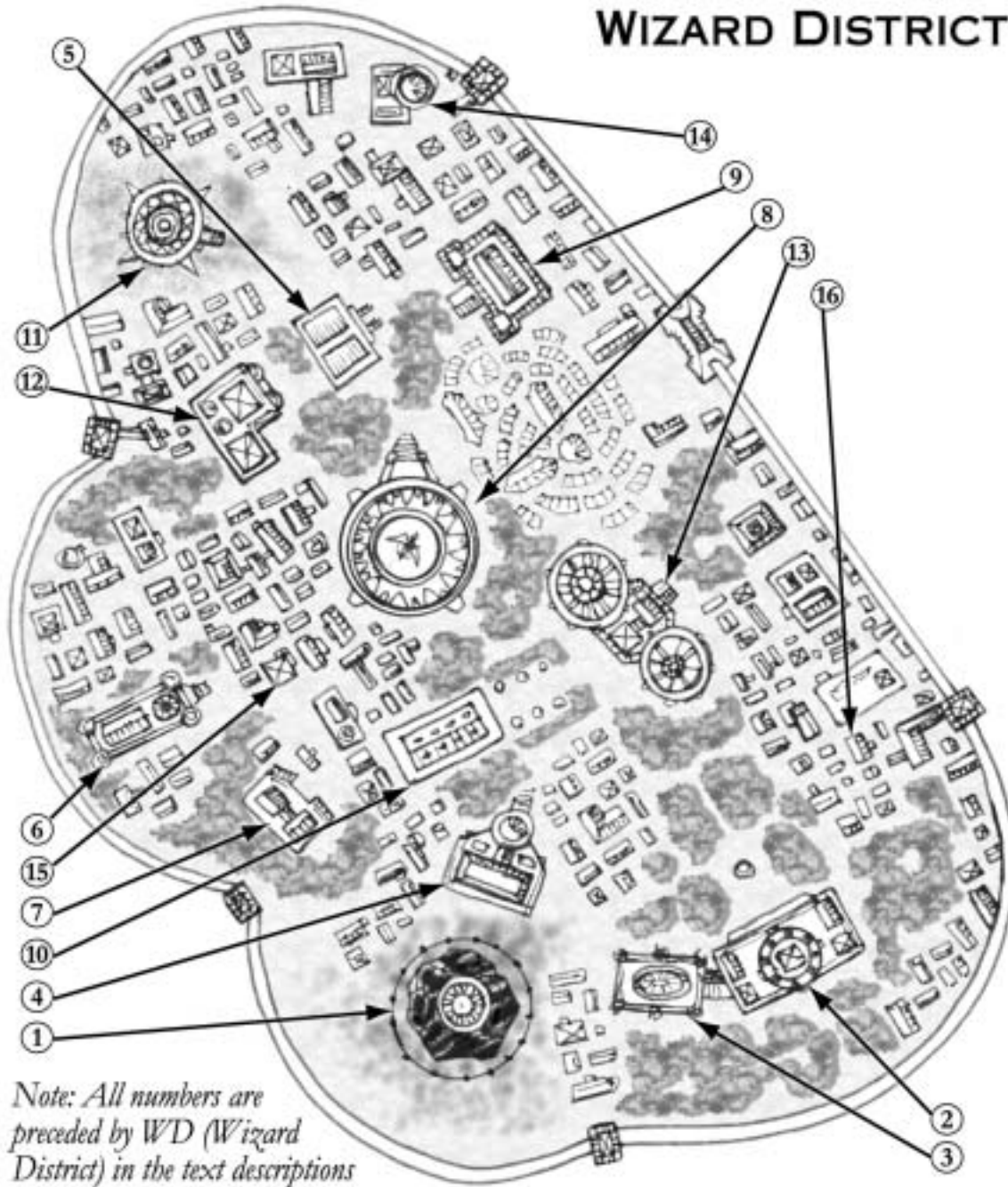
History

When Jarman first entered the valley, the first thing he saw was the massive obsidian tower near Red River. The archaeologists immediately flocked to it, hoping to uncover its ancient secrets. They soon found, however, that anyone who got close to the tower felt an overwhelming magical pull. This frightened the archaeologists and they backed away, deciding it should be left undisturbed. The tower stood untouched until a human wizard—Lucordin—came onto the scene. He looked upon the great tower with reverence and awe. He could feel its power and wanted to know more about it and those who built it. Gathering what money and valuables he had, he constructed a small house near the tower—the first structure built in what would become the Wizard District. It still stands today.

After Lucordin had been there a while with no adverse effects, more wizards and scholars came to Bluffsides to study the Tower of the Unknown, as Lucordin dubbed it. They too settled near the tower. The study of the tower and the surrounding area was slow and tedious; the ancients who had built this great tower made sure it was securely sealed.

One group, however, did not flock to the Tower. Sorcerers, always distrusted by their wizard counterparts, did attempt to come and learn from the Tower, but with a completely different result. Every time a sorcerer came within 100 feet of the Tower, a pain would shoot through his head and he would drop to the ground, writhing in pain. The wizards held this phenomenon validated their own worth, and from that point on, sorcerers were shunned in Bluffsides.

From the beginning, Lucordin discovered that Jarman's repulsion from the Tower colored his dealings with the new district. Jarman's attitude towards wizards grew cold and distant—he obviously considered them inferior. Lucordin was powerful enough, however, to stand up to Jarman and his kind: sorcerers. Because sorcerers were repulsed by the Tower, he forbade sorcerers from entering the Wizard District. Since the area made sorcerers uncomfortable anyway, there was little resistance to this decree. However, it was used in later years to make sorcerers unwelcome in other



areas of Bluffsides. From that point on, the Wizard District and the leadership of Bluffsides was always in conflict. While not manifested openly—at least, most of the time—this hostility influenced relations between wizards and sorcerers to the present day.

Lucordin was the acknowledged leader of the Wizard District, and was well liked amongst the wizards and scholars. When he realized most of his time was spent settling disputes or negotiating contracts, instead of studying the tower, Lucordin determined to find a better way of handling these things—preferably not involving him.

He called a large meeting, inviting all interested, and presented his position. After much debate and discussion, a solution was reached that would have far reaching impact on Bluffsides. Eight houses were

built, each dedicated to one of the schools of magic. The wizards specialized in each field became members of a particular house. A ninth house was constructed for general study, with a tenth, much larger house forming the headquarters of the newly formed Wizard Council. The Wizard Council was made up of one representative from each House. The Council represents Wizard District business in the city-wide government. This organization freed up the wizards and scholars—and most importantly, Lucordin himself—to concentrate on studying the Tower of the Unknown.

The Wizard District Today

Buildings and Streets: When the Houses were established, each group set out to make their particular house the best. There were

gatherings to discuss layout and location. Some built elaborate towers rising toward the sky like the great obsidian tower. Others constructed great guild houses with secret chambers and hidden passageways. The ten Houses dominate the quarter, with smaller buildings filling the spaces between.

Law: This is the only district within Bluffside where the Regulars are not allowed. They do guard the one gate to the quarter. One of the duties of the Wizard Council is to provide security for the quarter. They have a secret sect of mages, drawn from the nine Houses, that patrols the streets. Only the highest-ranking members of each house know the identity of those among them who serve in the sect, and only the nine members of the Wizard Council know all of them.

Under no circumstances are sorcerers allowed in the district. Signs at the gates state this in no uncertain terms. If a sorcerer is found in the district, he is immediately expelled, after all his possessions are confiscated.

Society: Most of the quarter's residents are wizards or those who deal with them. Magic is common in the streets—the residents hardly notice it. Everyone, however, keeps one eye on the tower, hoping it will soon give up its secrets.

Places of Interest

Obsidian Tower of the Unknown

Key
WD1

Type of Establishment:
Ancient Structure

Description of Establishment: The Obsidian Tower of the Unknown is so named because that is what it is. It stands 100 feet tall, and appears made entirely of a solid piece of finely polished obsidian. No seams, doors, or windows mar its surface. It is capped by a giant gold dome, resembling the one on the Great Palace in Old City. The ground outside is lifeless—no plants or animals can be found anywhere within 30 feet of the Tower.

In all the years of studying the Tower, few of its secrets have been uncovered. The biggest discovery came in 1160 GNC, when Shaloron, a young, impetuous illusionist, dared touch the tower. For a moment, he just stood there with his hand resting flat against the tower. He exclaimed that the obsidian felt very cold, and moments later he disappeared. At first, it was thought this was some sort of elaborate trick by Shaloron, as he was known as a prankster. But time passed and Shaloron continued absent, and finally it was agreed that he really had disappeared. Shaloron, through his sacrifice, had shown that no one should ever touch the Tower. A tall, wrought iron fence was erected around the tower. Only those with explicit permission from the Wizard Council are now allowed to go near the tower, and that permission is rarely given.

Owner/Prominent Resident: none

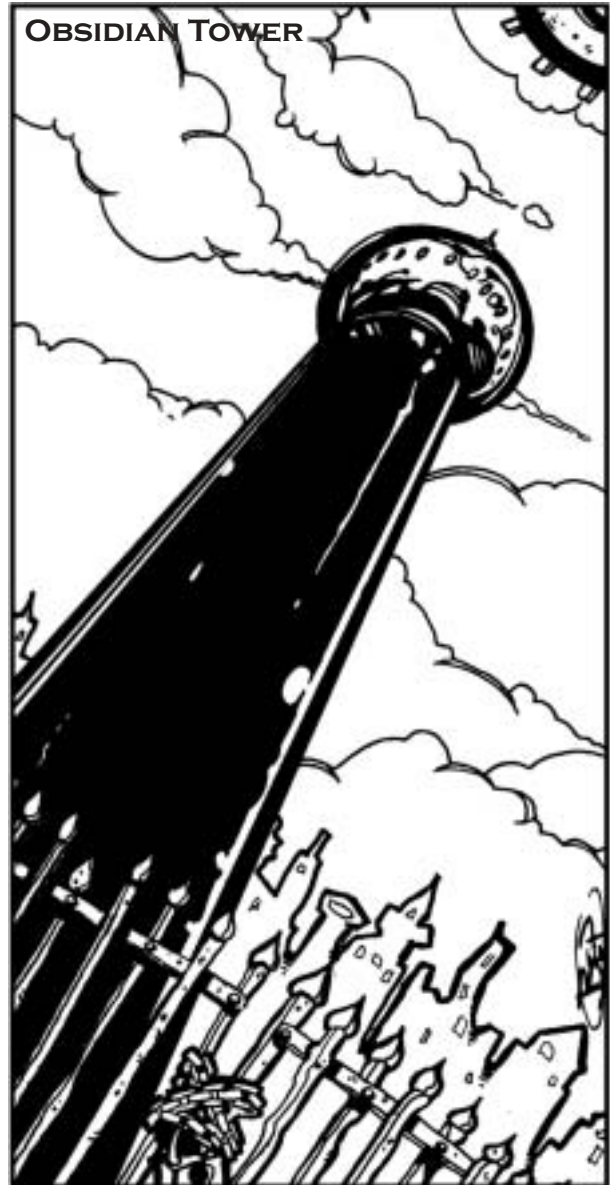
Description of Owner/Prominent Resident: none

Special Rules

No sorcerer is allowed within 100 feet of the Tower. If one enters this area and stays for more than one minute, an immense, stabbing pain attacks his brain and causes him to fall to the ground in a seizure. No known magic can stop this effect.

Regulars/Members:

Only scholars and wizards come to visit Great Tower, attempting to unlock its secrets.



Hooks:

- Rumor has it that Shaloron has been spotted in the Wizard Council. How he survived for over 180 years and what information he possesses about the Tower are the talk of the Quarter.
- The Tower speaks! After centuries of silence, a low noise has begun deep within the Tower, putting everyone in the Quarter on edge.

Academy of Arcane Arts

Key
WD2

Type of Establishment:
Governmental

Description of Establishment: The Academy of Arcane Arts is one of the biggest, most beautiful buildings in the Quarter, if not all of Bluffside. Constructed of pure white limestone and topped with a golden dome, the Academy is a glowing beacon of knowledge and learning. The main hall includes the oldest part of the school, with the two newer wings flanking it. The grounds around it are perfectly

landscaped, with huge, towering trees and flowering bushes. Inside, students and instructors hustle back and forth, going about the daily chores of education. The main hall functions both as a gathering room and study area, while the two wings house the branches of magic instruction.

Male human
Wiz14; hp 35

Owner/Prominent Resident: Finus Lomusin

Description of Owner/Prominent Resident: Finus Lomusin is the elderly yet spry headmaster of the Academy. Although a wizard by trade, teaching others has always interested him, and he derives great enjoyment from it. This is why, when the opportunity presented itself so long ago to become the headmaster of the school, he jumped at it. Finus often helps individual students with their problems, and often roams the building, popping in on class sessions.

Hooks:

- Any newcomers to Bluffside, once they become members of a Mage House, are eligible to study here. But first, the prospective pupil must perform a small quest to prove he is worthy.
- Finus has taken ill and the Wizard Council is actively looking for a replacement. Many houses want their representative here as a show of power. Some would do most anything to assure their man takes this position.

Library of the Magical and the Mundane

Key
WD3

Type of Establishment:
Governmental

Description of Establishment: Connected to the Academy via the right wing, the Library is similar in construction. Also constructed of white limestone, the roof of this building is protected by a ring of gargoyles. Sitting atop the great depository of knowledge, the gargoyles are always on the lookout for those that would harm it. Inside the great house of information, there are bookcases from floor to ceiling, holding books from all over and dedicated to all types of knowledge. Most of the general knowledge books are contained in the cases in the front area and side wings, while the oldest and most valuable tomes are kept in a secure location toward the back of the building. Only one person is allowed in this room at a time, and only with special clearance.

The secret, vast underground area beneath the library is a maze, magically protected with twisting corridors, concealed doors, and spells to ensnare the unwary. While some of the highest ranking mages know some of the maze's secrets, Finus alone holds the entire secret to the great maze.

Owner/Prominent Resident: Finus Lomusin (WD2)



LIBRARY OF THE MAGICAL AND THE MUNDANE

Description of Owner/Prominent Resident: Where the Library is connected to the Academy; it falls under the watchful eye of Finus Lomusin, the headmaster of the Academy.

Regulars/Members:

Hassenforth (TD11)
Worx Redwing (NC7)

Hooks:

- Magical tomes are kept here from all of the houses. Although not available to the general public, a wizard in need may be able to peruse one for a price.
- An intruder has gotten lost in the maze. Rumors are spreading that he is not of this world.

Wizard Council

Key
WD4

Type of Establishment:
Governmental

Description of Establishment: Wizard Council headquarters is a mid-size building built near the Academy. It houses the ruling body of the Quarter, as well as administrative offices. The exterior looks like a great monument, with pillars of white marble greeting all who have business there. Two giant griffins sit atop pedestals on either side of the steps leading up to the entrance, looking ready to pounce on any who would defile the dignity of the Council. The interior of the building is also white marble, with hallways leading off in several directions to offices and meeting rooms. At the end of the main hallway, two giant gold-trimmed doors open into a magnificent chamber where the internal workings of the government of the Quarter take place. Darkwood trimming adds to the quiet power of the room, with seating for as many as 20 people with business with the Council. At

the front is a semicircular dais where the representatives from the mage houses sit and preside over business brought before them.

Owner/Prominent Resident: none

Description of Owner/Prominent Resident: The Wizard Council is comprised of the nine representatives of the mage houses in the Quarter, with Gruber presiding over the Council as President. The Council has a regular schedule, only hearing business during these hours, unless it is an emergency. While sitting in council, the individual members wear colors representing their houses, and are assisted by clerks and assorted associates of the Council.

Regulars/Members:

Every Wizard in the district and the rest of town makes his way here at one time or another.

Hooks:

- Any citizen (or PC), who has questions/concerns with regards to magic within the city or the Tower may come before the council and seek their help.
- From time to time, the Wizard Council seeks adventuring parties to perform tasks outside of Bluffside for them. All tasks are dangerous and well compensated.

House of Abjuration

Key
WD5

Type of Establishment:
Guildhouse

Guildhouse Colors: Light green trimmed in dark forest green

Description of Establishment: Abjuration House is one of the more normal looking of the Eight. It is a two-story wooden structure with black shutters and a stout oak door. There is very little landscaping around the house, aside from a few lonely bushes. The interior is as plain as the exterior.



Male human Wiz8;
hp 20

Owner/Prominent Resident: Baltus Dunon

Description of Owner/Prominent Resident: Baltus Dunon is a tall gentleman of quiet reserve. He stands well over six and a half feet tall and is thin as a rail. He walks with a peculiar gait because of the length of his legs. Although not overly friendly with most people, he is the biggest dealmaker on the Wizard Council and can usually work something out for any issue that arises.



Hooks:

- While studying one day, a member comes across information about an ancient, ruined temple supposedly not far from Bluffsides. A party of adventurers is commissioned to accompany the expedition to the site.
- A member is seen arguing with the mysterious, dark-skinned stranger staying at the Boarding House. He storms off, mumbling something about "...damn stubborn Nevae."

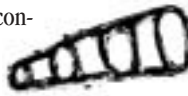
House of Conjunction

Key
WD6

Type of Establishment:
Guildhouse

Guildhouse Colors: Cream trimmed in maroon.

Description of Establishment: The House of Conjunction is made of a dark, greenish-gray stone, and is three stories high. Windows dot the exterior and the light wooden door beckons all who pass to come and visit. The grounds contain many different plants and animals, some unique. The main room is furnished with large chairs and sofas for gathering and relaxing. There is also a small fireplace on one wall with a beautiful painting of the house hanging above it. Upstairs are smaller rooms for meetings, research and rest.



Male human Wiz9;
hp 45

Owner/Prominent Resident: Lopeki Kil-dorn

Description of Owner/Prominent Resident: Lopeki Kil-dorn is a refined, middle-aged gentleman with silver-streaked black hair and green eyes. He is an outspoken member of the council, and always has some new topic to discuss. Those that know him well think he is good-natured, although a little long winded. The members of the house think he is a good representative, and support him fully.

Regulars/Members:

Atroxi Gladiel (WD15)

Hooks:

- While testing a new version of a conjunction spell, Lopeki accidentally lets loose a mystical beast into the Quarter. He needs help to quickly track it down.
- A mysterious hooded figure is seen lurking around the house at night, and Lopeki wants to find out who it is and why he is there.

Guildhouse Colors: Light teal trimmed in silver.

Description of Establishment: The House of Divination is smaller than the other houses by comparison, but is attractive and awe inspiring. When approached from any direction, it seems to

House of Divination

Key
WD7

Type of Establishment:
Guildhouse

shimmer in the sunlight. The two-story granite building stands in a copse of trees on the outskirts of the Quarter, and seems to beckon. The interior is decorated with exotic plants, and smells of incense. There is a small room after the main door, where the public waits to be helped by representatives. Only those with important business are admitted beyond that point.



Female human
Wiz4; hp 20

Owner/Prominent Resident: La'Dorran Kilpo

Description of Owner/Prominent Resident: La'Dorran Kilpo is a very attractive young woman in her mid-twenties. She has long, flowing blonde hair and bluish-green eyes, standing about 5' 6" tall. She often wears robes of her house colors. La'Dorran just recently became the leader of the house after a horrible accident killed her predecessor. Young by council standards, some secretly question her qualifications.

Hooks:

- The death of La'Dorran's predecessor was no accident. The person or persons who committed the crime now want her dead.
- Secretly, the elder members of the house set up La'Dorran by electing her to leadership. They know about the death of the last leader and want to lure the party into an attempt on her life. They need to get a party of high level adventurers to help with the more physical aspects of this endeavor.

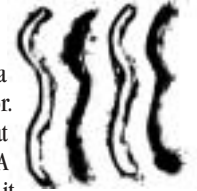
House of Enchantment

Key
WD8

Type of Establishment:
Guildhouse

Guildhouse Colors: Light blue trimmed in dark midnight blue.

Description of Establishment: The House of Enchantment is one of three guildhouses that is actually a tower. It stands about half the height of the Obsidian Tower, but is about twice as wide. It is constructed of the finest red granite, with a surface polished like the great tower's exterior. Looking up, several balconies grip the sides at different levels, as well as many windows. A small wall surrounds the grounds, although it is more decoration than protection. Upon entering the tower, a visitor is greeted by the GOD (greeter on duty) for that day, and must wait to be seen by a member of the house. The interior is done in an alluring blend of red granite and beautiful dark woods. A large fireplace is the focal point of the main meeting room, where most public business takes place. There are rooms available to members on the upper floors, for research and study, or whatever.



Male human
Wiz13; hp 32

Owner/Prominent Resident: Cheston Baldercon

Description of Owner/Prominent Resident: Cheston Baldercon is an older gentleman in his mid 60s. His hair is whitish-gray, but still mostly in place. He stands 5' 10", although he walks

slightly slouched. He usually wears robes or casual clothes, and is a very friendly person. While Cheston makes no grand displays of his magic, most agree he is not someone to anger.

Hooks:

- Cheston secretly wants his house to dominate the council. He is spreading rumors about the other house leaders in hopes of driving their support away.
- This house requires a quest from prospective members. While this usually involves the retrieval of some small item, sometimes it involves more sinister opportunities.

House of Evocation

Key
WD9

Type of Establishment:
Guildhouse

Guildhouse Colors: Red trimmed in yellow and gold.

Description of Establishment: The House of Evocation is a large wood and stone building, with a small tower attached to one end of the building. The large wooden front door welcomes all guests to the house, prominently displaying the symbol of the house.

Currently, there is some minor construction being done on the tower, repairing a hole blown into it during an experiment. No vegetation grows near the house anymore, as accidents through the years have discouraged growth. The interior is functional, with a few decorations here and there.

Male human Wiz7;
hp 20

Owner/Prominent Resident: Laeb Sinoot

Description of Owner/Prominent Resident: Laeb Sinoot is a short human male in his mid-thirties. He is slightly balding, and does not care to discuss it. He is usually quiet in public and while sitting on the council; however, he is known to have a fiery temper. He doesn't like the idea of the council, but he supports it as long as it is useful to him. He has secret ties to Umbra Incognita.

Hooks:

- Laeb is seen going into an establishment in Sordadon with a bad reputation, and the news gets back to other members of the house. They want to find out more.
- A severed finger is found on the front steps of the house, with a one-word note addressed to Laeb attached to it. The word is "Beware."

House of Illusion

Key
WD10

Type of Establishment:
Guildhouse

Guildhouse Colors: Light yellow trimmed in copper/brown.

Description of Establishment: The House of Illusion is a normal looking guildhouse most of the time, gray stone intermixing with wood to form a nice solid structure for conducting business. Then again, it appears

made of white marble with gold trim. Or swirling masses of water held together by some mystical force. Whatever the appearance, it is well worth a trip. The interior can only be described as functional and practical. The only decoration in the main gathering room is a tapestry emblazoned

with the glowing symbol of the house. The second floor holds study and research rooms, as well as a few supply rooms. The third and fourth floors hold rooms for higher-ranking members of the house, and smaller rooms for those that need them but have little rank.

Male gnome Ftr3/
Wiz9; hp 87

Owner/Prominent Resident: Rundaar "The Giant" Neruten

Description of Owner/Prominent Resident: Rundaar "The Giant" Neruten is a fiery tempered gnome who likes a good debate as much as a good mug of ale at the Flaming Sphere. Although one of only two nonhuman leaders in the Quarter, he is well known as a passionate speaker. Rundaar is also not one to be double-crossed or fooled.

Hooks:

- Being a gnome, albeit a very powerful one, Rundaar finds himself outnumbered by the humans on the Wizard Council. He believes if one of the other houses lost its head and a new, non-human one was chosen, things would be better for him.
- Umbra Incognita has approached several members of the house trying to form an alliance. Trading illusionary spells for cash and information is a good deal for both parties.

House of Necromancy

Key
WD11

Type of Establishment:
Guildhouse

Guildhouse Colors: Black trimmed in light gray/silver.

Description of Establishment: The House of Necromancy was built to look like the Tower of the Unknown in the center of the Quarter, but is only two-thirds as tall. It was constructed of black obsidian, although it does have windows and doors leading into it. While most of the Mage Houses are in roughly the same section of the Quarter, the House of Necromancy stands on the opposite side, built a good distance back from the main sections of the Quarter. Most of the land around the house is barren and dead, with only a few plants struggling to survive. One bush, however, bustles with exotic roses, growing a short distance behind the house.

Male half-elf
Wiz12; hp 30

Owner/Prominent Resident: Bruskin "Nightshade" Thorvar

Description of Owner/Prominent Resident: Bruskin "Nightshade" Thorvar is a dark-skinned male half-elf in his forties. He is a thin, imposing figure, standing 6' 4". He has black, shoulder-length hair and dark, piercing eyes. Although friendly by nature, he is shunned by the other members of the council because of the house he represents. He is a solitary figure, in his own house and at council meetings, although he will speak up if prodded.

Hooks:

- A map is found that supposedly leads to a secret underground entrance beneath Necromancy House, possibly to the rumored secret that lies there.
- A body is found in the Quarter, completely drained of blood, and one of the members of the house is a suspect.

Guildhouse Colors: Maroon trimmed in white.

House of Transmutation

Key
WD12

Type of Establishment:
Guildhouse

Description of Establishment: The House of Transmutation is a four-story gray stone building with large oaken doors and shutters. Engraved in fine detail on the main door is the symbol of the house. The entryway has a large mural painted on the wall, depicting a great battle scene featuring a multitude of races. The interior is done in richly colored wood.



Male human Wiz8;
hp 40

Owner/Prominent Resident: Lucien Greko

Description of Owner/Prominent Resident: Lucien Greko is a tall, lanky man in his early forties. He stands a little over 6' 3" and weighs about 180 pounds, with dark hair and eyes. He is very pale, with only a hint of color to his skin. He is friendly when he needs to be, but mostly keeps to himself. Lucien is a well-liked council member, and counts Baltus, from Abjuration House, among his friends. He is also friendly with Lefty and often goes to him for advice on matters pertaining to the house.

Regulars/Members:
Bet'Sheal Galordon (WD15)

Hooks:

- A new initiate goes missing after applying for membership, and no one seems to know where he is.
- A messenger sent out to a nearby town carrying an important message was supposed to have returned a week ago, but still hasn't turned up.

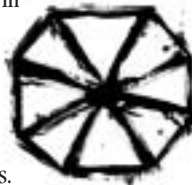
House of Universal Wizardry

Key
WD13

Type of Establishment:
Guildhouse

Guildhouse Colors: Purple trimmed in gold.

Description of Establishment: The House of Universal Wizardry is an enchanting place, with two mid-sized towers on each end of a central building. The house is constructed in imported, bluish-gray granite, giving it an air of grace and importance. Balconies hang off the towers on each side, allowing a complete view of the Quarter. The west tower is used for house business, from meetings to research. It also contains a small treasury of magic items. The east tower holds personal rooms of the higher-ranking members of the house, as well as some reserved for guests. The connecting building houses the main hall and kitchen. It is usually used only for larger meetings or gatherings.



Male human Clr3/
Wiz11; hp 27

Owner/Prominent Resident: Gruber "The Nose" Hustberon

Description of Owner/Prominent Resident: Gruber "The Nose" Hustberon is the eldest member of the Wizard Council, and is known as a fair and genuine person. He can always be found engaging some young initiate in discussion on various topics, from magic study to the weather, and is well liked in the Quarter. He has a long

beard that hangs below his waist, and his large nose takes up about a third of his face. Although he is the oldest member of the council, no one doubts his abilities as leader, and anyone questioning them would be quickly rebuffed.

Hooks:

- A member of the house discovers during his studies a legend about a magic staff supposed to bring ultimate power to the wielder. It was last seen deep in the Red Mountains.
- Gruber needs to have a letter of great importance delivered to a friend in a distant town. He needs traveling companions and guards to accompany him.

Flaming Sphere

Key
WD14

Type of Establishment:
Inn/Tavern

Description of Establishment: The Flaming Sphere is a relatively large structure, standing three stories high. It has an upscale appearance, one that would lure the best mages and officials to it, while also appealing to regular folks. It is well built, with wide doors for travelers and large windows for light. The large wooden sign outside has a spinning, burning sphere on it. There is a huge fireplace in one wall in the large common room, with a large bar opposite it. There is a stairway on another wall that leads up to the second and third stories, where there are numerous rooms of various sizes and styles, as well as downstairs, where there are meeting rooms. The Flaming Sphere is the Wizard District's hang-out spot. At any given time, some of the most powerful people in the quarter can be found here, drinking, talking and socializing.

Male human Rog3/
Wiz8; hp 70

Owner/Prominent Resident: Bet'Sheal "Lefty" Galordon

Description of Owner/Prominent Resident: Bet'Sheal "Lefty" Galordon is a middle-aged (40) human male. He is a little over 6 feet tall and weighs around 200 lb. He has short brown hair and brown eyes. His skin is tanned and smooth, and he wears a light beard. He has several scars on his left hand—a present from an encounter early in his adventuring career—hence his nickname Lefty. He is a friendly person, and his jovial personality welcomes patrons to his tavern.

Regulars:

Lucien Greko (WD12)
Finus Lomusin (WD2)
Baltus Dunon (WD5)
Walnd (TD12)

Hooks:

- Someone overhears a conversation between Lucien Greko and Baltus Dunon, the head of Abjuration House, pertaining to a secret payoff to some high official.
- An unidentified man is found dead in one of the rooms upstairs and the authorities are called in to investigate. He turns out to be a low ranking government official.

Atroxi's Herbs and More

Key
WD15

Type of Establishment:
Specialty Shop

FLAMING SPHERE



Description of Establishment: Atroxi's Herbs and More is in a small wooden structure near the other businesses in the Quarter. The shop is crowded with bottles and containers of all sizes and shapes, located on shelves filling the room. Atroxi himself works behind a small counter in the back, and the rarest herbs are on the shelves behind him. When entering the shop, you are immediately engulfed in the warm, sweet-smelling aroma of some special herb he has burning.

Male Rog2/Wiz4;
hp 32

Owner/Prominent Resident: Atroxi Gladiel

Description of Owner/Prominent Resident: Atroxi Gladiel is a good-looking young human male with sandy blond hair and amber eyes. Although a good conversationalist, he would prefer to be left alone to research herbs and other things. He can be found either at the shop or Conjuraton House, where he assists Lopeki.

Regulars/Members:

Glimbim (CS1)

All wizards eventually make their way here for components.

Hooks:

- Atroxi has recently been approached about obtaining a rare herb that only grows deep beneath the sea. He is looking for PCs who can accomplish such a task.
- Atroxi is always looking to purchase any rare herb brought in to his shop. He pays fair market.

Griffin's Gem Emporium

Key
WD16

Type of Establishment:
Specialty Shop

Description of Establishment: This little shop specializes in buying and selling gems of the highest quality. If ever a wizard needs a particular gem for a spell or magic item, and wants only the highest quality, then Griffin's is where he comes. Griffin deals in every type and size of gem and precious stone, and, if necessary, can acquire even the rarest gems for the right price. Just don't ask where they come from. The shop itself is ordinary in appearance, with display shelves and holders on the walls, and a small, functional counter in the front of the store. The back room holds the rarest stock, along with a staircase that leads upstairs to Griffin's small apartment.

Male halfling Rog6/
Wiz3; hp 62

Owner/Prominent Resident: Griffin Bayleaf

Description of Owner/Prominent Resident: Griffin Bayleaf is a 39-year-old halfling male with a nose for gems and an eye for quality. He is a spirited and friendly person, and is well liked by most in the Quarter. He stands 3' 4" and weighs in at 42 lb, although his personality makes him seem larger in stature. He is always on the lookout for new acquisitions, and uses his numerous connections to acquire products for his customers. Not all of these products are gems.

Regulars:

Every wizard in the area visits Griffin's Gem Emporium when in Bluffsides.

Hooks:

- Recently, a very large gem, valued at 50,000 gp, was purchased by the staff. Umbra Incognita caught wind of this enormous gem and began planning an assault on the shop. Griffin has to gather a strong party to guard the building for a week until he can rid himself of the gem.
- Griffin, always on the lookout to make quick money, is financing an expedition into the Red Mountains to retrieve a gem purported to be associated with the Barroks from ancient Sem La Vah.

New City**History**

New City, like the Mining District, grew from necessity. A chance mining encounter unearthed a vast underground complex just south of the river and north of the Palace in 1270 GNC. While it was initially hoped it would lead to a treasure trove of adamantite, the first groups of explorers failed to return. The people of Bluffsides knew they had stumbled upon some sort of ancient dungeon, one which they were unable to deal with.

Enter the adventurers. When any vast underground complex becomes unearthed, no matter how dangerous, flocks of adventurers come to test their mettle, all hoping for a quick score. By 1275, with the blessing of the Five, a small community of adventurers made this tract of land their home. Shops, inns and all other things necessary to quench the thirst of the savage beast also sprang up here, making this district wide open and ripe with possibilities for those brave enough to enter.

Then things changed. The discovery of the steam gnomes deep within the earth opened up even more possibilities for the district. While underground adventuring possibilities were still vast, enough of the complex had been tamed to allow access to the sea below, and this allowed the possibility of making Bluffsides a port. Only with help from the steam gnomes could this be possible.

Quickly, others flocked into the district. Mostly merchants, these people set up shop near the adventurers, becoming part of the community. This was ideal for both groups: the traders had at their disposal a ready number of swords for hire to guard their goods at home and on the road, while the adventurers had a means to dispose of unique and valuable treasures.

Eventually, Old City—where it all started—began to lose its luster to what was now being called New City. When new businesses moved into Bluffsides, they now chose New City. When any really powerful person chose to relocate, New City was the choice. Only the presence of the Five keeps Old City as powerful as it remains.

New City Today

Buildings and Streets: The buildings of this district are mostly one- or two-story wood structures, with less importance placed on the façade than what is inside. Rarely is wealth openly displayed, giving this area some of the blue-collar feel of the Mining District, without the coal dust. The streets are clogged and dirty, with horses having to fight for space with people.

Law: Over all, this is the most wide-open district with regards to danger and excitement, with only Sordadon being more, erm, fun.

There are perfunctory patrols by the Bluffsides Regulars, but they go about their business knowing that many residents are more powerful than any number of Regulars. They move through the streets as quickly as possible, only focusing their attention on traders who pay the most protection money.

Society: The two groups that live in this area work together remarkably well, especially when you consider how different they are. For the most part, they would rather deal with each other than others in Bluffsides. Both are used by the Five—the traders bring in trade goods necessary to the health of the city and the adventurers bring a ready supply of men at arms—but make enough on the deals to keep them interested.

Places of Interest**Asylum**

Key
NC1

Type of Establishment:
Governmental

Description of Establishment: Sometimes madness takes its toll. For those poor souls who have felt its embrace, the asylum offers a safe haven from the treacherous outside world. All manner of folk find their way here, either by choice or by force. Some are here against their will, and others refuse to leave. The Asylum is a home for the insane, confused, mentally deficient, or unstable. Clerics volunteer to help. Although they work hard, there are never enough to take care of all the sick. Filth builds up on the floors and walls, and the sick go uncared for—some in cages and makeshift jails, and others wandering the hallways aimlessly. Most people on the outside ignore the Asylum, preferring not to think about the people inside.

Owner/Prominent Resident: None.

Description of Owner/Prominent Resident: The Asylum is a government-owned facility. It has no official owner or permanent resident. Various religious organizations in the city help with the sick, but with no concerted, organized effort there is little hope of improving things.

List of Regulars:

Wilton Blander (OC12)

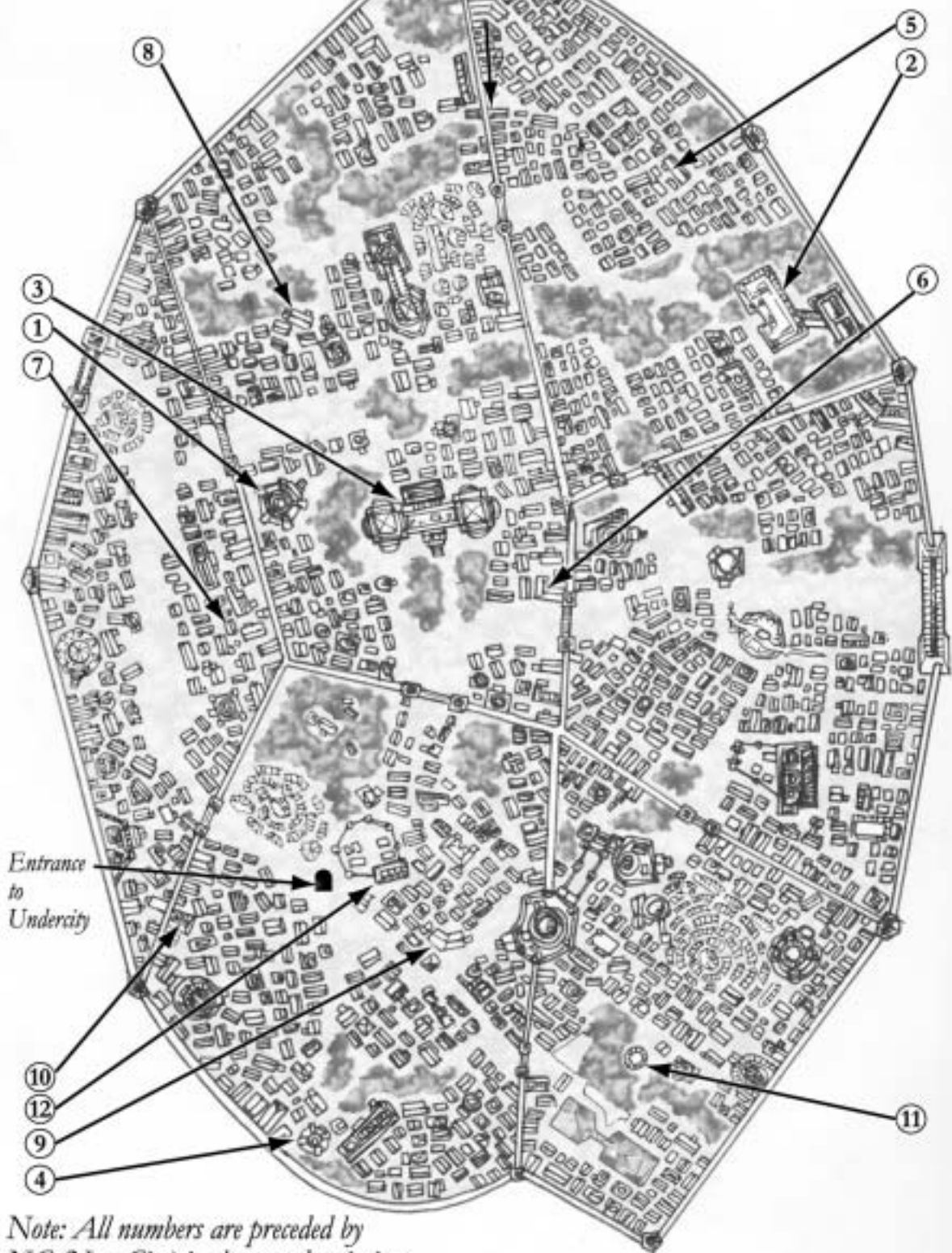
All the insane end up here. Some have been committed here because of violent acts. Others have come of their own volition, choosing to remove themselves from society before they cause harm. There are usually 6–10 haggard clergy here tending the sick. They more often act as police and janitors, and rarely have time to actually help the people.

Hooks:

- The Asylum houses a man by the name of Calor Onkot (male human Exp4; hp 5), who babbles constantly about an ancient civilization, and riches beyond imagining. He sleeps for days on end, then awakens and talks nonstop for days, and the cycle repeats.
- Recently, a group of miners was admitted to the Asylum. Rumor has it they dug into a cavern complex, and something within drove them insane. None involved are talking about the incident, and they claim that each miner's recent insanity is unrelated to the others'.



NEW CITY



*Note: All numbers are preceded by
NC (New City) in the text descriptions*

Dungeon of Bluffsides

Key
NC2

Type of Establishment:
Governmental

Description of Establishment: Here is where all of Bluffsides's lesser criminals are incarcerated. This is truly a dungeon, as no criminals are sent here for minor infractions. Those who commit truly horrendous crimes, however, are sent to Sordadon. Only a small part of the building lies above ground. Below, passageways wind into the earth in a pattern of chaos. While there was originally a design for the Dungeon, it has been altered so many times over the years that no one really knows all the twists and turns. The Bluffsides Regulars guard the Dungeon, both above ground and at stations below. Prisoners are here for punishment, not rehabilitation. The conditions are brutal, and many do not survive sentences of more than a year.

Male human Ari1/
Ftr8; hp 57

Owner/Prominent Resident: Russell,
Captain

Description of Owner/Prominent Resident: Russell, who was only recently promoted to this position, is one of the Bluffsides Regulars' finest officers. He is still trying to figure out the peculiarities of the Dungeon. He has learned that his maps are completely useless, as they show only the original design. He tours daily through the passageways, marking up the maps and trying to make sense of the confusion. Early on in his explorations he got lost and walked around in circles until he was found. This has made him wary of leaving the known paths.

List of Regulars:

Criminals
Agents of Umbra Incognita
Guards (see *Appendix 3: Guards*)
Reginald Oakfirst (M1)

Hooks:

- Russell tries secretly to find a group to map out the Dungeon. He knows that many prisoners listed as deceased were actually lost after they were imprisoned.
- Umbra Incognita regularly sends agents into the Dungeon through secret entrances, to either spring allies or eliminate foes.

Brocaill's Inn

Key
NC3

Type of Establishment:
Inn/Tavern

Description of Establishment: While there are numerous inns in New City, none are as large or unique as Brocaill's. Sure, other inns have dozens of rooms and can handle large groups easily. However, none have rooms particularly designed for the individual needs of its residents. For passing halflings, there are rooms beneath the ground, dug out of the earth. What if a passing giant needs a place to stay? Here, there are rooms with ceilings 15 feet high. What about sixams? Some rooms have skylights to launch into the air without need of passing through the lobby. Any room, of any configuration, can be had here. It may take a full day to prepare a room if reservations were not made in advance, but any being can be accommodated by the staff. Its closeness to Undercity and the Warehouse District allows the staff easy access to many different

delicacies required by their clientele. This unique blend of residents leads to a very unusual mix in the tavern on the lower floor.

Male human
Exp10; hp 71

Owner/Prominent Resident: Brocaill

Description of Owner/Prominent Resident: Brocaill is a world traveler who decided to settle here in Bluffsides. From his days of trading, he saw the problems faced by nonhuman races within human cities. He saw a niche that needed to be filled, and filled it. He assembled a small staff that can accommodate just about any need. Brocaill is conversant in many languages. Whenever anyone needs an interpreter, Brocaill, for a small cost, fills the need. Where his ability is unknown, Brocaill hears much that people believe is secret.

Hooks:

- Brocaill overheard two of his customers talking about goblinoids massing in the Red Mountains. They seemed to be talking about an imminent invasion.
- A recent customer left behind what appears to be an expensive book. Brocaill wants to find the man and return his property.

Bay Divers

Key
NC4

Type of Establishment:
Parks and Recreation

Description of Establishment: This shop is more of a guildhouse for anyone who dives off the cliffs of Bluffsides. Here, they can get together and talk about past dives and the ones they are planning. Maps surround the main room, pointing out the more prominent places to dive. Every spot that has been dived from is marked on these maps, and each spot is rated based on the skill required of the diver to attempt the dive. Anyone who wants to learn about cliff diving can come here and, for a price, get expert instruction. This instruction is for complete novices all the way up to those trying for expert. See *Cliff Diving*, page 7, for more information.

Female human
Exp14; hp 63

Owner/Prominent Resident: Delia

Description of Owner/Prominent Resident: Delia is a tall, beautiful, slim girl who lives to dive. Brought up here in Bluffsides, she discovered the hobby when she was just a small girl. At that time, the only people who dove off the cliffs wanted to commit suicide. She and her friends discovered, after years of searching, the best spots from which to dive. The only thing she ever wanted to do was dive, so starting her own dive shop was a natural fit. While there are 15 divers rated as expert, she is the best of the bunch.

List of Regulars:

Various divers

Hooks:

- On one of her recent expeditions to find new spots to dive from, Delia came across a cave that, as far as she knows, has never been explored. Strange noises came from within, frightening her off. She has not yet worked up the nerve to return.
- Delia is sponsoring a contest to find a new spot from which to dive. Many of the more secluded spots on the cliffs will be searched for the first time.

Arms

Key
NC5Type of Establishment:
Specialty Shops

Description of Establishment: This small building has only one room with a counter. Rough-looking, burly fighters stand around waiting for work, while a weasel-like man behind the counter takes assignments from incoming customers. Three doors lead into the building. The sign out front shows a variety of weapons. Customers may hire 1st-level fighters as guards for 1gp each per day. These guards will not travel outside of Bluffside, but will do any guard job that lies within city limits.

Male human Ftr6;
hp 27**Owner/Prominent Resident:** Arne Swanson

Description of Owner/Prominent Resident: Arne Swanson adventured for a while until he decided it was too hazardous to his health. Now he hires out guards to people who can afford to pay others to take their risks. If a customer is referred to him by Hector LaRousa, Arne cuts Hector in for 10%. Arne and Hector have an understanding that his guards won't make it too hard for Hector's people.

List of Regulars:

Guards (24): Fighters available for guard duty. They will not voluntarily die for the customer.

Hector LaRousa (NC9)

Hooks:

- A PC hiring on with Arms to make a little extra money is asked to take a fall for a night visitor at the site of a job. He is offered 10 gp.
- If anyone has a truly special job, Arne can come up with higher level guards. For a price, he can get a few low level mages to accompany his normal guards.

Bluffside Crier

Key
NC6Type of Establishment:
Specialty Shop

Description of Establishment: This small shop, located right in the middle of the district, is where all the news of Bluffside ends up. From here, dozens of reporters scan the city looking for anything that might be news. Every morning, at daybreak, the Crier sends out criers to tell the news from street corners around the city. Many residents of Bluffside lean out their windows at sunup to hear the latest. You can hear just about everything from the Crier, from hard news to gossip and help wanteds. In addition, printed papers are hand-delivered across the city to the most prominent, and wealthy, residents. The only way to do this on a daily basis is through magic, and the paper's price reflects the excessive cost of this. Each daily paper costs 1 gp, so most residents rely on the criers to tell them the news instead of reading it for themselves.

Male human
Exp6; hp 21**Owner/Prominent Resident:** Scribner Thriftmore

Description of Owner/Prominent Resident: Scribner took over the Crier from his father, who started out in Old City. Only after

most of the new blood had settled into New City did the Crier move. Scribner is solely responsible for what gets into the Crier, and he takes this responsibility very seriously. He is not beholden to anyone, and anything he believes is news gets in, without regard for whom it upsets. While this could get him into trouble, Scribner is so well respected he is nearly untouchable, considered off limits by those in power, including Umbra Incognita and the Five.

List of Regulars:

Anyone trying to get information out to the public.

Hooks:

- Anything the GM wants the PCs to find out can be placed in the Crier.
- The PCs get the latest issue of the crier and find they are featured!

Body Worx

Key
NC7Type of Establishment:
Specialty Shop

Description of Establishment: Body Worx is a small, seedy looking place shoved between two other buildings. This tattoo parlor is pretty typical of the trade. They tattoo pirate skulls and discrete butterflies on miscreant adventurers and ladies of the court. The one unusual thing about it is its owner: a sixam wizard who discovered his rare talent. He is the only known Spellmarker (his own term) in Bluffside. He is able to tattoo spells upon the flesh that, when touched, call forth the spell effect inscribed. This has caused his business to prosper so much that he could move to a nicer building if he chose to.

Male sixam Wiz5;
hp7**Owner/Prominent Resident:** Worx Redwing

Description of Owner/Prominent Resident: Worx is nearly seven feet tall and weighs only 150 pounds. He has long black hair and slate gray eyes, a rarity for his kind. The name Redwing comes from peculiar red stars on the upper back portion of his bluish-white wings. He is a solemn and quiet man, bothering no one if left to his own devices. When not working, he studies his tomes and practices his art on leather canvas.

List of Regulars:Female human
Sor4; hp 24

Yvenia Salthali (female human Sor4) This young woman has been trying to get Worx to teach her the secret of Spellmarking for a year now. She will stop at nothing to get this secret and disguises her requests with feigned friendliness. Worx is ignorant of her cunning and thinks of her as a sister.

Male human Rgr5;
hp 34

Vandross (male human Rgr5) Vandross is a close friend to Worx and often comes by to make sure Yvenia has not coaxed the secret out of Worx.

Hooks:

- Yvenia strikes! Vandross approaches the PCs, asking if they could help him track down Worx, who was spirited off by Yvenia Salthali. She wants his secret, and will torture and maim Worx to get it.
- The PCs hear of a strange sixam who can create tattoos that mimic the effects of a potion.

Kinlay's Outfitters

**Key
NC8**

Type of Establishment:
Specialty Shop

Description of Establishment: This musty shop contains just about everything an adventurer would need to outfit himself for a quest. From floor to ceiling, everything from weapons to armor to clothes can be found in this enormous single room. If an adventurer needs it, chances are it can be found here. All non-magical items are usually in stock and available for purchase, with the prices generally running about normal. From time to time, Kinkar will come across a magic item and offer it for sale, but only to those who he trusts. While the shop appears wide open to robbery, since there are no guards or locks, Kinkar has several magical means of telling if he has been burgled, and who did it. These people are dealt with outside of the shop, to avoid any interference by the Bluffside Regulars. Information, of all kinds, can also be sold here.

Male human Rog10/
Cat5; hp 67

Owner/Prominent Resident: Kinkar
Kinlay

Description of Owner/Prominent Resident: During the day, Kinkar plies his trade, and is slowly becoming one of the most respected and trusted merchants in Bluffside. At night, however, he steals about town, plying his real trade as a cat burglar. Through his dealings with Umbra Incognita, who believe he is just another thief, he is privy to a lot of inside information. He also frequents many of the hot spots of Bluffside, always looking for clues and hints to unusual items worth his time to acquire.

List of Regulars:

Walnd (TD12)
Uzzell Longbottom (W1)
Denis Duwall (M5)

Hooks:

- Kinkar has discovered that one of the Five has come upon an ancient artifact whose value is immeasurable.
- Kinkar stumbles upon a murder while plying his trade. While he does not think he was spotted, he is looking for a party to check out the facts surrounding the murder.

LaRousa's Messengers and Guides

**Key
NC9**

Type of Establishment:
Specialty Shop

Description of Establishment: This is a modest two-story building with a painted wooden sign proclaiming the name, as well as a picture of a runner in the LaRousa uniform (bright yellow tabard with a lantern and quill embroidered in black). The spartan entryway leads directly to both the office and the duty room, where runners await their assignments. The services available here include guides within the city at five sp per day, message carriers at one sp per destination per message, and lantern bearers at 2 sp per night.

Male human
Rog6; hp 21

Owner/Prominent Resident: Hector
LaRousa

Description of Owner/Prominent Resident: Hector LaRousa started in this business as a messenger and errand-runner.

He worked independently, offering his services at poverty-level prices to keep food in his mouth, until he ran across a wealthy merchant passing through. He guided the merchant very well, to several shops where he made great finds, and he rewarded Hector by giving him 10 gp at the end of his stay. With the 240 gp he'd managed to pick off the merchant during that time, Hector had enough money to rent a shop of his own and start a messenger service.

List of Regulars:

Male human
Rog2; hp 14

Harlan is Hector's contact with Umbra Incognita. Whenever he gets enough information on a client, Hector sends Harlan to

the guild.

Runners: Two-dozen rogues who perform the various services offered by LaRousa.

Arne Swanson (NC5)

Hooks:

- LaRousa's Messengers and Guides is a front for Umbra Incognita. They use the cover of providing a message and guide service to case establishments, look over newcomers to the city and arrange for any thefts by the guild. Any PC hiring services from this business may well be targeted if the guild decides it is worthwhile.
- Hector also refers customers wanting guards to the mercenary outlet across the street from him: Arms.

Abandoned Warehouse

**Key
NC10**

Type of Establishment:
Guildhouse

Description of Establishment: From the outside, this looks like a rundown warehouse. Inside, however, is the headquarters of the Chill Bringers. From here, the Chill Bringers continuously work on their two most pressing issues: defeating the Order of the Flame and returning the world to the ice age that covered it for thousands of years. The building has several entrances, all secretly guarded so no one accidentally stumbles into the hideout. Deep beneath the building is an enormous cavern complex where the guild head, a dragon known as Ruka Frosh, can spread his wings.

Male very old
white dragon; hp
337

Owner/Prominent Resident: Ruka
Frosh

Description of Owner/Prominent Resident: Ruka is a white dragon who leads the Chill Bringers' chapter in Bluffside. He works diligently to bring about an end to the current *warm age* and cast the world back into the perfect cold age. In human form he appears as a small human begging about town. Although beggars are frowned upon, he is always able to avoid the Bluffside Regulars and their patrol routes so he can gather information for his guild.

List of Regulars:

Garl Frostor (TD13)

Hooks:

- Ruka has recently come upon an ancient artifact brought back from the Ruins of Sem La Vah. Although he has not yet discovered its full potential, one of its functions is to lower the temperature dramatically in a 25 ft. radius.

- Anyone caught poking around the warehouse is followed by members of the Chill Bringers to see if they are in cahoots with the Order of the Flame.

Smith's Smithy

Key
NC11

Type of Establishment:
Specialty Shop

Description of Establishment: While several shops exist within Bluffsides for purchasing arms and armor, Smith's Smithy deals only with specialty items. From something simple, like adding a crest to a shield, to actually creating magical armor, the Smithy can get the job done. Any basic magical weapon or armor can be created here, with a maximum enhancement bonus of +1. If other, special magical enhancements are required, Smith can get his hands on scrolls that will do the trick. This is very expensive, so the business stays open based on a small number of customers, mostly adventurers, who are willing to spend the extra money to get a truly unique item.

Male human Exp6/
Wiz7; hp 38

Owner/Prominent Resident: Smith

Description of Owner/Prominent Resident: Smith is secretly a wizard, which makes it easier for him to acquire the spells necessary to enchant weapons and armor. He is able to deal directly with the Wizard Council for spells, which he receives at discounted prices. In exchange, he passes along to the Wizard Council all information he gets about his clients and what else is going on with regards to magic in Bluffsides.

Hooks:

- Smith's Smithy is constantly under surveillance by the Wizard Council. If anything is stolen, a member of the Council visits the offender and convinces him to return it.
- Smith receives small shipments of adamantite from the Mining District from time to time to produce some of his more unusual items. These are all for the very wealthy and the shipment is planned out weeks in advance.

Trader's League Guildhouse

Key
NC12

Type of Establishment:
Guildhouse

Description of Establishment: The building is not large for such an organization. The workers are out on business most of the time, except for Tomolaff. It is a squat, two-story building, overshadowed by the higher buildings around it, but its lime-washed walls stand out.

Male Human
Exp7; hp 42

Owner/Prominent Resident: Tomolaff Heindicks

Description of Owner/Prominent Resident: Tomolaff is a hardworking, honest man who does not treat with those who twist the system to their own causes, something that seems to happen with greater frequency. He stands six and a half feet tall with long brown hair and a mustache to match.

List of Regulars:

Only the league workforce is allowed into the building.

Hooks:

- Tomolaff's children have been kidnapped! The demands are that he supply the kidnappers with details of all trade coming in for the next week within two days or he'll never see his children again. Tomolaff suspects the thief's guild with a spy in the league—or is it someone else?

Ruins of Sem La Vah

Although Bluffsides has grown to a city of nearly 100,000 people, one of the prime factors in its growth stems from death, not life. Lying in the center of town, the ruins of Sem La Vah—a graveyard of the ancients—is a part of the day-to-day lives of the citizens of Bluffsides. This constant reminder of death, of the fact that even the powerful ancients could not elude its cold embrace, keeps Bluffsiders grounded in the here and now.

The ruins, aside from the Palace and the Obsidian Tower of the Unknown, are what is left of ancient Sem La Vah. Unlike the two huge buildings, however, the ruins are open to the public. Any archaeologist or adventurer who wishes to explore its secrets has the full support of the ruling factions. This open policy is due to the grave danger that exists within the ruins; a danger that has never leaked outside of its boundaries. Secretly, the Five feel the ruins could be more dangerous, in the long run, than any outside agency. Any information garnered by willing adventurers is welcomed.

The ruins have two distinct personalities, depending on when visited. In the light of day they resemble any ancient dig. The ruins are not particularly dangerous in the day, though there is always a danger of cave-ins and other mundane events. Several separate digs are worked at all times. Not even the smallest item is overlooked. Worshipers from the temple dedicated to the ancients, Sem La Vah Redux, can be found here most every day, trying to spread their religion among any workers who will listen.

At night, the ruins are haunted by spirits of the ancients, and they take exception to anyone trespassing on their territory. No experienced diggers are caught here after dark, pulling up stakes at least a half hour before sunset every day. Some pious worshippers stay into the night, but often disappear before morning. It is best to avoid the ruins after dark.

A few underground passageways were opened, but have never been fully explored. The archaeological teams that first entered upon discovery failed to return. Adventurers encouraged to explore have each returned with different stories, even those who entered the same passage. Some theorize that the passages lead to portals to other realms or planes. So far, this has not been confirmed.

Note to the GM: The Great Sundering caused a rift between the prime material plane and the plane of shadow; this rift manifests itself beneath the ancient ruins. This makes the ruins a perfect place to connect Bluffsides with many different places in other planes as well as other prime material planes. A future adventure, *Secrets of the Barroks: A Bluffsides Mini-Campaign*, will explore one such possibility.



CHAPTER 5: THE UNDERCITY

I had to pause to allow my eyes to adjust from the bright sunlight aboveground to the dim lamps of the sewers of Undercity. Arriving in the middle of the Warehouse District, I wondered if I would run into my old friend, Uzzell Longbottom. He ran the whole district. Goods traveling between Bluffside at the top of the cliffs and Sordadon far down below needed storing in the meantime, which meant Uzzell was usually bouncing between storage facilities, and very busy.

The eastern passageway, well traveled, leads to the Coach and Six market and, eventually, to the fabled Dwarven Halls. On past trips I perused the varied goods for sale and barter in that small tent city. Even this far away, I could smell Bard's Tale's mushroom pie wafting down the tunnel, making me long for an hour or two to savor the delicacies offered in the market.

But I could not take that path. Not this day. Nor could I pass through the winding tunnel leading south. The one ending in a solid, oak door. The one leading to the vast sewer system that keeps a city the size of Bluffside working. No, I would not visit the Toshers. I would not travel to Middenman's Wharf. Nor would I visit the mines or the cube pits. Not this day.

This day, I went west. I traveled down one of the great lifts (a miracle of modern design!) 350 feet to the cavern harbor below. From there I moved straight to the harbor itself, eschewing the intoxicating beverages available at the Swinging Wench, along with its games of chance. No, I had to get to Sordadon and the only way was by boat. Hopping the next flat bottomed boat leading out of darkness and onto the bay, I saw my journey finally nearing its close. No temptation, no distraction, nothing could keep me from completing my business.

*An excerpt from the journal
of Winingham Farseer*

Undercity History

Bluffside holds streets filled with beautiful architecture and shops lined with wares to tempt the most careful shoppers. But beneath it all lies a maze of tunnels, caves and sewers—the arteries, veins and gullet of the city. Like those organs, the Undercity of Bluffside remains out of sight, and out of mind of the average citizen.

A thriving community exists below the streets of Bluffside. While New City was being built, it became obvious Bluffside was going to grow even more, with the vast potential resources in the surrounding hills, valleys and mountains drawing in an ever-increasing population. With great foresight, a sewer system adequate to deal with the expanding population was planned alongside details for the city overhead. Major architects of the time came to New City. Lured by stories of magnificent buildings and artwork in Old City and fortunes littering the streets, they made their way here in hopes of expressing their talents on a blank canvas. But there was also money to be made below the streets, and many plied their talent and vision in the sewers below, designing them to be as efficient as possible, always with a view to expansion. The sewers were completed in 1258 GNC, months before the Goblinoid War of 1259 GNC. The ransacking and burning of the city above left the sewers below

unharmful. Indeed, many of the city folk fled to the sewers in a desperate attempt to escape the goblinoids.

After the war, the city rulers looked to trade. Sordadon, a floating island port, was constructed on its bed of coral, allowing trade into the natural harbor below New City. Steam gnomes, the ingenious race living beneath the sewers, helped excavate passageways down to the base of the cliff, allowing for easier access to the harbor. They also constructed the Great Winding Room, enabling great loads to be moved from the harbor below up to the Warehouse above and off into the city. With increased trade came more traders and soon the Coach & Six market was formed in a huge natural cavern off the Warehouse. A separate community lives in the strange underground maze of tunnels and caverns beneath Bluffside.

But not all under the city was constructed for the newcomers. Catacombs and tunnels lie deep beneath Old City, places that intrigue the Archaeologists and wizards alike to this day.

Sewer System

Today the sewer serves the underside of Bluffside's internal cities, though skirting around the Wizard District. Conduits lead out to the farmlands and cesspits in the surrounding countryside, foul waste emptying through specially designed cleansing tunnels and the ingenious Cube Pits deep in the southern crevasse. It is not only the waste of the city that moves through the sewers but also cleaners, scrapers, toshers and the less reputable of the population looking for somewhere quiet to do their dealings or a way to move through the city. Though there are many entrances to the sewers throughout the city, a few are of particular note.

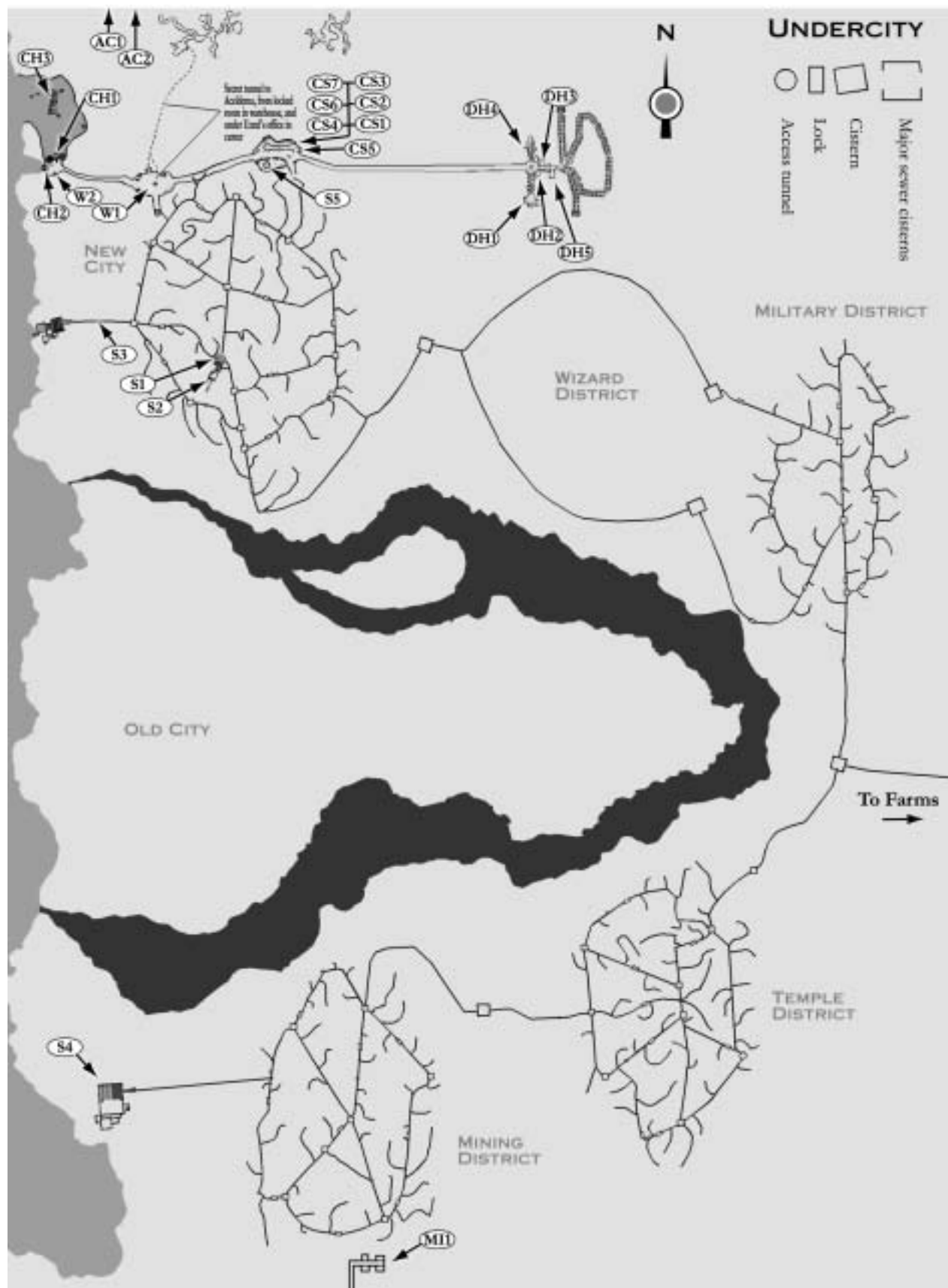
One such entrance leads into the Warehouse District. Many a trader finds the sewers a quicker way over negotiating the streets above, with the added advantage of being away from prying eyes.

There is also a large maintenance area out of the city districts amongst the farms. Livestock farmers are given a subsidy for manure they feed into the sewer and crop farmers are offered the same subsidy or an equal weight of bat guano, rich in fertilizer. This gives the city a twofold advantage, keeping the fields clean and providing the city with precious methane, which in turn is used to light the streets and caves of Bluffside.

Physical Layout of the Bluffside Sewers

The sewers are engineering marvels. Guided tours give visitors to Bluffside a chance to appreciate the beautiful carvings and ingenious engineering. The layout of the sewers is typical of such structures in cities of similar size throughout the world. The pipes themselves, some two feet in diameter and almost always vertical, lead from garderobes and cesspits, with excess water traveling down into the sewers from the streets above through storm drains. Three-foot-wide channels run from heavily grilled entrances on the streets.

Both the sewer pipes and storm drains feed into the main lines, some 30 feet to 40 feet in diameter and usually filled 5–15 feet deep with a mixture of sewage and rainwater. These channels have walkways running along the sides, usually only wide enough to walk single file, but often traversing both sides of the channel. Transport along these channels is accomplished with narrow barges, flat-bottomed longboats using a series of locks built to avoid waterfalls and indeed



for the barges to climb to higher levels. These locks are operated by guiding the barge into a lock, closing the gate on one side and raising it on the other in order to fill it with water, raising or lowering the barge until the necessary level is reached.

The channels lead into cisterns—large chambers holding storm water to prevent flooding in the streets. Cisterns are 300 feet square and up to 50 feet high, with water about 3–5 feet deep in normal conditions. The largest of these cisterns is called Middenmans' Wharf and is used as a makeshift harbor for travelers of the waterways. The Middenmans' Wharf is conveniently close to the cleaners' rest and storage area.

Sluices hold water along the bank of the Red River. These are opened whenever the river looks ready to burst its banks, or when the sewers need to be flushed, ridding the sewers not only of dirt and filth but also any creatures setting up home in the sewers.

Access tunnels are built to allow entry to inspectors and cleaners. These access tunnels are 6 feet in diameter and run at a 45-degree angle from backstreets and cellars, ending at locked and barred oak doors. Beyond the doors, a short passage leads to a barge wharf—short piers with steps down below water level used for docking barges. A bell rope calls for a barge should there not be one available immediately. Under normal circumstances a barge arrives within 30 minutes to 2 hours.

The barges used for travel through the sewers differ by function, but all are around 30 feet in length. The locks are, on average, 35 feet long, so the barges can be no longer than this, and about 10 feet wide, to allow room for barges to pass on the channels. Long, padded staves push against the walls of the sewer, propelling the barges along where there is no current. The barges are mainly used by sewer cleaners and scrapers as they scrape filth from the walls of the sewers, clear blockages or track down unwanted denizens setting up homes in the sewers.

Some have chosen the sewers as a place to live. Known as Toshers, they eke out a marginal existence living on barges, scraping a living from what they find floating in the water.

Dangers of the Sewers

Though there are rumors of monstrous creatures lurking in the dark passageways, they are not the only trouble to meet folks venturing under the streets of Bluffside.

Gases irritate the eyes, cause nausea and drowsiness and, in extreme cases, loss of consciousness or even death. The architects who designed the sewers of Bluffside anticipated these problems. Gas channels were carved along the tops of pipes to gather gases, and small ventilation shafts were built into projected problem areas. But their most ingenious use of this gas was to introduce Sewer Gas Lamps along main city streets and major underground areas. The lamps generate an intense heat in the hood, drawing up gases from the sewers. The gas is burned off, along with any impurities. Lamp poles are fitted with ladder bar and hinged hood for easy maintenance. With these precautions, sewer explosions are rare, but do still happen, to disastrous effect. Damage varies from just blowing off a few manhole covers and exploding lamps to the disaster of 1271 GNC, when a massive explosion on High Street ripped the road to shreds for 700 meters, ruining shop fronts to either side, and killed 37 citizens. If caught underground in one of these explosions, the best chance of survival lies in diving into the fetid wastes of the sewer, taking the chance of contracting disease. These jets of sewer flames run through the sewers until they find escape,

Common Diseases in a Sewer Environment

Disease	Infection	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Str††
Filth fever	Injury	12	1d3 days	1d3 Dex 1d3 Con
Typhoid*	Ingested	16	1d4 +8 days	1d2 Int 1d4 Con
Cholera**	Ingested	15	1d2 days	1d3 Dex 1d3 Con
Wheezing lung	Inhalation	14	1d2 days	1d3 Str 1d3 Con

*Fever, diarrheal stools (often bloody), abdominal pain, malaise and a rose colored rash on the upper abdomen are seen. Severe cases may progress to delirium.

**A form of infectious gastroenteritis (intestinal infection) that results in frequent watery stools, cramping abdominal pain and eventual collapse (from dehydration).

†† Each time the victim takes 2 or more damage from the disease, he must make fortitude check or be permanently blinded.

such as a ventilation shaft or a chamber with a high ceiling. Damage depends on ferocity of the explosion, from 1d2 in hair-singing damage up to a maximum 9d6 sewer *fireball* tearing through the tunnel, with a Reflex save for half damage. Cleaners take along a canary for added insurance, with the poor bird overcome by the effects of gas long before its owner can detect the risk.

Travel through the sewers comes with a risk of disease. Disease has many ways of penetrating the body and the sewer environment breeds a lot of diseases.

Nauseated characters are unable to attack, cast spells, concentrate, or do anything else requiring attention. The only action a nauseated character can take is a single move (or move-equivalent action) each round.

Denizens of the Sewer

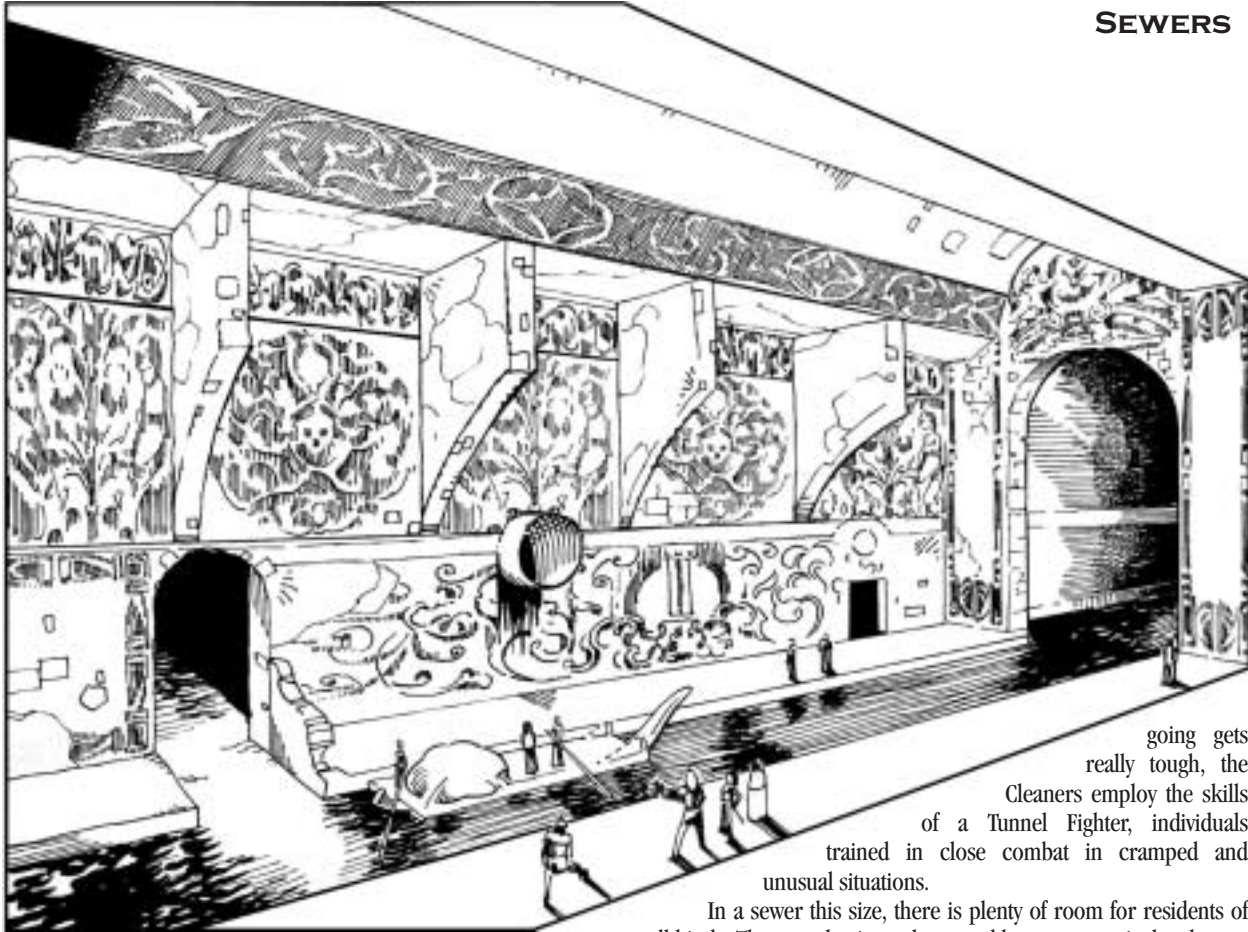
Many travelers work their way through the sewer system, not all with malevolent intentions.

The Toshers live in a world of darkness and filth, gleaned what living they can from the refuse of the city above, but they are good people, willing to share what they have. Their appearance may turn many away, with their lank hair and gaunt physique, often boil- and hive-ridden. Toshers get by on what they can, committing the occasional petty crime to make ends meet, and give no trouble to those who wish them none. Tolerated by the sewer authorities, they cause no harm, clean a little and often give useful information.

There are currently nine families of Toshers moving their way around the sewer system. Their typical barge is 30 feet long with three rooms—one each for sleeping, eating and storage. A Tosher family consists of the parents and no more than two children. All currently cruising the sewers are human. As one member of the family punts the barge along another drags the dredging nets along the sewer bottom, looking for trinkets. They also receive a bounty from the Sewer Cleaning Committee on any bodies or beasts brought up from the depths.

Often the streets are too busy to transport goods through the Mining District or even into the Temple District, but the sewers offer

SEWERS



a viable alternative, especially for goods the owners may not wish others to see.

The sewer authorities have two organizations that keep the areas in check.

The Sewer Scraping Committee looks after the general cleanliness of the sewer. With their specially designed tools, they regularly scrape the walls of the sewers clean of mold, moss and fungus. They also clear blockages and build-ups that occur at junctions in the sewers. There is not a pleasant job, but a feeling of camaraderie exists amongst them that makes the work seem not so bad. The Scrapers have a rest area, along with storage facilities, commonly known as the Floaters' Rest.

On occasion a wizard or a cleric will accompany the Scrapers into the sewers as part of their training or as a penance, to clear filth, fungus and disease from particularly difficult areas.

The Sewer Cleaners is an organization that performs a more dangerous type of cleansing. Should the sewers become infested with vermin or possibly something more powerful, a team is formed of appropriately skilled people to find and eliminate the problem before it impacts the city. Teams usually have a strong warrior base, but are accompanied by a cleric or even a druid armed with appropriate spells: *Diminish Plants*, *Control Plants*, *Repel Vermin* and *Remove Disease*.

The cramped conditions in the sewer, and the fear of drowning, make studded leather the preferred form of protection for most Cleaners. Weapons are small, usable in confined spaces. When the

going gets really tough, the Cleaners employ the skills of a Tunnel Fighter, individuals trained in close combat in cramped and unusual situations.

In a sewer this size, there is plenty of room for residents of all kinds. The complex is too large and has too many isolated areas to patrol regularly. Rumors exist even of a vampire, Tamalek Aurtein, creeping through the sewers going about his business.

Middenmans' Wharf

Key
S1

Type of Establishment:
Sewer Harbor

Description of Establishment: Middenmans' Wharf is the largest cistern in the sewer complex, some 500 feet square. Easily large enough to accommodate 20+ barges, unused barges are harbored here ready for collection or delivery to docking barges. Toshers dock up here alongside Scrapers, discussing the day's events and current gossip. The ceiling of Middenmans' Wharf is also the highest in the system, reaching some 80 feet. During times of flood the Toshers make their way here in the hope it will be sufficiently high to avoid submerging their vessels.

Male human
Com2; hp 11

Owner/Prominent Resident: Harold Perkins, Scraping Committee Chief.

Description of Owner/Prominent Resident: Harold is a slip of man, standing six feet tall and all skin and bone. Harold is well liked by Scrapers and Cleaners alike, spending as much time in the sewer as in his offices above ground.

List of Regulars:

Cleaners, Scrapers and Toshers

Male human
com2; hp 6

Dave Tellinbrau is the 43-year-old father of a small family of Toshers who are regularly at Middenmans' Wharf. Here Dave, his wife Ethel and daughter Jessika have trading rights amongst the Toshers within Middenmans' Wharf.

Hooks:

- Torrential rains have flooded the sewer. When the waters subside, something left behind has taken up residence.
- Dave has come by a brooch belonging to a missing Noble woman. He claims he dredged it from the sewer, still attached to the late owner's hand.

Floater's Rest

Key
S2

Type of Establishment:
Rest Area

Description of Establishment: Floater's Rest is a small network of rooms where the sewer workers rest. A short passageway leads from the entrance in Middenmans' Wharf to a stairway up to a stout wooden door, beyond which lies the main room. Tables are arranged round the outside of the circular room, with stoves for cooking and lockers for all workers currently on the payroll. Two doors stand opposite the entrance, one leading to the bunkroom, with enough bunks to sleep eight, the other leading to the storage area. The storage area holds scraping sticks, extra punting sticks and weak disinfectants for washing down. A locker in the back of the storage room holds specialized equipment: spare weapons, studded leather armor and a small selection of curative potions.

Male half-orc
Clr8; hp 35

Owner/Prominent Resident: Keltin Farnbrough

Description of Owner/Prominent Resident: Keltin is a worshipper of the Great Provider, spending his current tenure with the sewer workers, helping where he can.

List of Regulars:

Cleaners, Scrapers and Toshers
Shelly "Wrinkles" Malloy (SD3)

Hooks:

- A boy is found sleeping in the bunk room and no one remembers him entering. He is mute and blind, and his only possession is a circular tablet with mysterious runes etched upon it.
- A thief is on the loose! The close-knit family-like atmosphere in the Rest is shattered when a cleaners' personal equipment is missing.

Cleansing Tunnels

Key
S3

Type of Establishment:
Work Area

Description of Establishment: The Cleansing Tunnels are the result of a collaboration between Tinkers and sel-varahn to manage the wastes of Bluffsides usefully. Wastes are ferried through a series of tunnels, splitting and threshing more sizeable items ready for treatment. The Capture Room is located before this area, where a series of galley ways allow workers to check for bodies and the like, equipped with catching poles and nets to fish out unwanted material. Beyond the tunnels are the

treatment pits, where the treatment agent purifies the water before it travels down to Crater Bay. Not all impurities are removed. Some elements, believed beneficial to the water and sea life below, aid the food chain around the bay of Bluffsides.

Male human
Com4; hp 11

Owner/Prominent Resident: Shelly "Wrinkles" Malloy

Description of Owner/Prominent Resident: At 87 years of age, Shelly is the most senior member of the Scraping Committee, serving the last 27 years in the cleansing tunnels alone. Shelly has not left the sewer network for over 45 years, some say. His eyes are accustomed to the gloom.

List of Regulars:

Cleaners, Scrapers and Toshers

Hooks:

- The body of a strange creature has been found within the Capture Rooms. No one so far can identify it, or can tell whether it died in the sewers or was washed in through the river.
- Wrinkles mysteriously disappears while on one of his daily routes. The scraping committee is organizing a search party and needs the help of local PCs.

Cube Pits

Key
S4

Type of Establishment:
Work Area

Description of Establishment: The Cube Pits are an ingenious, if somewhat dangerous, mechanism for clearing the sewers. The pits are located deep in the crevasse to the south. Waste is ferried down on smaller versions of the elevators of the Great Winding Room, and fed through a series of pipes and ducts. The cubes are huge iron constructs containing at any one time up to 3 gelatinous cubes. Sliding lids slice up the waste entering and keep the oozes from escaping. At the beginning and end of each Summer, when the sewer system can handle more waste, high-powered teams are sent in to limit the growth of the oozes. Freezing them, they hack the oozes down to bare minimum for survival, leaving them to feed and grow again over the coming months.

Female human
Rgr3; hp 23

Owner/Prominent Resident: Nelly Perkins (Harold's wife).

Description of Owner/Prominent Resident: Harold's wife watches over the pits. Harold and Nelly met when their barges bumped one night in the sewers. It was love at first sight and shortly afterwards they married in the Capture Room of the Cleansing Tunnels.

List of Regulars:

Cleaners and Scrapers

School trips: Nelly has no children of her own and runs small tours for local schools.

Hooks:

- The oozes have stopped feeding. No one knows why, but the rub-bish has built up above them, and investigators will have to get past the fetid mess.
- Nelly and a group of school children have gone missing while on a tour. They had no access to the oozes themselves.

Umbra Incognita**Key
S5**Type of Establishment:
Guildhouse

Description of Establishment: The central network of rooms is located near the Coach & Six market under Red River, exiting through Jef's Tally Shop. The main meeting rooms are close to this exit, with a maze of training rooms and barracks, leading up to Will's private chamber. Throughout there are secret passageways, none known by all, all known by Will. Though there are offices on the surface streets and even the rooftops, the sewers hold the main places of business.

Male dwarf Ftr5/
Rog9; hp 73**Owner/Prominent Resident:** Will Tooley

Description of Owner/Prominent Resident: Will is getting venerable even by dwarven standards, now touching on 234, and it's starting to show. His arms have images of axes and major beasts he has slain etched into his skin with both tattoos and scarification. He wears his hair long, but shaves his moustache—something he likes amongst his closest advisors, "Let me see yar lips moving boy." The years wear on Will's mind. Though still sharp, he fears a take-over and has become increasingly paranoid. He only trusts Mr. Tipster, his trained monkey. Everyone's got something to hide except him and his monkey.

List of Regulars:

Tamalek Aurtein (CA1) Tamalek and Tooley have an uneasy relationship where Tamalek supplies Tooley with any information he feels will bring pain to others. Tooley, meanwhile, is slowly falling under Tamalek's spell, fated to follow him into service of the Undead.

Jef/Jefferson (CS2)

Various agents of Umbra Incognita

Hooks:

- Will has gone missing! His loyal lieutenants do not wish the news to get out and contact one of the party's rogues, asking for aid in locating him.
- The guild wishes a high profile job done, and needs new faces to do it. Enter the PCs, willing or not.

Under Old City**Catacombs**

The catacombs lie deep beneath the ruins of Sem La Vah. The residents of the ancient city revered their dead and kept their mortal remains beneath the streets of the city they once lived in. Most of these tunnels are yet to be uncovered or even discovered; many collapsed when the earth shook with the impact of the gods' retribution, but Archaeologists have recovered a few bodies from the tombs of the ancient Barrokks. Strangely, no body of a child has yet been found, a mystery the Archaeologists' guild has long debated. Sightings of spirits and ghosts hamper excavation and research. Appearing with increasing regularity, though yet to show malevolence, they mislead diggers and prevent real work being completed on the streets of Sem La Vah, and especially below them.

One creature has made a home amongst the spirits and the dead. Tamalek is a vampire who finds gathering information and the power it brings over people nearly as important as the lifeblood he

craves. In fact, the power he holds often supplies him with a regular flow of blood. The existence of this vampire is a local legend—a story to scare children in preparation for bedtime. Those few who know he is real know only too well not to cross Tamalek.

The excavation of the ruins continues even with outside influences trying to hamper operations. Dezward Felklin oversees the excavation and all research into the catacombs of Sem La Vah. Though young—a mere 24 years—Dezward has risen in the ranks of the Archaeological Guild, his knowledge and thirst for information propelling him past older, less ambitious members. No one is supposed to enter the catacombs without Dezward's authority. In reality, many find their way under the streets of Sem La Vah without his knowledge. Specifically, residents of the Wizard District have tunnels going deep into the ground under their towers. Many mages have found entrances to the underside of Sem La Vah. Kiki McGurk leads his own little feud against the Archaeologists, who he believes hamper the wizards' work with their futile preservation of the past. This half-elfen wizard seeks the meaning of the tunnels under Sem La Vah, and the truth of its residents' power—a truth that can only aid the wizards' hold over Bluffside.

Lair of Tamalek**Key
CA1**Type of Establishment:
Residence/Mausoleum

Description of Establishment: Tamalek's home suits him well. It is an old mausoleum with all entrances and exits blocked by tons of rubble. The mausoleum is constructed from rock cleared from the underground cavern for some official of Sem La Vah. Tamalek now sits with the skeleton of that official, discussing the day's business.

Male human vampire Exp2/Wiz5; hp 45

Owner/Prominent Resident: Tamalek Aurtein

Description of Owner/Prominent Resident: Tamalek can only enter and leave his sanctuary while in gaseous form, through cracks in the walls and rubble. The archaeologists excavating the ruins work their way closer each day to his unknown lair, and the constant hammering weighs heavily on the vampire's temper. He often sits talking to the corpse who shares his quarters, seated next to him on his makeshift throne. Tamalek is slowly slipping into the madness that often results in the end of a vampire: he hears and argues increasingly with the dead that surround him. Tamalek has few companions or close associates, but one whom he actively seeks out is Will Tooley, head of the thieves guild. Their relationship is built on a mutual need for information and, on its own level, professional respect.

List of Regulars:*Jarman the Wise* (OC2)**Hooks:**

- Jarman has discovered the lair of Tamalek and sits listening to the vampire as he chats with the skeleton, hearing opportunities for himself. Will an epic struggle between undead powers take place beneath Bluffside?
- Tamalek has taken over the mind of Will Tooley (SD5) and therefore leadership of the Umbra Incognita. His partial insanity, however, makes it nearly impossible to relay any real instructions to





Will. Others of the thieves guild now see Will as weak and ripe for replacement.

Tunnel Network

The tunnels that wind beneath the ancient city of Sem la Vah still hold mysteries for the Archaeological society and those others who investigate it. The ceiling and walls are curved, somewhat like a horseshoe, with a small furrow cut along the center.

The beautiful workmanship of the tunnels is wondrous to behold. Geometric patterns cover the walls, inlaid with pearl, ivory, bone and shells. The murals glisten and shine, seeming to move and alter their patterns as you look at them. The meaning of these patterns and their usage has caused many debates, but the tunnels do not give up their secrets easily. Maybe as more of the tunnels are discovered and excavated, the truth behind them will be found, or maybe there are secrets better left sleeping in those glistening halls. The tunnels uncovered so far are laid in a distinct pattern, all pointing to an as yet undiscovered central room.

Explorations are slow, hampered by the spirits mentioned above and by the desire of the Archaeologists to preserve as much of the craftsmanship as possible. They map and catalogue all they find, taking whatever they can back to the surface for full examination.

In addition, strange creatures inhabit the tunnels, including giant cave spiders and cave eels (see *Appendix 2: Creatures*).

Warehouse District

The Warehouse District was set up in a large natural cave near the Great Winding Room, supplied by the Steam Gnomes. It accom-

modates goods ready for ships or waiting to be passed through the city to prospective traders.

Methane lamps light this large natural cavern which stretches 500 feet long, with the Great Winding Room at one end and the Coach & Six Market at the other. It is some 180 feet wide, with the offices of Uzzell Longbottom, Warehouse Manager, situated directly at the center.

The Warehouse District has three exits, aside from the lift access. A ramp rises gently up to the center of the small marketplace in New City, carts ferrying goods like fresh produce brought in from the harbor. A short tunnel leads north to the Coach & Six underground market. The hustle and bustle of this busy trade area can be heard throughout the warehouse, filling it with the noises of life otherwise lost in the large cavern. Off to one side of the cavern lies a winding passageway that ends in a heavy oak door. This leads to a small harbor in the sewers for transporting goods underground. The harbor is large enough to accommodate four barges.

The Warehouse District is managed by Uzzell Longbottom. Uzzell is assisted by a strange crew. Geldrid and Melkin Humerson—twin half orcs—help to run the warehouse along with Stirzacker, an aging ogre. Stirzacker left his tribe when an injury blinded him in one eye. Now he helps Uzzell with the heavier lifting work. Incoming goods are stacked left of the lift area, arranged by district destination. Outgoing goods are stacked right of the lifts, ready for lifting down to the harbor.

Warehouse Offices

**Key
W1**

Type of Establishment:
Office

Description of Establishment: The Warehouse Offices are located in a two-story wooden building with windows on the second floor to look out over the whole of the warehouse. The staff and reception areas are situated below for checking logs and receiving incoming goods, overseen by Catrina Fens (18yr old human female com1; hp 3). Upstairs is Uzzell's private offices. With his mounted spyglass he is able to keep an eye on the entire Warehouse District. A trapdoor leads down through a tunnel to the caves below, where he transacts his secret business with the Aceldama—illegal combat arenas. Uzzell is a valued supplier of spectators and participants for the Aceldama. Immigrants paying for illegal entry to the city often end up fighting for the entertainment of the Aceldama, and for their own lives.

Male steam gnome
Rog7; hp 31

Owner/Prominent Resident:
Uzzelmekulslovirrhiz (Uzzell Longbottom)

Description of Owner/Prominent Resident: Uzzell is a tinker and stoneworker by trade. His carvings are displayed all along the walls of the cavernous Warehouse District. He found the Topsiders and their ways most interesting and decided to stay on and observe their comings and goings. Mr. Longbottom has a darker side: he is the contact for getting an invitation to the Aceldama, a secret arena combat held deep in the caves to the north. Though this is held outside the jurisdiction of Bluffside, the practice is still frowned upon. He has several secret passages leading out of the Warehouse District, heading down towards the caves and combat pits. He uses his own entrance hidden within his offices when alone. Uzzell is one of the best fences within Bluffside, offering up to 30% of the marketable price to move illegal goods into or out of the city.

List of Regulars:

Various Traders
Glimbim (CS1)
Marten Looms (CH3)

Hooks:

- Stirzacker's clan has tracked him down and wants him returned for crimes he says he did not commit. Will the PCs help investigate the humanoid troubles?

Great Winding Room

**Key
W2**

Type of Establishment:
Work Area

Description of Establishment: The Great Winding Room not only has the hum of activity as workers rush around maintaining and operating the room, but also the low rhythmic hum and grind of the giant waterwheel that powers the lifts of the Cavern Harbor. The tunnels winding down to the harbor and the winding mechanism were devised and constructed by the Steam Gnomes to show friendship and enable trade with the Topsiders. Many of the Steam Gnomes still live here in the Winding Room, maintaining the mechanisms controlling the lifts. The lifts themselves are each 60 feet

around. When one raises, the other lowers down the 350 feet to the Cavern Harbor below

Male steam gnome
Exp8; hp 44

Owner/Prominent Resident: Windelzinzgenziiklm (Windel Orm)

Description of Owner/Prominent Resident: Windel is currently the Chief Engineer within the Great Winding Room. He personally checks over most work done by his employees, which is a sore point for them. He is, by his own admission, a grumpy little fellow, happiest when there is something to complain about, and even then quite unhappy about that. He wears his hair long, with small spectacles perched on his ruby red nose, always with his work harness strapped on.

List of Regulars:

Traders and shopkeepers constantly pass through during the week.

Uzzell Longbottom (W1) often pops along to visit Windel for a sly dram of Mulberry Wine.

Hooks:

- The waterwheel grinds to a halt! This is a major mechanical breakdown. Everything hooked up to the waterwheel stops. An expedition must seek out the home of the steam gnomes for the expertise to fix it.

Cavern Harbor

The cavern harbor is not big enough to dock conventional ships. Goods are initially brought into Sordadon, then transported here on low, flat-bottomed tugboats. Passengers can hitch a ride. The tugs pull up to the sloping harbor, where they are hitched onto a pulley system, then the whole tug and cargo is pulled up into the loading area ready for distribution onto the lifts.

There are two taverns in the cave harbor, used mainly by the crew of the tugs and traders visiting on short business, being cheap and not always cheerful.

Inn Between

**Key
CH1**

Type of Establishment:
Inn/Tavern

Description of Establishment: Inn Between sits between the two large lifts ascending to the Great Winding Room. It is owned by Thomas and Mary Blenkins, an ex-sailor and his wife. Inside it is a cheery place, with heavy oak doors and thick glass windows blocking out the noise from the lifts. Steam Gnomes frequent Inn Between for a sly drink between shifts and to catch up on the day's events. Heavy velvet drapes cover the windows, blocking what little light filters in from the harbor entrance. Home-cooked food, freshly prepared by Mary, has a reputation that brings customers down from the city above to sample her seafood specialties. Inn Between is mainly a drinking and eating establishment with a few more comfortable rooms than are available at the Swinging Wench.

Male human
Com9; hp 30

Owner/Prominent Resident: Tom Blenkins

Description of Owner/Prominent Resident: Tom a ruddy-faced ex-sailor who set up the Inn not only as a form of income but also to keep in touch with his old mates. His years as an innkeeper

have broadened him and his paunch is often the target of jokes. His wife is a waif of a woman, no more than five feet tall.

List of Regulars:

Windel Orm (W2)
Uzzel Longbottom (W1)
Will Tooley (S5)

Hooks:

- A messenger, sent from the Palace to Sordadon on important business, stops at the Inn Between for a quick drink. Unfortunately, the package he was carrying disappears and he has to find it fast or it is his head.

Fare at Inn Between

Item	Description	Cost
Bluff's Edge Bitter	Strong bitter dark beer	1gp
Roe's Honey Mead	Sweet, with a taste of honey & cinnamon	5sp
Mary's Seafood Medley	A fine mixtures of local shellfish and imported favorites	1gp
Salt & Pepper Fish Bites	For those who like a kick to their fish	3sp

Swinging Wench

Key
CH2

Type of Establishment:
Tavern

Description of Establishment: This unsavory establishment has several cheap rooms for rent, along with a large bunkroom. The Swinging Wench is often raided for illegal gambling or unsanitary conditions, but the landlord, Kevin Harolds always keeps his license. With its location, further into the cavern than Inn Between, lanterns burn continuously inside and out, casting dancing shadows across the faces of the shadowy clientele. Cheap food and ale with a place to lie your head when you can no longer keep it up would best describe this establishment.

Male human Exp3/
Rog4: hp 31

Owner/Prominent Resident: Kevin Harolds

Description of Owner/Prominent Resident: Kevin claims to be an ex-sailor from far away. Far away is true, as attested by his swarthy complexion, but Kevin spent his time as a pirate. With his ill gotten gains he settled here, opening the Swinging Wench.

List of Regulars:

Lesser members of Umbra Incognita

Hooks:

- By chance a local recognizes Kevin from his pirate days. He is quickly eliminated, though none of the patrons remember anything happening. The deceased's spouse pleads with the PCs to avenge his death.

Fare at the Swinging Wench

Item	Description	Cost
Harold's Kneetrembler	Very strong ale, brewed on the premises	2sp
A Rum Welter	Rum with a dash of hot spices	5sp
Sausage Pie	Spiced sausage in a hard pastry	2sp

Cavern Harbor

Key
CH3

Type of Establishment:
Work Area

Description of Establishment: The cavern harbor is set some 40 feet above sea level, tugs pulling the cargo in on low, flat-bottomed boats are hitched up at the bottom of a long ramp then winched up to the harbor floor. There is enough room for 10 such boats to dock here where goods are loaded onto carts and pulled by asses to the elevators ready for lifting up to the warehouse.

Male human Com3;
hp 12; Male human
Com2; hp 3

Owner/Prominent Resident: Ken and Marten Looms, his son, oversee operations of the harbor.

Description of Owner/Prominent Resident: Ken and Marten are hard working men, who do the job for the love of it more than monetary benefits. It would seem that way, but Marten has a deal with Uzzell. Should he need to get goods into and out of the city, for a small price Marten will ensure its safety.

List of Regulars:

Various Traders
Kevin Harolds (CH2)

Hooks:

- One of Uzzell's live cargo has woken up before getting off the dock. A wealthy noble lady was sealed inside a crate for a far off prince of another land. She knows of Uzzell's trade.

Coach & Six Market

Through a short, wide tunnel leading out of the Warehouse District lies the Coach & Six Market. If you cannot find what you are looking for here, you are not looking hard enough. Long rows of tented stalls line the cavern and methane lamps light the place throughout. The walls are honeycombed with dug-out openings leading to stores. There must be some 150 tented stalls at least on an average day, with 29 stores in the natural and man-made caves along the walls of the cavern.

Buyer's Diplomacy
+ synergy bonus
for Appraise or
Sense Motive vs
seller's Bluff + synergy bonus for
Intimidate

Prices vary greatly and haggling is always advised—indeed it can be taken as an insult not to haggle with a stall holder. Haggling is an opposed check of skills between buyer and seller. A successful haggle results in either the seller not backing down or the buyer lowering the price by a percentage equal to his success. One retry is allowed, at a penalty of three to the loser of the first contest.

As a rule of thumb, all equipment under 30gp is available at the listed price. For every additional 15gp of cost, the price here will rise by 10%. All items under 70gp are available 100% of the time, with availability at -5% for every 10gp over this, down to a minimum of 5%.

If an item is not immediately available, the stallholder will promise he can get for a price. Whether he can actually do this is a different matter.

Cost/Availability

Normal Cost	Market Cost	Availability
30gp	30gp	100%
45gp	50gp	100%
60gp	66gp	100%
75gp	83gp	95%
90gp	99gp	90%
105gp	116gp	80%
120gp	132gp	70%
200gp	220gp	25%
1000gp	1100gp	5%

Glimbim's Curio Shop

Key
CS1

Type of Establishment:
Shop

Description of Establishment: The store is one of the many cave shops lining the Coach & Six Market.

Male halfling
Sor6; hp 30

Owner/Prominent Resident: Glimbim

Description of Owner/Prominent Resident: Glimbim, a stocky little halfling, has a store filled with all manner of things. Often sought by wizards for his vast collection of components, he is always on the lookout for the strange and curious, offering a fair price for any goods delivered. There is not much that Glimbim will not buy or sell. He never asks how items were found, only how much they cost. Glimbim has magical means of protecting his shop, from Magic Mouths watching over the shop when he is not there to the well-publicized Invisible Stalker that watches over his shop and himself at all times. This he claims is a present from a wizard. The truth, however, is that Glimbim is a practicing sorcerer. He keeps this fact close to his chest with the current atmosphere towards sorcerers.

List of Regulars:

Glamor Glitterod (OC5)

The majority of wizards within the city and those visiting will pass through Glimbim's doors.

Hooks:

- A mysterious casket Glimbim purchased opened from the inside during the night, before Glimbim himself could investigate it. The contents, if any, are gone.

Bluffside: City on the Edge

Jeffrey "Jef" Jefferson's Tally Shop

Key
CS2

Type of Establishment:
Shop

Description of Establishment: Jef owns a Tally Shop in one of the caves of the Coach & Six. Those without cash can take items on tick, paying an inflated price at the end of the term, or pay a weekly amount to the cost of the item. Items can also be pawned here, with Jef paying half price or less for the item but promising to keep it aside and not sell for a set time. The owner can buy it back at any time before his time runs out, at 110% of its original price. This may seem a risky business, allowing customers to take items without first paying, but Jef is a member of Umbra Incognita, allowing them access through his shop and fencing various low key items. Should a customer go back on a deal, Jef will soon have his goods back, along with something extra to boot.

Male human Rog7
hp 41

Owner/Prominent Resident: Jeffrey "Jef" Jefferson

Description of Owner/Prominent Resident: Jef is a broad fellow, hair thinning on top with a goatee beard waxed to a point, his bright blue eyes offer a note of sincerity to his words, something he uses to his advantage.

List of Regulars:

Members of the Thief's Guild

Hooks:

- A PC has a precious item stolen, only to spot it in Jef's store. How do they handle negotiating its return?

Blunt & Blade

Key
CS3

Type of Establishment:
Shop

Description of Establishment: Delik and Benak deal in weapons of all shapes, sizes and qualities. They are especially known for masterwork axes, beaten and honed by Benak, with runic carving etched by the hand of Delik.

Male human Exp3;
hp 12; male dwarf
Ftr3; hp 27

Owner/Prominent Resident: Benak Breckon and Delik Deepfarer

Description of Owner/Prominent Resident: Benak is a huge, brutish looking man, with shaven head and low hanging moustache belying his calm, friendly nature. He spends most of his time above ground in their workshop on the outskirts of Bluffside, in the farmlands. Delik deals mainly with the day-to-day running of the store, as he is able to do his etching there.

List of Regulars:

Hendron Deepsire (CN1)

Bendigo the Pugilist (AC1)

Morris Beadle (MI1)

Hooks:

- All the weapons recently sold from Blunt and Blade have been breaking in combat. Benak and Delik don't realize it but their doorway has been cursed so all weapons that leave the shop become brittle.

Blood & Ink**Key
CS4**Type of Establishment:
Shop

Description of Establishment: Blood & Ink is a tattoo, scarification and piercing studio.

Female half-elf
Sor8; hp 20**Owner/Prominent Resident:** Nemnakar
Helt

Description of Owner/Prominent Resident: Nemnakar is renowned for her skills and people will travel from other continents just to get a Nemnakar tattoo. Nemnakar is a beautiful woman with long auburn hair and the eyes and ears of her elven heritage. Wherever she can reach herself she is covered with samples of her work. The images blend and work together, her skin the canvas for a masterpiece.

List of Regulars:*Uzzell Longbottom* (W1)**Hooks:**

- Nemnakar has had a request for tattoo removal/blending to hide an unsightly tattoo a customer says he cannot remember getting. But she recognizes the tattoo as the coastline of a far off land. Could this skin be a map?

The Bard's Tale**Key
CS5**Type of Establishment:
Open Café/Bar

Description of Establishment: The Bard's Tale is an open café/bar at the far eastern end of the Coach & Six Market. Tables and chairs are set outside the cave's small interior, where a selection of food and drink is prepared. There are three things that bring particular attention the Bard's Tale: imported coffee from the far south, delicious game and vegetable pies, and live entertainment provided for free, sounding out above the noise of the market.

Male nevae
Brd11; hp 27; see
*Appendix 1: NPCs***Owner/Prominent Resident:** Jamtulon
Staciaenial

Description of Owner/Prominent Resident: Jamtulon, or Jam to his friends, was a bard and adventurer by trade until he saw his party slaughtered by a group of hill giants. He escaped with his life, and feels guilty to this day for living when his friends died. Taking what money he had, he set up in Bluffside, opening this café and providing a place for young talent to show their worth and shoppers to rest their aching legs.

List of Regulars:*Wendil Upton* (CS6)*Jeffrey "Jef" Jefferson* (CS2)**Hooks:**

- A customer at the Bard's Tale collapses and dies with blue lips and rolling eyes. Jamtulon is accused of murder by the deceased's partner. A small boy says he saw a man place something in the drink after Jam had served it, but no one listens.

Fare at the Bard's Tale

Item	Description	Cost
Pale Coffee	A light and sweet brewed coffee	4sp
Buzz	A dark strong coffee for those needing to stay awake	6sp
Jamtulon Stew	A tasty fresh fish broth	8sp
Mushroom Pie	A succulent pie filled with large mushrooms from deep in the caves	6sp

Far & Away**Key
CS6**Type of Establishment:
Stall

Description of Establishment: Far & Away deals in exotic goods imported from afar. Whether for coffee, exotic weapons or wondrous jewelry, Far & Away is a place worthy of investigation.

Male doppel-
ganger Rog3/Asn2;
hp 44**Owner/Prominent Resident:** Wendill
Upton

Description of Owner/Prominent Resident: Wendill owned Far & Away for many years until, on a trading trip, he encountered a doppelganger posing as a spice trader. The doppelganger read Wendill's thoughts on Bluffside and decided it warranted a visit. Disposing of young Wendill's body, it assumed his form and has lived in Bluffside for 10 years.

List of Regulars:*Jamtulon* (CS5) often checks out Wendill's wares for anything different he can serve in his coffee shop.*Kevin Harolds* (CH2)**Hooks:**

- The doppelganger thirsts for adventure, and latches onto a party of adventurers. This gives a chance for a bit of different play for a player. Have them play their own character as the doppelganger, being mischievous. Meanwhile, the character is holed up in one of the doppelganger's storage areas.

Mr. Rat**Key
CS7**Type of Establishment:
Fast Food Outlet

Description of Establishment: Mr. Rat may not have the most appetizing of names but the food is surprisingly good.

Male dwarf Rgr5/
Tun5; hp75**Owner/Prominent Resident:** Gemmil
Hammerarm

Description of Owner/Prominent Resident: Gemmil was a tunnel fighter (tun) by trade until his bones began to ache and his will for the fight waned. Now he sells the kind of food he survived on during long dungeon crawls. Gemmil displays on the wall of his establishment the warhammer he carried on every trip down into the tunnels, caves and sewers.

List of Regulars:*Uzzell Longbottom* (W1)

Hooks:

- Gemmil's hammer has gone missing. He will pay a decent reward for its safe return. The hammer is a missing artifact belonging to a cult long thought dead. Gemmil never knew.

Fare at Mr. Rat

Item	Description	Cost
Rat on a Stick	Grilled to perfection with a selection of sauces to dip.	5cp
Cave Sponge Souffle	In their own individual pots, a sweet dish with honey sauce.	3sp
Crayfish & Cave Mussels	Not as salty as their sea cousins, their flesh is mouthwatering.	3sp
Sauteed Mushrooms and Puffed Wheat	A bowl of this piping hot mix will satisfy you any time of the day.	3sp

Natural Caves

Extending out under the mountains north of Bluffside lie miles of natural caves. These are the caves where the steam gnomes first ventured to inspect their new neighbors and the world above. The caves have been an area of concern for the safety and security of Bluffside, being a nearly open route into the city.

There are miles of caverns, tunnels and sinkholes under the mountains and hills around the valley. As a security measure, a few of the cavern entrances have been blocked off. Those that had to remain open have walls with turreted guard posts, largely watching for incursions by mole men or giant cave spiders (see *Appendix 2: Creatures*).

Guard Outpost 03**Key
CN1**Type of Establishment:
Typical Guard Outpost

Description of Establishment: A typical outpost is set across a cavern or tunnel entrance to keep intruders at bay. Tunnels are blocked with stout wooden structures studded with large iron shields set at random intervals across its facing. Caverns merit towers to aid viewing, with small offices on the city side and torches or lanterns set along the walls of the cavern side.

The offices have bunks for two of the four guards on duty, with one commander. Numbers may be increased depending on need.

Male dwarf Ftr7;
hp 60**Owner/Prominent Resident:** Hendron
Deepsire

Description of Owner/Prominent Resident: Hendron is currently the commander of Outpost 03 and a dwarf of humor and hijinx, characteristics not usually associated with dwarfs.

List of Regulars:

Only other guards and Clearance Gangs visit this area.

Hooks:

- Clearance Gangs often step into the caverns beyond to ensure the safety of the city and that no goblinoid tribes are trying to set up home too close to the city. At least one experienced Tunnel Fighter will be part of the group entering the caves.

Aceldama

Hidden within the caverns is the Aceldama, the secret fighting arena outside the jurisdiction of Bluffside.

The Aceldama is currently run by Mogra, an aging human somewhere in her late 60s and slightly plump. She oversees the contest from her balcony high in the cavern wall, only occasionally mixing with the rabble below. Her crooked form parts the crowds as she walks with her bodyguards. But Mogra isn't the old lady she appears. She is in fact Damania Hollingsworth, a noble lady from the Temple District who has found in the violence and mayhem of the arena a release from the day-to-day duties she must perform. She also lines her family coffers. She uses a *bat of disguise*, appearing as a small skull cap, to hide her true identity.

There is one way in and out of the Aceldama—huge oaken iron shod doors. All natural entrances have been sealed off, some with walls and others with more ingenious, sometimes magical means.

The entrance doors are 15 feet high and 20 feet wide. A balcony built into the side of the wall 30 feet up gives the guards high ground to view those wishing entrance. A dragon's skull over the gate speaks by the enchantment of a *magic mouth* whenever anyone passes through: "Welcome to the Aceldama, cause no trouble and none shall be dealt to you." This is delivered in booming Draconic, and there more for effect than anything else. Another *magic mouth* on the door itself is triggered by touch: "Stand and be still, lest ye shall be still beneath the earth." This warning is issued in Common and Goblin. Shortly, a guard comes to see who desires entrance.

The main guard contingent is a small group of orcs who live, work and clean within the Aceldama. Fenk Keltin, a half orc priest, commands. Fenk is one of few who know Damania's secret identity. She is unaware of his knowledge, and he prefers to keep it until it will do him the most good.

There are 20 orcs who live and work within the complex, guard the gates, patrol the surrounding area, maintain the Aceldama and look after combatants for their owners.

The Aceldama is constructed within a large lave tube cavern, its walls smooth stone fused centuries ago when lava ran through the mountains. Over 300 feet long and nearly as wide, the cavern has few other natural features except for a small stream running along the northern wall. Two deep pits are in the east and west end of the cavern, one still in its rough natural state, the other lined with brick and mortar. The floor surrounding them slopes upwards to allow crowds to view the entertainment. The east Fighting Ring is the rough-cut pit, with a short wall and wooden fence. The west pit has a permanent *wall of force* constructed around it, and is used for specialty fights, large beasts, magical combat and on occasion is filled with water for aquatic battles. Both have tunnels leading up from below for the contestants. Many of those who attend these events have a stable of able gladiators to compete in the battles, but not all fighters are brought here willingly. Often creatures are captured to bring in to fight, or an unsuspecting victim is brought down from the city for the crowd's amusement.

Below the pits are the cells and training grounds and personal offices of the regular entrants. Betting is made on the outcome of the fight and controlled by four odds makers in the employ of Mogra, current odds for each fight are written in chalk on boards set around the arena, and all betting stops before the fighters enter the arena.





ACELDAMA ARENA

Mogra watches the proceedings from one of three balconies set against the southern wall, with her two appointed body guards. Jareth is a half-elven sorcerer and Jeffrey Calls a human priest of the Sufferer. Jareth is a close personal friend of Damania and knows her secret identity.

On event days Haltarth, a heavily scarred minotaur, provides extra security at the gates, armored in studded leather and brandishing an ornate masterwork orcish double axe. Enforcing the 3 sp cover charge, he looms menacingly over the crowd, discouraging troublemakers.

When not on duty at the gates Haltarth trains under the pits or—less typical of the minotaur race—reads. Damania has been educating him, and he has already learned to speak and read Common, though he still finds the practice of writing confusing. These intellectual pursuits have not taken the edge off his instinct for fighting and he often wanders off into the cave complex beyond the Aceldama, sometimes hunting escapees or new combatants, sometimes just looking for trouble to keep his edge.

Race and creed are of little impact in the Aceldama. How people treat each other outside its walls is of no concern. There are three rules:

- Fighting is only permitted within the pits. Start a fight outside the pits and you will soon be in them.
- No spellcasting by spectators (this includes psionics). Fenk is always in attendance, scanning for mind-gifted creatures.
- Break either of the above rules and you better get as far away from Bluffsides as you can.

Aceldama

Key
AC1

Type of Establishment:
Fighting Arena

Description of Establishment: See above for detailed description of the area.

Female human
Ari10; hp 55

Owner/Prominent Resident: Damania Hollingsworth under the guise of Mogra.

Description of Owner/Prominent Resident: Damania is a beauty in her normal form, but a haggard old wretch in disguise. Her family duties are few and boring and the Aceldama provides a release for the buildup of daily tensions.

List of Regulars:

All are welcome, but by invitation only. Upon their first visit they must be accompanied by a representative.

Male human Rog4/
War6; hp 71

Bendigo the Pugilist. Big Ben is one of the most well-known fighters in the Aceldama. He actually comes here voluntarily!

Male human Ari8;
hp 36

Gellen Hendrickson has several fighters in his private stables under the fighting pits.
Uzzell Longbottom (W1)

Hooks:

- One or more PCs have been press-ganged into the Aceldama, and get to face the latest “recruit” from the deep caverns—a balden (see *Appendix 2: Creatures*).
- Three local women pooled their savings to hire adventurers to track down their miner husbands, who disappeared a week ago. Investigations lead to the Aceldama.

Aceldama Training Room & Cells

Key
AC2

Type of Establishment:
Training Room

Description of Establishment: The training room consists of a long chamber stretching under the center of the East Pit to the center of the West Pit, with cells for unwilling participants along the whole of its length. Ramps lead up at the ends for combatants to enter the arenas and at the center another ramp leads down to the secure units. The secure units hold monsters and more difficult participants.

The training room contains exercise equipment and training dummies for those willing to use them, either under the eye of a Stable master or as lone fighters.

Male half-orc
Clr7; hp 38

Owner/Prominent Resident: Fenk Keltin leads the orc tribe running the Aceldama, though Damania is the owner.

Description of Owner/Prominent Resident: Fenk likes to appear dumber than he actually is, finding it often works to his advantage. He is handsome, by half-orc standards.

List of Regulars:

Bendigo the Pugilist (AC1)

Mines

Artifacts and ancient relics lured people and their money to Bluffsides initially, triggering its growth towards today's metropolis, but the mines bring in continued wealth and prosperity.

The adamantine mines cut deep into the Sundered Mountains. Shards of adamantine riddled the limestone caverns, eroded through the centuries by water draining from the peaks. Mining today is more difficult, as the readily accessed adamantine has long-since been removed. Gone are the scraps laying on the ground and stuck in the walls. Now the miners travel deeper into the mountain, seeking precious adamantine now beneath the water table, in sink-holes and underwater caverns. Divers negotiate the flooded caverns, checking for ore and on occasion actually mining it as well. Jars filled with water hold a rare breed of luminescent jellyfish from Crater Bay. When agitated, these jellyfish give off a bright orange glow to scare off attackers. A quick shake of the jar lights an area 20 feet in diameter.

Adamantine from the Bluffsides mines has been fused into the limestone and rock surrounding it. This form is treated as ore to be refined. It has very high luster, giving it extraordinary brilliance and shine. In particularly rich veins, miners use Nevae glasses to shield their eyes.

Iron ore is mined in the hills north of Bluffsides. Tin is water blasted from closer hills. Peat is extracted from bogs and marshes near the coast west of Bluffsides. Svirfneblin provide calcite, gypsum and bat guano. Precious metals such as gold, platinum and silver can also be found in the hills and peaks surrounding Bluffsides. All of these resources have contributed towards the growth of Bluffsides.

Mining operations are overseen by the Miners & Burrowers Society (MBS), which is controlled by the Trader's League. Miners are not actual employees of the MBS. They work for themselves and sell what they mine, but pay a Mineral Tax for all goods brought into Bluffsides. All miners are required to hold a current Mining License,

with fees as set by the MBS. Co-ops are formed for increased profit and production, as well as safety. As the miners dig deeper into the mountains in search of precious ore, encounters with hostile creatures increase. Specialists are in demand now, from metallurgists to tunnel fighters, and even divers for deeper mining.

A hardy group of surface miners scabble away at the cliff-sides above Crater Bay. There is still a living to be made chipping the rock surface to uncover minerals hidden below. This practice is discouraged by the MBS as unsafe to the miners, as well as the future safety of Bluffside.

The most dangerous job in Bluffside lies deep beneath the other tunnels, scraping a living from the sulfur pits. Sulfur workers must know their pits well, judging the bubbling pools to avoid noxious gasses. Anyone caught short can expect at the least a severe headache. The gasses can boil the victim's lungs, killing him instantly.

Chitty Desk

Key
MI1

Type of Establishment:
Governmental

Description of Establishment: Entrance and exit from the mines is tightly controlled. The Chitty Desk is the stopping point for all entering or leaving the tunnels to the mines. All entering the mines must have a license, which is left here in safekeeping. All leaving their licenses here are given a chit. You need the chit to get your license back and get entry to the city passageway. A few rooms behind the Chitty Desk are always occupied by two representatives and at least one guard.

Male human
War6; hp 36

Owner/Prominent Resident: Morris Beadle

Description of Owner/Prominent Resident: Morris is the current commander of the MBS contingent guarding the Chitty Desk. He takes advantage of his rank to catch naps in the back room.

List of Regulars:

All miners accessing the mountains need to pass through the Chitty Desk.

Hooks:

- Several licenses are missing at the end of a shift. Morris, sleeping at the time, must find the culprit before he is reassigned to a less tolerable post.
- A problem has forced the mines closed. A monster is feeding on miners, and adventurers are needed to clear it out.

Dwarven Halls

The Dwarven Halls were constructed shortly after the Military District to house dwarves that had come to mine and help build the city. Now, situated east of the Coach & Six Market, it has become home to not only dwarves but gnomes and occasional halflings as well. Its underground streets are too low for the average human or elf to negotiate easily.

The Halls has its own society, with its own customs, shops and businesses, all offering a 10% discount on items to its own residents. The dwarven artistry that went into the walls and layout is exquisite with carvings showing dwarven heroic tales on every available space. The streets are laid out around a central plaza. A foun-

tain was recently added. Bars surround the plaza, with shops west, the Coach & Six Market south, and residences to the north and east.

The avenue leading east terminates in the Skills Quarter.

Skills Quarter

Key
DH1

Type of Establishment:
Business District

Description of Establishment: Here are a variety of agencies offering skills available from the Dwarven Halls. There are three distinct areas:

Defense and Offense: Demi-human warriors, dwarven defenders and tunnel fighters.

Mining and Research: Stonework, mining and wizardry and priests.

Mechanics: Engineering services from the steam gnomes.

Male dwarf Ftr10;
hp 85

Owner/Prominent Resident: Gorin Heartsdeep

Description of Owner/Prominent Resident: Gorin oversees work allocations and general service details offered by the Skills Quarter. Anyone living in Bluffside can sign up for his services, with the Business District taking a percentage of the deal depending on the work taken.

List of Regulars:

Male dwarf Ftr7;
hp 45; male dwarf
Exp6; hp 21; female
gnome Wiz9; hp 49;
male steam gnome
Exp7; hp 31

Davin Hillsfar is in charge of the Defense and Offense Team. *Hempal Underrock* & *Durin Moonseeker* look over the Mining & Research areas of employment. *Jinkmurdi-xixtimkiln* (*Jinky Muddelsfar*) is in charge of Engineering Services in the field of mechanics.

Hooks:

- Gorin is suspicious that Davin is selling his services without going through proper channels, cheating the Business District of its fair share. He is looking for a gnome, dwarf, or halfling to seek out Davin and trap him in a deal.
- Jinky has recently been commissioned by an unknown third party to oversee an excavation deep in one of the many side tunnels below Undercity. He is being paid far too much for the job, and believes it may not be on the up and up.

Steaming Anvil

Key
DH2

Type of Establishment:
Inn/Tavern

Description of Establishment: Situated in the Central Plaza, the Steaming Anvil is occupied mainly by dwarfs, offering strong ale and, well, that's it. They only offer strong ale—their own recipe: Stubwelter is brewed on the premises and has a bitter, earthy taste.

Male dwarf Brd9;
hp 40

Owner/Prominent Resident: Pendall Warsong and his wife Gellin.

Description of Owner/Prominent Resident: Pendall is an unappreciated dwarven bard. Back at home he played inspiring songs to the soldiers before they went on raids or off to war. Hearing of the Dwarven Halls built under Bluffside, he decided this would be a better place to try his talents.

List of Regulars:*Gemmill Hammerarm* (CS7)**Hooks:**

- Pendall is discovered! During a night of song and revelry, Pendall was approached by a talent agent who offered him a singing contract. Pendall is now looking for someone to buy his establishment.
- Gemmil comes to the Steaming Anvil drunk, looking for his lost hammer. Upon laying eyes on the PCs, he pronounces them the thieves and calls for the authorities.

Rested Pipe**Key
DH3**Type of Establishment:
Cafe/Bar

Description of Establishment: The Rested Pipe is situated opposite the Steaming Anvil, and is its opposite in every respect. They offer mead and fine wines, alongside some guest ales and a small selection of coffees and tobacco. It is a much more serene location for those wanting to rest and recuperate, offering pipe and flute music to ease away the day's worries.

Male halfling Com5;
hp 12; Female steam
gnome Rog2; hp 11

Owner/Prominent Resident: Jimbob & Leexxteekimshammeln (Leeteesha) own and run the Rested Pipe.

Description of Owner/Prominent Resident: Jimbob is a cheery fellow. Though already balding on top, he wears his beard and sideburns long and bushy, with what hair he has tied up in a top knot. He nearly always has his clay pipe dangling from the corner of his mouth. Leeteesha is a stunning beauty and something of a soft spot for Jimbob; her dark brown eyes always have a glint of curiosity about them whenever they peer out through her long auburn hair.

List of Regulars:

This the hangout of choice for halflings and steam gnomes, though those dwarfs that do enter are made to feel welcome.

Rested Pipe Fare

Item	Description	Cost
Sweetmeal Wine	Sweet satisfying flavor with a little bite	2gp
Fruit Mead	Syrupy fortified wine	1gp
Sugared Nuts	The Rested Pipe is known for its free bar snacks	Free
Stumpmans Brew	A sweet pale ale	1gp

Hooks:

- An enormous fight in the Steaming Anvil pours over into the Rested Pipe! Several patrons are hurt during the ensuing scuffle, and one claims he was robbed.
- Jimbob and Leeteesha are to wed! Steam gnomes and halflings are uneasy about mixing their two races, making the Rested Pipe a very tense place of business

Battering Ram**Key
DH4**Type of Establishment:
Shop

Description of Establishment: The Battering Ram deals in blunt, bludgeoning weapons: maces, hammers and the like.

Male dwarf Exp3/
Ftr5; hp 70

Owner/Prominent Resident: Ram Bunkle

Description of Owner/Prominent Resident: Ram completed his term in the dwarven army and headed above ground in search of adventure and reknown. He could never stand to leave perfectly usable weapons to rot on the ground, and so found himself collecting the various weapons held by those he defeated. Eventually he deciding to settle down with his collection and learn a new trade.

List of Regulars:Male dwarf
Ftr4; hp 34

Loen Samkin collects blunt weapons from his adventures, which he passes along to Ram.

Kevin Harolds (CH2)**Hooks:**

- Loen Samkin enters the Battering Ram with a unique proposition. In the Sundered Mountains to the south, a great, lost city has been discovered, which rivals ancient Sem La Vah in its splendor. He needs Ram to help him gather a high level party that he trusts to come investigate.

Temple of the Miner**Key
DH5**Type of Establishment:
Religious

Description of Establishment: The Temple of the Miner is an impressive sight, stretching the length of five normal shopfronts, its street wall bears a bas relief showing the Miner. Three priests have been in charge here since its construction.

Male dwarf Clr12;
hp 78

Owner/Prominent Resident: Mercin Far-seer

Description of Owner/Prominent Resident: Mercin is the high priest of the temple. With the increase in other racial types now living within the halls, Mercin allows others to worship their gods here, something not all of the priests appreciate. He is a man of strong will, built up by a life of adversity. During a battle with a black dragon many years ago, he lost half his party and got hit himself by a jet of acid that left his face scarred and hairless.

List of Regulars:Female dwarf
Clr8; hp 52

Potaria Renson is second in command here and does not appreciate non-dwarves worshipping here. She is a stern-faced lady

who follows the writings of her god to the letter.

Gorin Heartsdeep (DH1)*Davin Hillsfar* (DH1)*Hempal Underrock* (DH1)**Hooks:**

- Potaria is secretly gaining influence within the temple regarding allowing non-dwarves to enter and worship. She is planning a coup to wrest the mantel of authority away from Mercin and go back to the ways of the past.
- Mercin leads a yearly retreat deep within the vast tunnel complex that begins beneath the Undercity. He and his followers are now one week overdue and those in the temple are beginning to worry about their safety.

CHAPTER 6: SORDADON

Luckily, on this day Crater Bay was calm and the trip was easy. I remember well when the wind whipped the sea into a heavy chop. I needed to refill my stomach once we docked that day, I tell you!

There, spread before me, was Sordadon, my final destination. What a sight: tall boats coming in from the Sea of Ishamark; circling sixams melding with the sea gulls; the lighthouse and its mystic flame, lighting the way for travelers without sleep or rest. From the Grove of the Sea Druid to the Tower of Vost, Sordadon truly holds marvels that all should see.

Before we docked, however, I took one more look up at Bluffside, rising some 500 feet above the bay. Perhaps I would see a diver on this fine day. The Palace—not even the mighty waterfall from Red River drew attention like the Palace. Even from this distance it dwarfed all around it. Its secrets remain, locked for thousands of years, waiting for the right key. A key to usher in a new age, or perhaps restore an old one.

The secrets of the Barrokks, from the Obsidian Tower of the Unknown to the mysterious Daemonforge deep below Sordadon, were personified by the Palace—size, strength, mystery. Yes, once I unburden myself, I will search for the secrets. I will delve from the bottom of the bay to the top of the Palace. I will unlock all of Bluffside's secrets. I will.

*An excerpt from the journal
of Winingham Farseer*

History of Sordadon

Nutrients stirred up by the meteor strike in Crater Bay triggered an explosion of life. Coral reefs teeming with life fill the bay. When people began to fish here, they used flat-bottom boats and poles. As the population of Bluffside grew and they needed more food, larger boats were brought in. The largest got stuck on the jagged coral reef. Seeing an opportunity for riches, an enterprising halfling named Kyle Sordan set up shop on the half-sunk wrecks.

Sordan established a bar on the largest of the ships, called the Scallywag. Fishermen and boat crews came from miles to eat and drink at the Scallywag. More adventurous ship captains tried to dock at the Scallywag and ended up grinding their hulls into the coral reef as well.

Sordan got another idea. He contacted the miner's guildmaster and made him an offer he couldn't pass up. What if Sordan built a warehouse out on the reef where adamantite ore could be shipped by sea? This intrigued the guildmaster, who until this point had been using caravans. This method was expensive, slow and dangerous. But there was a problem with shipping by sea: the coral.

Always an opportunist, Sordan knew an elf in tune with the marina. Himllie F'castia called the ocean his home, though he was born on land. Himllie travelled often to Bluffside, checking on the reef from time to time. When Sordan opened the Scallywag, Himllie stopped in to make sure the local wildlife went unharmed, for he was a druid. Sordan asked Himllie to oversee the project of making

his ship graveyard into a port. Himllie thought on it for two winters before he returned to Bluffside with a group of elves in tow.

Flavor of Sordadon—The Look

Sordadon is known for two things: canals and boats. The buildings and canals of Sordadon reflect its naval influence. Large poles, a lot like masts, stand on nearly every streetcorner. On top of these poles are glass globes filled with rainwater. These globes are magical, softly glowing lights. At night, a specialized group of wizards (garrisoned at the jail) are sent out to light these globes. The color denotes the district of the port:

- **Blue**—Harbor District
- **Green**—Sea District
- **Yellow**—Shipping District
- **Red**—Commoner's District

Most buildings reflect the sea-born origins of the port; some are merely the forecastles of ships, while others are of a truly ordinary nature. Stone buildings are rare (due to the fact that this is a floating city). Most buildings are splashed with white-wash to keep up the appearances of being respectable and to cover graffiti. No building in Sordadon, unless otherwise noted, is more than two stories high.

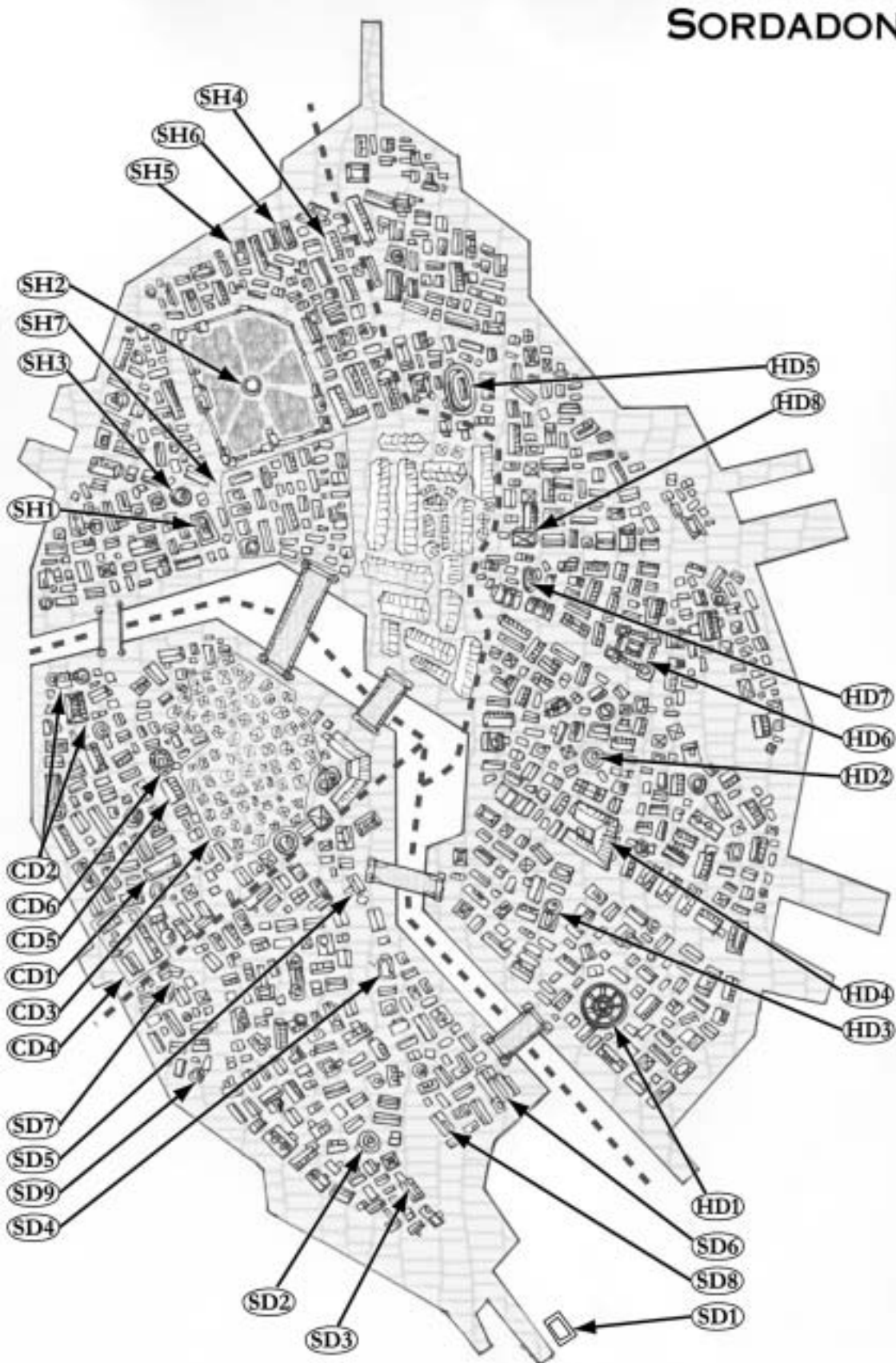
When walking down the streets of any district, the constant rolling of the walkway is enough to unnerve landlubbers. Very few horses or other draft animals can be found here. Gulls and other sea birds circle overhead, while small fish jump for insects in the many canals. The main canal bisects the port. This route is for goods traveling to and from the cliffs below Bluffside. Minor channels empty into this larger one.

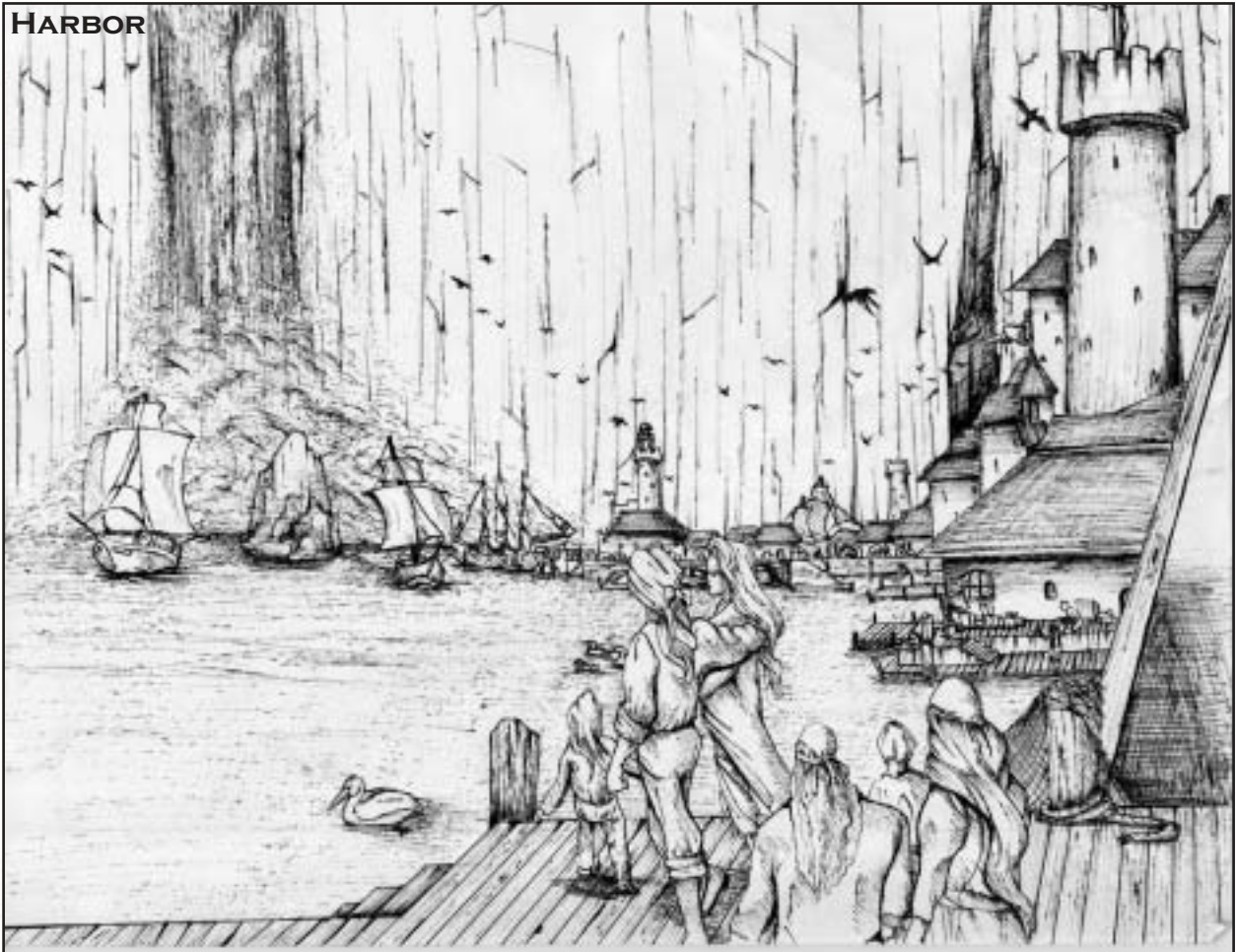
When the weather turns cold, the walkways are very slick. Most residents of Sordadon stay inside during the winter season, only venturing out at great need. Spring isn't much better, with storms and high winds. The streets can turn to rivers in minutes, washing all caught outside into the sea.

There are no railings around any of the waterways or docks. This was a slight miscalculation on the part of the planners of the port. Since this place was originally intended to only cater to seagoing vessels and their crews (who are used to the dangers of the ocean) and not the land dwellers now living on the floating platforms, the need for railings was never brought up.

Harbor District

The Harbor District (blue light) is where the largest ships come into port. Two structures dominate this area: the Lighthouse and the North Tower. Vendors pack the streets and alleyways, selling goods coming in from all over the world. Warehouses and plush apartments pack each block with money and a sense of civilization that can be found nowhere else in Sordadon. Most inhabitants walk like they have just gotten their land legs and are dressed in a variety of clothing styles from across the world.





Points of Interest

Lighthouse

Key
HD1

Type of Establishment:
Special Location

Description of establishment: This building pre-dates the founding of Sordadon. No visible windows or doors can be seen on the structure's face. The only break in the swirling patterns of fire and water on the surface is the top platform, which holds the infamous Lighthouse Flame (see *Appendix 8: Magic Items*). A circular *wall of force* protects the Light. The building is made of a substance that reflects all magical attacks and physical blows so that not even the enamel chips or fades.

Name of Owner/Prominent Resident: None. No one owns or operates the Lighthouse. No one enters or leaves the Lighthouse. The secret of the Lighthouse Flame is known only to a few powerful people in Sordadon and Bluffside.

Hooks:

- While on a moonlit stroll, the party sees the faint silvery outline of a door along the base of the Lighthouse. Could this be the way into the fabled tower?

North Tower

Key
HD2

Type of Establishment:
Governmental

Description of establishment: This tower embodies the Harbor District's peacekeeping presence. The wood and mortar tower is five stories high and 60 feet in diameter. The top is flat and bounded with a rampart. Three ballista face the ocean.

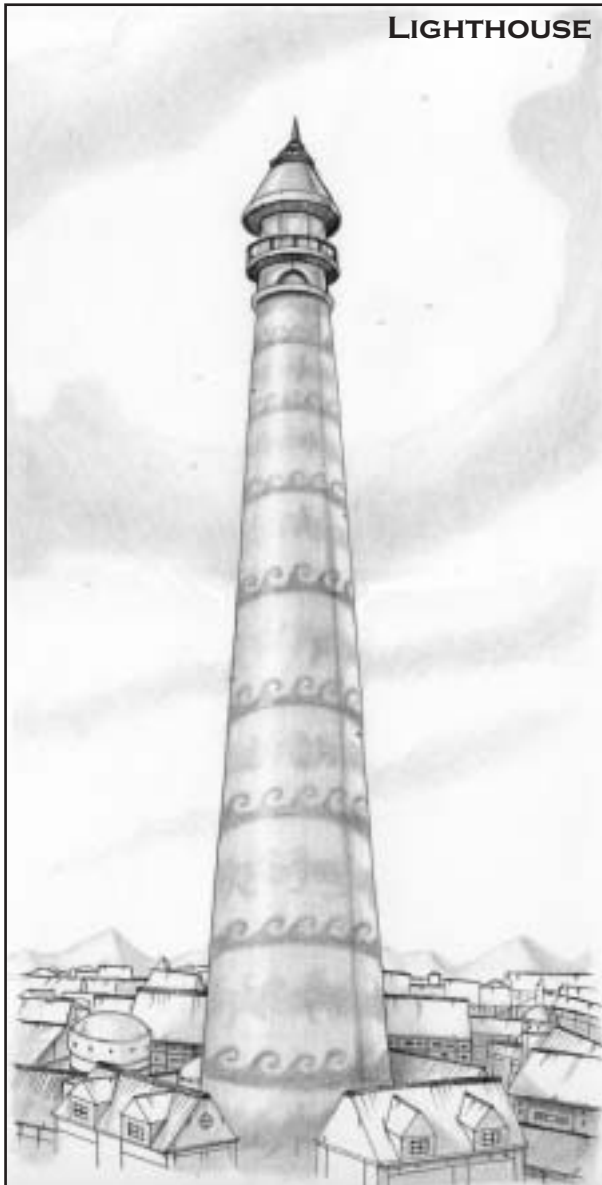
Female human
Ftr7: hp 45

Name of Owner/Prominent Resident:
Sasha Yeob, Bailiff

Description of Owner/Prominent Resident: Sasha is the bailiff of the tower. She is an ugly woman, in her late thirties, with a hooked nose from too many breaks and cold brown eyes. Despite her imposing visage, she is a well-proportioned woman with well-toned muscles and short-cropped black hair. She wears her uniform armor only when there is trouble in her section of Sordadon. Otherwise, she wears the standard of Bluffside over a loose-fitting white tunic and brown breeches. She walks with the rolling step of a sailor and always wears her braid of office prominently on her left shoulder. Sasha is a widow. Her husband was killed by a band of street toughs nearly four years ago.

List of regulars:

Guards (see *Appendix 3: Guards*)



LIGHTHOUSE

rooms are warm and cozy, each with a fireplace and washbasin. The staff is clean and well-trained, not the usual bar wenches found in other parts of Sordadon.

Male human
Exp3; hp 22

Name of Owner/Prominent Resident:
Zander Trip

Description of Owner/Prominent Resident: Goodman Trip, as his patrons call him, is a small man born with a disease that stunted his growth. He is only four-feet-two-inches tall, but has a smile more than a mile wide. He has circles under his eyes, left-over from the disease, and can be found making the rounds of his tavern room, talking to old patrons and newcomers alike. He has brown hair and hazel eyes, and a little crook in his nose. He once aspired to being an artist, but learned early on that he didn't have the talent for it.

List of regulars:

Sasha Yeob, Bailiff (HD2)

Hooks:

- Very few fights ever occur in the Pool. However, on one night every autumn, the Pool hosts a rowdy costume party. Drinks and food are free, and tempers can flare over the smallest things. Weapons are not allowed into the establishment on this night, and extra security keeps the sailors, nobles and adventurers from getting out of hand.

Pool of Senna Fare

Type	Item	Quantity	Cost
Ale	Good	Mug	4 sp
Food	Bread	Per loaf	4 cp
Food	Cheese	Per wheel	2 sp
Food	Meat platter	One person	5 sp
Meal	Common	Per meal	3 sp
Meal	Good	Per meal	5 sp
Meal	Seven course meal	One person	10 gp
Room	Common	Per day	1 gp
Room	Good	Per day	3 gp
Wine	Common	Pitcher	4 sp
Wine	Fine	Bottle	12 gp

Port Authority

Key
HD4

Type of Establishment:
Governmental

Description of establishment: Sweeping up from the street like a majestic juggernaut, the Sordadon Port Authority could be easily mistaken for a cathedral. The exterior is red-washed plaster over fine wood planks. The large arched windows are stained glass and encased in gold leaf-covered molding. The front door is finely carved in the likenesses of sylphs and water pixies dancing in the crashing surf. All windows are magically reinforced with *walls of force*, while each door is trapped both physically and magically to safeguard the locks. A domed hall dominates the interior of the building. The ceiling is

Hooks:

- Sasha believes the street toughs who killed her husband were part of the Golden Sabre organization, centered in the Shipping District (SH6), but has been unable to pursue her investigation due to their political power.
- The Flame Guard is becoming lax in their duties as officers of Bluffside. Some are extorting bribes from honest merchants of the Harbor District in exchange for protecting them from random outbreaks of fire.

Pool of Senna

Key
HD3

Type of Establishment:
Inn/Tavern

Description of establishment: The Pool of Senna is named for the large reflecting pool outside its front door. This is perhaps the finest inn and tavern in all of Sordadon. Its meals are high priced and its drinks are never watered down. The

Bluffside: City on the Edge

painted in tasteful oceanic scenes, the walls are decorated with hanging tapestries, and the floor is highly polished hardwood. Light pours in through the colored windows and gives this place a feeling of tranquility and calm. At the far end of this room is a single desk, flanked by two smokeless braziers casting a flicker of dancing firelight. Normally, the harbor master is here alone.

Male human
Exp8; hp 28

Name of Owner/Prominent Resident:
Trevor Blackthorne, Harbormaster

Description of Owner/Prominent Resident: Master Blackthorne is a wizened old man, bent and creased from too many years at a desk, but his withered frame belies a youthful spark in his radiant green eyes. Trevor has stark white hair and a thin mustache. He wears unbuttoned purple robes, trimmed with thread-of-gold in fleur-de-lis patterns. Under these robes he wears a black silk shirt and a red velvet, brocaded doublet. His pants are common brown linen breeches during the warm spring and summer months, or brown woolens during the colder seasons. Trevor commonly wears his favorite pair of black riding boots, with a tooled TB at their tops, everywhere he goes.

List of regulars:

Sasha Yeob, Captain (HD2) stops in to check on the Harbor Master at least twice each day. She believes her district will feel safer if she publicly visits him on a regular basis.

Sea Captains from all over the world come to this building to collect new manifests, sign off on old manifests, and hire new sailors. Blackthorne keeps a running tab as they pass through the port, recording them into his numerous volumes of trade logs.

Hooks:

- Master Blackthorne is a man of routine. He comes to the office and leaves at the same time each day. One day a group of brigands waits for him, to take him for ransom.
- The Port Authority is the best place for a sailor to find a job. Today a merchant has come in looking for seasoned sell-swords and sailors to recover a treasure on an island a week's journey out into the open sea.

Well of the Worlds

Key
HD5

Type of Establishment:
Religious

Holy Symbol: Blue Disk

Description of Establishment: This temple is dedicated to the Sustainer. Brought to Bluffsides by way of the Sel'Varahn, this religion has become the most worshipped among Sordadon's residents. The most notable patrons, however, come from Bluffsides Proper, from the Dragori Embassy. While there is an above water element of the temple, the main portion exists below the waves. There, sea-dwelling races can worship comfortably.

Owner/Prominent Resident: Falina Edgewater

Description of Owner/Prominent Resident: See SH2.

List of Regulars:

Simissin Elisine Nisselim, Ambassador (OC1)

Selim Nisselim (OC1)

Hooks:

- Falina, always trying to bring the Land Folk more in tune with the ocean, is attempting to convince a dragori to become her second in command of the temple. Unfortunately, when she approached Ambassador Nisselim about this, he forbade her from speaking with any of his people.
- Falina has contacted Garl Frostor from Winged Death (TD13) and offered her service in his fight against the Conflagration of Life and Succor (TD5). Apparently, some of the Provider's followers tried to set fire to the Well of the Worlds, and she is looking for payback.

Blackthorne Square

Key
HD6

Type of Establishment:
Private Estate

Description of establishment: The high walls surrounding this spacious compound are nearly 20 feet high. The gate is made of twisted wrought iron and capped with the name Blackthorne on a wooden plaque. The six buildings of the compound are each designed to be pleasant and capture the maximum amount of light. They are whitewashed wood buildings with slate roofs and high arching windows. The largest building, at the far end of the compound, is three stories tall, over 100 feet long, and 50 feet wide. This is by far the largest family home in all of Sordadon.

Male human Ari6/
Exp6; hp 56

Name of Owner/Prominent Resident:
Jarriid Blackthorne, Barrister

Description of Owner/Prominent Resident: Jarriid Blackthorne is a gaunt man, thin from years of worry. His brown eyes are pinched in a perpetual squint behind his wire-framed glasses, from long nights of study by candlelight. His black hair is beginning to show signs of age. He dresses in a rich black doublet with his house colors (red and gold) striped across the sleeves, a short black cape and high black boots polished to a gleaming shine.

List of regulars:

Zander Trip (HD3)

Female human
Ari2/Sor2; hp 16

Mackenzie Blackthorne is Alak's sister and the only daughter of Jarriid. She is the family black sheep, born with the ability to channel arcane magic as a sorcerer. The family keeps this quiet and Mackenzie spends her days in the study, when her father isn't there working.

Hooks:

- Someone is trying to blackmail the Blackthorne family with Mackenzie's secret. Late one evening, Jarriid received a scroll noting how much money it would take to keep an anonymous source from going to the Wizard Council in the city above with the information.

Pinnacle

Key
HD7

Type of Establishment:
Special Shop

Description of establishment: This shop is painted a pleasant off-white with dusty rose-colored trim. The tower is nearly 40 feet in diameter, but only two stories tall. A waving pennant tops the circular building's steeped roof, with the

mark of a griffon holding a wand. This marks Pinnacle as a place to trade in spells and magical items.

Items Available at Pinnacle

Type	Item	Caster Level	Cost
Scroll	1st level spell	12th level	Standard cost
Scroll	2nd level spell	12th level	Standard cost
Scroll	3rd level spell	12th level	Standard cost
Scroll	4th level spell	12th level	Standard cost
Scroll	5th level spell	12th level	Standard cost
Wand	Any 1st level spell (50 charges)	12th level	Standard cost
Wand	Any 2nd level spell (50 charges)	12th level	Standard cost
Wand	Any 3rd level spell (50 charges)	12th level	Standard cost
Staff	Any 4th level spell (50 charges)	12th level	Standard cost

Male nevae Wiz12;
hp 42

Name of Owner/Prominent Resident:
Harvess Mortin

Description of Owner/Prominent Resident: Harvess is a dark figure from deep in the Coldwind Forest, south and east of Bluffside. Harvess wears his white and black hair in a long ponytail that hangs to his waist. He wears billowing robes that shimmer in the light as he walks, but are nonmagical and just shot with diamond dust. He is a true character in the Harbor District, known for his flamboyance and disrespect for all things thought socially acceptable.

List of regulars:

Mackenzie Blackthorne (HD6) comes here from time to time to see what other goods Harvess may have for sale. She keeps to herself while in the store, or can be found chatting with Harvess over a steaming cup of foul smelling tea.

Wizards and sorcerers from the various ships in port come in to see the latest offerings in weather control and fire protection magic.

Hooks:

- Harvess has been under close scrutiny by the Harbor Guard ever since he set up shop over a decade ago. He is thought to associate with pirates and slavers from all over the world. The guard have recently accumulated enough evidence against him for an arrest. Mackenzie Blackthorne wishes to find someone to investigate the alleged criminal activities, to clear his good name.

Blackthorn Trading Coaster

Key
HD8

Type of Establishment:
Specialty Shop

Description of establishment: Like many warehouses in Sordadon, Blackthorne Trading Coaster is large and heavily guarded by men wearing the red and gold stripes of the Blackthorne Family. It is an unassuming building, only distinguishable by the pennant that flies overhead and the colors of the guards' tabards. The building has many well-laid traps and alarm systems set into place. The details of these traps are left to

the individual GM, but the CRs of individual traps (both magical and mundane) should be no less than 3.

Name of Owner/Prominent Resident: Blackthorne family (HD6)

Description of Owner/Prominent Resident: The Blackthorne Family rarely visits the warehouse personally. Guards and clerks gather cargo and inventory goods before export.

List of regulars:

Guards (see *Appendix 3: Guards*)

Hooks:

- One of the guards, Jillian Honesdale, is being blackmailed by the Golden Sabre for information about the current contents of the warehouse. Jillian owes the Sabre a great deal of money from gambling debts and wishes to find a way out of her current predicament.
- Within the walls of the warehouse lies a crate containing an effigy to an evil and cruel demon. This effigy was bought on a whim and imported into Bluffside by Garl Frostor (TD13) for no more than the pleasure of studying its significance. It now sits in the warehouse, reeking of evil and calling out to those of like mind to come and rescue it.

Sea District

Smaller vessels dock in the shallow waters of the Sea District (green lights). Taverns, inns and merchants rule this area. Crime is common; however, this is also the location of Bluffside's Naval Academy and the West Tower. Rowdy sailors drink at establishments like the Rusted Nail, the Scallywag, and Sojourn. A few gambling houses can be found here as well: Fahil's Flotilla of Fun and the very posh Tuirein Palace. The bulk of Sordadon's population lives and works in this district.

Points of Interest

Fahil's Flotilla of Fun

Key
SD1

Type of Establishment:
Inn/Tavern

Description of establishment: The Flotilla is actually a barge tethered to the outer ring of docks. It is a huge vessel with two stories, almost 200 feet long and 50 feet wide. Gambling and drinking go on at all hours, and music blares out across the bay, echoing off the cliff walls. Fahil's Flotilla is lit with colorful magical lights that pulse and dance to the beat of the strange Dwarven music from within.

Male dwarf Exp2;
hp 12

Name of Owner/Prominent Resident:
Fahil Greenmountain

Description of Owner/Prominent Resident: Fahil is a beardless dwarf. He shaved it all off when he moved to Sordadon, swearing: "if they not be comin' to my place for the music and beer, then they be comin' to see a beardless dwarf swim!" Fahil stands a little over four feet tall and is nearly as wide. He dresses in the most colorful silk clothes, and enjoys wearing pointed slippers with bells on his feet. He runs a clean and safe establishment.

List of regulars:

Every sailor and pirate who thinks himself a gambler comes to Fahil's Flotilla. Nobles and workers from Bluffside also brave the journey to Fahil's to take a chance at the tables.

Hooks:

- From time to time, Fahil runs a contest for the fastest swimmer in Sordadon. The winner claims the prize: a cup plated in gold bearing the inscription *Faster than the rest 'o the fishes*. The GM is urged to create fantastic personalities to compete against any willing PCs in this competition.
- Once per year, Fahil challenges every man on the barge to go cliff diving with him on his birthday. Delia at Bay Divers (NC4) helps to organize the event. Those brave enough to answer the challenge get free drinks at the Flotilla for the next month.

Tower of Vost

Key
SD2

Type of Establishment:
Private Estate

Description of establishment: Standing almost 150 feet tall, the Tower of Vost is the third highest building in Sordadon. The entire building is made of a bluish-colored marble found only at the bottom of the bay. Initially constructed as a guard tower for the western portion of the city, this building was abandoned along with most of Sordadon, and bought by Cyril Vost about 45 years ago. The tower has remained in the family, and is currently owned by his only student, his grandson Trevor Vost.

Male human
Wiz12; hp 54

Name of Owner/Prominent Resident:
Trevor Vost

Description of Owner/Prominent Resident: Trevor is an ugly old man with a bulbous nose and squinting eyes. Liver spots cover his bald scalp, and a thin wisp of a greasy gray beard is stuck to his fat little chin. Trevor is a rotund man, and his off-white robes are constantly stained with food and grease. Trevor's library is guarded constantly by supernatural creatures who attack any who enter without Trevor.

List of Regulars:

Harvess Mortin (HD7)

Hooks:

- Trevor is searching for the secrets of the ancient meteor crash. He has picked up the research his grandfather (the original Vost) started, over 50 years ago.
- Trevor sells scrolls of spells he has in his spellbook. All spells from levels 0 to 4 are double their normal price, spells of levels 5 to 7 are triple, spells of 8th level are quadruple, and 9th level spells are not sold.

Tuirein Palace

Key
SD3

Type of Establishment:
Inn/Tavern

Description of establishment: Tuirein Palace is a typical Sea District building: well-kept and sturdy. The structure stands two stories high and has a sign hanging above the front door depicting a pile of faded yellow coins next to a pair of tumbling dice. The first floor holds numerous round tables, covered in soft material rang-

ing in color from deep blue to a dark crimson. Each color is coded to a different type of game; the shade indicates the skill level or the stakes at the table.

Games at Tuirein Palace

Shade and Color	Game	Average Bluff/Sense Motive Ranks	Low/High Bet
Light Blue	Bones	-	1 cp/2 sp
Blue	Bones	-	1 sp/2 gp
Dark Blue	Bones	-	1 gp/20 gp
Light Green	Poker	Bluff 4/Sense Motive 4	1 sp/10 gp
Green	Poker	Bluff 7/Sense Motive 7	5 gp/100 gp
Dark Green	Poker	Bluff 10/Sense Motive 10	50 gp/2500 gp
Light Red	Trinity	Bluff 6/Sense Motive 6	5 gp/100 gp
Red	Trinity	Bluff 10/Sense Motive 10	50 gp/2000 gp
Dark Red	Trinity	Bluff 15/Sense Motive 15	500 gp/10000 gp

The second floor is set aside for quiet booths and two fully-stocked bars. Nearly any kind of beverage (non-poisonous) can be found here, at 75% of its normal cost. The Palace does not serve food, and the drinks are all served at the bars.

Security is tight in the Palace. Fagin, the owner, employs 20 strong and loyal guards, 36 dealers who know how to handle weapons, and six bartenders with ranged weapons hidden under the bars. Fagin's personal office is guarded by Butch, a large stone golem and his clerk, Geraldine Fren.

Male nevae Ari6/
Exp5; hp 40

Name of Owner/Prominent Resident:
Fagin Worth

Description of Owner/Prominent Resident: Fagin is a man with very few vices. He dresses casually and blends in with the crowds that patronize his establishment. He keeps his black and white hair perfectly trimmed and military short, and his clothes always look freshly pressed and clean. He is an unprepossessing man with little to say, other than idle conversation about weather, current events, or a friendly question about a patron's luck that night. Fagin once belonged to a noble family from the dry lands of the south, but came here for a new start after his last establishment caught fire.

List of regulars:

Most of the gamblers that come to Tuirein Palace are professionals. They find poker and trinity to their liking and many have won or lost a king's ransom in a night at the tables here.

Guards (see *Appendix 3: Guards*)

Jarrid Blackthorne, Barrister (HD6)

Trevor Vost (SD2)

Hooks:

- Rumors state that Fagin came to Bluffside because a rival torched his last gambling den. These same rumors say this rival has finally caught up to Fagin and plans to ruin his business here as well.
- A gambler named Gerald Rannet has been caught cheating. Cheating is not illegal or disallowed, but being caught is. Gerald does not wish to be hauled off to jail and has begun a fist fight at

a bones table. Someone at that table, settling an old score with Gerald, stabs him in the back with a pearl handled knife.

Harold's Hole

**Key
SD4**

Type of Establishment:
Specialty Shop

Description of establishment: Harold's is a small place, set back off the street down a well-lit alley. A plaque above the door reads "Welcome to Harold's Hole!" Underneath this is a handwritten note tacked to the door saying, "Thieves: I have a loaded crossbow and I know how to use it. ~Harold" The spectacle of tables and shelves lined with all sorts of adventuring gear crowds the small front room of the shop. Harnesses and straps hang from the ceiling with items dangling from their hooks. At the far end of the room is a wall with a large barred opening. Behind the bars is a chair, with a loaded crossbow hanging on a rack behind it. During store hours, Harold sits in that chair. After hours, the seat is empty and a bell cord is looped over the front bars.

Nearly anything can be bought here, except for magical items. Everything is of good quality and can be purchased at standard prices. Harold also buys weapons and equipment with no questions asked as to their origin. He pays one-half listed value, if it is in good condition. He keeps a record of all transactions, including the seller's name and residence (quarter if within Bluffsides, or town if outside of Bluffsides).

Male half-orc
Exp3; hp12

Name of Owner/Prominent Resident:
Harold Greenvale

Description of Owner/Prominent Resident: For a half-orc, Harold is remarkably well kept. His hair is cut very close, his scalp shining through. He has a very young face for being over 30 years old, and his girth is remarkable. His clothes are neat and well worn, and his eyes have a piggish squint that makes him almost comical to look at.

List of regulars:

Adventurers

Hooks:

- Harold has been called many things in his life, but "fence" is an insult to his good name. Someone has gotten Harold in trouble with the law, and he wants to know who and why.
- A customer notices that one of the finely tooled leather backpacks for sale is actually a nobleman's riding pack—a nobleman that has been missing for more than a month. Harold is now under investigation and he needs help finding the people who sold him the pack.

Sojourn

**Key
SD5**

Type of Establishment:
Inn/Tavern

Description of establishment: Just like most buildings in Sordadon, this sturdy two-story affair has the business on the first floor and the residence on the second. The wood building is regularly coated with whitewash to cover graffiti and stains. The shutters are a pleasant forest green and the whole building looks clean. A small launching dock in the canal behind the tavern has stairs leading up to a back door of the tavern.

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Inside the Sojourn radiates a cozy feeling of warmth and home. The benches and chairs are padded in royal blue cloth. Near the fireplace by the bar, one whole wall is covered in a bookshelf filled with novels and journals of all sorts and sizes. Patrons can sit in comfort and read, or play at quiet games of chess and king's crowns (a game much like checkers).

The prices for food and drink are above standard, but well worth the extra penny for such a clean and comfortable place to relax.

Sojourn Fare

Type	Item	Quantity	Cost
Meal	Fish and chips	Plate (one person)	2 gp
Meal	Pheasant with leeks	Plate (one person)	4 gp
Meal	Snack platter (cheese and bread)	Platter (four people)	2 gp
Wine	Good quality (various brands)	Glass	1 gp
Wine	Very good quality (various brands)	Glass	2 gp

The Sojourn is not an Inn, but the owner, Ku Gerbay, has a few rooms for regular customers with nowhere else to stay the night, in bad weather. The rooms cost two gold pieces per night, or a single book donated to the collection.

Male human
Exp2; hp 15

Name of Owner/Prominent Resident:
Ku Gerbay

Description of Owner/Prominent Resident: Ku and his family own, operate, and live above the Sojourn. Ku is a soft-spoken man with a love for books and knowledge, but his poor memory has taken its toll on his 60 long years and left him remembering very little. Ku sits by the fire, snoring quietly, leaving his patrons to pay for any meals or wine they may have. Ku's wife, Eleanor, does all the cooking while their only child, Jeremie, cleans the old tavern and takes care of the guests and his father. Ku, when awake, can be persuaded to play a couple games of king's crowns or discuss what books he can remember and enjoys his conversations with his patrons.

List of regulars:

Rook MontClaire (SH1) frequents the Sojourn at least once every three days. In better weather he comes to the Sojourn every night to unwind and relax from long days of work at the Vault of Nypen.

Hooks:

- An evil wizard once owned this tavern, then named the Corpse-light. The Sea Guard stormed the building 50 years ago and took the mage by force, but not before he laid a curse on the building. The curse was designed to kill one randomly selected patron each year on the anniversary of the mage's capture. Each year, the tavern closes on that day and Ku and his family go to his brother's house in the Wizard District of Bluffsides for the night.
- A rare tome was hidden on the massive bookshelf by a pirate being chased by those he stole it from. Later that evening, the pirate was murdered. The guilty party now searches for the tome, and will stop at nothing to get it.

Naval Academy

**Key
SD6**

Type of Establishment:
Governmental

Description of establishment: Bluffside's Naval Academy inhabits a whole campus of buildings. Numerous dormitories and large halls give an atmosphere of mystery and excellence to this prize school. All the dorms are whitewashed, while the lecture halls and teaching buildings are painted red. A pair of guardhouses flanks the front gate, always manned by senior cadets of the academy in full dress uniform. The best and most promising officers in Bluffside's long naval tradition learned their trade here.

Male half-elf Ari6/
Ftr6; hp 90

Name of Owner/Prominent Resident:
Kale Benocia, Admiral

Description of Owner/Prominent Resident: Admiral Benocia is a man in his mid-forties, and looks well able to handle himself. He is pompous and cynical, fully engrossed in the romance and mystery of a sailor's life. While the Admiral is not a very nice man, he is just and fair and every cadet in the Academy believes in his integrity.

Hooks:

- Hazing is a tradition in most of Bluffside's military; however, the boys at the naval academy take hazing very seriously. This year, three first-year cadets have been killed during hazing rituals. The bodies were found floating in the main canal that cuts Sordadon in half. No one knows who committed this crime, and the families of the dead cadets want answers.
- The Admiral is being pressed to retire or a secret from his past will be revealed. While he cannot afford to have his name involved, he will pay, under the table, any who can permanently silence his blackmailer.

Rusted Nail

**Key
SD7**

Type of Establishment:
Inn/Tavern

Description of establishment: The Rusted Nail is a disgusting dive. Passed out sailors sleep off drink outside in heaps of garbage. The front window is always boarded up or broken. For the most part, this is a sailor's bar. Loud music and gales of laughter pour out of the open doorway day and night.

Inside the Nail isn't much better. The floor is covered in sawdust and there are no tables or chairs, only stools bolted to the floor and a rude counter running along all the walls. A large bar sits next to a raised platform where dancing girls and bards practice their trades. Cheap drinks are the only bill of fare here, and the bar is always crowded.

Male dwarf Rog3/
Ftr3; hp 47

Name of Owner/Prominent Resident:
Michin "One-Eye" Orchammer

Description of Owner/Prominent Resident: True to his nickname, Michin has only one eye. His other eye is an empty socket covered in flesh. Michin has no hair and a long grey beard and moustache. He wears a leather apron and brown breeches, but no shirt in the hot and musty taproom.

List of regulars:

Sailor or pirate
Cadets from the naval academy

Hooks:

- A thief in the crowd, seeing the party's equipment, figures they are rich and easy marks.
- A drunken sailor mistakes a character for a rival and punches him in the nose, sending the whole tavern into a brawl.

Sallywag

**Key
SD8**

Type of Establishment:
Inn/Tavern & Specialty Shop

Description of establishment: The Sallywag is the most unusual building in all of Sordadon. Since the halfling Kyle Sordan founded this tavern and shop, it has not changed much. Built from a large galley that ran aground over 100 years ago, the Sallywag has been leveled and the ship's original timbers replaced as they decayed. The outside is painted with waves lapping against the hull, and a pirate's skull-and-crossbones flag flies from the main mast. A huge gangplank leads up to the deck. Entry into the tavern is gained through the captain's quarters at the rear of the ship, while entry to the shop is through a long stairway leading into the belly of the ship.

All manner of trade goods can be purchased in large quantities in the shop. Sacks of grains and kegs of clean fresh water, as well as other bulky items, are delivered by a Sallywag cart to the purchaser's ship a few hours before it sets sail, ensuring the items are as fresh as possible.

Most people who visit the Sallywag come for the tavern, however. Good quality sea spirits can be had at nearly any time day or night, and they accept most vessels' ration cards as payment.

Male halfling
Com5; hp 14

Name of Owner/Prominent Resident:
Russell Bladesinger

Description of Owner/Prominent Resident: Russell is the current owner of the Sallywag, and third cousin of Kyle Sordan's grandson. He is a lithe and funny little man, ready to crack a risqué joke or light a pipe. He concerns himself with the tavern more than other aspects of the Sallywag's operation, feeling that more money comes from slinging drinks than selling foodstuffs. He wears a brown jacket and green vest, both with shining mother-of-pearl buttons, and carries a small jeweled dagger at his waist at all times. The back of his hairy left hand has a tattoo of a naked mermaid, and when he wiggles his fingers he can make her dance (much to his own amusement).

List of regulars:

For such an established and well-known tavern, the Sallywag has very few regular customers. This is due to the number of sailors who come in and get drunk on a regular basis; it scares away the gentle folk of the mainland.

Hooks:

- Russell recently acquired the Sallywag from his cousin. Unknown to both of them, Kyle Sordan hid a great fortune within the ship somewhere. A drunken sailor uncovers this wealth and a fight breaks out between that sailor's shipmates and a rival ship's crew over who actually found the treasure in the crowded tap room.



West Tower

Key
SD9

Type of Establishment:
Governmental

Description of establishment: This squat tower stands only three stories high but is more than 150 feet in diameter. Rising from its peaked roof is the dual pennant of Bluffside and the Sea Guard, a sea hawk clutching lightning bolts in its talons while flying over blue water. The building is otherwise unpainted and bare. All windows are barred and the front door is heavy and bound with iron. A barred window slit in the door allows visual assessment of all visitors, before they are allowed access.

Male human Ftr6;
hp 39

Name of Owner/Prominent Resident:
Joshua Britain, Bailiff

Description of Owner/Prominent Resident: Bailiff Britain has flaming red hair and stands over six feet tall. He is powerfully muscled and his skin has been tanned to a brown and leathery texture from his years on patrol in the salt air. Joshua wears his uniform with puffed up pride, displaying his cords of office and breastplate with gilded Bluffside crest prominently whenever he is on patrol. In his first floor office at the West Tower, he relaxes in guard uniform, with his longsword always close at hand.

List of regulars:

Sordadon guard (20) (see *Appendix 3: Guards*)

Sordadon flame guard (5) (see *Appendix 3: Guards*)

Hooks:

- A rowdy fight between two ship crews has broken out and the Sea Guard is not enough to stop them. Carts of goods are overturned and a fire is started in a stack of crates on the docks. The Flame Guard from the Sea Guards has been pulled back from the growing riot to deal with the fire that threatens the moored ships, and now the Guards are having a hard time controlling the rioters and stopping this before the whole district is either in flames or vandalized.

Shipping District

Ever-present smoke billowing from the forges of the Vault dominates the skies of the Shipping District (yellow lights). In the midst of this gloom there is also beauty: a grove of kelp, Sordadon's only tree stand, an open-air market, and the South Tower. The streets are patrolled by beings in silvery armor carrying magical glaives. Most buildings have large statues (the only ones in the city) outside their main doors. Everywhere there is a look of magical mystery and otherworldly perverseness. The streets are paved in stone. Inns and taverns have fish viewing booths. People are dressed in splendid robes of vibrant metallic colors and walk down the streets (with noses held high) or ride on magically drawn divans.

Points of Interest

Vault of Nypen

Key
SH1

Type of Establishment:
Specialty Shop

Description of establishment: The Vault is a large, stone fortress sitting on solid rock pilings that pierce through the coral like



VAULT GUARD OF NYPEN

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spears. This is the financial center of Sordadon, controlling all trade of adamantine leaving the city. The Vault also controls trade of magical items, minting, and trade coming into Bluffsides itself. Through the years of its service, more than a small country's wealth has passed through this establishment.

The nine members of the Inner Sanctum rule the Vault. They see to daily administration of the organization and distribution of all adamantine leaving Bluffsides by sea. They are among the most powerful organizations in Bluffsides. The Vault employs scouts, mages, scribes, and their own personal fighting unit known as the Vault Guards.

Numerous magical barriers and golems (most notably the Adamantine Guardian, see *Appendix 2: Creatures*), as well as the Vault Guard, and city watch, defend the Vault. Breaking into The Vault is nearly impossible, and all thieves are punished quickly and permanently.

Services: The Vault of Nypen offers clients a full array of arcane scrolls, potions, rings, wands, and rods. All are at normal costs; however, they can also make items to order. The GM should make the monetary difference noticeable. Weapons, armor, and wondrous magical items cost double the listed prices. All common arcane spells are available. The Vault will purchase spells unknown in Bluffsides for double their normal sale value, or triple their value in trade. Unidentified magical items can be identified here for 100 gp per item, or sold for a flat rate of 250 gp. Identified magical items are bought at one-half their listed price.

Members of the Inner Sanctum: The ruling council of the Vault is known as the Inner Sanctum. There are nine members, each performing duties within the Vault. None of them are ranked higher than any others, and each votes on critical subjects affecting operation of the Vault.

Dran Shallowgrave, Leader of the reconnaissance division; *Elen-dar Faer*, Leader of internal security; *Gavin Blackhawk*, Head of the teamsters; *Katarina Boomgarden*, Chief negotiator; *Krede Rurik*, Head of mining (also a member of the Miner's Guild); *Marius i'Sonsario*, Head of finances; *Rook MontClaire*, Chief mage; *Sephona Hil'aquissa*, Head of the Vault Guard; *Tarmanius Quiverfull*, Head of exports.

Dran Shallowgrave (male elf Rgr3/Rog3/Clr3; hp 49); **Elen-dar Faer** (male drow Mnk7/Rog6; hp 52); **Gavin Blackhawk** (male human Pal12; hp 78); **Katarina Boomgarden** (female halfling Rog9; hp 55); **Krede Rurik** (male dwarf Rgr11; hp 115); **Marius i'Sonsario** (male elf Rgr5/Rog8; hp61); **Rook MontClaire** (male human Wiz12; hp 61); **Sephona Hil'aquissa** (female elf Ftr12; hp 102); **Tarmanius Quiverfull** (male elf Ftr9/Sor3; hp 69)

Hooks:

- The adamantine in Bluffsides is beginning to run out. The Vault knows that its position of power is threatened and they are frightened. They wish to find and claim new deposits of adamantine ore as quickly as possible and are paying handsomely for information leading to the discovery of new veins.
- Someone has made off with the Vault of Nypen's most treasured item: its spellbook. The Vault is desperate to get this item back, since it was decreed that none of its spells should ever be copied. The finders of this lost item will be rewarded beyond their wildest dreams in magic, items, and gold. The only catch is finding the criminal.

Grove of the Sea Druid

Key
SH2

Type of Establishment:
Parks & Recreation

Description of establishment: This open park holds every type of sea flora. Covered walkways riddle the park. Small arched bridges cross quiet blue canals of the clearest, blue seawater. Statues of playful nymphs and dancing fish stand in the middle of every pool. One figure dares to walk and swim in these pools—the druid Falina.

Female sel'varahn
Drd15; hp 67

Name of Owner/Prominent Resident:
Falina Edgewater

Description of Owner/Prominent Resident: Falina Edgewater was born to a noble family of sel'varahn under the waves of the deep ocean. She has blue skin, green hair, and a fine blend of elven and human features. She normally only wears a seaweed loin cloth and a sea-shell halter-top, with a scimitar of pink coral hanging from her hip. She dislikes those who pollute the waters of the bay, and constantly works to cleanse the area of the filth that streams down from the city sewer system. Falina is one of Bluffsides's most powerful beings. She controls the bay guardian (see *Appendix 2: Creatures*), holding it in case of an attack from the sea. She also controls local weather.

List of regulars:

Worshippers of the sea and those who appreciate beauty come here to sit and reflect. This is also a common spot for lovers to meet before they adjourn elsewhere for late night trysts.

Many evenings find Trevor Vost (SD2) sitting here, dreamily gazing out over the quiet pools of the park.

Hooks:

- The captain of the *DDD Mistress*, a pirate named Jamie "King of Squirrels" Desmar, recently befouled the waters of the grove after a night of drinking. In response, Falina is calling a huge storm to smash his boat to flinders. The pirate captain may attempt to stop her himself, or perhaps he will hire a hapless party to interfere.
- A young nymph recently appeared in the bay, lost and afraid. The fishermen take it as a bad omen, and Falina cannot be found to talk to the creature. Someone must find her.

South Tower

Key
SH3

Type of Establishment:
Governmental

Description of establishment: This guard tower houses most guards of Sordadon, including the main body of the Flame Guard. The tower stands five stories high, and is 75 feet in diameter. The steeple is tipped with the pennants of Bluffsides and the Flame Guard, an orange and yellow flame with a sword and wand crossed over it.

Male human
Wiz11; hp 27

Name of Owner/Prominent Resident:
Falgast Gorman, Captain

Description of Owner/Prominent Resident: Captain Gorman is a tall man, standing over six and a half feet. He has fading blond hair and appears in his late fifties to early sixties. Gorman wears his

SEA GROVE



cords of office and the robes of the Flame Guard proudly. His voice sounds like a deep rumble of thunder, and he is very slow to anger.

List of regulars:

Sordadon guard (50) (see *Appendix 3: Guards*)

Sordadon flame guard (50) (see *Appendix 3: Guards*)

Hooks:

- A rash of arson fires plagues the Shipping District. The Flame Guard is stretched thin and their resources are beginning to fail. They recruit new members, who have to cope with the fires without much training.

Tumor's

Key
SH4

Type of Establishment:
Specialty Shop

Description of establishment: This building is three stories tall. The upper floor holds the apartment of the owner, Lynn Tumor, and her bodyguard, Silas Fendarr. The second floor has barred windows and contains crates and barrels in locked storage. All manner

of merchandise can be bought from these stores. The first floor contains the pawnshop and Lynn's desk. Lynn buys items and fences them through her store to the Golden Sabers. She can also forge nearly any document, if the price is right.

Female nevae
Rog10; hp 31

Name of Owner/Prominent Resident:
Lynn Fendarr

Description of Owner/Prominent Resident: Lynn is a beautiful woman. She has coal-black dyed hair and dazzling blue eyes. She is well proportioned and her skin is a dusty tan color. Her bodyguard, Silas, is a sel'varahn.

List of regulars:

The only regulars that come into this shop are runners for the Golden Sabers.

Hooks:

- The sounds of a fight come from the second floor. A man jumps out a window with its bars sawed through. Silas is badly injured. Lynn discovers the attacker was a Hammer trying to steal documents from her personal apartment on the third floor.

Bleeding Elf**Key
SH5**Type of Establishment:
Inn/Tavern

Description of establishment: The Bleeding Elf is a one-of-a-kind tavern in the Shipping District. Unlike most other buildings in this district, the Elf has only a single story, and the exterior is mortared with yellow clay. The roof is slate sheets and two windows face the street. A single large window in the rear looks out on Crater Bay, giving the patrons a beautiful view of the cliffs and southern portions of the bay. A painted sign over the front door depicts an elf hanging upside down by his feet from a tree, with the words *The Bleeding Elf* burned into the wood below it.

The furniture is large and heavy, the bar itself hewn from a single tree and laid flat. Behind the bar is a large cask with a tap, a wall full of shelves, and many bottles of alcohol. Nearly any kind of drink can be had here, all for the same price. However, most people avoid this place due to the clientele and the food. It is all orcish in origin.

Male half-orc Ftr5/
Sor5; hp 45**Name of Owner/Prominent Resident:**
Anthony "Frosty" Martin

Description of Owner/Prominent Resident: Anthony is an unusually hairy, albino half-orc. His eyes are pink and all of his considerable body hair is stark white. He stands between five and a half and six feet tall, with a thin frame. He has the beginnings of love handles. He is sarcastic, snide, and bluntly honest. If he feels that a patron has overstayed his welcome, he ignores him until he goes away. Anthony expects money up front before meals and drinks are served.

List of regulars:
Lynn Fendarr (SH4)**Hooks:**

- It is rumored the Bleeding Elf actually serves elf as a dish. The unknown white meat that makes up Elf on a Stick may be taken from a stock of elves Anthony keeps in a secret location.

Golden Palace**Key
SH6**Type of Establishment:
Inn/Tavern

Description of establishment: This grand building was built in the style of the southern dry lands. Sweeping turrets of gold gleam in the sun, and the walls are made of dried mud bricks. The whole building stands three stories high, with the towers over six stories.

The interior is nothing short of extravagant. People come here to relax in the silk-enshrouded rooms and gamble at the tables. The stakes are high here, and if those who lose cannot cover their bets, the house takes it out in flesh.

Female halfling
Rog7/Wiz3; hp 42**Name of Owner/Prominent Resident:**
Brandi Twistknot

Description of Owner/Prominent Resident: Brandi is the proud owner of the Golden Palace, and head of the secretive Golden Sabers. She stands a few inches over three feet and is slightly built. Her long brown hair is kept in a single braid that

hangs down to her waist, and her glowing green eyes constantly search faces and sparkle with amusement.

List of regulars:

The leaders and soldiers of the Golden Sabre frequent this gambling den. It is a very dangerous place for those that don't know its ins and outs, but many folks come here looking to make a quick coin; most leave as slaves or pawns of the Sabers.

Hooks:

- Game Masters are encouraged to develop long-term enemies here. This organization works secretly and prides itself on its professionalism.
- The Sabers hate the Hammers. The Sabers have called a full war on the Hammers, trying to wrest control of the slave market from them, thus gaining total control over Sordadon's criminal world.

Market**Key
SH7**Type of Establishment:
Specialty Shop

Description of establishment: The Market is an open-air gathering of tents, carts and stalls where all manner of goods and services can be purchased. Colors and sounds fill the market. Stalls selling fresh fish stand beside carts selling jewelry or weapons. Livestock is also available, and down back alleys human livestock as well.

List of regulars:

During the day, the market is filled with people buying and selling. At night the shops close and carts are trucked away. Then the seedier side of Sordadon begins its business and trade.

Hooks:

- The Hammers (see *Chapter 8: Secret Societies*) run a human livestock trade that moves at irregular intervals so the city guard cannot find their location.
- Hammers have entered Golden Saber territory (see *Chapter 8: Secret Societies*) and war could break out at any time.

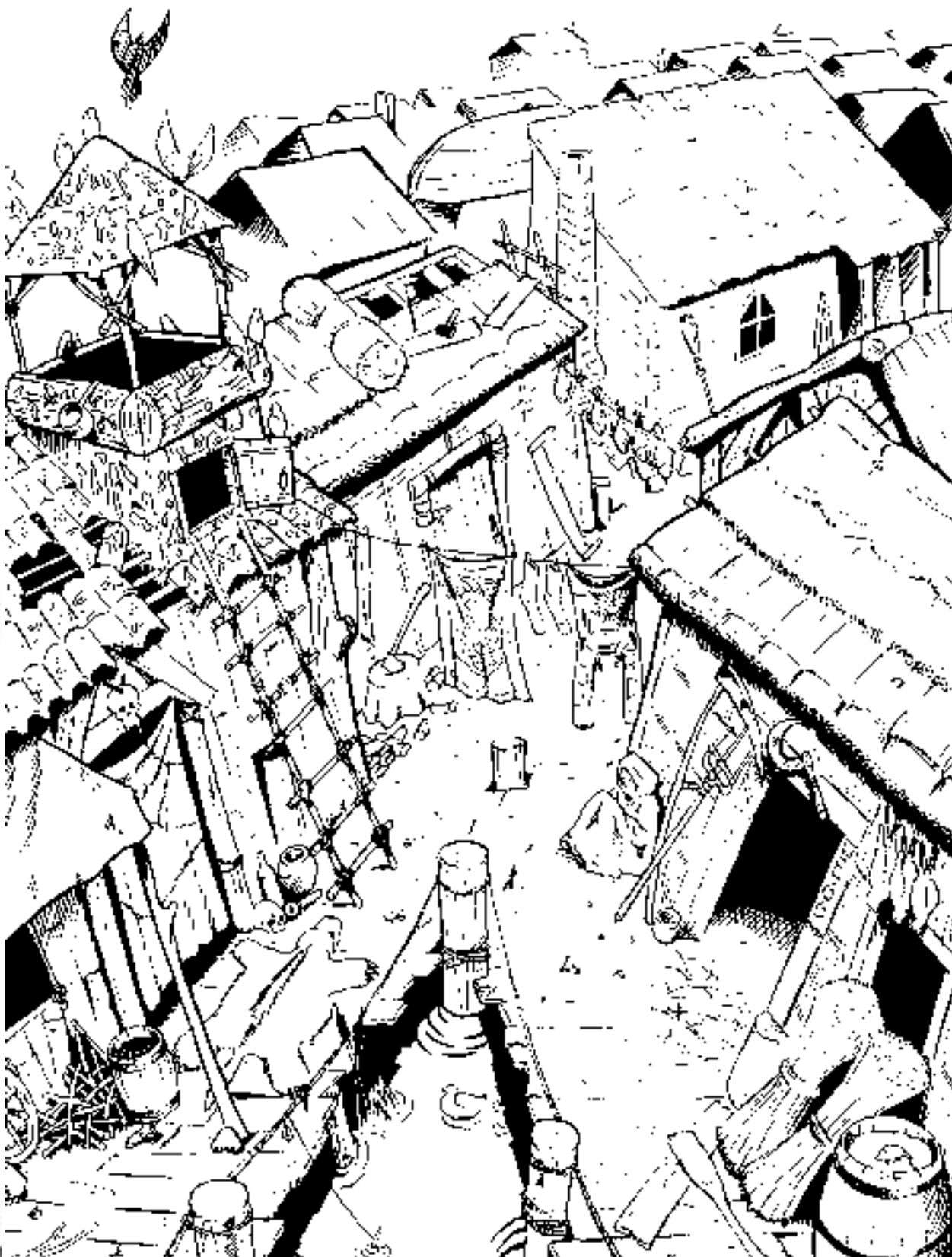
Commoners' District

The Commoners' District (red lights) is the least patrolled area of Sordadon, which is odd with the presence of the only jail in Bluffside. There are no inns here, only bars, gambling dens, and holes where retired sailors (among others) go to drink their lives away. The inhabitants of this district are dirty, smelly, and do all the common jobs no one else will. Street law rules, and the appearance of the district reflects this. Low cost housing is its main asset, complete with graffiti and bloodstains. People walk with a quickness and purpose to their steps, dressed in plain browns, greys and blacks so they don't draw attention.

Points of Interest**Barnacle****Key
CD1**Type of Establishment:
Inn/Tavern

Description of establishment: The Barnacle is a seedy dive. Sailors and the mean-spirited find their way here to drink and fight. The floor is covered in sawdust and the walls are marred and

SLUMS



stained from countless knife fights. The entertainment is top notch, but most patrons just come to blow off steam.

The Guard avoids the Barnacle, on orders from Ethan Steelhawke. Too many have tried to break up fights here in the past, only to get a knife in the ribs. The Vault also leaves this place alone, since no blatant acts against its trade have been committed.

The building was once a three-story home. The upper two floors contain the personal apartments of the owner and her staff. The walls have been demolished on the first floor, leaving only sturdy support beams, the crude bar and a lit stage for entertainers with the courage, or insanity to perform. A basement is accessed through the double doors behind the bar.

The basement is an eerie place. Cobwebs hang from the walls and spiders of all sizes scuttle in dark recesses. The place is filled with crates and barrels, and no one who doesn't work here is allowed.

Female aranea
Brd6; hp 52

Name of Owner/Prominent Resident:
Uma Tweet

Description of Owner/Prominent Resident: Uma, when in her humanoid form, is a fair elven woman with a dark tan and platinum blond hair. Her eyes are glowing golden orbs and she captivates men's hearts when she enters a room. She always wears her magical items wherever she goes, unless she is in her spider form. Uma's cloak looks like a knee-length black leather duster with no sleeves. She wears deep shades of red, her favorite color, and thigh-high black leather high-heeled boots.

List of staff:

Male aranea Ftr2/
Rgr2; hp 49

Banbl is the bartender. He keeps his magical bastard sword near at hand and his masterwork long bow above the bar, and always has at least a dagger. He keeps his money in a web pouch attached to the underside of his bed, in his room above the tavern. Three small monstrous spiders guard his belongings.

Male aranea Ftr4;
hp 49

Gygh is head bouncer. He is always armed with his magical katana, stolen from a party of drow that raided his nest in the Underdark. Gygh is fascinated by gems, and keeps his valuables safely hidden under the floorboards of the main stage.

Male aranea
Rog6; hp 52

Arak is chief of intelligence for this mission. He gathers and compiles information the others gain. He breaks into homes, shops, and boats looking for magical loot. He has been very successful, retrieving seven items without anyone noticing. Arak keeps his share of the mission's funds safely hidden in his room, under the bottom drawer of his dresser. He never goes unarmed.

Hooks:

- The PCs settle in for drinks when a knife fight breaks out. A dying patron lands on their table and a scroll case falls out of his clothes and lands on the floor. Inside is a map to treasure in the Sundered Mountains.
- Arak spies the party's magical items and wants to add them to his collection. He stalks the party for a day, and strikes the night after.

Bluffside: City on the Edge

Citadel of Phenbras

Key
CD2

Type of Establishment:
Governmental

Description of establishment: The Citadel of Phenbras, as the prison of Bluffside was originally called, was once the training center for Bluffside's navy. Until the new Naval Academy was built 20 years ago, the Citadel housed over 200 sailors. Now, the Citadel is a prison. With high security modifications built into the structure, this building is the most difficult prison to escape. Wizards and clerics from the city above worked with steam gnome and human engineers to install a new underground annex to the building. A magical tunnel of force acts as a lift to these lower jail cells, and is the only way to get to this level. Magical alarms and wards trace any inmate wearing a collar.

Male human Ari2/
Ftr10; hp 76

Name of Owner/Prominent Resident:

Ethan Steelhawke commands all the guards in Sordadon. He oversees patrols throughout Sordadon and works closely with security to keep the inmates in place and the harbor from being overrun by crime and decadence. His job has been difficult, with too few guards in the district. He only has enough to maintain tight security on the jail itself, so few patrols actually leave the Citadel to police the streets and canals.

Description of Owner/Prominent Resident: Ethan is a tall man in his late 40s, his black hair peppered with white at the temples. His bright blue eyes have seen better days, and wrinkles are forming at the corners. Ethan wears a delicate golden locket around his neck, holding a picture of his great love, the elf maid Sorsha. He is a quiet man who thinks before he acts. His loyalty is unquestioned. Honor, to Ethan, is prized almost higher than love of one's family and loyalty to one's country.

List of regulars:

Jarrid Blackthorne (HD6)

Guards (see *Appendix 3: Guards*)

Hooks:

- Recently, six notorious criminals were apprehended in Old City while attempting to rob an archaeological team. Two of the team were killed in the struggle. These inmates try to escape at every opportunity. They incite other inmates as they can, making life difficult for the guards. Ethan needs undercover operatives to enter the lower annex and remove these criminals without a lot of talk. An informant is willing to aid anyone who comes down to do this job, since his brother was one of the archaeologists killed.
- Gangs of thieves, pirates, and drunken sailors own the night streets. Ethan is looking for a way to alleviate this problem, without the help of the Vault.

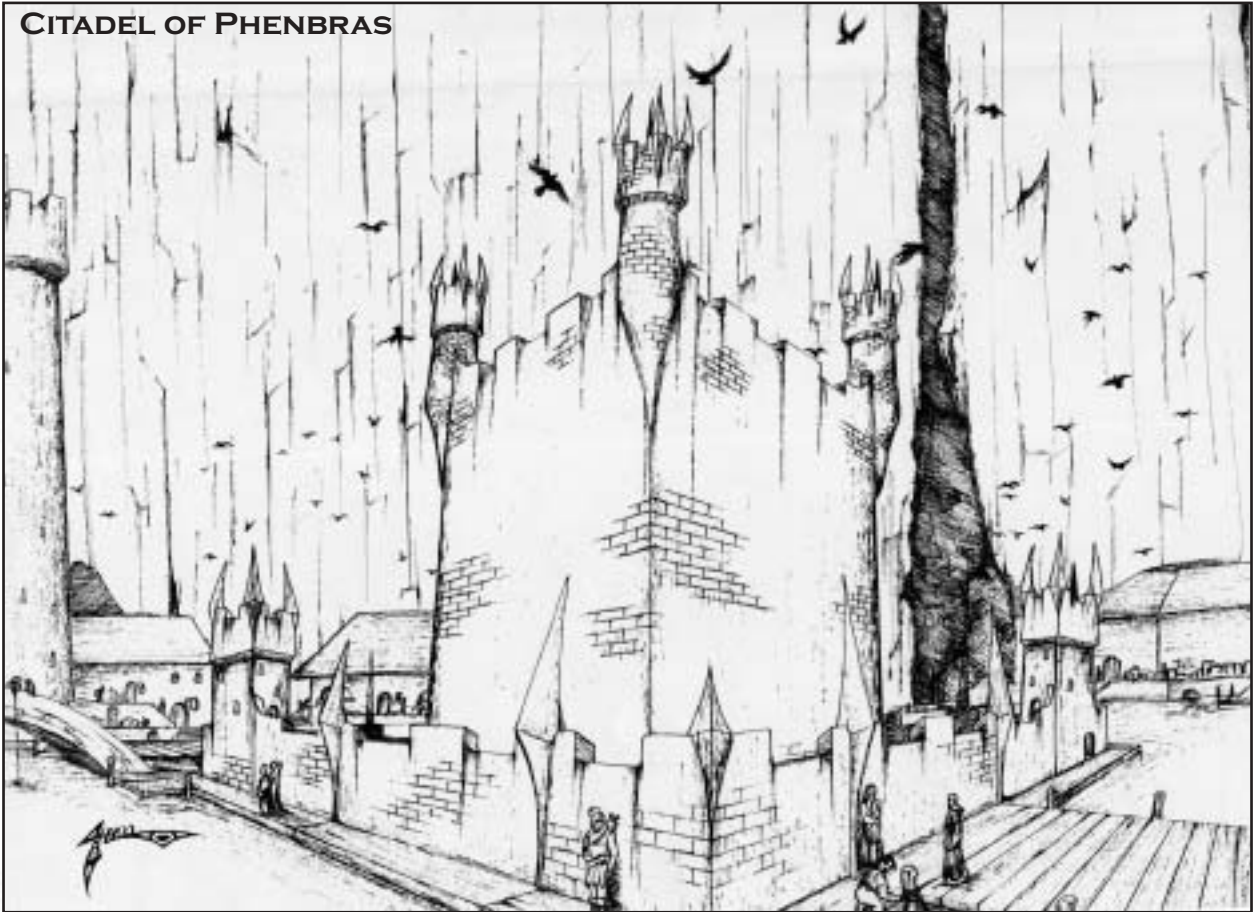
Sordadonia

Key
CD3

Type of Establishment:
Private Estate

Description of establishment: Sordadonia is a dirty place in the worst part of Sordadon. Every thief, murderer, and cutthroat comes here to hide. The buildings are dingy and dank; many have broken windows and appear abandoned. The residents are dregs of society, and hate the world for it. The Hammers have their headquarters here, spawning all manner of evil and hateful crimes, including slavery, kidnapping, and murder.

CITADEL OF PHENBRAS



Male human Ari2;
hp 7

Name of Owner/Prominent Resident:
Bartley "Bart-Bart" Hobart

Description of Owner/Prominent Resident: Bart-Bart is nearly 60 years old. He sits by the fireplace at the Pool of Senna. Lord Hobart is a minor noble whose primary residence is in the city proper of Bluffside. He owns real estate in Sordadon, notably the apartments collectively known as Sordadonia. He is a fair landowner, understanding that people can be down on their luck, and even occasionally forgets to collect from some of his more destitute tenants.

Hooks:

- Murder in Sordadonia, and the local watch has no idea who did it. The party is asked to help.
- The party is on the trail of one of the Hammers when they stumble into a back alley on Hammer turf (see "Hunting the Hammers" web enhancement for the *Interludes: Brief Expeditions to Bluffside* adventure/sourcebook).

Stormrite Ship Yards

Key
CD4

Type of Establishment:
Specialty Shop

Description of establishment: The shipyard is a collection of four buildings, a dry dock and a single pier. Two of the buildings are two story structures used to build sailing vessels. A third building stores needed materials. The final building houses 40 workers

and the office of the owners. Players may buy a boat here, for the following costs.

- Rowboat: 40 gp
- Flat-bottom barge: 80 gp
- Ore barge: 160 gp
- Keelboat: 2,400 gp
- Sailing ship: 8,000 gp
- Galley: 20,000 gp

Male human Exp6;
hp 40; male human
Exp9; hp 42

Names of owners: Morris and Corwin Stormrite

Description of owners: Morris is the older of the two Stormrite brothers. He stands over six feet tall and has flaming red hair. Corwin is a little under six feet and has deeper red hair, the color of ripe cherries.

List of regulars:

Sailors looking for work stay near here. They ask anyone buying a barge or larger vessel for work.

Hooks:

- Morris has gotten tangled up with the Golden Sabre (SH6), a band of notorious strongarms.
- A merchant named Kellis Vaught is looking for experienced adventurers and sailors to man a galley he just had built. The gal-

ley will ship cargo to the desert lands of the south by next winter, and he is terrified of pirates sinking his ship.

Hillary's House

Key
CD5

Type of Establishment:
Specialty Shop

Description of establishment: Hillary's House is a rickety and worn down place. The peeling paint and cracked window glass are in sharp contrast to the three-story building's plush interior. Red deep-pile rugs and heavy black curtains adorn every room. A large staircase leads guests up to the wonders on the floors above. This shop sells the kind of delight that can only be found in moonlit trysts and through the haze of a drunken stupor. Hillary's is known for its fine women and spirits.

Female human
Com4; hp 15

Name of Owner/Prominent Resident:
Hillary DeBousee

Description of Owner/Prominent Resident: Hillary is a rotund woman four feet eight inches tall. She weighs nearly 200 pounds, but carries herself with grace and dignity. She runs a clean, well-respected establishment, in the worst neighborhood in the city. She defends her location as: "If you were one of my clandestine patrons and your wife saw my business move on to your street, do you think we would be allowed to still conduct ourselves properly without her sticking her nose into my affairs? Now, honey, take off your shoes. You're tracking in mud on my freshly cleaned rugs." She is full of wise and kind words, and many wealthy clients only want her company and conversation. She has a calm, lilting voice that can soothe angels to sleep, but it can also rouse the house in a moment if any of her workers are threatened. No weapons are allowed on the premises.

List of regulars:

Male dwarf Ftr9;
hp 74

Thad, the bouncer, is an old dwarf adventurer who lost an arm in a battle against orcs north of the Red Hills. He is quiet and pleasant under normal conditions; however, if a customer gets rowdy or rough, Thad tosses them out quickly with help from the patrons. Thad loves Hillary like a sister and will not betray her.

Hooks:

- The rich women who frequent Hillary's House believe Hillary is actually a spy from a far-off kingdom.
- Hillary sometimes aids those in trouble with the law. She occasionally hides forlorn couples in secret cubbies, or disguises a wanted man as a working girl before ferreting him away aboard an outbound ship.

East Tower

Key
CD6

Type of Establishment:
Governmental

Description of establishment: This guard tower is nearly fallen in upon itself. It must have once stood over five stories, but now is a little over three. There are large gaps where stone or wood is missing. The roof is completely gone and the windows have all been boarded up. The front door appears intact and has a faded replica of the crest of Bluffside painted on it.

Male halfling
Rog6; hp 40

Name of Owner/Prominent Resident: This tower is still formally owned by the City of Bluffside but hasn't been used in over 20 years. Some street urchins have taken over the place, led by the oldest, Toby.

Description of Owner/Prominent Resident: Toby is the leader of the Ankle-biters tribe of street urchins, runaways, and orphans. Toby is only 16 years old, but has crow's feet permanently etched into the corners of his dark, sunken eyes. He has a bushy mane of dirty blonde hair and wears little more than rags. He sits on a throne cobbled together from old furniture, rags, and treasures stolen over the last few years. His crew isn't much better looking and all are armed with rusty knives and lengths of weighted rope or chain.

Hooks:

- Toby witnessed a grisly murder and is terrified. He knows a Citadel guards was killed and replaced by a doppelganger, but doesn't know who to trust with this information.
- The Ankle-biters found a cache of treasure cleverly hidden in a tar-coated trunk pulled out of the water near the tower. Inside was a jeweled dagger and a map to an oasis in the Dragori Empire. They hope to sell this treasure map to the first rube they find, maybe get at least 100 gp for their troubles.



CHAPTER 7: GUILDS

Aside from the many guilds that it takes to run a city this size, Bluffside also contains several unique guilds, detailed in this section.

Archaeological Guild

Although Archaeologists have been scouring the Great Northern Continent for hundreds of years, never before had they found themselves in leadership position. While the guild originally wielded great power in Bluffside (largely because the founders of the Five were originally Archaeologists), they now control only the Archaeological sites and any business that directly impacts them. The Five treat the Archaeologists with respect for their shared past, which gives the guild a leg up when looking for favors.

Miners and Burrowers Society

All miners in Bluffside must have a license to mine the land. With this, they can trade within Bluffside, request protection from the Society, obtain specialist help, and gain entrance to many of the members-only working man's clubs across the city. The guild in turn requires the miners to weigh and sell all minerals through them at fair market price. The Society offers training in relevant skills, as well as tools and equipment at a reasonable price.

This almost total control over the mining industry, particularly in regards to adamantite, makes this a very powerful guild. If someone can be bought, the Miners & Burrowers Society has readily available cash. The threat of a mining shutdown in the early days of the guild showed its power.

Society of Explorers and Adventurers

The Society of Explorers and Adventurers (or S.E.A. to members) is a loosely organized collective of individuals sharing a common interest in discovery and exploration of new and foreign lands. Active members include wealthy merchants who fund exploratory endeavors, traveling bards who yearn for the open road, hardened adventurers, and more. The organization started out as a gathering of like-minded individuals, but now extends to an elite crew of competitive souls called Explorers (see *Appendix 5: Prestige Classes*). There is no central organization, just small pockets with

organizers and facilitators. Each chapter holds irregular meetings to allow members to discuss journeys, findings, or to update or clarify maps. One of the benefits is that members often share crucial information only with other members. When questioned about this practice, most agree that there's usually not a need for secrecy, but rather point to the fact that it was probably an original policy put into place to encourage increased membership.

Trader's League

The Trader's League was set up some time after the building of Bluffside, when arguments over prices and dirty dealings led to a need for organized trade before chaos took over completely. With a lack of competition, their main duties were to keep a check on business ventures within the city and maintain some form of order and rule. Membership requires approval by the Guild Masters, and it is not open to all. Adventuring groups and workers are not eligible, only businesses and traders.

They have few rules:

- No conning or double-dealing. If you are caught misleading customers, your license is suspended for one month.
- Pay dues on time. The Trader's League requires a token fee of 1gp/month.
- No stealing or bodily harm to other traders. This is not tolerated and licenses are revoked permanently, or at least until the League deems you worthy to return to business dealings.

They have a small office within New City, close to the ramps leading down to the Warehouse, where they do most of their customs work. It is here that Tomolaff Heindicks spends most of his working day, keeping his hand in with the paperwork. The League building itself has no major meeting rooms, as the League prefers to rent rooms in bars, use the Warehouse or sometimes use meeting rooms in the Miners & Burrowers Society buildings. They also go to the MBS for protective force on visits and raids. Strict antimonopoly laws keep traders in their place. Mountains of paperwork and spot checks keep trade in check without appearing heavy handed.

CHAPTER 8: SECRET SOCIETIES

Chill Bringers

The Chill Bringers are a secret society that exists solely to cause the Order of the Flame grief. Not much is known about the Chill Bringers, but most believe the higher positions are filled by some of the most powerful white dragons and frost giants in the world. The organization believes the Age of Ice will return. Lesser members believe their loyal devotion to the cause will gain them lands, titles and power to rule in the great frozen empire. Some believe the Chill Bringers were responsible for the original Age of Ice. No one but the highest-ranking members know the origins of the society, nor does anyone know how old it is.

Like the Order of the Flame, the Chill Bringers maintain a veil of secrecy and work undercover. This usually involves thwarting the plans of the Order of the Flame, or searching out artifacts of great power lost during the Age of Ice. Members of the society are usually evil. Thieves, clerics and necromancers dominate the rosters. Along with an affinity for cold and ice, the order also has strong ties to undeath. Most members worship the Frozen One, who has power over the cold and undeath. Membership is granted to almost anyone brave enough to seek them out, but usually not before completing a dangerous quest involving sabotaging plans of the Order of the Flame, or killing a known member. Only death ends membership, and often not even that.

The Chill Bringers maintain an active group in Bluffsides, and have members in the archaeological guild, the wizard's guild, and even the thieves' guild. The society is small, but a white dragon named Rukhosviogi (ru-KOAS-vee-o-gee) leads them. Rukhosviogi goes by Ruka Frosht in town, and usually assumes the appearance of a simple commoner just trying to earn a decent living. Headquarters is an old building in New City, with passages leading down to a large underground complex where Rukhosviogi can revert to dragon form and stretch out his wings. Loyal followers occupy the building and complex at all times. However, Rukhosviogi often sneaks into town alone and invisible to spy on certain people and events.

Golden Sabres

The Golden Sabres are one of two dangerous organizations, including their rivals the Hammers, which thrive on the streets of Sordadon. Most of their organization is centered in the shipping district, off limits to the Hammers. The Sabers specialize in fencing stolen property, gambling, and prostitution. While not as violent as the Hammers, the Sabers maintain their position against that organization through superior cash flow. The Sabers sometimes dabble in slave trade, which brings them more into conflict with the Hammers. Confined to Sordadon, the Sabers do not dare challenge Umbra Incognita in other areas of Bluffsides.

Hammers

The Hammers are one of two dangerous organizations, including their rivals the Sabers, that thrive on the streets of Sordadon. Most of the organization is centered in the Commoners' district, considered off-limits to the Sabers. The Hammers specialize in slave trade, kidnapping, and murder. Although they are centered in Sordadon, the Hammers have begun spreading their influence further inland.

Bluffsides: City on the Edge

They have yet to gain a foothold in Bluffsides proper and Undercity, where Umbra Incognita holds sway over criminal activity. It is only a matter of time, however, before the Hammers make gains in the city and bring down the wrath of Umbra Incognita. For more information on Hammer plots outside of Bluffsides, see *Interludes: Brief Expeditions to Bluffsides*.

Order of the Flame

The Order of the Flame is a secretive organization that can trace its existence back to the great Age of Ice. The order was formed by a group that sought to eliminate creatures that thrived in the icy conditions, including undead. Originally, members of the Order of the Flame shared a common bond through the need for survival. The Order worked to ensure community survival and eked out a meager existence in the harsh conditions of the Age of Ice. After the ice receded, the Order was fueled by a desire to ensure it would never return. They continue their work, fighting the plague of undeath even after the ice left. Large groups of the Order continue to venture into northern regions to rid it of the undeath that continues to thrive there.

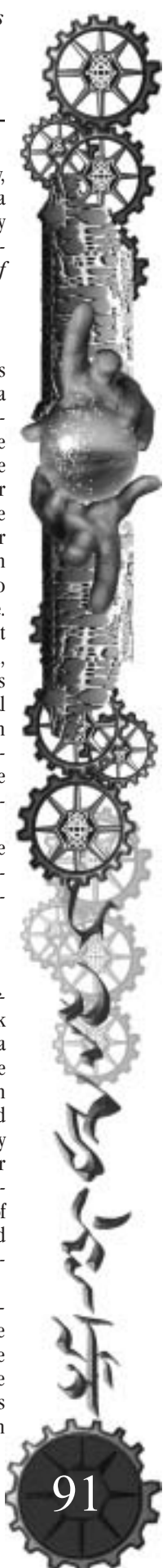
Members of the Order of the Flame are usually secretive about their association. Some oppose the Order, and for that reason, members maintain a low profile. To this end, the Order believes it is better to fight their true enemies than fuel the flame of political murmurings. The only way to gain membership is by invitation from a current member. Most people, once asked, rarely refuse. Prospective members must prove themselves in some way and gain the favor of the Order. Many in the brotherhood pass down their memberships from generation to generation.

In Bluffsides, the Order tries to maintain secrecy, but most people know they operate in town. The order meets once a month at sunrise in a secret location. Kaden Valneria, a charismatic young paladin/wizard, leads the Order in Bluffsides.

Umbra Incognita

Bluffsides's thieves' guild is run by Will Tooley, a stocky and temperamental dwarf who served as a lieutenant under Commander Brakk in the early days. As the city grew, so did Will's interest in getting a larger cut in what was going on around him, and so he took to a life of petty crime. Will started small, running the occasional protection racket, ensuring local business men would not lose business should they provide small cash donations to Will and his team. He slowly built up his knowledge and his network. Will was in a position to offer organization to the small groups of thieves and rogues taking up residence in town. Now, over two centuries later, he sits at the head of Umbra Incognita, an organization of thieves, rogues, assassins and enforcement agents. Will has close connections with many leading figures in Bluffsides, helping to strengthen his grip on the city.

Will Tooley has an extensive network in the sewers, with multiple entrances throughout the city. The largest such entrance leads through the Coach & Six Market and up through a couple of residential buildings in New City. The streets of Bluffsides are riddled with Will's informants, and any thief entering the city is identified and approached to determine his business within minutes of his arrival.



CHAPTER 9: OUTSIDE BLUFFSIDE

Nearby Areas

These areas are shown on the Bluffsides regional map. For a larger version of this map, see Interludes: Brief Expeditions to Bluffsides.

Farmland of Bluffsides

Bordering Bluffsides to the east and north are farmlands. While they no longer produce nearly enough to supply Bluffsides, they do help fill winter pantries.

Hawk Drydor's Cabin

Key
F1

Type of Establishment:
Private Estate

Description of Establishment: This four-bedroom cabin lies near the north side of the farmland outside Bluffsides. Situated strategically, the cabin offers a complete view of the main passes leading from the Red Mountains into the valley. Although it appears, to unsuspecting observers, to be just another cabin, Hawk's cabin is built to withstand considerable forces with only a few defenders.

Male human Rgr6/
BMR8; hp 72

Owner/Prominent Resident: Hawk Drydor

Description of Owner/Prominent Resident: Hawk prefers to live alone with his two blink dogs. He is a tall, muscular man concerned only with the safety of Bluffsides. From his cabin, he acts as a vital link in the security of the entire valley. As a member of the Bluffsides Mountain Rangers, he is sometimes called to patrol the Red Mountains, which he claims to know better than any man.

Hooks:

- A blink dog pup is missing.
- Hawk senses something amiss in his area and feels someone is watching his every move.

Bluffsides Mountain Rangers

The Bluffsides Mountain Rangers are the first line of defense between Bluffsides and the terrors of the land. They patrol mostly the Sundered Mountains, watching for threats from the interior and giving warning to the Defense Outposts and Bluffsides itself.

The Bluffsides Mountain Rangers have a home base on the highest hills beneath the Sundered Mountains. Here those Mountain Rangers not out on patrol rest and swap stories and gripe about how the Regulars don't understand what it's like for the mountain boys.

Ranger Home Base

Key
RHB

Type of Establishment:
Military

Description of Establishment: The Ranger Home Base was a rambling wood and stone cabin that eventually grew into a mutant fortress. Originally a cosy little log cabin, over the years each commander has added a room or some other feature to enhance the comfort and personality of the base. It covers a cliff top jutting out from a hill, and spills over onto the hillside beyond. The haphazard construction, and variety of materials, make the Base difficult to discern from a distance. It blends right in with the countryside.

Inside there is room for two dozen or more rangers and their commander, and maybe a cook or a visitor or three.

Soldiers in the Regulars refer to the Ranger Home Base as the Country Cabin. Although Bluffsides Mountain Rangers are officially part of the Regulars, they are considered outsiders, poor country cousins, and hicks.

Male human Ftr1/
Rgr6/BMR5; hp 95

Owner/Prominent Resident: Darius Slade is captain of the Bluffsides Mountain Rangers.

Description of Owner/Prominent Resident: Captain Darius Slade has been a Bluffsides Mountain Ranger for several years. Before that, he was a ranger working out of the home base under the last captain. He has guarded Bluffsides practically all his life. He was orphaned at 7 when a small raiding force of goblins and bugbears slaughtered his family and torched their farm, for no readily apparent reason other than the joy of killing. Darius grew up in an orphanage, and joined the Regulars as soon as he could. When he learned of the existence of the Bluffsides Mountain Rangers, he knew this was his life's calling.

List of Regulars:

20 rangers, druids, and experts at any given time, plus 1–2 Bluffsides Mountain Rangers, in addition to the Captain. There are at least 2 Bluffsides Mountain Rangers roaming the mountains at all times.

Hooks:

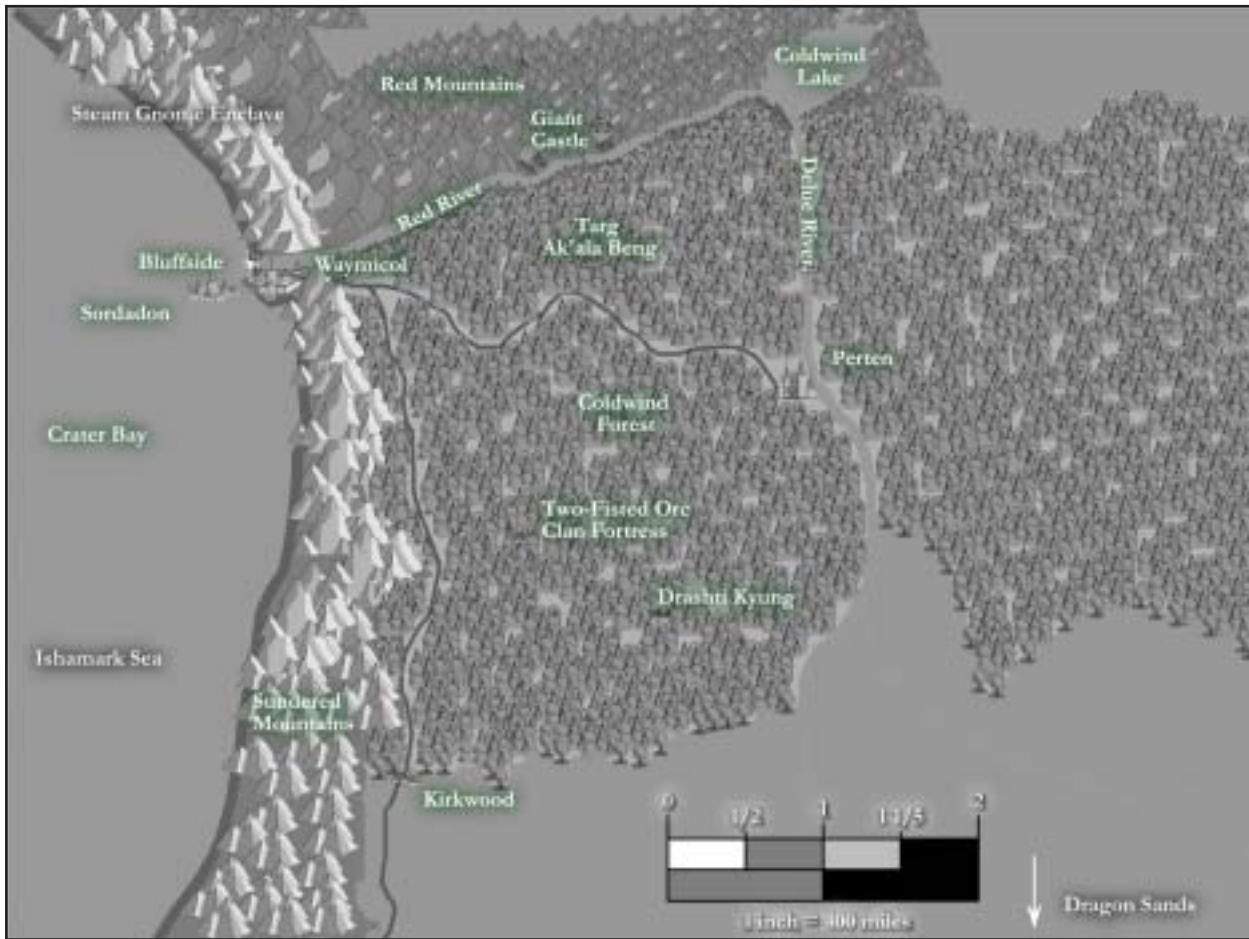
- As recompense to the city for their crime, the party is assigned to patrol the perimeter under the command of Captain Slade. A hawk flies in, the trained companion of one of Slade's Mountain Rangers. It bears a note calling for help, as the Ranger is injured in a valley high on the mountain. Slade sends the party, with the Hawk as guide.

Sundered Mountains and Red Mountains

When referring to the mountains near Bluffsides, geologists make an important distinction. The Sundered Mountains are the result of the great sundering which eventually led to the Age of Ice. A great cataclysm of epic proportions shook the world to the core and formed these mountains. The great bowl, an area that makes up much of the coastline around Bluffsides, marks the area of the central impact. The mountains are jagged, rough, and geologically young. The Sundered Mountains make up the coast to the north and south of Bluffsides, as well as islands in the ocean to the west. In fact, some islands are nothing more than tips on the edge of the great bowl. The lands east and south of Bluffsides are actually only a few hundred feet above sea level, but the Sundered Mountains stretch up to 2,000 feet at the highest peak.

The Red Mountains are much older, originating long before the Great Sundering. The Red Mountains start at Bluffsides and run east towards Lake Coldwind. The name comes from the distinctive red clay and rocks that form the bulk of the mountains. The Red Mountains are much taller than the Sundered Mountains, reaching as high as 3,450 feet at the highest point.

While the two ranges contrast in appearance, they share many similarities. Travel in either mountain range is perilous. Many creatures make their homes in these mountains, including, among oth-



ers, stone giants, giant eagles, griffons, and wyverns. There are many physical hazards in the Sundered Mountains, including loose rocks and other treacherous terrain. Travel in the Red Mountains is generally a bit easier. The Red Mountains house many old caves, largely unexplored. Unlike the Sundered Mountains, however, many small nooks and crannies afford ample hiding places for bandits.

Red River and Delue River

When explorers first came to the Red River, a naïve member exclaimed, “It’s a river of blood!” Of course, it’s not, but where the Red River runs through the Red Mountains, it gains a reddish hue as the mountains are reflected over the fast-moving surface. At first glance, the river appears red. The river may once have been red, as it cut its path through the Red Mountains, taking red clay and rock with it over the bluff. Today, the water is clear, but the name has stuck. Most people in Bluffsides just call it “the river.”

Unlike the Red River, which hurries swiftly westward through the Red Mountains, the Delue River flows south at a steady, slower pace through dense forests. Named for famed explorer Francois Delue, the Delue River is a workhorse for lumberjacks in Perten, who saw it as a perfect tool for floating logs downstream for processing. Logging operations dot the banks of the Delue north of Perten. The logging extends halfway up to Teardrop Falls, a 50-foot-high waterfall north of Perten. While beautiful, the falls are a barrier to both

Perten and Bluffsides, as it is the only thing preventing the creation of a permanent river highway between the two cities. Architects and wizards have experimented with ways for boats to bypass the falls, with little success.

Coldwind Forest

Chances are, travelers that don’t arrive in Bluffsides by boat come by way of the trail snaking out of the Coldwind Forest. The trail leaves Bluffsides and forks quickly. The south fork leads to Kirkwood, with the east ending in Perten. The Kirkwood route is much safer, supposedly. The east fork passes near Targ Ak’ala Beng, the fortress of the Horned Skull goblin clan. While the southern trail is less treacherous, the Coldwind Forest is home to many dangers to travelers not prepared. As well as being home to several known humanoid clans and the occasional giant, the Coldwind Forest hides many mysteries not easily exposed. Ancient ruins dot the forest, their locations known to only a handful. Two aged green dragons and a black dragon have been spotted at one time or another. Some seers and diviners swear there are demons living in the Coldwind Forest. The recent discovery of the Kobold enclave Drashti-Kyung seems to lend credence to this rumor. Despite the mysteries of the forest, and the allure of discovering new and interesting things in its depths, most explorers and scouts leave well enough alone, and give the Coldwind Forest a wide berth.

Places of Interest

Perten

Nestled among the densely forested hills along the shores of the Delue River is Perten. Perten is an active, hard-working town with a population of just over 6,000. The town grew out of a profitable logging trade and quickly became a trading post for smaller nearby humanoid communities. Gnomes and Dwarves come from mountains to the north to trade. Elven communities in the forests nearby are on good terms with Perten. They work with loggers to ensure the woods are not over-logged and the river is not polluted by the industry. The dense forests and hills nearby also hold numerous small halfling communities.

The culture of Perten has roots in its logging history. Lumber is its main commodity, and logging is not easy. Perten is a rugged frontier town. A quick sword arm or a brilliant mind is not as respected as much as hard work or a strong back. Adventurers find townsfolk courteous and friendly, so long as they are not lazy. Perten is a melting pot of beliefs from a variety of people passing through. Perten holds many small churches, and its inns stay busy all year. Perten is the main stop for travelers coming out of deserts to the south, or barbarian lands to the north.

Perten (small city): Conventional; AL NG; 11,500 gp limit; Assets 4,500,000 gp; Population 6,583; Mixed (human 55%, halfling 12%, elf 8%, dwarf 14%, gnome 4%, half-elf 4%, half-orc 1%).

Authority Figures: Mayor **Johannes Bursem**, male human Ari6.

Important Characters: **Jackson McBlathie**, male human Bbn7; **Alondas Rivelan**, male human Wiz8.

Others: **Strofon Swiftwind**, male elf Wiz6; **Turgas Forthright**, male dwarf Ftr4; **Lateesh Sinopol**, male half-elf Mnk6.

Johannes Bursem is a wealthy merchant whose family is one of the key liaisons between Bluffside and the local lumbering industry. Jackson is the leader of the lumberjacks and is a charismatic, bold and brash man. He has a lot of influence in Perten and usually gets his way when town elders make plans that affect the local lumbering trade. Alondas is the highest-level wizard in Perten and is often consulted in arcane matters. He is young, energetic, and generally well liked by the town council.

Strofon Swiftwind, a notable Elven wizard with a tower near Perten, is quite reclusive. Turgas Forthright runs the Sawmill Inn and Tavern, a well-respected establishment that has been around almost as long as Perten itself. Burly barbarians and loggers frequent Turgas' place and like to test their mettle against each other. The Sawmill is rife with arm-wrestling, and fights are always breaking out. Lateesh Sinopol is the sole monk trainer in Perten. He is a shy, charismatic person with few students at any given time. He keeps to himself.

Jackson, Alondas, and Johannes make most of Perten's important decisions. The city maintains a consolidated government of elected officials. Most of these are elder merchants and nobles. However, most view their role more as a title and less as work.

Kirkwood

South of Bluffside, just east of the mountains, Kirkwood ekes out its tiny existence. "Don't blink, or you'll miss it!" locals often say. This sleepy hamlet lies on the southern tip of the Coldwind Forest. Kirkwood is a young town, just shy of 150 years. The town takes its name from Jacob Kirk, a frontiersman who built the first permanent building along the trail that led north to Bluffside. Today, that build-

ing is the Rosewood Inn, named after Jacob's wife, Rose. Here, visitors can stop and rest, enjoy warm Darkbread (served with cheese and butter) and the local stout brew.

Kirkwood (small hamlet): Conventional; AL NG; 100 gp limit; Assets 800 gp; Population 156; Isolated (human 153, half-elf 2, gnome 1)

Authority Figure(s): **Throm Strobald**, male human Ari2 (mayor); **Finneous Trobriane**, male human Ftr1/Rgr1 (town sheriff); **Kenna Wylde**, female human Sor2 (mayor's advisor).

Important Characters: **Synthia Mistwarden**, female human Clr8/Lor2 (head, temple of Lusos); **Fornheim Oakheart**, male human Exp7 (master craftsman); **Eisebeth Sunbird**, female human Drd6 (midwife and apothecary); **Fallar Sunbird**, male human Rgr3 (militia scout); **Chessa Kirk**, female Exp3 (runs the Rosewood Inn).

Militia: War1 (5)

Kirkwood is in economic crisis. During the harsh winter months, travelers rarely go through the town. Without other major sources of income, Kirkwood faces economic demise. Throm knows this, and works hard to ensure it doesn't happen.

Targ Ak'ala Beng

Traveling between Perten and Bluffside is risky at best. Goblins, as well as orcs, rakers, and kobolds, frequent this area, and ambush travelers who look ill prepared. The fierce goblin leader Ra'uusk commands the Horned Skull clan, which is made up of some 200 goblins. Their fortress is halfway between Perten and Bluffside, just north of the wagon trails the caravans take. Targ Ak'ala Beng (which loosely translates to "powerful house of death" from goblin) is an impressive fortress comprised of a three-story building and a separate two-story building surrounded by a 20-foot-tall stone wall, complete with moat and drawbridge. The few scouts who have seen it, and were able to report their findings, tell of a worg and dire wolf kennel inside the complex, as well as archers pacing the fortress wall. Historians believe this is an ancient structure dating back to before the Age of Ice, but are unable to prove their theories. Most scholars agree that no goblin army, no matter how big or sophisticated, could have built such a complex.

Giant Castle

Giant Castle isn't so much of a castle as it is a fort and a cavern hidden near the mountains, just north of the Delue River between Bluffside and Lake Coldwind. However, while it may not be a castle, giants do live there. Giant Castle is a popular name given to it by locals who know better than to go snooping around near it, not that it is very easy to approach. The area north of the river is off-limits to anyone with sense. The giants who live in the area claim all the territory from the shore of the river north to the base of the Red Mountains. Here, eyewitness reports indicate the giants have cows and buffalo and some small farms with corn and grain. The giants live in peace with their surroundings, except when someone trespasses. They journey all around the area, into the Red Mountains, and south of the river, indicating they have boats of some sort. Unconfirmed rumors tell of Frost Giants, although only Hill Giants are confirmed sighted. Some believe the cavern behind the fort houses a powerful white dragon, but again there have been no confirmed sightings.

Drashti-Kyung

Only recently discovered, Drashti-Kyung's existence was mere speculation and rumor for a long time. A bizarre cult of kobolds, scholars theorized there had to be a home for them somewhere, but none envisioned the pit of evil these foul little creatures call home.

The story of Drashti-Kyung is also the story of Nellim, the brash young explorer who was eager to make a name for himself. With his trusty journal, quill, ink, and two trained falcons, Nellim set out for the heart of the Coldwind Forest to find the elusive home of the kobolds that farmers in Kirkwood reported. Following some old trails, he traveled uneventfully for two days, deeper and deeper into the forest. He sent back regular journal entries via his falcons in case he met an untimely end. At the end of the second day, Nellim found evidence of what he was looking for, and faithfully reported it in his journal:

"I've followed some very fresh kobold tracks for quite a while now, and I believe I am getting closer to uncovering the mysterious kobold lair. Fortunately, the night sky is dark, and I am able to hide in the abundant shadows.

I can hear some chanting up ahead. It sounds like kobolds, but I cannot be sure. I shall move in for a closer look.

ASTOUNDING! From my vantage point, I can see hundreds, if not thousands of kobolds! They encircle a large open pit, though I cannot see what is at the bottom. The kobolds don't appear to be doing anything. Some are mulling about, but the majority are just chanting. It sounds like 'drashti-kyung,' whatever that means. I feel an eerie presence here, but I'm going to see if I can get a better —"

Nellim's falcon arrived in Kirkwood covered in blood with this journal entry. This was the last correspondence from Nellim, the explorer.

Fortress of the Orcs of the Two-Fisted Clan

When it comes to orcs, few are more reviled, more hated than the orcs of the Two-Fisted clan. Their fortress is located about a day east of the road to Kirkwood, about a third of the way south from the fork. Two-Fisted clan orcs don't travel far from their fortress. Some suggest they are as afraid of the Coldwind Forest as anyone else. However, they are notorious slave-owners and ambush travelers on the road, forcing them to work their fields. They have a large farming operation, as well as herds of sheep and cattle to support their numbers. Escaped slaves tell of brutal and savage torture, as well as imprisonment. The fortress compound is built largely from wood, and is constantly being expanded and fortified, as if the orcs are planning for unwanted visitors. A few escapees mention an underground mining operation, although none actually saw it. They believe only orcs were involved in the mining and they were looking for something specific, as opposed to mining ores. Whatever it is, these orcs are up to no good.

Burial Mounds of the Barbarian Wilds

North of the Red Mountains, in the southern fields of the barbarian wilds, several hundred large round or oval mounds dot the landscape. These mounds are scattered randomly across the frigid plain, horrific reminders of a long-forgotten battle. Buried here are thousands of soldiers wearing the battle regalia of a forgotten army. Archaeological digs of the mounds provide few clues as to who or what the soldiers fought here. To date, archaeologists have discovered only soldiers from one army — no opposing army.

The lands are considered haunted by those who have traveled through at night. During the day, the fields are quiet and serene, but at night horrible cries of pain and terror rip across the land. Some report seeing ghostly images of battalions, swords in hand, lined up in formations, marching across the plains. Chain armor and swords are of a strange style, and all attempts to date the items have thus far

failed. Some say the soldiers awaken every night to fight an evil that plagues this land, while others maintain the soldiers died fighting a great evil. If the latter is true, may whatever it was not come back.

Waymicol (Waypoint Mining Colony)

As the miners spread farther out in search of valuable deposits of adamantine, it became difficult to keep them supplied. Also, getting ore back to the refineries for processing grew more difficult as the sources got more distant. Thus, the Waypoint Mining Colony was established. Colloquially referred to as Waymicol, the colony grew into a small thorp of miners and support workers. Waymicol is more a camp than a city; however, it has an inn for travelers, a temple to the Miner, and a few shops. There are also large tents where the miners sleep at night. For thrifty travelers, sleeping in the tents is usually free if you can find an empty bedroll. The number of residents in Waymicol varies according to the mining schedules. There are only a couple of dozen people that live here full time, but there may be as many as 100 or more (mostly miners) coming and going throughout the day.

Waymicol (thorp): Nonstandard; AL LG; 40 gp limit; Assets 400 gp; Population 25; Mixed (dwarf 8, steam-gnome 4, gnome 7, human 5, half-elf 1).

Authority Figure(s): **Loric Grandover**, male dwarf Exp6; **Grindle Muggins**, gnome Exp4.

Important Characters: **Andoriklomonipostri**, male steam gnome Chr5; **Knorg Turgood**, male dwarf Com2.

Others: **Keelie Nordeth**, female Wiz5.

Loric Grandover and Grindle Muggins are the two unofficial leaders of the town. They have no authority to make laws or enforce them, but they supervise the miners. Loric works mornings while Grindle works evenings. They have taken it upon themselves to manage the town as well, but most people here just ignore them.

Andoriklomonipostri (Andor, for short) is the cleric at the temple of the Dark Tunnel, a small temple erected some years ago in service to the Miner. When not at the temple, Andor is deep in the mines with his fellow miners, swinging a pickaxe with the best of them. Knorg Turgood (pronounced with a hard "K") is the proprietor of the Tumbling Rock Inn and Restaurant, an unremarkable establishment. It has soft beds and warm meals, but don't expect anything extraordinary. Keelie Nordeth is a representative of the archaeologist's guild. Her job is to investigate any unusual findings the miners come across in their excavations.

Bluffside Defense Outposts

These small forts are placed at strategic, defensible points along the pass through the Sundered Mountains. They are the second line of Bluffside's outer defenses. Each outpost is manned by 30 soldiers and a commanding officer. These forces are relieved every thirty days with fresh men from the Regular forces in Bluffside. When possible, these posts are manned by volunteers, as this is hazardous duty. However, when there are not enough volunteers, command will fill in the ranks with soldiers on report for one infraction or another.

Further Afield

The following areas lie further abroad in the world, and are not shown on the Bluffside regional map.

Sea of Ishamark

Off the coast of Bluffside lies the Sea of Ishamark. It is dotted with small islands that are home to sea-faring barbarian tribes and cutthroat pirates. Deep beneath the sea lies the homeland of sea elves, Sel'varahn, and other amphibious races. While the islands draw adventure seekers, the truly adventurous make their way below the waves. For more information on what lies beneath the waves, see *The Deep*, scheduled for release Fall of 2003.

Dragon Sands

The Dragon Sands is a large desert located far south of Bluffside. Mountains to the west trap moisture coming in from the ocean so it never reaches the desert. To the east and south the sands stretch clear to the coast, with rare oases and river valleys providing spots of paradise for a lucky few. The Dragori Empire controls most of these spots, but a few yet remain hidden from their grasping talons. While the Empire considers all who live within the Dragon Sands part of its domain, there are adventurous, independent tribes who refuse to bow to the Diamond Throne. Most of these live as nomads, roaming the deepest wastes of the Dragon Sands. One or two live in settlements so isolated and difficult to reach that thus far the Empire has not considered them worth pursuit. This area will be explored further in the upcoming products *Interludes: Sands of Pain* and *Dry Land: Empires of the Dragon Sands*, available now.

Steam Gnome Civilizations

Travel far enough beneath Bluffside—past the sewer pipes, past the shady merchants and dealers—and you will eventually end up in Steam Gnome territory. This world of absolute darkness is far removed from the hustle and bustle of the city above. Here, the Steam Gnomes live and work in relative quiet, far from the glaring rays of the sun. Steam Gnomes have been down here for countless years, long before even the great civilizations that existed on the surface before the Age of Ice. In this unforgiving land, the Steam Gnomes have carved out an amazingly complex and technological existence. Travel far enough down here and you'll find vast underground cities powered by machines of steam with pistons and gears that clank and rattle with unending efficiency. Steam Gnomes here speak of a great underground ocean that rivals even the surface oceans, and vast underground caverns of unfathomable scope and size. In this land, the Steam Gnomes constantly battle drow and duergar for control of territory in a conflict dating back to the Great Sundering. Steam Gnome lore speaks of a time when evil creatures such as these did not inhabit their world. They came with the Great Sundering. At this time the Steam Gnomes discovered the surface world, just as it fell into frozen ruin. Today, the world is in much better condition and ties with the surface races have been formed. Steam Gnomes live and work in Bluffside, as well as other cities around the world, plying their skills and crafts in exchange for valuable surface trade and knowledge.

CHAPTER 10: RELIGION

The Gods

Good vs Evil

There are a few things that even the most argumentative scholars agree upon when it comes to the gods. They are beyond simple mortal concepts like good and evil, or law and chaos. At the same time, however, certain gods are attributed with these same characteristics. Whether these labels were given by wishful followers, or as a result of some action by the god itself is lost to prehistory. For most gods, however, it is not such a cut and dried matter. Good and evil mortals often worship the same deity, clashing over philosophical details. Gods cater to the specific needs of their followers. Although a god may not be evil, as mortals understand it, a majority of its followers are, and he will cater to their evil desires.

Let God Sort it Out

Huge debates occur among religious scholars regarding the relationships between the gods themselves. Most believe there is no hierarchy between the gods—that each god is equal in power and respect. Others contend that some gods must surely not have as much power as others, and conclude there must be a hierarchy. If there is, no mortal knows its configuration.

Old and New

Most who speak of the gods speak only of the common gods people (and monsters) worship today. There are actually many ancient gods so obscure little is known of them even in scholarly circles. Some believe a few of the gods known today have been around since ancient times. Some gods, such as those worshipped by the Steam Gnomes, have been around since ancient times. In addition, ancient texts hint at ancient gods similar to certain gods today. The debate stems from whether these are coincidental similarities, or clues that these are actually the same god. Only the gods know for sure.

Immortal and Once Mortal

There are two kinds of gods. Some gods are mortals risen in power above normal men. These gods have mortal names, and ancient stories of their exploits have followed them down through the ages. *Lusos*, the Traveler, and the Steam Gnome gods are examples of such gods. The other gods are more enigmatic, evolving around particular ideas, concepts, or needs. Scholars suggest these aren't gods at all, but rather a collective unconscious that supports the weight of the desire for a common purpose or idea. Others call such ramblings nonsense, and cite the fact that these gods can fulfill prayers just as real as any other god can, so the debate continues.

A God by Any Other Name

Scholars have observed similarities between various religions. There are many gods, with different names, and different belief systems associated with them. Less obvious, and highly controversial, is the idea that some of these gods are one and the same. For instance, the Great Provider, born in a primitive island culture, is also the sun god that some ancient texts describe. Most followers of this deity agree with this theory, since attributing the powers of the sun to their god is a good

thing. However, if you tell a dwarf that he really worships the same god as an elf, you'll likely have a fight on your hands.

Avatars

Avatars are mortal forms of the gods. This is a hotly debated topic, and one few clerics or scholars like to address. There is a popular theory that the gods occasionally walk the world in avatar forms that, while powerful, can be destroyed. This allows them to interact with mortals without drawing unwanted attention. No hard evidence of such an occurrence has been documented, however, so it is still the stuff of legends.

Gods in Bluffside

After the discovery of adamantite in 1253 GNC, Bluffside grew over night. People came from all over the known lands to make their fortune, bringing their cultures, ideas, and gods with them. The following gods are those most prominent in Bluffside.

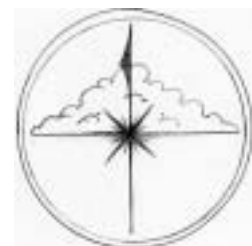
Great Provider

Born out of a necessity for warmth and food during the Age of Ice, the Great Provider is a popular god revered in many aspects throughout the world. Primitive cultures revere him as the Sun God, or just the sun itself. Those who revere the Provider as the sun worship him as the bringer of life, light, and warmth. To them, he is a benevolent, caring god. Some remote island cultures revere an aspect of the Provider in association with an active volcano. They see him as the destroyer and creator of life—a deity to be respected and feared. Those aided by the Provider during the Age of Ice see him as the bringer of warmth, the one who fought the ice, and the one who brought life back to the land. Still others see the Provider as the god of fire and destruction, feared and respected for his power. Whatever the belief, the message of the god is the same—great power brings great responsibility, and the gods can take and give in a harmonious balance of life and death.

The Great Provider also includes fiery emotions such as anger, passion, and love. Bards look to him for inspiration, and many a young lover has called his name in the heat of passion. He is also somehow associated with the Sundering. Ancient writings of the Sundering describe a ball of fire descending from the heavens, conjuring images of the Great Provider. Whether he was somehow responsible or not is a matter of much (whispered) speculation.

Sky and Air

If ever a god was hard to define it is Sky and Air. The only consistent thing about belief in this god is his general lack of definition. Some revere this deity simply as Sky and Air, and some say the god includes everything in existence. To them, he is the great everything, and the great nothing. This generates great debate among scholars and theologians. Some revere him as



Gods Worshipped in Bluffside

Names	Prominent Domains*	Weapons	Symbols	Portfolio
Great Provider, Sun, Spring God, God of Renewal, Bringer of Life	Fire, Sun, Destruction, Healing, Emotion	Any forged weapon	A disc with flames, red, yellow or orange disks, or a sun	Any; also popular among desert races
Sky and Air, Ethereal One, That which is and is not, Cool Breeze, Night Sky	Air, Magic, Flight, Weather, Skulduggery	Anything that travels through air	Cloud, star, or wind blowing, or a magical effect	Any, but primarily Sixam leau, aerial races, wizards, as well as thieves and nocturnal races
Sustainer, Rainmaker, Clouded Sky, Nugua	Water, Entropy, Healing, Weather	Any; rapier and cutlass are popular among seafarers	Blue disk, a disk with waves, or a rain cloud	Any; but primarily sailors, pirates, underwater races, certain desert cultures
Frozen One, Lord of Ice, Ice Demon, Icy Death, Mimawr	Ice, Evil, Undeath	Commonly a dagger, or any steel weapon	A snowflake, or a disk with icicles along the outer edge pointing inward	Evil clerics, members of the Brotherhood of Ice, necromancers, evil wizards, white dragons, frost giants
Great Mother, Father of the Forest, Nature, Great Spirit, Gias	Nature, Animal, Plant, Weather	Any weapon consisting primarily of wood, or vine	A leaf, an acorn, an old oak tree	Elves, druids, Sixam leau, fey creatures
Great Teacher, Wizeden Sage, Historian, Dylona, Olius	Magic, Knowledge, History	Any wizard weapons	A book, an ink pen, a blank scroll, or any combination	Archaeologists, sages, historians, sorcerers, wizards
Traveler, Wanderer, Lusus	Travel, Flight, Knowledge, Healing	Quarterstaff	A sextant, or a set of footprints	Explorers, archaeologists, merchants
Builder, Great Inventor, Hlarin	Invention, Knowledge	Hammer, or anything tinkered	A set of interconnected gears	Steam gnomes, tinkers, craftsmen, sages
Miner, Digger, Tagore	Earth, Strength, Mining	Pickaxe	A pickaxe	Steam gnomes, some gnomes, some dwarves
Healer, Protector, Alurene	Good, Healing, Protection, Peace	Any bludgeoning	A metallic circle, or interconnected circles	Any, clerics, paladins, some nevae
Sufferer, Hidden God, Lurker, Dark Savior	Evil, Affliction, Chaos, Shadow, Skulduggery, Undeath, Entropy	Whip, dagger, or scythe	A black triangle, a piece of black obsidian	Drow, duergar, necromancers, evil clerics
Purifier, Vanquisher, Cleansing Light	Combat, Good, Law, Protection	Any sword	Crossed swords, tipped scales	Paladins, fighters, barbarians

*New Domains are detailed in Appendix 10: Domains.

the bringer of air and life. Others revere him as the mover of clouds, the bringer of rain. From rain it is not far to the bringer of ill omens. If it rains on your wedding day, some say Sky and Air disapproves. For more civilized cultures, the god handles all magic. Magic is in the air, around everything. Wizards revere him for the mystery and awe of his power. Flying races revere Sky and Air, thanking him for the gift of flight and the wind to ride upon. He is the keeper of the night sky, the stars and moons. Some cultures revere two separate aspects: day sky and night sky. Because the god has dominion over the night, many thieves and night-loving races revere him. To them, any connection between their god and a god controlling the daytime winds is purely absurd.

Some believe Sky and Air was born out of a necessity for clean air to breathe immediately following the Sundering. Ancient writings describe a sky full of dust and smoke, suffocating everything. The people cried out and, so the writings say, this god was born to help them.

Sustainer

Life couldn't exist without cool, refreshing water. To those who live near or in the ocean, the Sustainer is a cruel god who provides water



as far as you can see, without a drop to drink. For desert-dwellers, the Sustainer is the ultimate bringer of life, respected and praised above all others. For others, he is ignored or taken for granted. The Sustainer comes in the form of rain, and clouds, perceived as a bringer of life and renewal. His gifts are appreciated and revered with respect and humility. The Sustainer has also

taken on the portfolio of a dead, ancient god known as Nugua, who was an elemental god of water and chaos. Chaos in this sense is defined as entropy and uncertainty rather than anti-law.

Frozen One

The Frozen One has dominion over ice and undeath. While not intrinsically an evil god, most people associate his dominions with

evil. Generally worshipped by white dragons and frost giants, he still attracts a few civilized folk for the power he brings, or out of fear and respect. Some people show respect and humility, while others revere him for his power over undeath. Whether he grew in power as a result of the Age of Ice, or was responsible for *bringing* the Age of Ice, is a topic of much debate. Now that the ice has receded, this god's power seems to have declined, but many still fear him. The Frozen One is also an ancient god called Mimawr, whose portfolio included undeath and cold-based magic. It is not clear whether the Frozen One and Mimawr are the same god, or the Frozen One assumed Mimawr's portfolio when Mimawr died shortly after the Sundering.

When the ice came after the Great Sundering, it consumed countless lives. The corpses were entombed in the ice as it spread, and their souls grew cold and dark as the ice that entombed them. When the ice receded, it took with it the sorrow, pain, and mourning it had trapped within itself for thousands of years. Now, ice is practically synonymous with undeath. Many undead creatures were born of the ice, filled with hatred for the living who ignored their cries for warmth and food in those difficult times. The Frozen One hears their cries, and grants them power in his domains.

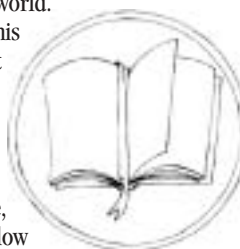
Great Mother

Where the Great Provider has fire, the Sustainer has water, and the Sky and Air has the air, the Great Mother claims the earth and all its creatures as her domain. The Great Mother is most often seen as a female archetype, and more rarely as the male, for those that refer to her as the Father of the Forest. Some believe the Great Mother is more than just one of the four elemental deities, that she encompasses all of nature. The Great Mother consumed the portfolio of a dead ancient god, Gias, when the Sundering occurred. In fact, during the Age of Ice, many cursed, and spoke the name of the Great Mother in vain, crying that she had forsaken them. This spawned a cult that to this day seeks only to harm that which the Great Mother holds dear, feeling that constant revenge on her is the only way to ensure she never fails in her duties again. Others take a more benevolent role, feeling that proper sacrifice and prayer to the mother is the way to appease her and make her happy. Still others argue that neither approach is necessary, that the Great Mother does her duty whether man wishes her to or not.



Great Teacher

Despite the hardships man suffered during the Age of Ice, the Great Teacher remained a constant glimmer of hope and understanding through an otherwise bleak world. The Great Teacher was steady in his patience and understanding during that time. He worked tirelessly to ensure that knowledge was not lost, that man could still find his way in the darkness, and that things learned were not forgotten. Despite his steadfastness of purpose, many things were lost, and those that follow the Great Teacher work diligently to recover knowledge that time has consumed. The Great Teacher stands for magic as well as knowledge, history and an understanding of the



world and the many creatures that it contains. Two ancient gods have been consumed by the Great Teacher, Dylona and Olius. Ancient writings reveal that Dylona was an ancient goddess of magic, and Olius was an ancient god of teaching and patience. There are a few who argue the Great Teacher is really Olius, while others argue the Great Teacher could be none other than Dylona reincarnated. What the truth is no one really knows for sure, and thus the debate continues.

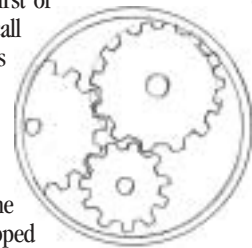
Traveler

Like the Great Mother, the Traveler is a deity whose name has been praised and cursed. Worship of the Traveler can be traced back to the Sundering, to a deity named Lusos, and many agree that the Traveler and Lusos are one and the same. The Traveler encourages exploration, travel, adventure, and trade. He has a broad following, including merchants, sailors, adventurers, explorers, and archaeologists. After the Sundering, when the land was covered in ice, people began to move from the northern parts of the world to the warmer southern lands. It was during this time that the Traveler became most popular. Many sang his praises during the Great Walk, while an equal number cursed his name under their breath for the endless journeying they endured to get to a safer climate. This love-hate relationship with the Traveler only lasted a short while, and those that revere him today do so sincerely with awe and reverence.



Builder

When the steam gnomes were discovered, topsiders learned of the two primary steam gnome gods. The first of these is the Builder. Steam gnomes call him Hlarin, which indicates the god was a mortal steam gnome who ascended into godhood. According to steam gnome naming customs, a six-letter name would indicate this occurred a very long time ago, if true. Whatever the origins, the Builder is primarily worshipped by steam gnome tinkers and artisans. Recently, steam gnome gods have grown in popularity amongst other races, primarily dwarven craftsmen and gnomish tinkers. Additionally, sages, architects, and engineers have found favor in the Builder, relishing the guidance and spark of ingenuity that the Builder provides to his followers.



Miner

The other primary steam gnome god is the Miner. Steam gnome society is divided into two major aspects: builders and miners. There are other professions in steam gnome culture, but these two dominate. The Miner, like the Builder, has a name: Tagore. As with the Builder, this means the Miner was once mortal, and in the very early generations—countless thousands of years



before the Sundering. The Builder is responsible for all miners, not just steam gnomes. Many dwarves appreciate the gifts of the Miner, and there is a large temple in the Undercity devoted to his worship.

Healer

Consistently popular throughout history, the Healer is a compassionate god of healing and protection. While most associate compassion and protection with a benevolent god, some argue that the Healer is neutral in her compassion, that she heals both good and evil equally. The Healer is usually depicted as a female god. Many believe she is actually a modern aspect of the ancient goddess Alurene. It is likely these two are one and the same, as a need for Alurene's services would have increased with the Sundering and

the Age of Ice.

Sufferer

Some races went underground to escape the cold, and they found that life in the underworld was difficult, hardly better than the surface. They cried out, and a god known as the Sufferer answered their call. The Sufferer promised they would survive in their new territories. In exchange, he altered their appearance and demanded their worship and complete devotion. The elves became dark, twisted, and evil, but in exchange they gained power over their surroundings. Today they are known as drow. Dwarves also became dark and evil, and gained the name duergar. Humans became the most twisted, chaotic and evil of all the races. Hideously deformed

and violently barbaric, they are the exiles known as Mole Men.

The Sufferer demands total loyalty from his followers. Despite what he did to those who asked for his help, their descendants follow him piously and devoutly. In spite of the sacrifices, the Sufferer saved those races.



Purifier

During the Age of Ice, white dragons and frost giants rose to prominence. They dominated the land and terrorized the dwindling population of the northern continent.

The Purifier heard the call for help, and brave warriors stepped forth to answer his challenge to protect the people from these tyrants. While many joined the Brotherhood of the Flame (see *Chapter 8: Secret Societies*), some just wanted to do good, and protect their families. The Purifier is revered by paladins, and has answered

this call for some time. He answers the prayers of all those who seek to drive evil from the land and make it safe. After the ice receded, the Purifier's purpose changed slightly, as the people entered new lands, and encountered new evil beasts unseen during the Age of Ice. Regardless of the beast, or the land, the Purifier's purpose and goal is clear: banish evil in all its forms, and exact harsh justice on those who seek to harm those he protects.



APPENDIX 1: NPCs

Agent of the ASC: Female gnome Rog4; CR 4; Small humanoid (gnome); HD 4d6+12; hp 26; Init +2 (+2 Dex); Spd 20 ft.; AC 16 (+2 Dex, +1 size, +3 studded leather armor; touch 13, flat-footed 14); Atk +6 melee (1d4+1, 19-20/x2, adamantite dagger) or +8 ranged (1d4 and poison, 19-20/x2, 30 ft., masterwork hand crossbow); SA +2d6 sneak attack, spell-like abilities; SQ Gnome traits, uncanny dodge (Dex bonus to AC); SV Fort +4, Ref +6, Will +0; AL NG; Str 10, Dex 14, Con 17, Int 12, Wis 9, Cha 12.

Languages: Common, dwarven, gnome.

Gnome traits (Ex): Low-light vision, +2 saves vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Spell-like abilities (Sp): 1/day—*dancing lights*, *ghost sound*, *prestidigitation* (all as Sor1). DC 11 + spell level.

Skills and Feats: Bluff +8, Disguise +8, Gather Information +10, Hide +13, Listen +5, Move Silently +9, Open Locks +8, Read Lips +8, Search +5, Sense Motive +6; Skill Focus (Gather Information), Weapon Focus (dagger).

Possessions: Adamantine dagger, disguise kit, 10 masterwork hand crossbow bolts, masterwork hand crossbow, masterwork studded leather armor, masterwork thieves' tools, 2 smokesticks, 3 bags caltrops, misc. coins.

Alec Fierguld: Male human Exp9; CR 8; Medium-size humanoid (human); HD 9d6; hp 35; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex; touch 11, flat-footed 10); Atk +11/+6 melee (1d8+3/x3, masterwork warhammer); SV Fort +5, Ref +4, Will +5; AL CG; Str 16, Dex 12, Con 10, Int 12, Wis 9, Cha 11.

Languages: Common, dwarven.

Skills and Feats: Appraise +13, Craft (Blacksmith) +17*, Knowledge (Bluffs) +7, Knowledge (Metallurgy) +13, Knowledge (Religion) +13, Listen +11, Open Lock +7, Sense Motive +11, Spot +5, Swim +9; Endurance, Great Fortitude, Skill Focus (Craft [Blacksmith]), Martial Weapon Proficiency (warhammer), Weapon Focus (warhammer).

*+2 bonus from masterwork tools

Possessions: Leather apron, masterwork blacksmith tools, masterwork warhammer, misc. coins.

Anthony Frosty Martin: Male half-orc Ftr5/Sor5; CR10; Medium-size humanoid (orc); HD 5d10+5d4+10; hp 45; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 18 (+4 *bracers of armor*, +2 *ring of protection*, +1 *mithril buckler*; touch 12, flat-footed 18); Atk +11/+6 (1d8+2, masterwork morningstar); SQ Half-orc traits. SV Fort +6, Ref +2, Will +5; AL CG; Str 15, Dex 11, Con 12, Int 8, Wis 10, Cha 15.

Languages: Common, orc.

Half-orc traits (Ex): Darkvision 60 ft.

Skills and Feats: Ride +3, Spellcraft +5, Concentration +5; Combat Casting, Blind-Fight, Cleave, Improved Initiative, Power Attack, Scribe Scroll, Weapon Focus (morningstar).

Sorcerer Spells Known (6/7/5; base DC 12 + spell level): 0-level - *detect magic*, *daze*, *light*, *flare*, *ray of frost*, *read magic*; 1st - *ray of enfeeblement*, *magic missile*, *mage armor*, *shield*; 2nd - *endurance*, *bull's strength*.

Possessions: Masterwork morningstar, +4 *bracers of armor*, +2 *ring of protection*, +1 *mithril buckler*, *potion of cure light*

wounds, *potion of delay poison*, *scroll - bull's strength*, *scroll - endurance*, *scroll - mage armor*, *scroll - shield*, +2 *cloak of resistance*, *band of the mage*, misc. coins.

Arak: Male aranea Rog6; CR10; Medium-size shapechanger; HD 3d8+6d6+18; hp 52; Init +7 (+3 Dex, +4 Improved Initiative); Spd 50 ft., climb 25 ft. (30 ft., no climb in human form); AC 15 (+3 Dex, +1 natural armor, +1 *ring of protection*; touch 14, flat-footed 15); Atk +9/+4 melee (1d6+2, 19-20/x2, +1 *short sword*) or +11 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow) or +9 melee (1d6+1 and poison/x2, bite) or +9 ranged (10 ft., web); SA +3d6 sneak attack, poison, spells, web; SQ Alternate form, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +7, Ref +11, Will +6; Str 12, Dex 16, Con 14, Int 14, Wis 13, Cha 14.

Languages: Common, sylvan.

Skills and Feats: Climb +15, Concentration +8, Craft (Weaving) +8, Diplomacy +6, Escape Artist +9, Gather Information +14, Hide +15, Jump +7, Listen +3, Move Silently +15, Open Locks +13*, Search +8, Sense Motive +7, Spot +5; Alertness, Dodge, Improved Initiative, Weapon Finesse (bite), Weapon Focus (short sword).

*+2 bonus from masterwork thieves' tools.

Alternate form (Su): Natural form of Large monstrous spider. Change change to a Small or Medium-size humanoid (form is fixed at birth) or a Medium-size spider-humanoid hybrid as a standard action. In humanoid form, the aranea gains all the abilities of the form but keeps its ability scores and can cast spells. It cannot use webs or poison in humanoid form. In hybrid form, which looks humanoid (Spot check [DC 18]), the aranea can use weapons and webs. Form cannot be dispelled, nor does it revert to natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Poison (Ex): Bite, Fort save (DC 13); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Web (Ex): In spider or hybrid form, cast a web up to six times per day. As a net attack with a maximum range of 50 ft., with 10 ft. range increments effective against targets up to Large size. An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire.

Sorcerer Spells Known (6/6; DC 12 + spell level): 0-level - *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *open/close*; 1st - *jump*, *message*, *shield*.

Possessions: 20 masterwork bolts, masterwork light crossbow, masterwork thieves' tools, +1 *ring of protection*, +1 *short sword*, spell component pouch, misc. coins.

Ariel: Female sixam ieuna Clr6/Wiz5; CR 11; Medium-size humanoid (sixam ieuna); HD 6d8+5d4+11; hp 52; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (Good); AC 18 (+2 Dex, +4 *bracers of armor*, +2 *ring of protection*; touch 14, flat-footed 16); Atk +11/+6 (1d8+4/x3, +2 *boly longspear*); SA Spells, Summon rain; SQ Sixam ieuna traits; SV Fort +7, Ref +5, Will +12; AL NG; Str 14, Dex 14, Con 12, Int 16, Wis 16, Cha 10.

Languages: Auran, celestial, draconic, common, sixam ieuna.

Sixam ieuna traits (Ex): Claustrophobic, retractable wings.

Skills and Feats: Alchemy +12, Concentration +9, Diplomacy +8, Heal +9, Knowledge (Arcana) +11, Knowledge (the Planes) +13, Knowledge (Religion) +11, Spellcraft +11, Spot +10; Brew Potion, Fly-by Attack, Improved Initiative, Leadership, Power Dive*, Scribe Scroll, Weapon Focus (longspear).

*New feat, see *Appendix 9: Feats*

Cleric Domains: Flight*, Weather*.

*New domains, see *Appendix 10: Domains*

Cleric Spells Prepared (5/4+1/4+1/3+1; DC 13 + spell level): 0-level - *cure minor wounds, guidance, purify food and drink, resistance, virtue*; 1st - *bless, comprehend languages, divine favor, feather fall*, obscuring mist*; 2nd - *augury, calm emotions, enthrall, fog cloud*, zone of truth*; 3rd - *cure serious wounds, dispel magic, fly*, invisibility purge, wind wall*. *domain spells.

Wizard Spells Prepared (4/4/3/2; base DC 13 + spell level): 0-level - *dancing lights, daze, detect magic, light*; 1st - *charm person, identify, magic missile x2*; 2nd - *alter self, mirror image x2*; 3rd - *slow x2*.

Spellbook: 0-level - *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st - *burning hands, charm person, identify, magic missile, reduce, shocking grasp, summon monster I*; 2nd - *alter self, globe touch, acid arrow, mirror image*; 3rd - *fireball, slow*.

Possessions: +2 holy longspear, +4 bracers of armor, ring of invisibility, +2 ring of protection, spell component pouch, misc. coins.

Arlan Pendergrast: Male half-elf Rgr12; CR 12; Medium-size humanoid (elf); HD 12d10; hp 66; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+2 Dex, +5 studded leather armor, +2 ring of protection; touch 14, flat-footed 17); Atk +10/+5/+0 melee (1d6+2, 18-20/x2, +1 scimitar), +10/+5 melee (1d6+1, 18-20/x2, +1 rapier) or +16/+11/+6 ranged (1d8+1/x3, 110 ft., masterwork mighty [+1 Str] composite longbow); SA +1 favored enemy-goblinoids, +2 favored enemy-ogres, +3 favored enemy-green dragons, spells; SQ Half-elf traits; SV Fort +8, Ref +6, Will +6; AL NG; Str 12, Dex 14, Con 10, Int 12, Wis 15, Cha 12.

Languages: Common, elven.

Half-elf traits: Immune to sleep effect, low-light vision, +2 saves vs. Enchantment.

Skills and Feats: Animal Empathy +5, Concentration +6, Craft (Bowyer/Fletcher) +11*, Craft (Weapons) +10*, Heal +5, Hide +9, Knowledge (Nature) +10, Listen +9, Move Silently +8, Spot +8, Swim +5, Wilderness Lore +14; Craft Magic Arms and Armor, Dodge, Improved Initiative, Improved Two-Weapon Fighting, Skill Focus (Wilderness Lore), Track.

*+2 skill bonus from masterwork tools.

Ranger Spells Prepared: (2/2/1; DC 12 + spell level): 1st - *speak with animals, summon nature's ally I*; 2nd - *cure light wounds, summon nature's ally II*; 3rd - *water walk*.

Possessions: 2 jaspers (25gp, 60gp), 1 amber (100gp), bandy haversack, 20 masterwork arrows, masterwork mighty [+1 Str] composite longbow, masterwork tools for craft (bowyer/fletcher), masterwork tools for craft (weapons), +1 rapier, ring of animal friendship, +2 ring of protection, +1 scimitar, +2 studded leather armor, misc. coins.

Arman Forsht: Male human Exp10; CR9; Medium-size humanoid (human); HD 10d6+3; hp 43; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex; touch 13, flat-footed 10); Atk +7/+2 (d4-1, 19-20/x2, dagger); SV Fort +3, Ref +6, Will +10; AL CN; Str 9, Dex 16, Con 11, Int 13, Wis 14, Cha 11.

Languages: Common, elven, dwarven, gnome.

Skills and Feats: Knowledge (Bluffs) +10, Knowledge (Law) +15, Knowledge (History) +10, Spot +11, Listen +11, Sense Motive +12, Profession (Judge) +16, Diplomacy +9, Read Lips +10, Speak Language +2 (dwarf & gnome); Skill Focus (Knowledge-Law), Skill Focus (Profession-Judge), Iron Will, Toughness, Weapon Focus (dagger).

Possessions: 3 Candles of truth, circlet of blasting (major), boots of speed, misc. coins.

Arne Swanson: Male human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+6; hp 27; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 studded leather armor; touch 11, flat-footed 15); Atk +9/+4 melee (1d6+4, 18-20/x2, +1 rapier) or +8/+3 melee (1d4+1, 19-20/x2, masterwork dagger); SV Fort +4, Ref +3, Will +2; AL CN; Str 12, Dex 13, Con 8, Int 14, Wis 10, Cha 16.

Languages: Common, dwarven, halfling.

Skills and Feats: Bluff +7, Gather Information +9, Handle Animal +7, Intimidate +7, Jump +5, Ride (horses) +6, Sense Motive +6; Expertise, Improved Disarm, Improved Trip, Leadership, Skill Focus (Gather Information), Skill Focus (Sense Motive), Weapon Focus (rapier), Weapon Specialization (rapier).

Possessions: Masterwork dagger, +1 rapier, *potion of neutralize poison, potion of cure moderate wounds*, +2 studded leather armor, misc. coins.

Atroxi Gladiel: Male human Rog2/Wiz4-Conjuror; CR6; Medium-size humanoid (human); HD 2d6+4d4+12; hp 32; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 15 (+3 Dex, ring of protection +2; touch 15, flat-footed 12); Atk +6 melee (1d6+2, 19-20/x2, masterwork short sword), or +5 melee (1d4+2, 19-20/x2, dagger), or +6 ranged (1d4+2, 19-20/x2, 10 ft., dagger x2), or +8 ranged (1d6+1/x3, 60 ft., +1 shortbow); SA Sneak attack +1d6; SQ Evasion, scribe scroll, summon familiar, traps; AL CG; SV Fort +3, Ref +7, Will +5; Str 15, Dex 17, Con 15, Int 17, Wis 12, Cha 14.

Languages: Common, elven, gnome, undercommon.

Skills and Feats: Appraise +8, Forgery +8, Listen +8, Bluff +7, Pick Pocket +8, Profession (Herbalism) +10, Profession (Apothecary) +8, Search +8, Sense Motive +6, Spot +8, Alchemy +8, Concentration +6, Knowledge (Nature) +6, Knowledge (Arcana) +6, Spellcraft +6; Alertness, Improved Initiative, Quick Draw, Spell Focus (Conjuration).

Spells Prepared: (5/4/3; base DC 13 + spell level, +2 Conjuration; prohibited school Evocation); 0-level - *detect magic, detect poison, ray of frost* x2, read magic*; 1st - *mage armor*, obscuring mist*, true strike x2*; 2nd - *summon monster II* x2, acid arrow**.

Spellbook: 0-level - all, 1st - *burning hands, color spray, mage armor*, mount*, shocking grasp, obscuring mist*, true strike*; 2nd - *invisibility, acid arrow*, summon monster II*, summon swarm**.

Possessions: +2 ring of protection, +1 shortbow, 10 masterwork arrows, masterwork shortsword, 2 potions of cure moderate wounds, potion of cat's grace, potion of spider climb, scroll - summon swarm, scroll - invisibility, misc. coins.

Axgar: Male dwarf Ftr3/Clr7; CR10; Medium-size humanoid (dwarf); HD 3d10+7d8+20; hp 78; Init +5 (+1 Dex, +4 Improved Initiative); Spd 15 ft.; AC 20 (+1 Dex, +9 full plate armor; touch 11, flat-footed 19; -5 armor check penalty); Atk +12/+7 melee (1d10+4, +1 heavy flail undead bane); SQ Dwarven traits; SV Fort +10, Ref +4, Will +9; AL NG; Str 16, Dex 13, Con 14, Int 11, Wis 16, Cha 16.

Languages: Common, dwarven.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Climb +6, Craft (Blacksmith) +2, Diplomacy +7, Knowledge (Religion) +10, Sense Motive +5; Cleave, Extra Turning, Improved Initiative, Leadership, Power Attack, Quick Draw.

Cleric Domains: Emotion*, Fire.

*New domain, see Appendix 10: Domains.

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; DC 13 + spell level): 0-level - *detect magic*, *detect poison*, *guidance*, *inflict minor wounds*, *read magic*, *resistance*; 1st - *bane*, *cause fear*, *burning hands**, *deathwatch*, *sanctuary*, *shield of faith*; 2nd - *bull's strength* x2, *consecrate* x2, *produce flame**; 3rd - *continual flame**, *negative energy protection*, *prayer*, *resist elements*; 4th - *dismissal*, *wall of fire**. *domain spells.

Possessions: Amulet of undead turning, circlet of blasting (major), +1 full plate armor; +1 heavy flail undead bane, misc. coins.

Baltus Dunon: Male human Wiz8 - Abjurer; CR8; Medium-size humanoid (human); HD 8d4; hp 20; Init +1 (+1 Dex.); Spd 30 ft.; AC 13 (+1 Dex, +2 bracers of armor; touch 11, flat-footed 12); Atk +6 melee (1d4+1, 19-20/x2, masterwork dagger); SA Spells; AL LN; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con 11, Int 18, Wis 12, Cha 14.

Languages: Celestial, common, draconic, elven, infernal.

Skills and Feats: Bluff +7, Concentration +4, Diplomacy +13, Intimidate +7, Knowledge (Arcana) +15, Knowledge (Bluffs) +15, Sense Motive +6, Spellcraft +15; Scribe Scroll, Skill Focus (Diplomacy), Spell Focus (Abjuration), Spell Focus (Transmutation), Spell Mastery (*cat's grace*, *flame arrow*, *mage armor*, *protection from arrows*), Spell Penetration.

Wizard Spells Prepared (4/5+1/4+1/4+1/3+1; DC 14 + spell level, *DC 16 for Abjuration and Transmutation; prohibited school Illusion): 0-level - *detect magic*, *open/close*, *prestidigitation*, *resistance*; 1st - *jump*, *mage armor*, *magic missile* x2, *shield* x2; 2nd - *arcane lock*, *cat's grace*, *endurance* x2, *protection from arrows*; 3rd - *dispel magic*, *flame arrow* x3, *baste*; 4th - *bestow curse*, *minor globe of invulnerability*, *polymorph other*, *stoneskin*.

Spellbook: 0-level - *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st - *alarm*, *jump*, *mage armor*, *magic missile*,

shield; 2nd - *arcane lock*, *cat's grace*, *endurance*, *protection from arrows*; 3rd - *dispel magic*, *explosive runes*, *flame arrow*, *baste*; 4th - *bestow curse*, *minor globe of invulnerability*, *polymorph other*, *stoneskin*.

Possessions: +2 bracers of armor, gloves of arrow snaring, masterwork dagger, *potion of cure serious wounds*, spell component pouch, *wand of burning hands* (19 charges), misc. coins.

Banhl: Male aranea Ftr2/Rgr2; CR8; Medium-size shapechanger; HD 3d8+4d10 +14; hp 49; Init +6 (+2 Dex, +4 Improved Initiative); Spd 50 ft., climb 25 ft. (30 ft., no climb, in human form); AC 13 (+2 Dex, +1 natural armor; touch 12, flat-footed 11); Atk +7/+2 melee (1d10+2, 19-20/x2, +1 bastard sword), +5 melee (1d4+1, 19-20/x2, silvered dagger) or +7/+2 ranged (1d4+1, 19-20/x2, 10 ft., silvered dagger) or +10/+5 ranged (1d8+1/x3, 110 ft., masterwork mighty [+1 Str] composite longbow) or +8 melee (1d6+1 and poison/x2, bite) or +8 ranged (10 ft., web); SA +1 favored enemy—elves, poison, spells, web; SQ Alternate form, ranger two-weapon fighting; AL N; SV Fort +11, Ref +5, Will +4; Str 12, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Languages: Common, sylvan.

Alternate form (Su): Natural form of Large monstrous spider. Change change to a Small or Medium-size humanoid (form is fixed at birth) or a Medium-size spider-humanoid hybrid as a standard action. In humanoid form, the aranea gains all the abilities of the form but keeps its ability scores and can cast spells. It cannot use webs or poison in humanoid form. In hybrid form, which looks humanoid (Spot check [DC 18]), the aranea can use weapons and webs. Form cannot be dispelled, nor does it revert to natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Poison (Ex): Bite, Fort save (DC 13); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Web (Ex): In spider or hybrid form, cast a web up to six times per day. As a net attack with a maximum range of 50 ft., with 10 ft. range increments effective against targets up to Large size. An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire.

Skills and Feats: Climb +15, Concentration +8, Craft (Weaving) +8, Escape Artist +8, Hide +6, Jump +7, Listen +3, Profession (Barkeep) +5, Spot +3, Wilderness Lore +9; Alertness, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Track, Weapon Finesse (bite), Weapon Focus (bastard sword).

Sorcerer Spells Known (6/6; DC 12 + spell level): 0-level - *arcane mark*, *detect magic*, *mending*, *ray of frost*, *resistance*; 1st - *mage armor*, *magic missile*, *true strike*.

Possessions: +1 bastard sword, 20 masterwork arrows, masterwork mighty [+1 Str] composite longbow, *potion of cure moderate wounds*, 2 silvered daggers, spell component pouch, misc. coins.

Barkley Boon: Male human Com3; CR2; Medium-size humanoid (human); HD 3d4+3; hp 11; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex; touch 12, flat-footed 10); Atk +4 melee, or +3 ranged; SV Fort +2, Ref +5, Will +4; AL NG; Str 16, Dex 14, Con 13, Int 10, Wis 16, Cha 16.

Languages: Common.

Skills and feats: Gather Information +7, Handle Animal +6, Listen +8, Profession (Salesman) +8, Skill Focus (Gather Information), Skill Focus (Profession [Salesman]).

Possessions: Misc. coins and wealth.

Bartley Hobart: Male human Ari2; CR1; Medium-size humanoid (human); HD 2d8-2; hp 7; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk -1 melee (1d6-2/x2, walking stick); AL NG; SV Fort -1, Ref +0, Will +3; Str 6, Dex 10, Con 9, Int 15, Wis 16, Cha 18.

Languages: Common, elven.

Skills and Feats: Bluff +9, Diplomacy +13, Gather Information +11, Innuendo +8, Knowledge (Bluffsides) +7, Sense Motive +10; Skill Focus (Gather Information), Skill Focus (Sense Motive).

Possessions: Silver-capped walking stick (105 gp), misc. coins.

Benak Breckon: Male human Exp3; CR2; Medium-size humanoid (human); hp 12; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex; touch 13, flat-footed 10); Atk +3 melee, or +5 ranged; SV Fort +1, Ref +4, Will +5; AL N; Str 13, Dex 17, Con 11, Int 15, Wis 14, Cha 10.

Languages: Common, giant, gnome.

Skills and Feats: Appraise +10, Craft (Blacksmith) +12*, Handle Animal +6, Bluff +6, Diplomacy +6, Listen +8, Spot +8, Intimidate +4, Search +6, Sense Motive +6, Speak Language +2; Skill Focus (Craft [Blacksmith]), Skill Focus (Appraise).

*+2 skill bonus from masterwork tools.

Possessions: Masterwork blacksmith tools, misc. coins.

Bendigo the Pugilist

Male human Rog4/War6; CR9; Medium-size humanoid (human); HD 4d6+6d8+30; hp 71; Init +2 (+2 Dex); Spd 30 ft.; AC 19 (+2 Dex, +6 *studded leather armor*, +1 masterwork buckler; touch 12, flat-footed 19); Atk +14/+9 melee (1d3+4/x2, +1 *gauntlet*) or +13/+8 melee (1d3+3S/x2, unarmed strike); SA +2d6 sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +8, Ref +8, Will +2; Str 16, Dex 14, Con 16*, Int 12, Wis 8, Cha 10.

*Con gains a +2 bonus from *amulet of health*.

Languages: Common, dwarven.

Skills and Feats: Balance +11, Bluff +7, Climb +13, Escape Artist +6, Handle Animal +5, Intimidate +15, Gather Information +5, Jump +15, Listen +5, Ride (horses) +11, Sense Motive +5, Spot +6, Tumble +11; Combat Reflexes, Dodge, Improved Unarmed Strike, Mobility, Weapon Focus (unarmed strike).

Possessions: +2 *amulet of health*, +1 *gauntlet*, masterwork buckler, +3 *studded leather armor*, misc. coins.

Bet-Sheal Lefty Galordon: Male human Rog3/Wiz8-Transmuter; CR11; Medium-size humanoid (human); HD 8d4+3d6+33; hp 70; Init +0; Spd 60 ft.; AC 13 (+3 *ring of protection*; touch 13, flat-footed 13); Atk +7/+2 melee (1d4+1, 19-20/x2, *adamantine dagger of spellstoring*), or +8 ranged (1d4+1, 19-20/x2, 10 ft., *adamantine dagger of spellstoring*), or +7 ranged (1d4+2, 19-20/x2, 30 ft., +1 *hand crossbow with +1 bolts*); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC), scribe scroll, traps, summon familiar; AL CG; SV Fort +6, Ref +5, Will +8; Str 8, Dex 10, Con 17, Int 17, Wis 13, Cha 14.

Languages: Common, draconic, dwarven, elven, gnome, halfling, orc, uncommon.

BET-SHEAL "LEFTY" GALORDON



Skills and Feats: Alchemy +10, Appraise +7, Bluff +7, Concentration +9, Craft (Locksmith) +8, Diplomacy +12, Gather Information +12, Innuendo +8, Intimidate +7, Knowledge (Arcana) +9, Move Silently +4, Open Lock +5, Profession (Innkeeper) +8, Ride +4, Search +8, Sense Motive +8, Spellcraft +9, Swimming +4; Brew Potion, Combat Casting, Craft Wondrous Item, Extend Spell, Leadership, Scribe Scroll, Spell Focus (Transmutation).

Spells Prepared (5/6/5/5/3; DC 13 + spell level, 15+ spell level Transmutation, prohibited school Conjuratation); 0-level - *dancing lights*, *detect magic*, *light*, *mage hand*, *prestidigitation*; 1st - *burning hands*, *charm person*, *expeditious retreat*, *magic missile* x2, *ventriloquism*; 2nd - *bull's strength* x2, *levitate*, *mirror image* x2; 3rd - *dispel magic*, *fly*, *hold person*, *slow* x2; 4th - *polymorph self* x2, *stoneskin*.

Spellbook: 0-level - all; 1st - *burning hands*, *charm person*, *enlarge*, *expeditious retreat*, *magic missile*, *message*, *sleep*, *ven-*

triloquism; 2nd - *bull's strength*, *darkvision*, *knock*, *levitate*, *mirror image*, *whispering wind*; 3rd - *dispel magic*, *fly*, *hold person*, *slow*; 4th - *polymorph self*, *stoneskin*.

Possessions: +3 *ring of protection*, *adamantine spell storing daggers* x2, *bag of holding* (bag 2), +1 *hand crossbow*, 20 +1 *bolts*, *potion of haste*, 2 *potions of jump*, 2 *potions of cure light wounds*, *potion of spider climb*, 2 *scrolls - cure critical wounds*, *scroll - wall of fire*, *scroll - dimension door*, 2 *scrolls - cure serious wounds*, 2 *scrolls - fireball*, *scroll - invisibility*, *scroll - web*, misc. coins.

Brandi Twistknot: Female halfling Rog7/Wiz3; CR10; Small humanoid (halfling); HD 7d6+3d4+10; hp 42; Init +5 (+5 Dex); Spd 20 ft.; AC 22 (+5 Dex, +1 size, +6 *studded leather armor*; touch 16, flat-footed 22); Atk +9/+4 melee (1d6+1, 19-20/x2, +1 *short sword*) or +14/+9 ranged (1d4 and poison/x2, 20 ft., masterwork dart); SA Poison, +4d6 sneak attack, spells; SQ Evasion, halfling traits uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +5, Ref +12, Will +6; AL NE; Str 10, Dex 21, Con 12, Int 13, Wis 11, Cha 12.

Languages: Common, halfling, orc.

Halfling traits (Ex): +1 bonus to all saves, +2 morale bonus to saves vs fear, +1 to hit with thrown weapon.

Skills and Feats: Balance +11, Bluff +6, Climb +6, Escape Artist +10, Gather Information +8, Hide +19, Jump +7, Knowledge (Arcana) +5, Listen +6, Move Silently +17, Open Lock +11, Search +7, Spellcraft +6, Spot +4, Tumble +17, Use Rope +13; Combat Reflexes, Dodge, Mobility, Scribe Scroll, Weapon Focus (short sword).

Wizard Spells Prepared (4/2/1; DC 11 + spell level; 15% arcane spell failure with *studded leather armor*): 0-level - *daze*, *detect magic*, *mending*, *ray of frost*; 1st - *charm person*, *jump*; 2nd - *web*.

Spellbook: 0-level - *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st - *charm person*, *jump*, *magic missile*, *sleep*, *spider climb*; 2nd - *endurance*, *web*.

Possessions: 10 masterwork darts (poisoned with blue whinnis), *potion of cure serious wounds*, *potion of neutralize poison*, *ring of jumping*, *short sword* +1, *studded leather armor* +3, 2 thunderstones, misc. coins.

Brandyn Bergen: Male human Pal6; CR6; medium-size humanoid (human); HD 6d10+6; hp 48; Init +2 (+2 Dex); Spd 20 ft.; AC 20 (+2 Dex, +5 breastplate, +2 large steel shield, +1 *ring of protection*; touch 13, flat-footed 18; -5 armor check penalty); Atk +8/+3 melee (d8+2, 19-20/x2, +1 *longsword*), or +8/+3 melee (d6+1, light mace) or +7/+2 melee (d8+1/x2, morning star), or +9/+4 ranged (d8, 19-20/x2, 80 ft., masterwork light crossbow); SA Smite evil, turn undead; SQ detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease; AL LG; SV Fort +10, Ref +8, Will +9; Str 13, Dex 15, Con 13, Int 15, Wis 16, Cha 18.

Languages: Common, goblin, ignan.

Skills and Feats: Bluff +7, *Climb +2, Craft (Weapons) +13, Diplomacy +5, Handle Animal +13, Heal +8, Knowledge (Religion) +9, Profession (Drover) +9, Spot +3; Endurance, Improved unarmed strike, Leadership, Skill focus (Craft [Weapons]).

Paladin Spells Prepared: (2; DC 13 + spell level): 1st - *divine favor* x2.

Possessions: +1 *longsword* with family crest on it; breastplate; masterwork light crossbow; masterwork light mace; morning star; 6 light crossbow bolts; masterwork large steel shield; +1 *ring of protection* with family crest on it; misc. gems and coins.

Paladin Mount: Hazgar: Large animal; HD 6d8+12; hp 40; Init +1 (+1 Dex); Spd 50 ft.; AC 18 (-1 size, +1 Dex, +8 natural; touch 10, flat-footed 17); Atk: 2 hooves +6 melee (1d6+4), bite +2 melee (1d4+2 bite); SQ Improved evasion, share spells, empathic link, scent, share saving throws; AL LG; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6; Listen +7, Spot +7.

Brocaill: Male human Exp10; CR9; Medium-size humanoid (human); HD 10d6+20; hp 71; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +2 *ring of protection*, +2 *bracers of armor*; touch 13, flat-footed 14); Atk +7/+2 melee (1d4+2/x2, +2 *light hammer*), or +11/+6 ranged; SV Fort +5, Ref +7, Will +9; AL LN; Str 10, Dex 12, Con 15, Int 18, Wis 14, Cha 13.

Languages: Common, dwarven, elven, giant, draconic, goblin, orc, undercommon, aquan.

Skills and Feats: Alchemy +11, Climb +8, Concentration +16, Diplomacy +16, Disguise +4, Escape Artist +6, Handle Animal +13, Hide +4, Knowledge (Languages) +18, Listen +6, Move Silently +6, Ride (horses) +13, Search +12, Spot +10, Speak Language (Goblin, Orc, Undercommon, Aquan), Use Rope +8; Ambidexterity, Iron Will, Skill Focus (Concentration), Skill Focus (Diplomacy), Skill Focus (Knowledge [Languages]).

Possessions: Figurine of a twisted tower (damaged), *goggles of minute seeing*, +2 *light hammer*, *potion of detect thoughts*, *robe of useful items*, +2 *ring of protection*, +2 *bracers of armor*, misc. coins.

Bruskin Nightshade Thorvar: Male half-elf Wiz12-Necromancer; CR12; Medium-size humanoid (elf); HD 12d4; hp 30; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +3 *bracers of armor*, +1 *ring of protection*; touch 13, flat-footed 14); Atk +8/+3 melee (1d4+2, 19-20/x2, +1 *dagger*); SA Spells; SQ Half-elf traits; AL N; SV Fort +6, Ref +8, Will +11; Str 12, Dex 14, Con 11, Int 17, Wis 13, Cha 10.

Languages: Common, elven, infernal, gnome, undercommon.

Half-elf traits: Immune to sleep effect, low-light vision, +2 saves vs. Enchantment.

Skills and Feats: Alchemy +18, Concentration +10, Knowledge (Arcana) +18, Knowledge (Bluffs) +13, Listen +2, Search +4, Sense Motive +6, Spellcraft +18, Spot +2; Dodge, Enlarge Spell, Extend Spell, Improved Initiative, Mobility, Scribe Scroll, Spell Focus (Necromancy), Spell Penetration.

Wizard Spells Prepared (4/5+1/5+1/5+1/3+1/3+1/2+1; DC 13 + spell level, *DC 15 for Necromancy; prohibited school Enchantment): 0-level - *detect magic*, *disrupt undead*, *ghost sound*, *ray of frost*; 1st - *chill touch*, *protection from evil*, *ray of enfeeblement* x2, *shocking grasp*, *unseen servant*; 2nd - *alter self*, *ghoul touch* x2, *spectral hand* x2, *summon swarm*; 3rd - *gentle repose*, *bait undead*, *lightning bolt* x2, *vampiric touch* x2; 4th - *enervation*, *fear*, *ice storm*, *solid fog*; 5th - *animate dead*, *cone of cold* x2, *teleport*; 6th - *acid fog*, *circle of death*, *project image*.

Spellbook: 0-level - *arcane mark, dancing lights, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st - *chill touch, protection from evil, ray of enfeeblement, shocking grasp, unseen servant*; 2nd - *alter self, ghoul touch, spectral hand, summon swarm*; 3rd - *gentle repose, hallow, undead, lightning bolt, vampiric touch*; 4th - *enervation, fear, ice storm, solid fog*; 5th - *animate dead, cone of cold, passwall, teleport*; 6th - *acid fog, circle of death, flesh to stone, project image*.

Possessions: +3 bracers of armor, +2 cloak of resistance, +1 dagger, pearl of power (3rd), potion of lesser restoration, +1 ring of protection, spell component pouch, misc. coins.

Carl I: Insane male human Clr5; CR5; Medium-size humanoid (human); HD 5d8-5; hp 24; Init -1 (-1 Dex); Spd 20 ft.; AC 14 (-1 Dex, +5 chain mail; touch 9, flat-footed 14; -4 armor check penalty); Atk +3 melee (1d6/x2, +1 **BRUSKIN THORVAR** light mace) or +3 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SA Spells, rebuke/command undead; AL CN; SV Fort +6, Ref +3, Will +9; Str 8, Dex 8, Con 8, Int 12, Wis 15, Cha 13.

Languages: Common, infernal.

Skills and Feats: Concentration +3, Diplomacy +9, Heal +6, Knowledge (Religion) +9, Scribe +9; Great Fortitude, Iron Will, Lightning Reflexes.

Cleric Spells Prepared (5/4+1/3+1/1+1; DC 12 + spell level): 0-level - *create water, detect magic, detect poison x2, purify food and drink*; 1st - *bane, cause fear, detect law, doom, protection from law**; 2nd - *augury, death knell, shatter**; 3rd - *blindness/deafness, contagion**. *Domain spells.

Possessions: +1 cloak of resistance, masterwork chain mail, masterwork light crossbow, 20 masterwork light crossbow bolts, misc. coins.

Carl the Gray Ooze: CR4; Medium-size ooze; HD 3d10+10; hp 26; Init -5 (Dex); Spd 10 ft.; AC 5 (-5 Dex; touch 5, flat-footed 5); Atk +3 melee (1d6+1 slam, +1d6 acid); SA Improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, camouflage; AL N; SV Fort +1, Ref -4, Will -4; Str 12, Dex 1, Con 11, Int —, Wis 1, Cha 1.

Improved Grab (Ex): To use this ability, the gray ooze must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage.

The ooze's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize a motionless gray ooze for what it really is.

Cephalous: Male human Exp10; CR9; Medium-size humanoid (human); HD 10d6+20; hp 59; Init +3 (+3 Dex); Spd 30 ft.; AC 22 (+3 Dex, +6 chain shirt, +1 ring of protection, +2 amulet of natural armor; touch 14, flat-footed 19; -3 armor check penalty); Atk +12/+7 melee (1d6+4/1d6+4, +3 quarterstaff of defending), or +10/+5 ranged; SV Fort +5, Ref +8, Will +5; AL NG; Str 13, Dex 17, Con 15, Int 17, Wis 7, Cha 14.

Languages: Abyssal, auran, common, draconic, dwarven, goblin.

Skills and Feats: Alchemy +16, Appraise +16, Decoder Script +16, Diplomacy +15, Gather Information +15, Knowledge (Arcana) +16, Knowledge (Geography) +7,



CARL I



Knowledge (Local History) +16, Knowledge (Religion) +16, Knowledge (the Planes) +8, Search +16, Use Magic Device +15; Dodge, Expertise, Leadership, Mobility, Weapon Focus (quarterstaff).

Possessions: +2 *chain shirt*, +3 *quarterstaff of defending*, +1 *ring of protection*, +2 *amulet of natural armor*, *bag of holding* (bag 1), misc. coins.

Charlata: Female dwarf Exp7, CR6; Medium-size humanoid (human); HD 7d6+14; hp 38; Init +0; Spd 20 ft.; AC 12 (+2 leather armor; touch 10, flat-footed 12); Atk +6 melee (1d6/x3, masterwork handaxe); SQ Dwarven traits; SV Fort +4, Ref +2, Will +8; AL LG; Str 11, Dex 10, Con 15, Int 15, Wis 16, Cha 11.

Languages: Common, dwarven, goblin, terran.

Dwarven traits (Ex): Darkvision 60 ft., stonemasonry, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Appraise +12, Craft (Coin stamp) +14, Knowledge (Bluffs) +8, Knowledge (Metallurgy) +14, Knowledge (Nobility and Royalty) +7, Listen +5, Profession (Coin minter) +15, Profession (Jeweler) +13, Profession (Miner) +8, Search +8, Spot +11; Alertness, Skill Focus (Knowledge [Metallurgy]), Skill Focus (Profession [Coin minter]).

Possessions: *Goggles of minute seeing*, masterwork artisan's tools, masterwork handaxe, masterwork leather armor, *potion of haste*, misc. coins.

Cheston Baldercon: Male human Wiz13-Enchanter; CR13; Medium-size humanoid (human); HD 13d4; hp 32; Init -1 (-1 Dex); Spd 30 ft.; AC 13 (-1 Dex, +2 *amulet of natural armor*, +2 *ring of protection*; touch 11, flat-footed 13); Atk +9/+4 melee (1d6+3, 18-20/x2, +3 *rapier*); SA Spells; AL CG; SV Fort +4, Ref +3, Will +11; Str 11, Dex 9, Con 10, Int 19, Wis 16, Cha 18.

Languages: Common, elven, ignan, sylvan.

Skills and Feats: Bluff +12, Concentration +8, Craft (Calligraphy) +12, Diplomacy +18, Forgery +7, Knowledge (Arcana) +20, Knowledge (Bluffs) +9, Profession (Scribe) +9, Sense Motive +8, Spellcraft +20; Craft Wand, Martial Weapon Proficiency (rapier), Scribe Scroll, Skill Focus (Bluff), Skill Focus (Diplomacy), Spell Focus (Enchantment), Spell Focus (Illusion), Spell Mastery (*charm monster*, *charm person*, *hold person*, *mirror image*), Spell Penetration.

Wizard Spells Prepared (4/5+1/5+1/5+1/5+1/3+1/2+1/1+1; DC 14 + spell level, *DC 16 for Enchantment and Illusion; prohibited school Conjuration): 0-level - *daze*, *detect magic*, *ghost sound*, *light*; 1st - *charm person* x2, *color spray*, *jump*, *magic missile*, *spider climb*; 2nd - *flaming sphere* x2, *locate object*, *mirror image*, *hideous laughter* x2; 3rd - *fireball*, *hold person* x2, *suggestion* x2, *tongues*; 4th - *charm monster*, *confusion* x2, *dimension door* x2, *phantasmal killer*; 5th - *dominate person*, *hold monster*, *mind fog*, *stone shape*; 6th - *mass haste*, *mass suggestion*, *shades*; 7th - *insanity*, *teleport without error*.

Spellbook: 0-level - *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitiation*, *read magic*, *resistance*; 1st - *charm person*, *color spray*, *jump*, *magic missile*, *spider climb*; 2nd - *flaming sphere*, *locate object*, *mirror image*, *hideous laughter*; 3rd - *fireball*, *hold person*, *suggestion*, *tongues*; 4th - *charm monster*, *confusion*, *dimension door*,

phantasmal killer; 5th - *dominate person*, *hold monster*, *mind fog*, *stone shape*; 6th - *mass haste*, *mass suggestion*, *programmed image*, *shades*; 7th - *insanity*, *teleport without error*.

Possessions: +2 *amulet of natural armor*, *potion of blur*, +3 *rapier*, +2 *ring of protection*, spell component pouch, misc. coins.

Corwin Stormrite: Male human Exp9; CR8; Medium-size humanoid (human); HD 9d6+3; hp 42; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather; touch 12, flat-footed 13); Atk +6/+1 melee (1d6/x2, club); SV Fort +1, Ref +5, Will +8; AL N; Str 11, Dex 15, Con 11, Int 12, Wis 15, Cha 10.

Languages: Common, gnome.

Skills and Feats: Appraise +11, Bluff +12, Craft (Shipmaking) +13, Diplomacy +10, Intimidate +10, Listen +10, Profession (Woodcutter) +12, Profession (Sailor) +12, Spot +12, Swim +10; Ambidexterity, Endurance, Improved initiative, Skill Focus (Craft [Shipmaking]), Toughness.

Possessions: Fine walking stick (masterwork club), masterwork studded leather armor, *potion of detect thoughts*, 3 *potions of cure light wounds*, *potion of levitate*, *ring of jumping*, misc. coins.

Damania Hollingsworth (Mogra): Female human Ari10; CR9; Medium-size humanoid (human); HD 10d8+10; hp 55; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 *ring of protection*; touch 14, flat-footed 12); Atk +6/+1 melee (1d6-1/x2, walking stick) or +7/+2 melee (1d4-1, 19-20/x2, masterwork dagger); AL CN; SV Fort +4, Ref +5, Will +7; Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 17.

Languages: Common, elven.

Skills and Feats: Bluff +18, Diplomacy +15, Disguise +28*, Gather Information +11, Innuendo +6, Knowledge (Bluffs) +10, Listen +4, Read Lips +4, Ride (horses) +10, Sense Motive +6; Dodge, Expertise, Skill Focus (Bluff), Skill Focus (Disguise).

*Disguise skill gains a +10 bonus from Hat of Disguise.

Possessions: Gold and silver anklet (105 gp), *bat of disguise*, masterwork dagger, *necklace of fireballs* (type IV), *potion of cure serious wounds*, +2 *ring of protection*, walking stick, misc. coins.

Darius Slade: Male human Ftr1/Rgr6/BMR5; CR12; Medium-size humanoid (human); HD 12d10+12; hp 95; Init +5 (+5 Dex); Spd 30 ft.; AC 22 (+5 Dex, +5 *studded leather armor*, +2 *ring of protection*; touch 17, flat-footed 17); Atk +20/+15 ranged (d8+5, 19-20/x3, 110 ft., +2 *composite mighty* [+3] *longbow goblinbane*) or +14/+9 melee (d8+3, 19-20/x2, masterwork longsword) and +14 melee (d6+1, 19-20/x2, masterwork shortsword); SA Favored enemy goblins +3, favored enemy giants +1, dead shot; SQ Signal the base, mountain stride, shadow of the mountains, deadfall, none shall pass; AL NG; SV Fort +12, Ref +11, Will +4; Str 16, Dex 20*, Con 13, Int 12, Wis 12, Cha 10.

*+4 bonus from *gloves of dexterity*.

Languages: Common, goblin.

Dead Shot: Critical threats scored on favored enemies with a bow become criticals automatically.

Signal the Base: Send signals, DC 5+ 1 per mile.

Mountain Stride: Terrain 1 step easier for character, pass without trace.

Shadow of the Mountains: +1 bonus to hide and move silently in mountains.

Deadfall: +2 craft traps in mountains.

None Shall Pass: -1 terrain penalty to large groups of troops passing through mountains.

Skills and Feats: Climb +7, Craft (Taps) +7, Handle Animal +4, Hide +20*, Intuit Direction +5, Jump +7, Knowledge (Bluffs) +8, Listen +11, Move Silently +24*, Ride +9, Spot +11, Use Rope +9, Wilderness Lore +16; Alertness, Far Shot, Improved Critical (composite longbow), Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), [Track].

*+10 skill bonus from boots and cloak of elvenkind.

Ranger Spells Prepared: (2; DC 11 + spell level): 1st - *entangle*, *magic fang*.

Possessions: +2 composite mighty [+3] longbow goblinbane, +4 gloves of dexterity, goggles of the night, +2 ring of protection, +2 studded leather, 4 arrows of goblin slaying, boots of elvenkind, cloak of elvenkind, masterwork longsword, masterwork shortsword, misc. coins.

Animal Companion: Jammer: Male eagle; CR1/2; Small animal; HD 1d8+1; hp 5; Init +2 (+2 Dex); Spd 10 ft., fly 80 ft. (average); AC 14 (+1 size, +2 Dex, +1 natural armor; touch 13, flat-footed 12); Atk +3/+3/-2 melee (1d3, claw (x2), 1d4 bite); AL N; SV Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6 (+8 racial bonus during daylight); Weapon Finesse (claw, bite).

Animal Companion: Budge: Male dire badger; CR2; Medium-size animal; HD 3d8+12; hp 25; Init +3 (+3 Dex); Spd 30 ft., burrow 10 ft.; AC 16 (+3 Dex, +3 natural armor; touch 13, flat-footed 13); SA Rage; SQ Scent; AL N; SV Fort +7, Ref +6, Will +4; Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +6, Spot +6.

Rage (Ex): A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Dave Tellinbrau: Male human Com2; CR1; Medium-size humanoid (human); hp 6; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex; touch 13, flat-footed 10); Atk +1 melee, or +3 ranged; SV Fort +0, Ref +5, Will +2; AL NG; Str 12, Dex 14, Con 10, Int 16, Wis 14, Cha 9.

Languages: Common, dwarven.

Skills and Feats: Handle Animal +3, Listen +6, Profession (Sewer Worker) +8, Spot +6, Swim +5, and Use Rope +6; Skill Focus (Profession [Sewer Worker]).

Possessions: Misc. coins.

Davin Hillsfar: Male dwarf Ftr7; CR7; Medium-size humanoid (dwarf); HD 7d10+7; hp 45; Init +0; Spd 15 ft.; AC 17 (+7 banded mail armor; touch 10, flat-footed 17; -5 armor check penalty); Atk +12/+7 melee (1d10+7/x3, +1 glaive) or +11/+6 melee (1d6+4/x3, +1 handaxe); SQ Dwarven traits; Face/Reach 5 ft. x 5 ft./5 ft. (10 ft. with +1 glaive); AL LN; SV Fort +6, Ref +2, Will +3; Str 16, Dex 10, Con 13, Int 14, Wis 12, Cha 12.

Languages: Common, dwarven, orc, terran.

Skills and Feats: Climb +12, Handle Animal +6, Jump +8, Profession (Siege Engineer) +6, Ride (ponies) +7, Spot +4; Cleave,

Great Cleave, Leadership, Power Attack, Quickdraw, Weapon Focus (glaive), Weapon Specialization (glaive).

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Possessions: +1 banded mail armor, +1 glaive, +1 handaxe, masterwork manacles, *potion of cure serious wounds*, *glove of storing* (usually holds left available to hold glaive) signal whistle, 2 thunderstones, misc. coins.

Delia: Female human Exp14; CR13; Medium-size humanoid (human); HD 14d6+14; hp 63; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 ring of protection; touch 15, flat-footed 12); Atk +16/+11 melee (1d4+5, 19-20/x2, +2 dagger returning); SV Fort +5, Ref +7, Will +9; AL CG; Str 16, Dex 17, Con 13, Int 12, Wis 11, Cha 12.

Languages: Common, dwarven.

Skills and Feats: Climb +20, Heal +8, Intuit direction +8, Jump +22, Knowledge (Bluffs) +9, Profession (Dive instructor) +14, Search +16, Spot +15, Swim +22, Tumble +24; Endurance, Skill Focus (Swim), Skill Focus (Tumble), Weapon Focus (dagger).

Possessions: +2 dagger returning, +2 ring of protection, misc. coins.

Delik Deepfarer: Male dwarf (hill) Ftr3; CR3; Medium-size humanoid (dwarf); HD 3d10+9; hp 27; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+2 Dex, +5 chainmail, +1 small steel shield; touch 12, flat-footed 16; -6 armor check penalty); Atk +8 melee (1d8+5/x3, +1 battle axe), or +5 ranged; SQ Dwarven traits; SV Fort +6, Ref +3, Will +2; AL CN; Str 18, Dex 15, Con 17, Int 12, Wis 13, Cha 10.

Languages: Common, dwarven, gnome.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Appraise +3, Craft (Weapons) +3, Intimidate +3, Jump +6, Swim +10, Wilderness Lore +3; Endurance, Improved Initiative, Point Blank Shot, Weapon Focus (battleaxe).

Possessions: +1 battleaxe, chainmail, small steel shield, misc. coins.

Denis Duvall: Male human Rog3/Wiz2; CR5; Medium-size humanoid (human); HD 3d6+2d4+5; hp 18; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex; touch 13, flat-footed 10); Atk +9 melee (1d4+3, 19-20/x2, +2 dagger of spell storing), or +6 ranged (1d4, 19-20/x2, 30 ft., hand crossbow); SV Fort +2, Ref +6, Will +8; AL N; Str 13, Dex 16, Con 13, Int 17, Wis 18, Cha 12.

Languages: Common, draconic, elven, gnome.

Skills and Feats: Appraise +11, Bluff +9, Diplomacy +9, Disable Device +9, Disguise +7, Knowledge (Arcana) +9, Knowledge (History) +11, Profession (Antique Dealer) +12, Read Lips +9, Sense Motive +12, Spellcraft +9, Spot +12; Dodge, Scribe scroll, Weapon Finesse (dagger), Weapon Focus (dagger).

Wizard Spells Prepared (4/3; DC 13 + spell level): 0-level - *detect magic* (x2), *mending*, *open/close*; 1st - *identify*, *comprehend languages*, *mage armor*.

Spellbook: 0-level - *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*,

mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st - change self, comprehend languages, identify, mage armor, magic missile, shocking grasp, floating disk.

Possessions: +2 dagger of spell storing (shocking grasp), hand crossbow, 10 hand crossbow bolts, thief's tools, wand of invisibility (19 charges), scroll - floating disk x2, misc. coins.

Dran Shallowgrave: Male elf Rgr3/Rog3/Clr3; CR9; Medium-size humanoid (elf); HD 3d10+3d6+3d8; hp 49; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+4 Dex, +3 *amulet of natural armor*; touch 14, flat-footed 13); Atk +10/+5 melee (1d8+2, 19-20/x2, masterwork longsword), or +12/+7 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SA Favored enemy goblinoids +1; SQ Elven traits; SV Fort +7, Ref +9, Will +10; AL LG; Str 14, Dex 19, Con 10, Int 12, Wis 17, Cha 14.

Languages: Common, elven, orc.

Elven traits (Ex): Immune to sleep effect, low-light vision, +2 saves vs Enchantment, search check on secret doors within 5 ft.

Skills and Feats: Bluff +8, Diplomacy +5, Disguise +8, Gather Information +7, Knowledge (Arcana) +4, Knowledge (Religion) +4, Knowledge (Nature) +7, Listen +13, Move Silently +16, Sense Motive +9, Wilderness Lore +15; Alertness, Improved Initiative, Iron Will, Skill Focus (Gather Information), Track.

Cleric Domains: Knowledge, Skulduggery*.

*New Domain, see Appendix 10: Domains.

Cleric Spells Prepared (4/3+1/2+1; DC 13 + spell level): 0-level - *detect magic, detect poison, guidance, resistance*; 1st - *deathwatch, magic weapon, shield of faith, spider climb*; 2nd - *hold person, invisibility*, spiritual weapon*.

*Domain spells.

Possessions: Masterwork longsword, masterwork light crossbow, 23 light crossbow bolts, +3 *bracers of armor*, *cloak of arachnida*, *bat of disguise*, *handy haversack*, *necklace of prayer beads (karma)*, *potion of blur*, 3 *feather token (bird)*, *scroll - discern lies* (caster level 8), *scroll - freedom of movement* (caster level 8), *wand of detect secret doors* (9 charges), misc. coins.

Drindel Lightstrike: Male sixam ieuna Ftr8/Brd3; CR11; Medium-size humanoid (sixam); HD 8d10+3d6+11; hp 81; Init +4 (+4 Dex); Spd 30 ft., fly 30 ft. (good); AC 23 (+4 Dex, +7 *breastplate*, +2 *ring of protection*; touch 16, flat-footed 19; -4 armor check penalty); Atk +16/+11 melee (1d8+6/x3, *Trells-bane*); SQ Sixam ieuna traits; SV Fort +10, Ref +13, Will +10; AL LG; Str 20, Dex 18, Con 13, Int 12, Wis 17, Cha 17.

Languages: Auran, common, sixam.

Sixam ieuna traits (Ex): Claustrophobic, retractable wings.

Skills and Feats: Handle Animal +11, Knowledge (Tactics and Strategy) +15, Sense Motive +10, Spot +15; Aerial Combat*, Alertness, Cleave, Fly-by Attack, Power Attack, Power Dive*, Quick Draw, Skill Focus (Spot).

*New feats, see Appendix 9: Feats.

Bard Spells Known (3/2, DC 13 + spell level): 0-level - *dancing lights, detect magic, light, mending, open/close, read magic*; 1st - *hypnotism, sleep, ventriloquism*.

Possessions: *Trellsbane* (+1 brilliant energy longsword), +2 *breastplate*, *potion of cat's grace*, *potion of cure moderate*

wounds (x2), +2 *ring of protection*, +2 *cloak of resistance*, misc. coins.

Durin Moonseeker: Female gnome Wiz9-Illusionist; CR9; Small humanoid (gnome); HD 9d4+27; hp 49; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 16 (+1 Dex, +1 size, +3 *bracers of armor*, +1 *ring of protection*; touch 13, flat-footed 15); Atk +5 melee (1d4-1, 19-20/x2, masterwork dagger) or +9 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SA Spells, spell-like abilities; SQ Gnome traits; AL CG; SV Fort +6, Ref +4, Will +6; Str 8, Dex 12, Con 16, Int 17, Wis 11, Cha 12.

Languages: Common, draconic, dwarven, gnome, terran.

Gnome traits (Ex): Low-light vision, +2 saves vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Spell-like abilities (Sp): 1/day—*dancing lights, ghost sound, prestidigitation* (all as Sor1). DC 11 + spell level.

Skills and Feats: Alchemy +17, Concentration +11, Hide +5, Knowledge (Arcana) +11, Knowledge (Geography) +15, Profession (Miner) +14, Spellcraft +11; Craft Wand, Improved Initiative, Scribe Scroll, Skill Focus (Profession [Miner]), Spell Focus (Illusion), Weapon Focus (light crossbow).

*Wizard Spells Prepared (4/6/6/5/3/2; DC 13 + spell level. *15 + spell level Illusion; prohibited school Evocation):* 0-level - *detect magic, disrupt undead, mage hand, mending*; 1st - *detect undead, jump x2, silent image* x2, unseen servant*; 2nd - *blur*, invisibility*, acid arrow x3, summon swarm*; 3rd - *displacement*, major image*, protection from elements, stinking cloud x2*; 4th - *hallucinatory terrain*, improved invisibility*, summon monster IV*; 5th - *hold monster, persistent image**.

Spellbook: 0 - *arcane mark, daze, detect magic, detect poison, disrupt undead, ghost sound, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st - *change self, detect undead, jump, silent image, unseen servant*; 2nd - *blur, invisibility, acid arrow, summon swarm*; 3rd - *displacement, major image, protection from elements, stinking cloud*; 4th - *hallucinatory terrain, improved invisibility, phantasmal killer, summon monster IV*; 5th - *hold monster, persistent image*.

Possessions: +3 *bracers of armor*, 20 masterwork bolts, masterwork dagger, masterwork light crossbow, +1 *ring of protection*, silver comb (55 gp), spell component pouch, misc. coins.

Elendar Faer: Male drow, Mnk7/Rog6; CR 15; Medium-size humanoid (drow); HD 7d8+6d6; hp 52; Init +8 (+4 Dex, +4 Improved Initiative); Spd 50 ft.; AC 24 (+4 Dex, +3 Wis, +1 monk, +4 *bracers of armor*, +2 *ring of protection*; touch 20, flat-footed 24); Atk +11/+6 melee (1d8+1/x2, unarmed strike) or +16/+11 ranged (1d6+3/x3, 70 ft., +2 *mighty* [+1 Str] *composite shortbow*); SA +3d6 sneak attack, spell-like abilities, *stunning attack* 7/day; SQ Drow traits, evasion, purity of body, slow fall (30 ft.), still mind, uncanny dodge (Dex bonus to AC, can't be flanked), wholeness of body; SR 24; SV Fort +7, Ref +14, Will +10; AL LN; Str 12, Dex 18, Con 11, Int 13, Wis 16, Cha 10.

Languages: Common, elven, undercommon.

Drow traits (Ex): Darkvision 120 ft., light blindness, +2 Will save vs spells and spell-like abilities.

Spell-like abilities (Sp): 1/day—*dancing lights, darkness, faerie fire* (all as Sor13). DC 11.

Skills and Feats: Balance +11, Climb +7, Escape Artist +12, Disguise +12, Hide +17, Intimidate +6, Jump +12, Listen +5, Move Silently +17, Search +5, Spot +9, Swim +11, Tumble +20; Deflect Arrows, Dodge, Expertise, Improved Disarm, Improved Initiative, Improved Trip, Weapon Focus (unarmed strike).

Possessions: +4 bracers of armor, 20 masterwork arrows, +2 mighty [+1 Str] composite shortbow, potion of cure serious wounds, boots of speed, +2 ring of protection, misc. coins.

Ethan Steelhawke: Male human Ari2/Ftr10; CR11; Medium-size humanoid (human); HD 2d8+10d10+12; hp 76; Init +0; Spd 20 ft.; AC 21 (+9 half-plate armor, +2 masterwork large steel shield; touch 10, flat-footed 21; -7 armor check penalty); Atk +17/+12/+7 melee (1d8+7, 17-20/x2, +3 longsword) or +13/+8/+3 ranged (1d8+3/x3, 110 ft., +1 mighty [+2 Str] composite longbow); AL LG; SV Fort +8, Ref +3, Will +7; Str 15, Dex 11, Con 13, Int 15, Wis 12, Cha 14.

Languages: Aquan, common, elven.

Skills and Feats: Climb +8, Diplomacy +9, Gather Information +7, Handle Animal +8, Intimidate +7, Jump +8, Knowledge (Bluffside) +7, Listen +5, Profession (Sailor) +5, Read Lips +5, Ride (horses) +10, Search +7, Sense Motive +6, Spot +8, Swim +8; Alertness, Expertise, Improved Bull Rush, Improved Critical (longsword), Improved Disarm, Improved Trip, Improved Unarmed Strike, Mounted Combat, Quick Draw, Ride-by Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Golden locket (105 gp), +2 half-plate armor, heavy war horse (with studded leather harding), +3 longsword, 20 masterwork arrows, masterwork large steel shield, +1 mighty [+2 Str] composite longbow, potion of haste, misc. coins.

Fagin Worth: Male nevae Ari6/Exp5; CR 10; Medium-size humanoid (nevae); HD 6d8+5d6-22; hp 40; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex, +4 bracers of armor, +2 ring of protection; touch 16, flat-footed 16); Atk +5/+5/+0 melee (1d8+1d6 +1/1d8+1d6+1, 19-20/x2, +1 flaming two-bladed sword), or +11/+6 ranged; SQ Light dazzled, nevae traits, spell-like abilities; SV Fort +1, Ref +7, Will +10; AL LG; Str 10, Dex 18, Con 7, Int 10, Wis 12, Cha 15.

Languages: Common, draconic, elven, gnoll, gnome, goblin, ignan, orc, sylvan, terran.

Light dazzled (Ex): Abrupt exposure to bright light requires Fort save (DC spell's regular DC) or be blinded for 1 round.

Nevae traits: Darkvision 60 ft., immune to sleep effects, +2 saves vs. spells or spell-like effects, Search for secret doors, -3 Cha based skill checks when dealing with elves (-6 with drow).

Spell-like abilities: 1/day—*dancing lights*, *darkness*, *faerie fire* (all as Sor11). DC 13 + spell level.

Skills and Feats: Bluff +12, Craft (Calligraphy) +8, Disguise +9, Forgery +11, Hide +5, Jump +2.5, Listen +14, Move Silently +7, Sense Motive +7.5, Speak Language +8, Spot +5; Alertness, Ambidexterity, Leadership, Two-weapon Fighting.

Possessions: +4 bracers of armor, +2 ring of protection, *Firewheel*: +1 flaming two-bladed sword (both ends), *glove of storing* (holds firewheel), misc. coins.

Fahil Greenmountain: Male dwarf Exp2; CR1; Medium-size humanoid (dwarf); HD 2d6+2; hp 12; Init +1 (+1 Dex); Spd 20 ft.; AC 11 (+1 Dex; touch 11, flat-footed 10); Atk +2; SQ Dwar-

FAHIL GREENMOUNTAIN



ven traits; SV Fort +1, Ref +1, Will +4; AL CG; Str 13, Dex 13, Con 12, Int 9, Wis 13, Cha 15.

Languages: Common, dwarven.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Spot +3, Listen +3, Perform +6, Profession (Innkeeper) +3, Sense Motive +4, Bluff +4, Diplomacy +4, Swim +8, Knowledge (Bluffside) +2, Appraise +2; Skill Focus (Swim).

Possessions: Entertainer's clothes, musical instrument, bells, cards, and string, misc. coins.

Falgastr Gorman, Captain: Male human Wiz11; CR11; Medium-size humanoid (human); HD 11d4; hp 27; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 bracers of armor; touch 11, flat-footed 15); Atk +7 melee (1d4+1, 19-20/x2, masterwork dagger) or +9 ranged (1d8+1, 19-20/x2, 80 ft., +1 light crossbow); SA Spells; SV Fort +3, Ref +4, Will +9; AL LN; Str 12, Dex 13, Con 11, Int 20, Wis 14, Cha 11.

Languages: Aquan, celestial, common, draconic, dwarven, elven.

Skills and Feats: Alchemy +15, Balance +5, Concentration +14, Diplomacy +4, Knowledge (Arcana) +18, Knowledge (Bluffside) +10, Profession (Sailor) +10, Profession (Siege Engineer) +10, Scry +20, Spellcraft +18, Use Rope +7; Extend Spell, Maximize Spell, Point Blank Shot, Precise Shot, Scribe Scroll, Spell Penetration, Skill Focus (Scry), Weapon Focus (light crossbow).

Wizard Spells Prepared (4/6/5/5/4/3/1; DC 15 + spell level): 0-level - *dancing lights*, *detect magic*, *mage hand*, *ray of frost*; 1st - *animate rope*, *grease*, *magic missile* x2, *ray of enfeeblement*, *shield*; 2nd - *cat's grace*, *acid arrow* x4; 3rd - *fireball*, *flame arrow* x3, *flaming sphere* (Extended); 4th - *improved invisibil-*

ity, scrying, wall of fire x2; 5th - cone of cold, magic missile (Maximized), summon monster V; 6th - chain lightning

Spellbook: 0-level - arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st - animate rope, grease, magic missile, ray of enfeeblement, shield; 2nd - cat's grace, flaming sphere, acid arrow, web; 3rd - fireball, flame arrow, fly, water breathing; 4th - fear, improved invisibility, scrying, wall of fire; 5th - cone of cold, sending, summon monster V, teleport; 6th - chain lightning, repulsion.

Possessions: +5 bracers of armor, +1 light crossbow, 20 masterwork bolts, masterwork dagger, purple baldric with gold Captain insignia (55 gp), scroll - improved invisibility x2, scroll - Melf's acid arrow x2, necklace of adaptation, spell component pouch, crystal ball, misc. coins.

Falina Edgewater: Female sel'varahn Drd15; CR15; Medium-size humanoid (sel-varahn); HD 15d8; hp 67; Init +2 (+2 Dex); Spd 30 ft., swim 30 ft.; AC 18 (+2 Dex, +1 amulet of natural armor, +5 bracers of armor; touch 12, flat-footed 16); Atk +17/+12/+7 melee (1d6+5, 18-20/x2, +3 coral scimitar) or +14/+9/+4 melee (1d4+3, 19-20/x2, +1 dagger), or +15 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SA Spells; SQ A thousand faces, nature sense, resist nature's lure, ritual of the lady of water's end, sel'varahn traits, timeless body, trackless step, venom immunity, wild shape, woodland stride; AL NG; SV Fort +9, Ref +7, Will +13; Str 15, Dex 14, Con 11, Int 12, Wis 19, Cha 13.

Languages: Aquan, common, elven, varahnish.

Sel'varahn traits: Breathe air for 5 rounds max or begin to suffocate, breathe underwater, darkvision 60 ft., no underwater activity penalties (except fatigue and armor penalties), suffer -2 skill



FALINA
EDGEWATER

Bluffside: City on the Edge

checks, saving throws, and attack rolls when beyond 5 miles from a major waterway.

Wild shape (Sp): 5/day—polymorph self into Tiny, Small, Medium-size, Large, Huge or dire animal form.

Skills and Feats: Animal Empathy +19, Handle Animal +7, Heal +12, Intuit Direction +12, Knowledge (Nature) +19, Spellcraft +15, Swim +10, Wilderness Lore +22; Combat Reflexes, Dodge, Maximize Spell, Mobility, Spell Penetration, Weapon Focus (rapier).

Druid Spells Prepared (6/6/6/6/5/4/3/3/2; DC 14 + spell level): 0-level - detect magic, flare, guidance, light, mending, virtue; 1st - calm animals, entangle, faerie fire x2, obscuring mist, protection from law; 2nd - barkskin, charm person or animal, chill metal, beat metal, bold animal, speak with animals; 3rd - call lightning, cure moderate wounds, dominate animal, neutralize poison, plant growth, protection from elements; 4th - cure serious wounds, dispel magic, flame strike, freedom of movement, quench; 5th - animal growth, control winds, ice storm, summon nature's ally V; 6th - ironwood, transport via plants, wall of stone; 7th - control weather, summon nature's ally VII, wind walk; 8th - whirlwind, word of recall.

Possessions: +1 amulet of natural armor, bag of holding (bag 4), +5 bracers of armor, +3 coral scimitar, +1 dagger, 20 masterwork bolts, masterwork light crossbow, potion of cure serious wounds, misc. coins.

Farkham McDoungnam: Male human Rog7/Exp3; CR9; Medium-size humanoid (human); HD 10d6+13; hp 50; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 bracers of armor; touch 13, flat-footed 14); Atk +13/+8 melee (1d4+4, 19-20/x2, +3 dagger), or +10/+5 melee (1d6+3, 19-20/x2, +2 short sword ghost touch); SA Evasion, sneak attack +4d6, uncanny dodge; SV Fort +4, Ref +9, Will +7; AL N; Str 13, Dex 16, Con 13, Int 14, Wis 14, Cha 15.

Languages: Common, dwarven, gnome.

Skills and Feats Appraise +11, Balance +12, Bluff +11, Climb +10, Diplomacy +14, Disguise +7, Gather Information +12, Listen +13, Move Silently +13, Open Lock +13, Pick Pocket +13, Search +12, Sense Motive +14, Spot +9, Use Magic Device +10; Alertness, Improved Initiative, Quick Draw, Toughness, Weapon Finesse (dagger).

Possessions: +4 bracers of armor, +3 dagger, +2 ghost touch short sword, stone of good luck, ring of invisibility, misc. coins.

Note: Stone of good luck confers a +1 luck bonus on saving throws, ability checks, and skill checks.

Feldor Spender: Male elf Exp8; CR7; Medium-size humanoid (elf); HD 8d6; hp 30; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex; touch 14, flat-footed 10); Atk +6/+1 melee, or +10/+5 ranged; SQ Elf traits; SV Fort +2, Ref +6, Will +8; AL LN; Str 10, Dex 18, Con 11, Int 15, Wis 14, Cha 11.

Languages: Common, elven, dwarven, gnome, sylvan, goblin.

Elven traits (Ex): Immune to sleep effect, low-light vision, +2 saves vs Enchantment, search check on secret doors within 5 ft.

Skills and Feats: Knowledge (Bluffside) +8, Knowledge (Law) +10, Knowledge (History) +8, Listen +10, Sense Motive +10, Profession (Judge) +10, Diplomacy +10, Intimidate +6, Bluff +6, Speak Language (Sylvan, Goblin); Intuitive Knowledge*, Skill Focus

(Knowledge [Law]), Skill Focus (Profession [Judge]), Skill Focus (Sense Motive), Alertness.

*New feat, see *Appendix 9: Feats*.

Possessions: *Ring of mind shielding, broach of shielding*, misc. coins.

Fenk Keltin: Male half-orc Clr7; CR7; Medium-size humanoid (orc); HD 7d8+7; hp 38; Init +1 (+1 Dex); Spd 20 ft.; AC 21 (+1 Dex, +8 *banded mail armor*, +2 masterwork large steel shield; touch 11, flat-footed 20; -6 armor check penalty); Atk +9 melee (1d8+3/x2, +1 *morningstar*); SA Spells, spontaneous casting; SQ Half-orc traits, feat of strength, rebuke undead; AL LE; SV Fort +6, Ref +3, Will +8; Str 15, Dex 12, Con 13, Int 11, Wis 17, Cha 11.

Languages: Common, orc.

Half-orc traits (Ex): Darkvision 60 ft.

Feat of Strength (Su): 1/day—Gains a +7 enhancement bonus to Strength for 1 round, as a free action.

Skills and Feats: Concentration +5, Heal +7, Knowledge (Religion) +6, Listen +5, Spellcraft +6, Spot +5; Alertness, Power Attack, Weapon Focus (*morningstar*).

Cleric Domains: Evil, Strength.

Cleric Spells Known (6/5+1/4+1/3+1/1+1; DC 13 + spell level): 0-level - *create water, detect magic, detect poison, mending, resistance, virtue*; 1st - *bless, command, cure light wounds x2, protection from good**, *summon monster I*; 2nd - *bull's strength**, *cure moderate wounds, darkness, hold person x2*; 3rd - *dispel magic, glyph of warding, magic vestment**, *speak with dead*; 4th - *poison, spell immunity**. *domain spells.

Possessions: +2 *banded mail armor*, masterwork large steel shield, masterwork manacles, +1 *morningstar*, unholy symbol, misc. coins.

Finus Lomusin: Male human Wiz14; CR14; Medium-size humanoid (human); HD 14d4; hp 35; Init +0; Spd 30 ft.; AC 17 (+5 *bracers of armor*, +2 *ring of force shield*; touch 10, flat-footed 17); Atk +7/+2 melee (1d6-1/x2, *staff of fire*) or +7/+2 melee (1d4-1, 19-20/x2, masterwork dagger); SA Spells; AL NG; SV Fort +4, Ref +4, Will +13; Str 8, Dex 10, Con 11, Int 21, Wis 15, Cha 16.

Languages: Aquan, common, draconic, elven, giant.

Skills and Feats: Alchemy +18, Concentration +6, Diplomacy +9, Knowledge (Arcana) +22, Knowledge (Geography) +9, Knowledge (History) +13, Knowledge (Bluffs) +15, Knowledge (the Planes) +13, Listen +4, Profession (Instructor) +19, Scry +15, Spellcraft +22, Spot +4; Alertness, Craft Staff, Craft Wondrous Item, Forge Ring, Iron Will, Maximize Spell, Scribe Scroll, Spell Focus (Transmutation), Spell Mastery (*bull's strength, dispel magic, scrying, teleport*), Spell Penetration.

Wizard Spell Prepared (4/6/5/5/5/4/3/2; DC 15 + spell level, *DC 17 for Transmutation): 0-level - *arcane mark, detect magic, mage hand**, *mending**; 1st - *burning hands**, *charm person, identify, mage armor, reduce x2*; 2nd - *blur, bull's strength x2, knock**, *hideous laughter*; 3rd - *dispel magic x2, fireball, hold person, slow**; 4th - *bestow curse x2, ice storm, scrying, wall of fire*; 5th - *faithful bound, sending, summon monster V, teleport**; 6th - *disintegrate**, *geas/quest, globe of invulnerability*; 7th - *banishment, reverse gravity**.

Spellbook: 0-level - *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light,*

mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st - *burning hands, charm person, identify, mage armor, reduce*; 2nd - *blur, bull's strength, knock, hideous laughter*; 3rd - *dispel magic, fireball, hold person, slow*; 4th - *bestow curse, ice storm, scrying, wall of fire*; 5th - *faithful bound, sending, summon monster V, teleport*; 6th - *disintegrate, geas/quest, globe of invulnerability, legend lore*; 7th - *banishment, forcecage, plane shift, reverse gravity*.

Possessions: +5 *bracers of armor, ioun stone (clear)*, masterwork dagger, *ring of force shield, potion of cure moderate wounds*, spell component pouch, *staff of fire* (32 charges), misc. coins.

Familiar: **Dobisor** (hawk); HD 1d8; hp 17; Init +3 (+3 Dex); Spd 10 ft., fly 60 ft. (average); AC 24 (+3 Dex, +2 size, +9 natural armor; touch 15, flat-footed 21); Atk +5 melee (1d4-2/x2, claws); SA Touch; SQ Empathic link, improved evasion, *scry* on familiar, share spells, speak with birds, speak with master; SR 19; SV Fort +2, Ref +5, Will +2; AL N; Str 6, Dex 17, Con 10, Int 12, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

Gal Na Mar Khan: Female half-dragon (silver)/half-elf Sor8; CR10; Medium-size dragon (silver); HD 8d6+24; hp 52; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 natural armor; touch 12, flat-footed 14); Atk +8 melee (1d4+4/x2, claws) or +8 melee (1d6+4/x2 bite); SA Breath weapon (30 ft. cone of cold, 6d8, DC 18); SQ Half-dragon traits; AL LG; SV Fort +4, Ref +4, Will +7; Str 18, Dex 14, Con 14, Int 16, Wis 12, Cha 20.

Languages: Celestial, common, draconic, elven, gnome, halfling.

Half-dragon traits (Ex): Low-light vision and darkvision 60 ft., immune to cold, paralysis, and sleep.

Skills and Feats: Alchemy +10, Concentration +10, Knowledge (Arcana) +13, Profession (Innkeeper) +11, Scry +15, Spellcraft +13; Skill Focus (Scry), Expertise, Improved Initiative.

Spells Known: (6/8/7/6/4; DC 15 + spell level): 0-level - *prestidigitation, read magic, detect magic, light, arcane mark, mending, dancing lights, open/close*; 1st - *mage armor, ray of enfeeblement, unseen servant, message, undetectable aura*; 2nd - *detect thoughts, locate object, misdirection*; 3rd - *clairaudience/clairvoyance, illusory script*; 4th - *scrying*.

Possessions: Robe of blending, crystal ball, misc. coins. (Occasionally provided with magic items of value greater than she might normally possess.)

Garl Frostor: Male frost giant Clr7 (Cold); CR16; Large giant; HD 21d8+105; hp 203; Init -1 (-1 Dex); Spd 40 ft.; AC 23 (-1 size, -1 Dex, +9 natural armor, +6 *chain shirt*; touch 8, flat-footed 23); Atk +25/+20/+15 melee (1d12+11/x3, +2 *greataxe human bane*), or +14/+9/+4 ranged (2d6+9, rock); SQ Frost giant traits; SV Fort +19, Ref +5, Will +10; AL CE; Str 29, Dex 9, Con 21, Int 10, Wis 12, Cha 11.

Languages: Common, giant.

Frost giant traits (Ex): Rock throwing, rock catching, cold subtype.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments. The

size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium-size objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Skills and Feats: Climb +13, Concentration +9, Jump +13, Knowledge (Religion), Spellcraft +5, Spot +7; Cleave, Combat Casting, Great Cleave, Leadership, Power Attack, Sunder.

Cleric Domains: Ice*, Strength.

*New Domain, see Appendix 10: Domains.

Cleric Spells Prepared (6/5+1/3+1/2+1/1+1; DC 11 + spell level): 0-level - *detect magic*, *detect poison*, *light*, *purify food and water*, *read magic*, *resistance*; 1st - *cause fear*, *chill touch**, *command*, *divine favor*, *endure elements*, *shield of faith*; 2nd - *bull's strength**, *enthrall*, *resist elements*, *shatter*; 3rd - *dispel magic*, *magic vestment**, *speak with dead*; 4th - *dismissal*, *spell immunity**. *domain spells.

Possessions: +2 *chain shirt of fire resistance*, +2 *greataxe human bane*, *gauntlet of ice**, misc. coins.

*New magic item, see Appendix 8: Magic Items.

Gavin Blackhawk: Male human Pal12; CR12; Medium-size humanoid (human); HD 12d10+12; hp 78; Init +0; Spd 20 ft.; AC 24 (+10 *half-plate armor*, +4 *large steel shield*; touch 10, flat-footed 24; -7 armor check penalty); Atk +17/+12/+7 melee (1d10+4, 17-20/x2, +2 *bastard sword*) or +15/+10/+5 melee (1d4+3, 19-20/x2, adamantite dagger); SA Smite evil, spells; SQ Aura of courage, *detect evil*, divine grace, divine health, *lay on hands*, *remove disease* 4/week, turn undead; SV Fort +12, Ref +8, Will +8; AL LG; Str 14, Dex 11, Con 12, Int 13, Wis 15, Cha 19.

Languages: Common, celestial.

Skills and Feats: Concentration +6, Diplomacy +10, Handle Animal +9, Heal +8, Knowledge (Religion) +9, Profession (Teamster) +17, Ride (horses) +17; Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (bastard sword).

Paladin Spells Prepared (2/2/2; DC 14 + spell level): 1st - *bles*, *detect undead*; 2nd - *resist elements*, *shield other*; 3rd - *cure moderate wounds*, *prayer*.

Possessions: Adamantine dagger, +2 *bastard sword*, +3 *half-plate armor*, +2 *large steel shield*, *potion of bull's strength*, *potion of protection from elements (fire)*, silver holy symbol, thunderstone, 2 vials of holy water, misc. coins.

Paladin Mount: Dmitri (heavy war horse); Large animal; HD 10d8+30; hp 75; Init +1 (+1 Dex); Spd 50 ft.; AC 25 (+1 Dex, -1 size, +12 natural armor, +3 studded leather barding; touch 11, flat-footed 24; -1 armor check penalty); Atk +10 melee (1d6+5/x2, 2 hooves), +5 melee (1d4+2/x2, bite); SQ *Command* horses, empathic link, improved evasion, scent, share saving throws, share spells; SV Fort +12, Ref +8, Will +4; AL N; Str 21, Dex 13, Con 17, Int 8 Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot+7.

GARL FROSTOR



Possessions: Military saddle, saddlebags, studded leather barding.

Gellen Hendrickson: Male

human Ari8; CR7; Medium-size humanoid (human); HD 8d8; hp 36; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +2 *bracers of armor*, +1 *ring of protection*; touch 12, flat-footed 13); Atk +9/+4

melee (1d6+1, 18-20/x2, +1 *rapier*); AL LN; SV Fort +2, Ref +3, Will +7; Str 11, Dex 12, Con 10, Int 14, Wis 13, Cha 16.

Languages: Common, elven, giant.

Skills and Feats: Bluff +14, Diplomacy +18, Gather Information +14, Intimidate +11, Knowledge (Bluffside) +10, Knowledge (Nobility & Royalty) +13, Read Lips +7, Sense Motive +9, Spot +7; Expertise, Improved Disarm, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: +2 *bracers of armor*, platinum signet ring (205 gp), *potion of haste*, +1 *rapier*, red silk tabard with platinum embroidery (105 gp), +1 *ring of protection*, misc. coins.

Gemmil Hammerarm: Male dwarf Rgr5/Tun5; CR10; Medium-size humanoid (dwarf); HD 10d10+20; hp 75; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 16 (+1 Dex, +5 *chain shirt*; touch 11, flat-footed 15; -1 armor check penalty); Atk +13/+8 melee (1d8+3/x3, +2 *warhammer*) or +11 ranged (1d8, 19-20/x2, 80 ft., light crossbow); SA +1 favored enemy—orcs, +2 favored enemy—aberrations, spells; SQ Acute senses, disease immunity (ingested and inhaled), dwarven traits, ranger two-weapon fighting, uncanny dodge (Dex bonus to AC, can't be flanked); AL LN; SV Fort +7, Ref +8, Will +3; Str 13, Dex 12, Con 15, Int 12, Wis 13, Cha 11.

Languages: Common, dwarven, undercommon.

Dwarven traits (Ex): Darkvision 90 ft.*, stonecunning, +4 save vs. poison*, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

*Traits enhanced by tunnel fighter abilities.

Skills and Feats: Climb +13, Intuit Direction +14, Knowledge (Nature) +7, Listen +11, Profession (Miner) +5, Search +9, Spot +9, Use Rope +5, Wilderness Lore +9; Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, [Track], Weapon Focus (warhammer).

Ranger Spells Prepared (1; DC 11 + spell level): 1st - *delay poison*.

Possessions: *Bag of holding* (bag 1), +1 *chain shirt*, light crossbow, 10 masterwork bolts, 2 *potions of neutralize poison*, *potion of remove disease*, 2 *potions of water breathing*, +2 *warhammer*, misc. coins.

Gianini Scamardo: Male human Exp4; CR3; Medium-size humanoid (human); HD 4d6+4; hp 23; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex; touch 13, flat-footed 10); Atk +6 melee (1d10+4/x3, +1 *halberd*), or +6 ranged; SV Fort +2, Ref +4, Will +3; AL NG; Str 14, Dex 17, Con 12, Int 14, Wis 9, Cha 11.

Languages: Common, dwarven, elven.

Skills and Feats: Appraise +9, Bluff +7, Craft (Blacksmith) +11, Diplomacy +7, Innuendo +6, Knowledge (Heraldry) +9, Listen +6, Sense Motive +6, Spot +6; Skill Focus (Craft [Blacksmith]), Martial Weapon Proficiency (halberd), Weapon Focus (halberd).

Possessions: +1 *halberd*, misc. coins.

Glamor Glitterrod: Male halfling Exp9; CR8; Small-size humanoid (halfling); HD 9d6 + 9; hp 35; Init +3 (+3 Dex); Spd 20 ft.; AC 14 (+3 Dex; touch 14, flat-footed 11); Atk +11/+6 melee (1d4, 19-20/x2, *adamantine dagger of returning*), or +12/+7

ranged (1d4, 19-20/x2, 10 ft., *adamantine dagger of returning*); SQ Halfling traits; SV Fort +3; Ref +7; Will +9; AL NG; Str 9; Dex 17; Con 9; Int 11; Wis 17; Cha 17.

Languages: Common, halfling.

Halfling traits (Ex): +1 bonus to all saves, +2 morale bonus to saves vs fear, +1 to hit with thrown weapon.

Skills and Feats: Bluff +10, Diplomacy +17, Gather Information +11, Listen +12, Perform +10, Profession (Innkeeper) +10, Read Lips +8, Sense Motive +10, Spot +6, Knowledge (Bluffside) +6; Weapon Focus (dagger), Skill Focus (diplomacy), Weapon Finesse (dagger).

Possessions: 2 *adamantine daggers of returning*, misc. coins.

Glimbim: Male halfling Sor6; CR6; Small humanoid (halfling); HD 6d4+12; hp 30; Init +2 (+2 Dex); Spd 20 ft.; AC 16 (+2 Dex, +1 size, +1 *ring of protection*, +2 *bracers of armor*; touch 14, flat-footed 14); Atk +6 melee, or +6 ranged; SQ Halfling traits; SV Fort +7, Ref +7, Will +8; AL NG; Str 15, Dex 14, Con 14, Int 12, Wis 11, Cha 17.

Languages: Common, gnome, halfling.

Halfling traits (Ex): +1 bonus to all saves, +2 morale bonus to saves vs fear, +1 to hit with thrown weapon.

Skills and Feats: Alchemy +3, Appraise +6, Concentration +7, Knowledge (Arcana) +7, Profession (Shopkeeper) +5, Spellcraft +6; Craft Wand, Skill Focus (Appraise), Skill Focus (Knowledge [Arcana]).

Sorcerer Spells Known (6/7/6/4; DC 13 + spell level): 0-level - *dancing lights*, *daze*, *detect magic*, *ghost sound*, *light*, *ray of*



frost, read magic; 1st - mage armor, magic missile, shield, identify; 2nd - alter self, Melf's acid arrow; 3rd - hold person.

Possessions: Wand of magic missiles (5th-level caster) (37 charges), +2 cloak of resistance, +1 ring of protection, +2 bracers of armor, handy haversack, bag of tricks (grey), feather tokens (tree x2, fan x2, anchor, bird, whip & boat), 6 dull grey ioun stones, misc. coins.

Gorin Heartsdeep: Male dwarf Ftr10; CR10; Medium-size humanoid (dwarf); HD 10d10+30; hp 85; Init +4 (+4 Improved Initiative); Spd 15 ft.; AC 23 (+10 full plate armor, +3 large steel shield; touch 10, flat-footed 23; -6 armor check penalty); Atk +14/+9 melee or +14 thrown (1d10+5/18-20x3, 20 ft., +1 keen dwarven waraxe of throwing and returning); SQ Dwarven traits; AL LN; SV Fort +10, Ref +3, Will +5; Str 14, Dex 11, Con 16, Int 12, Wis 14, Cha 11.

Languages: Common, dwarven, gnome.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Climb +10, Craft (Blacksmith) +12, Handle Animal +4, Jump +8, Profession (Merchant) +10; Exotic Weapon Proficiency (dwarven waraxe), Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Profession [Merchant]), Weapon Focus (dwarven waraxe), Improved Critical (Dwarven Waraxe), Weapon Specialization (dwarven waraxe).

Possessions: +2 full plate armor, +1 large steel shield, +1 keen dwarven waraxe of throwing and returning, misc. coins.

Griffin Bayleaf: Male halfling Rog6/Wiz3; C 9; Small-size humanoid (halfling); HD 6d6+3d4+ 27; 62 hp; Init +9 (+5 Dex, +4 Improved Init); Spd 20 ft.; AC 20 (+5 Dex, +1 size, +4 bracers of armor; touch 16, flat-footed 15); Atk +7 melee (1d6+3, 19-20/x2, adamantite dagger of returning), or +11 ranged (1d4+3, 19-20/x2, 10 ft., adamantite dagger of returning); SA Sneak attack +3d6; SQ Evasion, halfling traits, scribe scroll, summon familiar, traps, uncanny dodge (Dex bonus to AC, can't be flanked); AL CG; SV Fort +7, Ref +12, Will +8; Str 13, Dex 20, Con 16, Int 16, Wis 15, Cha 15.

Languages: Common, dwarven, gnome, halfling, undercommon.

Halfling traits (Ex): +1 bonus to all saves, +2 morale bonus to saves vs fear, +1 to hit with thrown weapon.

Skills and Feats: Appraise +12, Balance +6, Bluff +6, Climb +8, Craft (Gemcutting) +15, Diplomacy +6, Disable Device +8, Disguise +6, Gather Information +6, Hide +14, Jump +8, Listen +12, Move Silently +12, Pick Pocket +10, Search +8, Sense Motive +6, Spot +8, Tumble +10, Concentration +6, Knowledge (Arcana) +6, Knowledge (Gems) +10, Spellcraft +10; Skill Focus (Knowledge [Gems]), Skill Focus (Craft [Gemcutting]), Improved initiative, Alertness.

Spells Prepared: (4/2/1; DC 13 + spell level); 0-level - detect magic, mage hand, open/close, ray of frost; 1st - color spray, expeditious retreat; 2nd - invisibility.

Spellbook: 0-level - all; 1st - change self, color spray, expeditious retreat, identify, jump, nystul's magical aura, nystul's undetectable aura, true strike; 2nd - invisibility, locate object.

Possessions: +4 bracers of armor +4, adamantite dagger of returning, bag of holding (type 1), ring of warmth, potion of

fire breath, potion of fly, potion of levitate, 2 potions of cure moderate wounds, potion of reduce, wand of magic missiles (1st level) (35 charges), wand of flame arrow (22 charges); scroll - invisibility x2, scroll - change self, scroll - identify (3rd level caster), misc coins.

Gruber the Nose Hustberon: Male human Clr3/Wiz11; CR14; Medium-size humanoid (human); HD 3d8+11d4-14; hp 27; Init +2 (-2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (-2 Dex, +3 bracers of armor, +3 ring of protection; touch 11, flat-footed 14); Atk +9/+4 melee (1d6/x2, staff of charming); SA Spells; SQ Spontaneous casting, turn undead; AL NG; SV Fort +5, Ref +2, Will +13; Str 10, Dex 7, Con 8, Int 20, Wis 17, Cha 15.

Languages: Celestial, common, draconic, dwarven, orc.

Skills and Feats: Alchemy +11, Concentration +11, Diplomacy +8, Heal +11, Knowledge (Arcana) +22, Knowledge (History) +22, Knowledge (Bluffside) +17, Knowledge (Nature) +13, Knowledge (Nobility & Royalty) +11, Knowledge (Religion) +11, Listen +5, Profession (Herbalist) +12, Spellcraft +22, Spot +5; Alertness, Craft Staff, Craft Wand, Extend Spell, Improved Initiative, Scribe Scroll, Skill Focus (Heal), Spell Focus (Evocation), Spell Penetration, Weapon Focus (quarterstaff).

Cleric Domains: Good and Magic.

Cleric Spells Prepared (4/3+1/2+1; DC 13 + spell level, *DC 15 for Evocation): 0-level - create water, detect magic, detect poison, purify food and drink; 1st - bless, command, detect evil, protection from evil**, 2nd - aid**, consecrate, lesser restoration. **domain spells.



Wizard Spells Prepared (4/6/5/5/4/3/1; DC 15 + spell level; *DC 17 for Evocation): 0-level - *dancing lights*, *flare**, *ghost sound*, *mending*; 1st - *expeditious retreat*, *magic missile* x2*, *message*, *true strike x2*; 2nd - *flaming sphere**, *mirror image x2*, *protection from arrows*, *rope trick*; 3rd - *dispel magic*, *hold person*, *lightning bolt* x2*, *scribe***, *suggestion*; 4th - *fire shield**, *shout* x2*, *wall of fire**; 5th - *cone of cold**, *major creation*, *teleport*; 6th - *chain lightning**, *improved scribe***.

**New spells, see Appendix 6: Spells.

Spellbook: 0-level - *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st - *charm person*, *expeditious retreat*, *magic missile*, *message*, *true strike*; 2nd - *flaming sphere*, *mirror image*, *protection from arrows*, *rope trick*; 3rd - *dispel magic*, *hold person*, *lightning bolt*, *suggestion*; 4th - *charm monster*, *fire shield*, *shout*, *wall of fire*; 5th - *cone of cold*, *feeblemind*, *major creation*, *teleport*; 6th - *chain lightning*, *guards and wards*.

Possessions: +3 bracers of armor, Nolzur's marvelous pigments, potion of cat's grace, potion of cure serious wounds, +3 ring of protection, ring of warmth, silver holy symbol, spell component pouch, staff of charming (50 charges), misc. coins.

Familiar: **Chiro** (raven); HD 1/4 d8; hp 13; Init +2 (+2 Dex); Spd 10 ft., fly 40 ft. (average); AC 20 (+2 Dex, +2 size, +6 natural armor; 14 touch, 18 flat-footed); Atk +4 melee (1d2-5/x2, claws); SA Touch; SQ Empathic link, improved evasion, share spells, speak with birds, speak with master; SV Fort +2, Ref +4, Will +2; SR 16; AL N; Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 6.

Languages: Common.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

Gygh: Male aranea Ftr4; CR8; Medium-size shapechanger; HD 3d8+4d10+14; hp 49; Init +6 (+2 Dex, +4 Improved Initiative); Spd 50 ft., climb 25 ft. (30 ft., no climb in human form); AC 13 (+2 Dex, +1 natural armor; touch 12, flat-footed 11); Atk +9/+4 melee (1d10+4, 19-20/x2, +1 *wounding katana*) or +8/+3 melee (1d4+1, 19-20/x2, masterwork dagger) or +10 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow) or +8 melee (1d6+1 and poison/x2, bite) or +8 ranged (10 ft., web); SA Poison, spells, web; SQ Alternate form; AL N; SV Fort +7, Ref +4, Will +4; Str 12, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Languages: Common, sylvan.

Alternate form (Su): Natural form of Large monstrous spider. Change change to a Small or Medium-size humanoid (form is fixed at birth) or a Medium-size spider-humanoid hybrid as a standard action. In humanoid form, the aranea gains all the abilities of the form but keeps its ability scores and can cast spells. It cannot use webs or poison in humanoid form. In hybrid form, which looks humanoid (Spot check [DC 18]), the aranea can use weapons and webs. Form cannot be dispelled, nor does it revert to natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Poison (Ex): Bite, Fort save (DC 13); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Web (Ex): In spider or hybrid form, cast a web up to six times per day. As a net attack with a maximum range of 50 ft., with 10 ft. range increments effective against targets up to Large size. An entangled creature can escape with a successful Escape Artist check

(DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire.

Skills and Feats: Climb +15, Concentration +8, Craft (Weaving) +8, Escape Artist +8, Intimidate +7, Jump +11, Listen +3, Spot +4; Alertness, Dodge, Exotic Weapon Proficiency (katana), Improved Initiative, Weapon Finesse (bite), Weapon Focus (katana), Weapon Specialization (katana).

Sorcerer Spells Known (6/6; DC 12 + spell level): 0-level - *detect magic*, *disrupt undead*, *light*, *mage hand*, *mending*; 1st - *expeditious retreat*, *mage armor*, *shocking grasp*.

Possessions: 20 masterwork bolts, masterwork dagger, masterwork light crossbow, spell component pouch, +1 *wounding katana*, misc. coins.

Harlan: Male human Rog2; CR2; Medium-size humanoid (human); HD 2d6+4; hp 14; Init +3 (+3 Dex); Spd 30 ft.; AC 14 (+3 Dex, +1 padded armor, touch 13, flat-footed 11); Atk +1 melee, or +4 ranged; SV Fort +2, Ref +6, Will +2; AL N; Str 10, Dex 17, Con 15, Int 14, Wis 15, Cha 13.

Languages: Common, dwarven, orc.

Skills and Feats: Appraise +7, Concentration +6, Escape Artist +8, Hide +6, Jump +5, Knowledge (Religion) +6, Listen +4, Move Silently +8, Read Lips +4, Sense Motive +6, Spot +8, Swim +5; Quick Draw, Run.

Possessions: Padded armor, 3 daggers, belt pouch, *potion of cure light wounds*, *potion of aid*, misc. coins.

Harold Greenvale: Male half-orc Exp3; CR2; Medium-size humanoid (orc); HD 3d6+3; hp 12; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather; touch 12, flat-footed 13; -1 armor check penalty); Atk +4 ranged (1d10, 19-20/x2, 120 ft., heavy crossbow); SQ Half-orc traits; SV Fort +2, Ref +3, Will +5; AL CN; Str 13, Dex 15, Con 13, Int 12, Wis 14, Cha 13.

Languages: Common, goblin, orc.

Half-orc traits (Ex): Darkvision 60 ft.

Skills and Feats: Disable Device +7, Heal +4, Hide +4, Innendo +8, Intuit Direction +8, Listen +7, Move Silently +4, Ride (horses) +7, Spot +8; Point Blank Shot, Weapon Focus (heavy crossbow).

Possessions: *Dust of dryness*, heavy crossbow, studded leather armor, misc. coins.

Harold Perkins: Male human Com2; CR1; Medium-size humanoid (human); HD 2d4+4; hp 11; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex; touch 12, flat-footed 10); Atk +4 melee, or +3 ranged; SV Fort +2, Ref +2, Will +2; AL LG; Str 17, Dex 14, Con 14, Int 11, Wis 15, Cha 7.

Languages: Common.

Skills and Feats: Profession (Sewer Worker) +7, Use Rope +7. Skill Focus (Profession [Sewer Worker]).

Possessions: Misc. coins.

Harvess Mortin: Male nevae Wiz12; CR12; Medium-size humanoid (nevae); HD 12d4+12; hp 42; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 Dex, +1 *ring of protection*; touch 13, flat-footed 11); Atk +8/+3 melee (1d4+2, 19-20/x2, *dagger of wounding +1*) or +10 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SA Spells, spell-like abilities; SQ Nevae traits; SR 17; SV Fort +5, Ref +6, Will +8; AL NG; Str 13, Dex 15, Con 12, Int 19, Wis 11, Cha 8.

Languages: Aquan, common, draconic, elven, orc, undercommon.

Light dazzled (Ex): Abrupt exposure to bright light requires Fort save (DC spell's regular DC) or be blinded for 1 round. (Havess is only affected by this if he loses his magical glasses.)

Nevae traits: Darkvision 60 ft., immune to *sleep* effects, +2 saves vs. spells or spell-like effects, Search for secret doors, -3 Cha based skill checks when dealing with elves (-6 with drow).

Spell-like abilities: 1/day—*dancing lights*, *darkness*, *faerie fire* (all as Sor12). DC 9 + spell level.

Skills and Feats: Concentration +7, Craft (Gemcutting) +14, Hide +9, Knowledge (Arcana) +19, Knowledge (History) +12, Knowledge (Bluffs) +10, Knowledge (Nature) +12, Listen +2, Scry +12, Search +6, Spellcraft +19, Spot +2; Combat Casting, Craft Wand, Dodge, Extend Spell, Improved Initiative, Scribe Scroll, Silent Spell, Spell Penetration.

Wizard Spells Prepared (4/5/5/5/4/3/2; DC 14 + spell level): 0-level - *arcane mark*, *detect magic*, *read magic*, *resistance*; 1st - *expeditious retreat*, *grease*, *mage armor*, *shocking grasp* x2; 2nd - *detect thoughts*, *flaming sphere*, *acid arrow* x2, *protection from arrows*; 3rd - *dispel magic*, *hold person*, *protection from elements* x2, *slow*; 4th - *arcane eye*, *confusion*, *screaming*, *solid fog*; 5th - *cloudkill*, *mind fog*, *teleport*; 6th - *acid fog*, *forceful hand*.

Spellbook: 0-level - *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitiation*, *ray of frost*, *read magic*, *resistance*; 1st - *alarm*, *expeditious retreat*, *grease*, *mage armor*, *shocking grasp*; 2nd - *detect thoughts*, *flaming sphere*, *acid arrow*, *protection from arrows*; 3rd - *dispel magic*, *hold person*, *protection from elements*, *slow*; 4th - *arcane eye*, *confusion*, *screaming*, *solid fog*; 5th - *cloudkill*, *mind fog*, *teleport*, *wall of iron*; 6th - *acid fog*, *forceful hand*, *legend lore*, *true seeing*.

Possessions: *Cloak of elvenkind*, +1 dagger of wounding, *dust of illusion*, 20 masterwork bolts, masterwork light crossbow, *potion of cure serious wounds*, +1 ring of protection, ring of warmth, 2 thunderstones, *wand of acid arrow* (21 charges), *magical nevae glasses**, misc. coins.

*New magic item, see Appendix 8: Magic Items.

Hassenforth: Male human Exp5/Clr6; CR10; Medium-size humanoid (human); HD 5d6+6d8+11; hp 52; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 bracers of armor; touch 11, flat-footed 15); Atk +6/+1 melee, or +8/+3 ranged; SV Fort +7, Ref +6, Will +12; AL NG; Str 9, Dex 13, Con 13, Int 24*, Wis 17, Cha 10.

*Int receives a +6 bonus from *headband of intellect*.

Languages: Common, celestial, draconic, elven, gnome.

Skills and Feats: Concentration +11, Decipher Script +15, Knowledge (Arcana) +19, Knowledge (Astrology) +19, Knowledge (Geography) +19, Knowledge (History) +21, Knowledge (Nature) +19, Knowledge (the Planes) +21, Knowledge (Religion) +19, Profession (Librarian) +9, Scry +17; Brew Potion, Lightning Reflexes, Skill Focus (Knowledge [the Planes]), Skill Focus (Knowledge [History]), Scribe Scroll.

Cleric Domains: Knowledge, History*.

*New Domain, see Appendix 10: Domains.

Cleric Spells Prepared (5/4+1/4+1/3+1; DC 13 + spell level): 0-level - *detect magic*, *detect poison*, *guidance*, *light*, *read magic*; 1st - *comprehend languages*, *divine favor*, *obscuring mist*, *preserve**, *sanctuary*; 2nd - *augury*, *date item**, *make whole*, *silence*, *zone of truth*; 3rd - *locate object**, *obscure object*, *speak with dead*, *speak with plants*. *domain spells.

Possessions: *Crystal ball*, +6 *headband of intellect*, +5 bracers of armor, misc coins.

Havensrad: Male dwarf Com7; CR6; Medium-size humanoid (dwarf); HD 7d4+7; hp 23; Init +0; Spd 15 ft. (wheelchair); AC 10; Atk +7 melee, or +3 ranged; SQ Dwarven traits; SV Fort +3, Ref +2, Will +4; AL CG; Str 18, Dex 11, Con 12, Int 12, Wis 15, Cha 12.

Languages: Common, dwarven, gnome.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Climb +10, Spot +8, Listen +8, Profession (Miner) +10; Profession (Innkeeper) +10; Skill Focus (Profession [Innkeeper]), Alertness, Skill Focus (Profession [Miner]).

Possessions: Wheeled chair, misc. coins and wealth.

Hawk Drydor: Male human Rgr6/BMR8; CR14; Medium-size humanoid (human); HD 14d10+10; hp 72; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft.; AC 22 (+4 Dex, +6 chain shirt, +2 ring of protection; touch 16, flat-footed 18; -1 armor check penalty); Atk +21/+16/+11 melee (d8+7+d6, 19-20/x2, +2 longsword, *shocking*), or +21/+16/+11 ranged (d8+3/x3, 165 ft., +1 composite mighty [+2 Str] longbow with masterwork arrows); SA Favored enemy—goblinoid +4, favored enemy—aberrations +1; SV Fort +13, Ref +14, Will +8; AL NG; Str 20, Dex 19, Con 12, Int 14, Wis 14, Cha 12.

HAVENSRAD





HAWK DRYDOR

Languages: Celestial, common, undercommon.

Dead Shot: Critical threats scored on favored enemies with a bow become criticals automatically.

Signal the Base: Send signals, DC 5 + 1 per mile.

Mountain Stride: Terrain 1 step easier for character, pass without trace.

Shadow of the Mountains: +2 bonus to hide and move silently in mountains.

Deadfall: +4 craft traps in mountains.

None Shall Pass: -1 terrain penalty to large groups of troops passing through mountains.

Skills and Feats: Animal Empathy +8, Climb +13, Concentration +9, Craft (Bowyer/Fletcher) +14, Handle Animal +5, Heal +6, Hide +14, Intuit Direction +10, Knowledge (Bluffs) +10, Listen +10, Move Silently +12, Ride +12, Sense Motive +10, Spot +12, Wilderness Lore +14; Dodge, Far Shot, Improved Initiative, Iron Will, Point Blank Shot, [Track], Weapon Focus (longbow).

Ranger Spells Per Day: (3/2/1/0; DC 12 + spell level): 1st - *alarm*, *entangle*, *snipe*; 2nd - *protection from elements*, *snare*; 3rd - *neutralize poison*.

*New spell, see Appendix 6: Spells.

Possessions: +2 *longsword shocking*, +2 *chain shirt*, +2 *ring of protection*, +1 *composite mighty* [+2 Str] *longbow*, +2 *cloak of resistance*, quiver of masterwork arrows, misc. coins.

Hector LaRousa: Male human Rog6; CR6; Medium-size humanoid (human); HD 6d6; hp 21; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 *studded leather armor*); touch 12, flat-footed 14; Atk +5 melee (1d6S/x2, masterwork sap) or +5 melee (1d4+1 and poison, 19-20/x2, +1 *dagger*); SA Poison, +3d6

sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +4, Ref +9, Will +5; AL NE; Str 10, Dex 14, Con 10, Int 13, Wis 12, Cha 16.

Languages: Common, halfling.

Skills and Feats: Balance +10, Bluff +12, Diplomacy +7, Disguise +7, Forgery +10, Gather Information +12, Intimidate +16, Jump +10, Pick Pocket +13, Profession (Messenger) +10, Sense Motive +10, Tumble +13; Dodge, Endurance, Run, Mobility.

Possessions: +2 *cloak of resistance*, masterwork sap, +1 *dagger* (poisoned with wyvern poison), +1 *studded leather armor*, 2 smokesticks, misc. coins.

Helfore Jokule: Male dwarf Exp5; CR4; Medium-size humanoid (dwarf); HD 5d6; hp 26; Init +2 (+2 Dex); Spd 20 ft.; AC 12 (+2 Dex; touch 12, flat-footed 10); Atk +6 melee, or +6 ranged; SQ Dwarven traits; SV Fort +1, Ref +4, Will +5; AL LN; Str 16, Dex 14, Con 10, Int 12, Wis 12, Cha 11.

Languages: Common, dwarven, gnome.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Appraise +5, Bluff +6, Gather Information +7, Profession (Innkeeper) +7, Spot +6, Listen +6, Sense Motive +7, Diplomacy +8, Knowledge (Bluffs) +7, Profession (Miner) +4; Dodge, Mobility.

Possessions: Misc. coins.

Hempal Underrock: Male dwarf Exp6; CR5; Medium-size humanoid (dwarf); HD 6d6; hp 21; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 *chain shirt*; touch 11, flat-footed 15; -1 armor check penalty); Atk +7 melee (1d6+2/x4, +1 *heavy pick*); SQ Dwarven traits; AL LN; SV Fort +2, Ref +3, Will +6; Str 12, Dex 12, Con 11, Int 16, Wis 12, Cha 8.

Languages: Common, dwarven, gnome, terran, undercommon.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 craft or appraise with stone or metal.

Skills and Feats: Appraise +10, Climb +12*, Gather Information +5, Intuit Direction +7, Jump +10, Knowledge (Geography) +14, Knowledge (Bluffs) +12, Profession (Miner) +12, Search +12, Use Rope +9; Skill Focus (Knowledge [Geography]), Skill Focus (Profession [Miner]), Weapon Focus (heavy pick).

*Climb skill gains a +2 bonus from climber's kit.

Possessions: Block and tackle, +1 *chain shirt*, climber's kit, grappling hook, +1 *heavy pick*, 2 *potions of gaseous form*, silk rope (50 ft.), misc. coins.

Hendron Deepsire: Male dwarf (mountain) Ftr7; CR7; Medium-size humanoid (dwarf); HD: 7d10+21; hp 60; Init +3 (-1 Dex, +4 Improved Initiative); Spd 15 ft.; AC 17 (-1 Dex, +6 *breastplate*, +2 *amulet of natural armor*; touch 11, flat-footed 18; -4 armor check); Atk +12/+7 (1d8+6/x3, +1 *battleaxe of mighty cleaving*), or +6/+1 ranged; SQ Dwarven traits; SV Fort +8, Ref +1, Will +2; AL CN; Str 17, Dex 8, Con 16, Int 11, Wis 10, Cha 13.

Languages: Common, dwarven.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs.

goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Bluff +4, Climb +6, Jump +6, Listen +4, Spot +4; Alertness, Dodge, Mobility, Improved Initiative, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: *Ring of invisibility*, +1 battleaxe of mighty cleaving, +1 breastplate armor, *potion of cure serious wounds*, *potion of fly*, *potion of haste*, *potion of firebreath*, *amulet of natural armor* +2, misc. coins.

Henryk: Male human Com5; CR4; Medium-size humanoid (human); HD 5d4+5; hp 19; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex; touch 11, flat-footed 10); Atk +4 melee, or +3 ranged; SV Fort +2, Ref +2, Will +2; AL NG; Str 14, Dex 13, Con 12, Int 12, Wis 13, Cha 10.

Languages: Common, elven.

Skills and Feats: Craft (Leather) +5*, Handle Animal +8, Jump +4, Ride (horses) +5; Alertness, Skill Focus (Handle Animal), Skill Focus (Craft [Leather]).

*+2 skill bonus from masterwork tools.

Possessions: Masterwork leatherworking tools, misc. coins.

High Sister: Female human Drd12; CR12; Medium-size humanoid (human); HD 12d8+24; hp 69; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 leather armor; touch 11, flat-footed 13); Atk +13/+8 melee (1d6+4/x2, +3 sickle) or +10/+5 ranged; SV Fort +10, Ref +7, Will +11; AL N; Str 12, Dex 12, Con 15*, Int 11, Wis 17, Cha 13.

*+4 to Constitution from *amulet of health*.

Languages: Common, druidic.

Skills and Feats: Animal Empathy +9, Concentration +8, Handle Animal +7, Heal +15, Hide +4.5, Intuit Direction +9, Spellcraft

+8, Wilderness Lore +13; Brew Potion, Combat Casting, Leadership, Lightning Reflexes, Scribe Scroll, Track.

Druid Spells Prepared (6/6/5/5/3/3/2; DC 13 + spell level): 0-level - *cure minor wounds* x2, *detect poison*, *guidance*, *mending*, *virtue*; 1st - *animal friendship*, *calm animals*, *cure light wounds*, *goodberry*, *pass without trace*, *summon nature's ally I*; 2nd - *animal messenger*, *charm person or animal*, *delay poison*, *speak with animals*, *tree shape*; 3rd - *cure moderate disease*, *neutralize poison*, *plant growth*, *remove disease*, *summon nature's ally III*; 4th - *control plants*, *cure serious wounds*, *reincarnate*; 5th - *atonement*, *commune with nature*, *tree stride*; 6th - *greater dispelling*, *liveoak*.

Possessions: +1 leather armor, ioun stone (clear), +4 amulet of health, medallion of thoughts, +3 sickle, *potion of remove paralysis*, *potion of remove blindness/deafness*, scroll - *heal*, misc. coins.

High Sister has several minor animal companions, a few of which she has *awakened*. She has also *awakened* a tree. They serve her faithfully most of the time without the need of *animal friendship*.

Hillary DeBousee: Female human Com4; CR3; Medium-size humanoid (human); HD 4d4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor, touch 11, flat-footed 12); Atk +5 melee, or +3 ranged; SV Fort +1, Ref +4, Will +3; AL LN; Str 14, Dex 13, Con 11, Int 14, Wis 16, Cha 15.

Languages: Common, elven, gnome.

Skills and Feats: Hide +4, Listen +9, Move Silently +4, Profession (Prostitute) +10, Ride (horses) +8, Spot +5; Lightning Reflexes, Skill Focus (Ride).

Possessions: Black fitted leather armor, misc. coins.

Holesly, Captain: Male human Ftr6; CR6; Medium-size humanoid (human); HD 6d10+12; hp 45; Init +3 (+3 Dex); Spd 30 ft.; AC 20 (+3 Dex, +5 breastplate, +2 large steel shield; touch 13, flat-footed 17; -5 armor check penalty); Atk +10/+5 (1d8+3, 19-20/x2, masterwork longsword), +10/+5 (1d8+3/x3, masterwork heavy lance), or +11/+6 (1d6+2/x3, 110 ft., masterwork mighty [+2 Str] composite shortbow); SV Fort +7, Ref +6, Will +4; AL LN; Str 16, Dex 16, Con 15, Int 13, Wis 11, Cha 16.

Languages: Common, dwarven.

Skills and Feats: Craft (Armor) +10, Craft (Weapons) +10, Handle Animal +8, Ride +12, Spot +4, Listen +4; Mounted Combat, Mounted Archery, Ride-by Attack, Spirited Charge, Trample, Leadership, Alertness.

Possessions: Heavy warhorse with masterwork scale barding, military saddle, masterwork breastplate, masterwork large steel shield, masterwork longsword, masterwork heavy lance, masterwork mighty [+2] composite shortbow, 20 masterwork arrows, masterwork craft (armor) tools, masterwork craft (weapon) tools. (All armor and weapons were crafted by Captain Holesly. He refuses to wield or wear armor he has not personally crafted), misc. coins.

Horatio Hollingsworth: Male human Ari12; CR11; Medium-size humanoid (human); HD 12d8+12; hp 66; Init +0; Spd 30 ft.; AC 13 (+2 bracers of armor, +1 ring of protection; touch 11, flat-footed 13); Atk +13/+8 melee (1d6+3 +1d6 cold, 15-20/x2, +2 frost rapier); AL LN; SV Fort +5, Ref +4, Will +10; Str 12, Dex 10, Con 13, Int 17, Wis 15, Cha 16.

Languages: Common, elven, dwarven, varanhish.



Skills and Feats: Bluff +8, Diplomacy +24, Gather Information +20, Handle Animal +8, Hide +10*, Knowledge (History) +18, Knowledge (Bluffs) +18, Knowledge (Nobility & Royalty) +10, Profession (Archaeologist) +12, Read Lips +18, Ride (horses) +10, Sense Motive +12; Expertise, Improved Critical (rapier), Improved Disarm, Skill Focus (Diplomacy), Skill Focus (Gather Information), Weapon Focus (rapier).

*Hide skill gains a +10 bonus from *cloak of elvenkind*.

Possessions: +2 bracers of armor, *cloak of elvenkind*, +2 frost rapier, purple tabard with golden mayor seal (155 gp), +1 ring of protection, misc. coins.

Jacob Prisdorn, Captain: Male human Ftr8; CR 8; Medium-size humanoid (human); HD 8d10+16; hp 65; Init +4 (+4 Dex); Spd 30 ft.; AC 20 (+4 Dex, +6 chain shirt; touch 14; flat-footed 16); Atk +14/+9 melee (1d8+6, 19-20/x2, adamantite longsword), +14/+9 ranged (1d8+8 20/x3, 110 ft., +1 mighty [+4] composite longbow); SV Fort +9, Ref +5, Will +2; AL LG; Str 18, Dex 18, Con 16, Int 11, Wis 10, Cha 11.

Languages: Common.

Skills and Feats: Jump +10, Listen +5, Ride +8, Sense Motive +5, Spot +8; Alertness, Point Blank Shot, Weapon Focus (composite longbow), Rapid Shot, Precise Shot, Weapon Specialization (composite longbow), Dodge, Mobility, Shot on the Run.

Possessions: +2 chain shirt, +1 mighty [+4 Str] composite longbow, 20 +1 arrows, brooch of shielding, adamantite longsword, misc. coins.

Jamtulon Staciaenial: Male nevae Brd11; CR 12; Medium-size humanoid (elf); HD 11d6-11; hp 27; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +2 amulet of natural armor, +1 ring of protection; touch 14, flat-footed 13); Atk +13/+8 melee (1d6+2, 18-20/x2, +2 rapier) or +13/+8 ranged (1d8+1/x3, 110 ft., masterwork composite longbow); SA Bardic music, spells, spell-like abilities; SQ Bardic knowledge, light dazzled, nevae trains; AL NG; SV Fort +2, Ref +10, Will +9; Str 11, Dex 16, Con 9, Int 13, Wis 14, Cha 17.

Languages: Common, dwarven, elven.

Skills and Feats: Bluff +8, Concentration +6, Decipher Script +6, Gather Information +10, Knowledge (Arcana) +8, Knowledge (Bluffs) +4, Perform +14 (+20*), Profession (Cook) +6, Spellcraft +8; Combat Reflexes, Expertise, Improved Disarm, Martial Weapon Proficiency (composite longbow), Martial Weapon Proficiency (rapier), Weapon Finesse (rapier).

*+6 Perform bonus when using his *instrument of excellence*.

Light dazzled (Ex): Abrupt exposure to bright light requires Fort save (DC spell's regular DC) or be blinded for 1 round.

Nevae traits: Darkvision 60 ft., immune to *sleep* effects, +2 saves vs. spells or spell-like effects, Search for secret doors, -3 Cha based skill checks when dealing with elves (-6 with drow).

Spell-like abilities: 1/day—*dancing lights*, *darkness*, *faerie fire* (all as Sor11). DC 13 + spell level.

Bard Spells Known (3/4/4/4/1; DC 13 + spell level): 0-level - *detect magic*, *ghost sound*, *mage hand*, *mending*, *open/close*, *resistance*; 1st - *erase*, *feather fall*, *identify*, *sleep*; 2nd - *delay poison*, *hold person*, *mirror image*, *hideous laughter*; 3rd - *dispel magic*, *fear*, *magic circle against evil*, *major image*; 4th - *cure critical wounds*, *improved invisibility*, *modify memory*.

Possessions: +2 amulet of natural armor, 20 +1 arrows, masterwork composite longbow, *instrument of excellence**, *potion of cure serious wounds*, +2 rapier, +1 ring of protection, misc. coins.

*New magic item, see Appendix 8: Magic Items.

Jarrid Blackthorne: Male human Ari6/Exp6; CR11; Medium-size humanoid (human); HD 6d8+6d6; hp 56; Init +3 (+3 Dex); Spd 30 ft.; AC 18 (+3 Dex, +3 leather armor, +2 ring of protection; touch 15, flat-footed 15); Atk +10/+5 melee (1d4+2, 19-20/x2, +1 dagger), or +11/+6 ranged; SV Fort +4, Ref +7, Will +11; AL NG; Str 14, Dex 17, Con 10, Int 15, Wis 13, Cha 18.

Languages: Common, dwarven, gnome.

Skills and Feats: Balance +15, Decipher Script +8, Disguise +14, Handle Animal +12, Hide +13, Innuendo +10, Intimidate +15, Knowledge (Nature) +6, Move Silently +6, Ride (horses) +15, Search +7, Sense Motive +10, Spot +18; Alertness, Dodge, Leadership, Skill Focus (Decipher Script), Skill Focus (Search).

Possessions: +1 dagger, amber signet ring (250gp), +3 leather armor, +2 ring of protection, misc. coins.

Jarman the Wise: Male human lich Exp4/Sor12; CR17; Medium-size undead; HD 16d12; hp 104; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (+1 Dex, +5 natural armor, +3 bracers of armor, +2 ring of protection; touch 13, flat-footed 20); Atk +9/+4 melee (1d8+5/x2, Will save [DC 23] for half damage, damaging touch); SA Fear aura, paralyzing touch, spells; SQ Damage reduction 15/+1, immunities, +4 turn resistance, undead traits; AL LN; SV Fort +5, Ref +6, Will +15; Str 10, Dex 12, Con -, Int 16, Wis 16, Cha 20.

Languages: Common, elven, undercommon.

Fear aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at Jarman must succeed at a Will save (DC 23) or be affected as though by a *fear* spell cast by a sorcerer of 16th level.

Immunities (Ex): Immune to cold, electricity, polymorph and mind-affecting attacks.

Paralyzing touch (Su): Touch, Fort save (DC 23) or be permanently paralyzed. Works in conjunction with damaging touch.

Undead traits (Ex): Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Skills and Feats: Alchemy +13, Diplomacy +14, Concentration +19, Gather Information +12, Hide +9, Knowledge (Arcana) +22, Knowledge (Geography) +10, Knowledge (History) +10, Listen +13, Move Silently +9, Profession (Archaeologist) +24, Scry +13, Search +20, Sense Motive +11, Spellcraft +22, Spot +20, Use Rope +8, Wilderness Lore +10; Alertness, Craft Wand, Improved Initiative, Skill Focus (Profession [Archaeologist]), Skill Focus (Search), Spell Focus (Enchantment), Spell Penetration.

Sorcerer Known Spells (6/8/7/7/6/3; DC 15 + spell level, *17+ spell level Enchantment): 0-level - *arcane mark*, *dancing lights*, *daze**, *detect magic*, *ghost sound*, *mage hand*, *mending*, *open/close*, *read magic*; 1st - *change self*, *charm person**, *magic missile*, *spider climb*, *floating disk*; 2nd - *flaming sphere*, *knock*,

locate object, rope trick, web; 3rd - dispel magic, fireball, bold person, suggestion*, 4th - arcane eye, improved invisibility, scrying; 5th - teleport, transmute rock to mud; 6th - legend lore.*

Possessions: +3 bracers of armor, bandy haversack, ring of minor fire resistance, +2 ring of protection, staff of fire (37 charges), spell component pouch, wand of dispel magic (50 charges), wand of improved invisibility (25 charges), wand of magic missiles (40 charges), misc. coins.

Jebadiah Schoones: Male human Exp8; CR7; Medium-size humanoid (human); HD 8d6+8; hp 36; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex; touch 13, flat-footed 10); Atk +7/+2 melee, or +9/+4 ranged; SV Fort +5, Ref +5, Will +8; AL NG; Str 12, Dex 16, Con 13, Int 14, Wis 15, Cha 13.

Languages: Common, elven, gnome.

Skills and Feats: Profession (Miner) +12, Profession (Accountant) +12, Profession (Bookkeeper) +12, Craft (Sculpture) +16*, Sense Motive +12, Spot +12, Listen +12, Diplomacy +12, Appraise +12, Search +12; Endurance, Skill Focus (Craft [Sculpture]), Skill Focus (Diplomacy), Great Fortitude.

*+2 skill bonus from masterwork tools

Possessions: Masterwork sculpting tools, misc. coins and wealth.

Jeffrey Jefferson: Male human Rog7; CR7; Medium-size humanoid (human); hp 41; Init +4 (+4 Dex); Spd 30 ft.; AC 18 (+4 Dex, +3 bracers of armor, +1 ring of protection; touch 15, flat-footed 14); Atk +11 melee (1d4+2, 19-20/x2, +2 dagger), or +11 ranged (1d4+2, 19-20/x2, 10 ft., +2 dagger); SQ Uncanny dodge (Dex to AC, cannot be flanked), evasion; SA Sneak attack +4d6; SV Fort +7, Ref +11, Will +5; AL CN; Str 11, Dex 18, Con 16, Int 13, Wis 13, Cha 15.

Languages: Common, undercommon.

Skills and Feats: Appraise +11, Bluff +14, Diplomacy +12, Disable Device +10, Forgery +7, Gather Information +10, Hide +8, Innuendo +9, Listen +8, Move Silently +10, Open Lock +10, Profession (Shopkeeper) +9, Search +6, Sense Motive +9, Spot +8; Skill Focus (Bluff) Alertness, Weapon Finesse (dagger).

Possessions: +2 dagger, +3 bracers of armor, masterwork thief's tools, dust of disappearance, +1 ring of protection, +2 cloak of resistance, misc. coins.

Jellor Elemar: Male halfling Exp8; CR7; Small humanoid (halfling); HD 8d6; hp 28; Init +2 (+2 Dex); Spd 20 ft.; AC 14 (+2 Dex, +1 size, +1 amulet of natural armor; touch 13, flat-footed 12); Atk +5/+0 melee (1d4-2/x2, gavel); SQ Halfling traits; AL LG; SV Fort +3, Ref +5, Will +11; Str 6, Dex 14, Con 11, Int 15, Wis 18, Cha 13.

Languages: Common, dwarven, elven, halfling.

Halfling traits (Ex): +1 bonus to all saves, +2 morale bonus to saves vs fear, +1 to hit with thrown weapon.

Skills and Feats: Diplomacy +14, Gather Information +14, Hide +6, Innuendo +15, Knowledge (Bluffs) +13, Listen +6, Move Silently +4, Profession (Judge) +17, Profession (Lawyer) +15, Read Lips +13, Sense Motive +17; Skill Focus (Gather Information), Skill Focus (Profession [Judge]), Skill Focus (Sense Motive).

Possessions: +1 amulet of natural armor, gavel (treat as light hammer), potion of cure serious wounds, silver chain and badge of office (205 gp), misc. coins.

Jezzica Bergen: Female human Sor9/BGn1*/Ftr1; CR11; Medium-size humanoid (human); HD 10d4+1d10+22; hp 55; Init +3 (+3 Dex); Speed 20 ft.; AC 22 (+3 Dex, +8 mithril full plate armor, +1 ring of protection; touch 14, flat-footed 19); Atk +8 (1d8+3, 17-20/x2, +1 keen longsword); SQ: Resist the Eons, Cannot cast Chaos spells; AL NG; SV Fort +5, Ref +3, Will +6; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 18.

Languages: Common, sylvan.

Skills and Feats: Alchemy +6, Climb +4, Concentration +11, Craft (Armor) +15, Diplomacy +5, Handle Animal +6, Jump +4, Knowledge (Arcana) +6, Knowledge (Nobility & Royalty) +2, Listen +1, Ride +7, Spellcraft +11, Spot +1 and Swim +4; Armored Casting, Craft Wand, Combat Casting, Still Spell, Spell Focus (Evocation).

Sorcerer Spells Known (6/7/7/7/4, DC 14 + spell level, +16 + spell level Evocation): 0-level - *detect magic, flare†, ghost sound, light†, mage hand, prestidigitation, ray of frost, read magic; 1st - burning hands, charm person~, comprehend languages~, chill touch, identify, magic missile†, message~, sleep; 2nd - alter self, enthrall~, flaming sphere†, acid arrow†, web; 3rd - haste, lightning bolt†, wind wall†; 4th - polymorph other, wall of fire†*

~Group 1 Bonus Spells Known

Possessions: Mithril full plate armor, +1 keen longsword [light emitting, has family crest on hilt], +1 ring of protection [family crest as seal], boots of speed, wand of magic missiles (caster level 5, 25 charges), wand of lightning bolt (caster level 6, 39 charges), wand of message (caster level 5, 13 charges), 2 potions of cure moderate wounds, 2 potions of cure light wounds, potion of bull strength, scroll - identify (caster level 3) x2, scroll - improved invisibility, scroll - fly, masterwork armor tools, misc. coins.

Familiar: Mojo (male bhagaista): CR 2; Tiny magical beast; HD 10d10; hp 27; Init +2 (+2 Dex); Spd 30 ft., fly 45 ft. (good); AC 19 (+2 size, +2 Dex, +5 natural armor; touch 14, flat-footed 17); Atk +2 melee (1d2-4 2 claws), +2 melee (1d3-4 bite); Face/Reach 2/ft. by 2/ft. 0 ft.; SA Spell-like abilities; SQ DR 0/silver, familiar; AL NG; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 12, Wis 12, Cha 10; length 3 ft., weight 10 lb.

Special Abilities: DR 5/silver, familiar abilities, spell-like abilities.

Skills and Feats: Heal +8, Hide +7, Knowledge (Arcana) +6, Listen +6, Spellcraft +6, Spot +6; Fly-by Attack, Skill Focus (Heal).

A complete write-up for the Blood Guardian can be found in *Interludes: Brief Expeditions to Bluffsides*.

Jimbo: Male halfling Com5; CR4; Small humanoid (halfling); HD 5d4; hp 12; Init +2 (+2 Dex); Spd 20 ft.; AC 13 (+2 Dex, +1 size; touch 13, flat-footed 11); Atk +5 melee (1d4+1, 19-20/x2, +1 dagger); SQ Halfling traits; AL CG; SV Fort +2, Ref +4, Will +3; Str 10, Dex 15, Con 11, Int 10, Wis 12, Cha 14.

Languages: Common, halfling.

Halfling traits (Ex): +1 bonus to all saves, +2 morale bonus to saves vs fear, +1 to hit with thrown weapon.

Skills and Feats: Climb +2, Handle Animal +6, Hide +6, Jump +2, Listen +5, Move Silently +4, Profession (Barkeeper) +11, Spot +3; Simple Weapon Proficiency (dagger), Skill Focus (Profession [barkeeper]), Weapon Focus (dagger).

Possessions: antique clay pipe (300 gp), +1 dagger, misc. coins.

Jinky Muddlesfar: Male steam gnome Exp7; CR6; Small humanoid (gnome); HD 7d6+7; hp 31; Init +2 (+2 Dex); Spd 20 ft.; AC 18 (+2 Dex, +1 size, +5 *studded leather armor*; touch 13, flat-footed 16); Atk +7 melee (1d4+1/x2, +1 *light hammer*); SQ Steam gnome traits; AL LG; SV Fort +3, Ref +4, Will +6; Str 11, Dex 14, Con 12, Int 15, Wis 12, Cha 8.

Languages: Common, dwarven, steam gnome, undercommon.

Steam gnome traits (Ex): Darkvision 120 ft., stonecunning, +2 bonus to all tinkering skill checks.

Skills and Feats: Craft (Blacksmith) +14*, Craft (Metalworking) +20*, Disable Device +16, Knowledge (Architecture & Engineering) +12, Knowledge (Mathematics) +12, Profession (Engineer) +13, Profession (Miner) +7, Search +8, Spot +9; Skill Focus (Craft [Metalworking]), Skill Focus (Disable Device), Skill Focus (Profession [Engineer]).

*Craft (Blacksmith) and Craft (Metalworking) gain a +2 bonus from masterwork artisan's tools.

Possessions: +1 *light hammer*, masterwork artisan's tools, *potion of cure moderate wounds*, +2 *studded leather armor*, misc. coins.

Joshua Britain: Male human Ftr6; CR6; Medium-size humanoid (human); HD 6d10+6; hp 39; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 20 (+1 Dex, +7 adamantite breastplate, +2 masterwork large steel shield; touch 11, flat-footed 19; -4 armor check penalty); Atk +11/+6 melee (1d8+6, 19-20/x2, +1 *longsword*) or +9 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); AL LN; SV Fort +6, Ref +3, Will +3; Str 17, Dex 12, Con 13, Int 11, Wis 12, Cha 14.

Languages: Common.

Skills and Feats: Climb +7, Intimidate +6, Jump +6, Listen +5, Profession (Sailor) +5, Spot +5; Alertness, Blind-Fight, Cleave, Improved Initiative, Power Attack, Skill Focus (Intimidate), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Adamantine breastplate, braid of office, +1 *longsword*, 20 masterwork bolts, masterwork large steel shield, masterwork light crossbow, 2 thunderstones, misc. coins.

Kale Benocia, Admiral: Male half-elf Ari6/Ftr6; CR11; Medium-size humanoid (elf); HD 6d8+6d10+12; hp 90; Init +4 (+4 Dex); Spd 30 ft.; AC 22 (+4 Dex, +7 *chain shirt*, +1 buckler; touch 14, flat-footed 18; -1 armor check penalty); Atk +16/+11 melee (1d8+7, 17-20/x2, +2 *longsword*) or +16/+11 ranged (1d8+4/x3, 110 ft., +1 *mighty* [+3 Str] *composite longbow*); SQ Half-elf traits; SV Fort +8, Ref +8, Will +8; AL LN; Str 16, Dex 18, Con 13, Int 12, Wis 12, Cha 17.

Languages: Aquan, common, dwarven, elven, orc.

Half-elf traits: Immune to sleep effect, low-light vision, +2 saves vs. Enchantment.

Skills and Feats: Climb +10, Diplomacy +6, Handle Animal +6, Intimidate +14, Knowledge (Bluffs) +8, Listen +7, Ride (horses) +6, Search +2, Speak language +2 (aquan, orc), Spot +4, Swim +12, Use Rope +9, Wilderness Lore +7; Alertness, Dodge, Improved Critical (longsword), Mobility, Quick Draw, Skill Focus (Intimidate), Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Boots of elvenkind, +3 *chain shirt*, +2 *longsword*, 20 masterwork arrows, masterwork buckler, +1 *mighty* [+3 Str] *composite longbow*, *potion of cure serious wounds*, 2

potions of heroism, *potion of water breathing*, purple baldric with gold Admiral insignia (55 gp), *ring of swimming*, misc. coins.

Katarina Boomgarden: Female halfling Rog9; CR9; Small-size humanoid (halfling); HD 10d6+20; hp 55; Init +9 (+5 Dex, +4 Improved initiative); Spd 20 ft.; AC 21 (+5 Dex, +1 size, +5 *studded leather armor*; touch 16, flat-footed 21); Atk +13/+8 melee (1d6+1, 19-20/x2, adamantite short sword) or +8/+3 melee (1d4, 19-20/x2, masterwork dagger) or +14/+9 ranged (1d4, 19-20/x2, 10 ft., masterwork dagger); SA +5d6 sneak attack; SQ Evasion, halfling traits, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +6 Ref +12, Will +6; AL N; Str 10, Dex 20, Con 14, Int 16, Wis 14, Cha 12.

Languages: Common, dwarven, gnome, halfling, orc.

Halfling traits (Ex): +1 bonus to all saves, +2 morale bonus to saves vs fear, +1 to hit with thrown weapon.

Skills and Feats: Appraise +11, Bluff +9, Climb +9, Diplomacy +11, Forgery +11, Gather Information +13, Hide +21, Jump +10, Knowledge (Bluffs) +10, Listen +9, Move Silently +19, Profession (Merchant) +8, Search +15, Sense Motive +10, Spot +7, Tumble +19; Combat Reflexes, Improved Initiative, Quick Draw, Weapon Finesse (short sword).

Possessions: Adamantine short sword, 2 masterwork daggers, *potion of cure serious wounds*, *potion of neutralize poison*, +2 *studded leather armor*, thunderstone, misc. coins.

Keltin Farnbrough: Male half-orc Clr8; CR8; Medium-size humanoid (orc); hp 35; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (-1 Dex, +4 *studded leather armor*; touch 9, flat-footed 13); Atk +9/+4 (1d6+3/x2, light mace), or +5/+0 ranged; SQ Half-orc traits; SV Fort +7, Ref +1, Will +9; AL LN; Str 14, Dex 8, Con 12, Int 10, Wis 17, Cha 10.

Languages: Common, orc.

Half-orc traits (Ex): Darkvision 60 ft.

Skills and Feats: Heal +9, Knowledge (Religion) +6, Concentration +5, Swim +15*; Brew Potion, Craft Wand, Improved Initiative.

*Swim skill gains +10 bonus from *gloves of swimming and climbing*.

Cleric Domains: Healing, Peace

Cleric Spells Per Day: (6/5+1/4+1/4+1/2+1; DC 13 + spell level): 0-level - *detect poison* x2, *light* x2, *create water* x2; 1st - *bleed* x2, *death watch*, *cause fear*, *obscuring mist*, *sleep**; 2nd - *delay poison*, *gentle repose*, *remove paralysis*, *consecrate*, *calm emotions**; 3rd - *create food and water*, *daylight*, *water breathing*, *water walk*, *dispel magic**; 4th - *control water*, *repel vermin*, *discern lies**. *Domain spell.

Possessions: *Periapt of health*, *wand of cure moderate wounds* (24 charges), *wand of searing light* (6th) (36 charges), 3 *potions of remove disease*, 3 *potions of delay poison*, +1 *light mace*, +1 *studded leather armor*, *gloves of swimming and climbing*, misc. coins.

Ken Looms: Male human Com3; CR2; Medium-size humanoid (human); HD 3d4+3, hp 12; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +3 melee, or +1 ranged; SV Fort +1, Ref +1, Will +5; AL LG; Str 14, Dex 10, Con 10, Int 13, Wis 15, Cha 12.

Languages: Aquan, common.

Skills and Feats: Handle Animal +7, Jump +7, Listen +4, Spot +4, Swim +7, Use Rope +6; Skill Focus (Handle Animal), Toughness.

Possessions: Misc. coins.

Kevin Harolds: Male human Exp3/Rog4; CR6; Medium-size humanoid (human); HD 7d6+7; hp 31; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +2 masterwork leather armor, +1 *ring of protection*; touch 14, flat-footed 13); Atk +7 melee (1d4+2, 19-20/x2, +1 *dagger*) or +7 melee (1d6+1, 19-20/x2, masterwork short sword) or +9 ranged (1d4+1/x2, 20 ft., masterwork dart); SA +2d6 sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +3, Ref +8, Will +4; Str 13, Dex 17, Con 12, Int 13, Wis 11, Cha 12.

Languages: Aquan, common.

Skills and Feats: Appraise +8, Balance +12, Climb +8, Intimidate +8, Jump +10, Knowledge (Bluffs) +11, Listen +4, Profession (Barkeeper) +12, Search +8, Spot +7, Swim +18*, Tumble +12, Use Rope +10; Combat Reflexes, Dodge, Mobility, Skill Focus (Profession [Barkeeper]).

*Swim skill gains a +10 bonus from *ring of swimming*.

Possessions: +1 *dagger*, 5 masterwork darts, masterwork leather armor, masterwork short sword, +1 *ring of protection*, *ring of swimming*, misc. coins.

Kinkar Kinlay: Male human Rog10/Cat5*; CR 15; Medium-size humanoid (human); HD 15d6+15; hp 67; Init +4 (+4 Dex); Spd 30 ft.; AC 20 (+4 Dex, +6 *studded leather armor*; touch 14, flat-footed 20); Atk +10/+5 melee (1d3S/x2, unarmed strike) or +11/+6 (1d6+1, 19-20/x2, +1 *short sword of subtlety*) or +18 ranged (1d4+3, 19-20/x2, 30 ft., +3 *hand crossbow*); SA Crippling strike, +5d6 sneak attack; SQ Hide in plain sight, improved evasion, nine lives (2), skill mastery (Climb, Disable Device, Hide,

Move Silently, Open Locks), uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +6, Ref +17, Will +6; Str 11, Dex 18, Con 12, Int 13, Wis 12, Cha 11.

*New Prestige Class, see *Appendix 5: Prestige Classes*.

Languages: Common, dwarven.

Skills and Feats: Appraise +11, Balance +10, Bluff +6, Climb +15*, Disable Device +18*, Disguise +5, Gather Information +15, Hide +21, Jump +12, Listen +3, Move Silently +21, Open Locks +24*, Profession (merchant) +14, Search +14, Sense Motive +5, Spot +4, Tumble +19, Use Rope +12; Alertness, Combat Reflexes, Expertise, Improved Disarm, Improved Unarmed Strike, Lightning Reflexes, Skill Focus (Gather Information).

*Disable Device and Open Locks skills gain a +2 bonus from masterwork thieves' tools. Climb skill gains a +2 bonus from climber's kit.

Possessions: Climber's kit, +3 *hand crossbow*, 20 masterwork bolts, masterwork thieves' tools, *portable hole*, *potion of invisibility*, +1 *short sword of subtlety*, 10 *sleep bolts*, +3 *studded leather armor*, *ring of knocking* (32 charges)*, 2 tanglefoot bags, misc. coins.

*New magic item, see *Appendix 8: Magic Items*.

Krede Rurik: Male dwarf Rgr11; CR11; Medium-size humanoid (dwarf); HD 11d10+55; hp 115; Init +2 (+2 Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 *chain shirt*; touch 12, flat-footed 15; -1 armor check penalty); Atk +13/+8/+3 melee (1d10+3/x3, +2 *dwarven waraxe*), or +11/+6/+1 & +11 (1d10+3 20/x3, *dwarven waraxe* +2 & 1d6+2 20/x3 *bandaxe* +2), or +15 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SA Favored enemy - Aberrations +3, Magical Beasts +2, Beasts +1, spells, two-weapon fighting; SQ Dwarven traits, evasion; SV Fort +12, Ref +5, Will +6; AL CG; Str 12, Dex 15, Con 20, Int 12, Wis 16, Cha 10.

Languages: Aquan, common, dwarven.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Climb +7, Heal +7, Hide +8, Intuit Direction +8, Knowledge (Nature) +9, Listen +9, Move Silently +8, Spot +12, Use rope +8, Wilderness lore +17; Dodge, Exotic Weapon Proficiency (dwarven waraxe), Track, Weapon Focus (dwarven waraxe), Weapon Focus (handaxe).

Ranger Spells Prepared (2/2/1; DC 13 + spell level): 1st - *resist elements*, *Speak with animals*; 2nd - *detect evil*, *summon nature's ally II*; 3rd - *neutralize poison*.

Possessions: +1 *chain shirt*, +2 *dwarven waraxe*, alchemist's fire, +2 *bandaxe*, 20 masterwork light crossbow bolts, masterwork light crossbow, *potion of bull's strength*, *potion of cure moderate wounds*, misc. coins.

Ku Gerbay: Male human Exp2; CR1; Medium-size humanoid (human); HD 2d6+2; hp 15; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, +1 *ring of protection*; touch 13, flat-footed 11); Atk +1 melee (1d8, 19-20/x2, longsword), or +3 ranged; SV Fort +1, Ref +2, Will +5; AL CN; Str 11, Dex 15, Con 13, Int 14, Wis 14, Cha 15.

Languages: Common, gnome, ignan.

Skills and Feats: Alchemy +6, Animal Empathy +5, Hide +4, Innuendo +7, Listen +6, Open Lock +7, Pick Pocket +4, Profes-



sion (Shopkeeper) +5, Spellcraft +7, Spot +5, Tumble +8; Skill Focus (Tumble), Toughness.

Possessions: +1 ring of protection +1, longsword, misc. coins.

La Dorran Kilpo: Female Human Wiz4-Diviner; CR4; Medium-size humanoid (human); HD 4d4+8; HP 20; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +2 ring of protection, +2 amulet of natural armor; touch 14, flat-footed 14); Atk +4 melee (1d4+2, 19-20/x2, adamantite dagger x2) or +5 ranged (1d4+2, 19-20/x2, 10 ft., adamantite dagger x2); SA Spells; SQ Summon familiar; AL CG; SV Fort +3, Ref +3, Will +5; Str 12, Dex 15, Con 14, Int 18, Wis 12, Chr 14.

Languages: Celestial, common, draconic, dwarven, elven, sylvan.

Skills and Feats: Concentration +8, Diplomacy +5, Knowledge (Arcana) +10, Listen +6, Scry +12, Search +7, Sense Motive +4, Spellcraft +9; Alertness, Skill Focus (Scry), Spell Focus (Divination), Scribe Scroll, Spell Mastery (*magic missile*, *darkvision*, *locate object*, *mage armor*).

Wizard Spells Prepared: (5/4/3; DC 14 + spell level, *16 + spell level Divination, prohibited school Necromancy); 0-level - *detect magic**, *detect poison**, *light*, *mage hand*, *read magic*; 1st - *charm person*, *identify**, *mage armor*, *magic missile*; 2nd - *darkvision*, *detect thoughts**, *locate object**.

Spellbook: 0-level - all; 1st - *charm person*, *comprehend languages*, *detect secret doors*, *detect undead*, *hypnotism*, *identify*, *mage armor*, *magic missile*, *true strike*; 2nd - *darkvision*, *detect thoughts*, *locate object*, *obscure object*.

Possessions: 2 adamantite daggers, +2 ring of protection, +2 amulet of natural armor, crystal ball, misc. coins.

Lady Lovelace: Female human Brd1/Exp6; CR6; Medium-size humanoid (human); HD 7d6; hp 24; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 ring of protec-



tion; touch 13, flat-footed 12); Atk +7 melee (1d4+1, 19-20/x2, +1 dagger); SA Spells; SQ Bardic knowledge, bardic music; SV Fort +2, Ref +5, Will +8; AL NE; Str 10, Dex 12, Con 11, Int 15, Wis 13, Cha 18.

Languages: Common, elven, halfling.

Skills and Feats: Appraise +8, Bluff +14, Diplomacy +18, Disguise +10, Gather Information +10, Innuendo +10, Knowledge (Bluffside) +11, Listen +10, Perform +16, Sense Motive +10, Spellcraft +6; Improved Initiative, Skill Focus (Perform), Weapon Finesse (dagger), Weapon Focus (dagger).

Bard Spells Known (2; DC 14 + spell level): 0-level - *resistance*, *ghost sound*, *dancing lights*, *prestidigitation*.

Possessions: +1 dagger, glove of storing, ring of mind shielding, +2 ring of protection, misc. coins and wealth, including assorted valuable and costume jewelry, and valuable and flashy clothing and costumes.

Laeb Sinoot: Male Human Wiz7-Evoker; CR7; Medium-sized humanoid (human); HD 7d4; hp 20; Init + 6 (+2 Dex, +4 Improved Init); Spd 30 ft.; AC 19 (+2 Dex, +3 ring of protection, +4 bracers of armor; touch 17, flat-footed 15); Atk +6 melee (1d4+3, 19-20/x2, dagger +2); SQ Scribe scroll, spells, summon familiar; AL NE; SV Fort +2, Ref +4, Will +7; Str 13, Dex 14, Con 11, Int 18, Wis 14, Chr 15.

Languages: Common, elven, halfling.

Skills and Feats: Concentration +10*, Knowledge (Bluffside) +7, Knowledge (Arcana) +14, Spellcraft +14, Spot +8, Listen +8; Craft Wand, Craft Wondrous Items, Spell Focus (Evocation), Alertness, Combat Casting;

Wizard Spells Prepared: (5/5/4/3/2; DC 12 + spell level, *14 + spell level Evocation; prohibited school Conjuraton): 0-level - *detect magic x2*, *read magic x2*, *mage hand*; 1st - *magic missile* x3*, *endure elements*, *shield*; 2nd - *shatter x2*, *flaming sphere*, *knock*; 3rd - *dispel magic*, *lightning bolt**, *fireball**; 4th - *ice storm**, *mnemonic enhancer* (*magic missile* x3*).

Spellbook: 0-level - all; 1st - *magic missile*, *floating disk*, *ray of enfeeblement*, *shocking grasp*, *endure elements*, *shield*, *protection from good*, *protection from law*, *feather fall*; 2nd - *shatter*, *flaming sphere*, *knock*, *daylight*, *darkness*; 3rd - *dispel magic*, *fireball*, *lightning bolt*, *fly*; 4th - *ice storm*, *wall of ice*, *mnemonic enhancer*.

Possessions: +3 ring of protection, +4 bracers of armor, +2 dagger, necklace of fireballs (type III), pearl of power (3rd level), misc. coins.

Leetesha: Female steam gnome Rog2; CR2; Small humanoid (gnome); HD 2d6+4; hp 11; Init +1 (+1 Dex); Spd 20 ft.; AC 12 (+1 Dex, +1 size; touch 12, flat-footed 11); Atk +3 melee (1d4, 19-20/x2, masterwork dagger) or +5 ranged (1d4, 19-20/x2, 30 ft., masterwork hand crossbow); SA +1d6 sneak attack; SQ Evasion, steam gnome traits; AL NG; SV Fort +2, Ref +4, Will -1; Str 10, Dex 12, Con 15, Int 14, Wis 8, Cha 11.

Languages: Common, dwarven, steam gnome, undercommon.

Steam gnome traits (Ex): Darkvision 120 ft., stonecunning, +2 bonus to all tinkering skill checks.

Skills and Feats: Balance +6, Bluff +5, Disable Device +11*, Gather Information +5, Perform +5, Pick Pocket +6, Profession (Barkeeper) +4, Profession (Brewer) +6, Read Lips +7, Tumble +6; Skill Focus (Profession [Brewer]).

*Disable Device skill gains a +2 bonus from masterwork thieves' tools.

Possessions: 20 masterwork bolts, masterwork dagger, masterwork hand crossbow, masterwork thieves' tools, misc. coins.

Loen Samkin: Male dwarf Ftr4; CR4; Medium-size humanoid (dwarf); HD 4d10+12; hp 34; Init -1 (-1 Dex); Spd 15 ft.; AC 18 (-1 Dex, +9 *full plate armor*; touch 9, flat-footed 18; -5 armor check penalty); Atk +10 melee (1d10+8, 19-20/x2, masterwork heavy flail) or +8 melee (1d4+4, 19-20/x2, silvered dagger); SQ Dwarven traits; AL LG; SV Fort +7, Ref +0, Will +2; Str 18, Dex 8, Con 16, Int 10, Wis 12, Cha 11.

Languages: Common, dwarven.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblins or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Climb +8, Jump +8, Ride (ponies) +5; Cleave, Great Cleave, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: +1 *full plate armor*, masterwork heavy flail, silvered dagger, 2 smokesticks, misc. coins.

Lopeki Kildorn: Male Human Wiz9-Conjurer; CR9; Medium-size humanoid (human); HD 9d4+18; hp 45; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+2 Dex, +4 *bracers of armor*, +2 *ring of protection*; touch 14, flat-footed 15); Atk +7 melee (1d4+3, 19-20/x2, dagger), or +6 ranged (1d4+3, 19-20/x2, 10 ft., dagger), or +9 ranged (1d8+3, 19-20/x2, 80 ft., +2 *light crossbow* with +1 *bolts*); SQ Scribe scroll, spells, summon familiar; AL NG; SV Fort +6, Ref +5, Will +8; Str 10, Dex 14, Con 14, Int 17, Wis 14, Chr 15.

Languages: Common, dwarven, elven, gnome, orc.

Skills and Feats: Appraise +6, Concentration +8, Diplomacy +3, Gather Information +4, Heal +5, Knowledge (Arcana) +11, Knowledge (Animals) +9, Knowledge (Nature) +8, Listen +10, Search +6, Spellcraft +10, Spot +3, Swim +4; Alertness, Brew Potion, Craft Wand, Craft Wondrous Item, Improved Initiative, Spell Focus (Conjuration), Craft Rod.

Wizard Spells Prepared: (5/5/5/4/3/2; DC 13 + spell level, *15 + spell level Conjuration; prohibited school Evocation): 0-level - *detect magic*, *read magic*, *ray of frost** x2, *prestidigitation*; 1st - *mage armor**, *unseen servant**, *grease**, *shield*, *feather fall*; 2nd - *fog cloud**, *acid arrow**, *web**, *rope trick*, *summon monster II**; 3rd - *flame arrow**, *stinking cloud**, *summon monster III**, *gaseous form*; 4th - *black tentacles**, *minor creation**, *mnemonic enhancer* (recall just cast spell); 5th - *major creation**, *fabricate*.

Spellbook: 0-level - all; 1st - *mage armor**, *mount**, *unseen servant**, *grease**, *obscuring mist*, *shield*, *feather fall*, *summon monster I**; 2nd - *fog cloud**, *acid arrow**, *web**, *rope trick*, *summon monster II**; 3rd - *acid bath**, *flame arrow**, *stinking cloud**, *summon monster III**, *blink*, *gaseous form*; 4th - *black tentacles**, *minor creation**, *summon monster IV**, *mnemonic enhancer*; 5th - *major creation**, *fabricate*.

*New spell, see Appendix 6: Spells.

Possessions: +4 *bracers of armor*, +2 *ring of protection*, *bag of holding* (bag 2), *horn of goodness*, *bag of tricks*, misc. coins.

Lorien Warrensby, Curator: Male elf, Exp11; CR10; Medium-size humanoid (elf); HD 11d6+11; hp 31; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex; touch 14, flat-footed 10); Atk +6/+1 melee, or +12/+7 ranged; SQ Elven traits; SV Fort +1, Ref +7, Will +7; AL CN; Str 7, Dex 19, Con 9*, Int 16, Wis 10, Cha 14.

*Con gets +2 bonus from *amulet of health*.

Languages: Common, elven, dwarven, steam gnome, celestial.

Elven traits (Ex): Immune to sleep effect, low-light vision, +2 saves vs Enchantment, search check on secret doors within 5 ft.

Skills and Feats: Alchemy +10, Appraise +19, Decipher Script +19, Diplomacy +8, Gather Information +8, Knowledge (Bluffs) +12, Knowledge (History) +19, Knowledge (Geography) +10, Knowledge (Religion) +10, Profession (Museum Curator) +16; Skill Focus (Appraise), Skill Focus (Decipher Script), Skill Focus (Knowledge [History]), Skill Focus (Profession [Museum Curator]).

Possessions: Masterwork alchemy kit, *universal solvent*, 4 jars *sovereign glue*, *goggles of minute seeing*, +2 *amulet of health*, *robe of useful items*, *ring of sustenance*, misc. coins.

Lucien Greko: Male Human Wiz8-Transmuter; CR8; Medium-sized humanoid (human); HD 8d4+16; 40 hp; Init +5 (Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+1 Dex, +2 *ring of protection*, +4 *bracers of armor*; touch 13, flat-footed 16); Atk +4 melee (1d6/x2, quarterstaff) or +4 melee (1d4, 19-20/x2, dagger x2), or +5 ranged (1d4, 19-20/x2, 10 ft., dagger x2) or +5 ranged (1d8, 19-20/x2, 80 ft., light crossbow); SQ Scribe scroll, spells, summon familiar; AL NG; SV Fort +4, Ref +3, Will +8; Str 11, Dex 13, Con 14, Int 16, Wis 14, Chr 15.

Languages: Common, elven, gnome, dwarven.

Skills and Feats: Alchemy +14, Concentration +12, Craft (Painting) +10, Knowledge (Arcana) +14, Knowledge (Bluffs) +10, Spellcraft +16, Knowledge (Art) +12; Scribe Scroll, Brew Potion, Craft Wondrous Item, Improved Initiative, Spell Focus (Transmutation), Skill Focus (Spellcraft).

Wizard Spells Prepared (5/5/4/4/3; DC 13 + spell level, *15 + spell level Transmutation, prohibited school Evocation): 0-level - *detect magic*, *mage hand** x2, *open/close**, *ray of frost*; 1st - *burning hands** x2, *magic weapon**, *shield*; 2nd - *bull's strength**, *cat's grace**, *endurance**, *resist elements*; 3rd - *dispel magic*, *flame arrow* x2, *haste**; 4th - *dimension door**, *minor globe of invulnerability*, *stoneskin*.

Spellbook: 0-level - all; 1st - *alarm*, *burning hands*, *unseen servant*, *feather fall*, *mage armor*, *shield*, *shocking grasp*, *true strike*, *comprehend languages*, *jump*, *magic weapon*; 2nd - *bull's strength*, *cat's grace*, *endurance*, *resist elements*; 3rd - *dispel magic*, *flame arrow*, *fly*, *haste*; 4th - *mnemonic enhancer*, *polymorph other*, *stoneskin*, *fire trap*, *water form**.

*New spell, see Appendix 6: Spells.

Possessions: *Staff of fire* (42 charges), *Boccob's blessed book*, *helm of comprehend languages and read magic*, +2 *ring of protection*, +4 *bracers of armor*, *bandy baversack*, 2 *potions of bull strength*, 2 *potions of cat's grace*, 2 *potions of endurance*, *potion of resist elements (fire)*, *potion of resist elements (cold)*, *potion of resist elements (electricity)*, *potion of resist elements (acid)*, 3 *potions of haste*, 2 *potions of fly*, 2 *potions of jump*, *scroll - flame arrow* x3, misc. coins.

Lynn Fendarr: Female nevae Rog10; CR11; Medium-size humanoid (elf); HD 10d6-10; hp 31; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex; touch 12, flat-footed 10); Atk +8/+3 melee (1d4+1, 19-20/x2, *dagger of venom*) or +10/+5 ranged (1d4+1, 19-20/x2, 30 ft., +1 *hand crossbow*); SQ Nevae traits; SV Fort +2, Ref +11, Will +3; AL NE; Str 11, Dex 15, Con 8, Int 11, Wis 11, Cha 10.

Languages: Common, elven.

Light dazzled (Ex): Abrupt exposure to bright light requires Fort save (DC spell's regular DC) or be blinded for 1 round.

Nevae traits: Darkvision 60 ft., immune to *sleep* effects, +2 saves vs. spells or spell-like effects, Search for secret doors, -3 Cha based skill checks when dealing with elves (-6 with drow).

Spell-like abilities: 1/day—*dancing lights*, *darkness*, *faerie fire* (all as Sor10). DC 10 + spell level.

Skills and Feats: Climb +12, Handle Animal +4, Hide +16, Intimidate +13, Jump +8, Listen +13, Move Silently +2, Open Lock +14, Search +12, Sense Motive +1, Spot +2, Tumble +11, Use Rope +10; Lightning Reflexes, Point Blank Shot, Precise Shot, Skill Focus (Hide).

Possessions: +1 *hand crossbow*, 2 *daggers of venom*, 25 light crossbow bolts, *rope of climbing*, *cloak of elvenkind*, *cape of the montebank*, *chime of opening*, *dust of disappearance*, misc. coins.

Mackenzie Blackthorne: Female human Ari2/Sor2; CR3; Medium-size humanoid (human); HD 2d8+2d4; hp 16; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 *ring of protection*; touch 13, flat-footed 12); Atk +1 melee (1d6-2/x2, masterwork light mace); SV Fort +0, Ref +1, Will +8; AL NG; Str 7, Dex 12, Con 11, Int 16, Wis 14, Cha 17.

Languages: Common, dwarven, elven, gnome, goblin, orc, sylvan.

Skills and Feats: Appraise +5, Bluff +7, Concentration +5, Diplomacy +10, Disguise +5, Hide +3, Knowledge (Arcana) +9, Listen +5, Move Silently +3, Perform (Sing) +8, Profession (Scribe) +4, Speak Language +4, Spot +6; Scribe Scroll, Skill Focus (Diplomacy), Silent Spell.

Sorcerer Spells Known (6/5; DC 13 + spell level): 0-level - *arcane mark*, *dancing lights*, *mage hand*, *ray of frost*, *read magic*; 1st - *erase*, *mage armor*.

Possessions: Masterwork light mace, *scroll - summon monster II*, *bull's strength* (caster level 3), *scroll - summon monster II*, *grease* (caster level 3), *scroll - erase*, *mage armor* (caster level 1), +2 *ring of protection*, misc. coins.

Madame Scarlett: Female human Rog8; CR8; Medium-size humanoid (human); HD 8d6+8; hp 40; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, +1 *ring of protection*; touch 13, flat-footed 11); Atk +8/+3 melee (1d4+2, 19-20/x2, +2 *dagger*) or +10/+5 ranged (1d4+2, 19-20/x2, 10 ft., +2 *dagger*); SV Fort +3, Ref +10, Will +4; AL N; Str 10, Dex 14, Con 13, Int 12, Wis 14, Cha 16.

Languages: Common, elven.

Skills and Feats: Balance +8, Bluff +9, Diplomacy +9, Disguise +9, Escape Artist +8, Forgery +7, Gather Information +14, Hide +6, Innuendo +10, Intimidate +11, Listen +10, Move Silently +8, Perform +9, Sense Motive +10, Spot +10, Tumble +6; Alertness, Dodge, Lightning Reflexes, Weapon Finesse (*dagger*).

Possessions: 2 +2 *daggers*, *marvelous ointment*, *periapt of health*, +1 *ring of protection*, masterwork thief's tools, misc. coins.

Marius i Sonsario: Male elf Rgr5/Rog8; CR13; Medium-size humanoid (elf); HD 5d10 + 8d6; hp 61; Init +3 (+3 Dex); Spd 30 ft.; AC 19 (+3 Dex, +2 *ring of protection*, +4 *bracers of armor*; touch 15, flat-footed 19); Atk +16/+11/+6 melee (1d6+5, 12-20/x2, +1 *rapier of shocking burst*) or +14/+9/+4 [rapier] & +14/+9 [dagger] (1d6+5, 12-20/x2, +1 *rapier of shocking burst* & 1d4+3, 19-20/x2, +1 *dagger*), or +16 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SA +4d6 sneak attack, spells, Favored enemy aberrations +2, beasts +1, Two-weapon fighting; SQ Elven traits, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +6, Ref +10, Will +5; AL N; Str 18, Dex 16, Con 11, Int 13, Wis 14, Cha 11.

Languages: Common, elven, gnome.

Elven traits (Ex): Immune to sleep effect, low-light vision, +2 saves vs. Enchantment, search check on secret doors within 5 ft.

Skills and Feats: Animal Empathy +8, Balance +19, Climb +12, Diplomacy +6, Handle Animal +4, Hide +15, Jump +10, Listen +4, Move Silently +15, Search +7, Spot +4, Swim +16, Use Rope +19, Wilderness Lore +10; Improved Two Weapon Fighting, Expertise, Improved Critical (rapier), Improved Disarm, Track, Weapon Focus (rapier).

Ranger Spells Prepared (1; DC 12 + spell level): 1st - *speak with animals*.

Possessions: +1 *dagger*, *gauntlets of ogre power*, 20 masterwork light crossbow bolts, masterwork light crossbow, +1 *keen shocking burst rapier*, +4 *bracers of armor*, +2 *ring of protection*, misc. coins.

Marten Looms: Male human Com2; CR1; Medium-size humanoid (human); HD 2d4-2; hp 3; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex; touch 12, flat-footed 10); Atk +4 melee or +3; AL NG; SV Fort -1, Ref +2, Will +1; Str 16, Dex 14, Con 9, Int 11, Wis 12, Cha 9.

Languages: Common.

Skills and Feats: Climb +6, Jump +5, Profession (Harbormaster) +6, Use Rope +3; Skill Focus (Profession [Harbormaster]).

Possessions: Rope, gloves, bullseye lantern (with *everburning torch*), misc. coins.

Master Uribe: Male gnome Exp12; CR11; Small-size humanoid (gnome); HD 12d6+24; hp 60; Init +3 (+3 Dex); Spd 20 ft.; AC 14 (+3 Dex, +1 size; touch 14, flat-footed 11); Atk +10/+5 melee, or +14/+9 ranged; SQ Gnome traits; SV Fort +5, Ref +7, Will +10; AL LN; Str 9, Dex 17, Con 15, Int 15, Wis 13, Cha 10.

Languages: Common, dwarven, gnome, halfling.

Gnome traits (Ex): Low-light vision, +2 saves vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Spell-like abilities (Sp): 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing animals only) (all as Sor1). DC 11 + spell level.

Skills and Feats: Bluff +5, Diplomacy +17, Gather Information +10, Knowledge (Bluffs) +12, Knowledge (Metallurgy) +14, Listen +11, Profession (Bookkeeping) +11, Profession (Mining) +11, Sense Motive +11, Spot +11; Skill Focus (Knowledge [metallurgy]), Skill Focus (Diplomacy), Alertness, Blind Fight, Leadership.

Possessions: *Nevae glasses*; misc. wealth and coins. (Due to his somewhat private nature, little is known of Master Uribe's material goods and possessions.)

Mentar the Magnificent: Male human Exp7; CR6; Medium-size humanoid (human); HD 7d6-7; hp 22; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex; touch 13, flat-footed 10); Atk +8/+3 melee or +9 ranged (1d4+2, 19-20/x2, masterwork daggers); SV Fort +1, Ref +5, Will +8; AL N; Str 15, Dex 16, Con 9, Int 14, Wis 16, Cha 13.

Languages: Common, dwarven, gnome.

Skills and Feats: Disguise +20, Concentration +10, Knowledge (Arcana) +8, Listen +14, Move Silently +14, Perform +13, Read Lips +10, Tumble +12, Use Magic Device +10, Use Rope +9; Endurance, Skill Focus (Perform), Skill Focus (Concentration), Ambidexterity.

Possessions: *Hat of disguise, ring of feather fall, gloves of storing*, 2 masterwork daggers, misc. coins and wealth (mostly props).

Mercin Farseer: Male dwarf Clr12; CR12; Medium-size humanoid (dwarf); HD 12d8+24; hp 78; Init +0; Spd 15 ft.; AC 19 (+9 *banded mail armor*; touch 10, flat-footed 19; -5 armor check penalty); Atk +13/+8 melee (1d10+3/x3, +2 *dwarven waraxe*) or +11 ranged (1d10+1, 19-20/x2, 120 ft., +1 *heavy crossbow*); SA Spells; SQ Dwarven traits, *protective ward*, spontaneous casting, turn air creatures and undead; AL LN; SV Fort +10, Ref +4, Will +12; Str 12, Dex 11, Con 15, Int 12, Wis 18, Cha 10.

Languages: Common, dwarven, terran.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Concentration +8, Diplomacy +4, Knowledge (Arcana) +7, Knowledge (Religion) +16, Profession (Miner) +14, Spellcraft +5; Combat Casting, Exotic Weapon Proficiency (dwarven waraxe), Extend Spell, Spell Penetration, Weapon Focus (dwarven waraxe).

Protective ward (Sp): 1/day—Grant +12 resistance bonus on next saving throw by touch as a standard action. Maximum of one hour duration.

Cleric Domains: Earth, Protection.

Cleric Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; DC 14 + spell level): 0-level - *detect magic, detect poison, light, mending, purify food and drink, virtue*; 1st - *bless, bless water, command, detect evil, obscuring mist, protection from evil, sanctuary**; 2nd - *aid, augury, bull's strength x2, hold person, soften earth and stone**; 3rd - *create food and water, dispel magic, prayer, searing light, stone shape*, summon monster III*; 4th - *discern lies, freedom of movement, restoration, sending, spike stones**; 5th - *break enchantment, dispel evil, flame strike, wall of stone**; 6th - *blade barrier, forbiddance, stoneskin**.
*domain spells.

Possessions: +3 *banded mail armor*, +2 *dwarven waraxe*, 2 flasks of holy water, +1 *heavy crossbow*, 20 masterwork bolts, 2 *potions of neutralize poison*, silver holy symbol of the Miner, *ring of sustenance, wand of cure moderate wounds* (32 charges), misc. coins.

Michin One-Eye Orchhammer: Male dwarf Rog3/Ftr3; CR6; Medium-size humanoid (dwarf); HD 3d6+3d10+12; hp 47; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+2 Dex, +4 *leather armor*, +2 *ring of protection*; touch 14, flat-footed 16); Atk +10 melee (1d8+5, 19-20/x2, +1 *longsword*), or +8 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SQ Dwarven traits; SV Fort +6, Ref +6, Will +6; AL N; Str 19, Dex 14, Con 15, Int 13, Wis 18, Cha 10.

Languages: Common, dwarven, terran.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Appraise +3, Bluff +6, Concentration +4, Craft (Traps) +3, Disguise +4, Escape Artist +8, Handle Animal +6, Jump +9, Listen +10, Move Silently +8, Open Lock +8, Pick Pocket +7, Profession (Locksmith) +8.5, Ride +4, Use Rope +7; Endurance, Expertise, Improved Disarm, Improved Initiative, Run.

Possessions: Masterwork light crossbow, +1 *longsword*, 25 light crossbow bolts, +2 *leather armor*, +2 *ring of protection, potion of jump, dust of appearance*, misc. coins.

Midnight Shadow/Sol: Male human Rog7/Shd6; CR13; Medium-size humanoid (human); HD 7d6+7; hp 35; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 23 (+4 Dex, +7 *leather armor*, +2 *ring of protection*; touch 16, flat-footed 19); Atk +15/+10 melee (1d6+4, 18-20/x2, +2 *rapier*), or +13 melee (1d4+4, 19-20/x2, +2 *dagger*), or +15 ranged (1d4+4, 19-20/x2, 10 ft., +2 *dagger*); SV Fort +12, Ref +19, Will +10; AL CG; Str 15, Dex 18, Con 12, Int 18, Wis 13, Cha 12.

Languages: Auran, common, dwarven, gnoll, sylvan.

Skills and Feats: Balance +14, Bluff +7, Climb +14, Decipher Script +12, Disable Device +13, Disguise +13, Gather Information +13, Hide +18, Knowledge (Arcane) +7, Listen +10, Move Silently +18, Open Locks +14, Read Lips +12, Search +13, Sense Motive +6, Spot +12, Tumble +13, Use Rope +14; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse (rapier).

Possessions: +5 *leather armor (glamered)*, +5 *cloak of resistance*, +2 *dagger (returning)*, +2 *rapier*, +2 *ring of protection, eversmoking bottle, ring of feather falling, gloves of arrow snaring, universal solvent, 2 uses dust of illusion, 3 potions of cure moderate wounds, potion of invisibility, potion of blur*, masterwork thief's tools, 2 tanglefoot bags, 2 thunderstones, 2 flasks alchemist's fire, misc. coins.

Morris Beadle: Male human War6; CR5; Medium-size humanoid (human); hp 36; Init +2 (+2 Dex); Spd 30 ft.; AC 20 (+2 Dex, +6 *breastplate*, +2 *small steel shield*; touch 12, flat-footed 18; -4 armor check penalty); Atk +9/+4 melee (1d8+3, 19-20/x2, +1 *longsword*) or +8/+3 ranged; SV Fort +6, Ref +4, Will +2; AL CG; Str 15, Dex 15, Con 13, Int 9, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Climb +, Intimidate +6, Swim +4; Alertness, Skill Focus (Intimidate), Weapon Focus (longsword).

Possessions: +1 *longsword*, +1 *breastplate*, +1 *small steel shield*, misc. coins.

Morris Stormrite: Male human Exp6; CR5; Medium-size humanoid (human); HD 6d6+12; hp 40; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, +1 *ring of protection*; touch 13, flat-footed



11); Atk +6 melee (1d4/x3, +1 *punching dagger*), or +6 ranged; SV Fort +4, Ref +4, Will +6; AL N; Str 13, Dex 14, Con 15, Int 11, Wis 12, Cha 10.

Languages: Common.

Skills and Feats: Appraise +5, Balance +11, Bluff +4, Gather Information +5, Intuit Direction +5, Knowledge (Bluffsides) +6, Listen +7, Move Silently +6, Spot +8, Swim +21; Alertness, Blind Fight, Dodge, Skill Focus (Swim).

Possessions: +1 *punching dagger*, *ring of swimming*, +1 *ring of protection*, misc. coins.

Mother Superior: Female human Clr11; CR11; Medium-size humanoid (human); HD 11d8+22; hp 72; Init +0; Spd 30 ft.; AC 18 (+2 *ring of protection*, +6 *celestial armor*; touch 12, flat-footed 18; -2 armor check penalty); Atk +8/+3 melee (1d6 (3d6 vs. evil) +1 *holy light mace*), or +8/+3 ranged; SV Fort +9, Ref +3, Will +12; AL LG; Str 8, Dex 11, Con 14, Int 12, Wis 23*, Cha 16.

*+4 from *perapt of Wisdom*.

Languages: Common, elven.

Skills and Feats: Concentration +13, Diplomacy +14, Heal +19, Knowledge (religion) +12, Spellcraft +11; Brew Potion, Craft Magical Arms and Armor, Craft Wand, Craft Wondrous Item, Leadership.

Cleric Domains: Good, Protection.

Cleric Spells Prepared (6/6+1/6+1/5+1/4+1/3+1/2+1; DC 15 + spell level): 0-level - *cure minor wounds* x4, *detect poison*, *mending*; 1st - *bless*, *bless water*, *piety**, *protection from evil**, *remove fear*, *sanctuary*, *shield of faith*; 2nd - *animal messenger*, *calm emotions*, *consecrate*, *delay poison*, *gentle repose*, *shield other**, *zone of truth*; 3rd - *create food and water*, *daylight*, *helping hand*, *magic circle against evil**, *remove disease*; 4th - *death ward*, *divination*, *divine power*, *sending*, *spell immunity**, 5th -

commune, *dispel evil*, *hallow*, *healing circle*; 6th - *antimagic field**, *banishment*, *heal*. *domain spells.

**New spell, see *Appendix 6: Spells*.

Possessions: +4 *perapt of wisdom*, +2 *ring of protection*, *celestial armor*, +1 *holy light mace*, misc. coins.

Nelly Perkins: Female human Rgr3; CR3; Medium-size humanoid (human); hp 23; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 *leather armor*; touch 12, flat-footed 13); Atk +5 melee (1d2, whip) or +5 ranged; SA Favored enemy - goblin +1; SV Fort +3, Ref +3, Will +4; AL LN; Str 12, Dex 14, Con 10, Int 10, Wis 17, Cha 9.

Languages: Common.

Skills and Feats: Animal Empathy +5, Climb +4, Handle Animal +5, Heal +6, Hide +2, Listen +3, Ride +5, Spot +6; Exotic Weapon Proficiency (whip), Quick Draw, Track.

Possessions: Whip, +1 *leather armor*, misc. coins.

Nemnakar Helt: Female half-elf Sor8; CR8; Medium-size humanoid (elf); HD 8d4; hp 20; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, +1 *ring of protection*; touch 13, flat-footed 11); Atk +6 melee (1d4+2, 19-20/x2, +1 *dagger*) or +8 ranged (1d8+1, 19-20/x2, 80 ft., masterwork light crossbow); SA Spells; SQ Half-elf traits; AL CG; SV Fort +2, Ref +4, Will +6; Str 12, Dex 15, Con 10, Int 12, Wis 11, Cha 16.

Languages: Common, elven, sixam ieuna.

Half-elf traits: Immune to sleep effect, low-light vision, +2 saves vs. Enchantment.

Skills and Feats: Concentration +5, Craft (Tattoo) +16*, Hide +12*, Knowledge (Arcana) +7, Listen +1, Search +2, Spellcraft +12, Spot +1; Dodge, Skill Focus (Craft [Tattoo]), Spellmarking**.

* Craft (tattoo) gains a +2 bonus from masterwork artisan's tools. Hide gains a +10 bonus from *cloak of elvenkind*.

**New feat, see *Appendix 9: Feats*.

Sorcerer Spells Known (6/7/7/6/3; DC 13 + spell level): 0-level - *arcane mark, detect magic, detect poison, ghost sound, light, mage hand, mending, resistance*; 1st - *burning hands, change self, feather fall, jump, mage armor*; 2nd - *bull's strength, globe of invulnerability, mirror image*; 3rd - *fly, hold person*; 4th - *confusion*.

Possessions: 20 +1 bolts, *cloak of elvenkind*, +1 dagger, masterwork artisan's tools, masterwork light crossbow, +1 ring of protection, wand of magic missiles (5th-level caster) (20 charges), misc. coins.

Octavio Scamardo: Male human Exp9; CR8; Medium-size humanoid (human); HD 9d6; hp 31; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex; touch 11, flat-footed 10); Atk +11/+6 melee (1d10+5/x3, +2 glaive); Face/Reach 5 ft. x 5 ft./5 ft. (10 ft. with +2 glaive); AL LN; SV Fort +3, Ref +4, Will +6; Str 14, Dex 12, Con 10, Int 14, Wis 11, Cha 12.

Languages: Common, dwarven, giant.

Skills and Feats: Craft (Armor) +16*, Craft (Blacksmith) +18*, Craft (Weapons) +18*, Diplomacy +9, Intimidate +7, Knowledge (Bluffside) +12, Knowledge (War) +10, Profession (Merchant) +10, Search +14, Spot +12, Use Rope +7; Combat Reflexes, Martial Weapon Proficiency (glaive), Skill Focus (Craft [Blacksmith]), Skill Focus (Craft [Weapons]), Weapon Focus (glaive).

*Craft skills gain a +2 bonus from masterwork artisan's tools.

Possessions: +2 glaive, masterwork artisan's tools, misc. coins.

Pendall Warsong: Male dwarf Brd9; CR9; Medium-size humanoid (dwarf); HD 9d6+9; hp 40; Init +2 (+2 Dex); Spd 20 ft.; AC 14 (+2 Dex, +2 amulet of natural armor; touch 12, flat-footed 12); Atk +7/+2 melee (1d8+1, 19-20/x2, +1 longsword) or +10 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SA Bardic music, spells; SQ Bardic knowledge, dwarven traits; AL NG; SV Fort +4, Ref +8, Will +5; Str 11, Dex 14, Con 12, Int 15, Wis 8, Cha 16.

Languages: Common, elven, dwarven, halfling.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Bluff +9, Decipher Script +10, Diplomacy +11, Gather Information +13, Knowledge (Arcana) +8, Knowledge (Bluffside) +12, Perform +17, Sense Motive +5, Spellcraft +8; Dodge, Expertise, Martial Weapon Proficiency (longsword), Skill Focus (Perform), Skill Sacrifice* (*blur, bull's strength*).

*New feat, see *Appendix 9: Feats*.

Bard Spells Known (3/4/4/3; DC 13 + spell level): 0-level - *dancing lights, detect magic, flare, ghost sound, mage hand, resistance*; 1st - *expeditious retreat, feather fall, grease, sleep*; 2nd - *blur, bull's strength, cure moderate wounds, enthrall, mirror image, tongues*; 3rd - *confusion, haste, slow*.

Possessions: +2 amulet of natural armor, gold and moonstone ring (205 gp), +1 longsword, 20 masterwork bolts, masterwork light crossbow, masterwork musical instrument, *potion of cure serious wounds*, silver link necklace (55 gp), misc. coins.

Potaria Renson: Female dwarf Clr8; CR8; Medium-size humanoid (dwarf); HD 8d8+16; hp 52; Init +1 (+1 Dex); Spd 15

ft.; AC 19 (+1 Dex, +5 masterwork breastplate, +3 blinding large steel shield; touch 11, flat-footed 18; -5 armor check penalty); Atk +9/+4 melee (1d8+1/x2, masterwork heavy mace) or +9/+4 ranged (1d4+1/x2, 50 ft., +1 sling); SA Spells; SQ Dwarven traits, protective ward, spontaneous casting, turn air creatures and undead; AL LN; SV Fort +8, Ref +3, Will +9; Str 12, Dex 13, Con 15, Int 12, Wis 16, Cha 11.

Languages: Common, dwarven, terran.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Climb +11*, Concentration +6, Knowledge (Religion) +9, Profession (Miner) +14, Scry +7, Spellcraft +5; Dodge, Extra Turning, Weapon Focus (heavy mace).

*Climb skill gains a +10 bonus from ring of climbing.

Protective ward (Sp): 1/day—Grant +8 resistance bonus on next saving throw by touch as a standard action. Maximum of one hour duration.

Cleric Domains: Earth, Protection.

Cleric Spells Prepared (6/5+1/4+1/4+1/2+1; DC 13 + spell level): 0-level - *detect magic, detect poison, guidance, light, mending, resistance*; 1st - *command, detect evil, doom, magic stone*, magic weapon, protection from evil*; 2nd - *consecrate, endurance, hold person, shield other*, silence*; 3rd - *dispel magic, glyph of warding, negative energy protection, prayer, stone shape**; 4th - *divine power, spell immunity*, summon monster IV*. *domain spells.

Possessions: +1 blinding large steel shield, masterwork breastplate, 20 masterwork bullets, masterwork heavy mace, ring of climbing, silver holy symbol of the Miner, +1 sling, misc. coins.

Ram Bunkle: Male dwarf Exp3/Ftr5; CR7; Medium-size humanoid (dwarf); HD 3d6+5d10+32; hp 70; Init +1 (+1 Dex); Spd 15 ft.; AC 19 (+1 Dex, +7 chainmail armor, +1 masterwork small steel shield; touch 11, flat-footed 18; -4 armor check penalty); Atk +11/+6 melee (1d8+5/x3, +1 warhammer) or +10/+5 ranged (1d6+2/x3, 70 ft., masterwork mighty [+2 Str] composite shortbow); SQ Dwarven traits; AL LN; SV Fort +9, Ref +3, Will +4; Str 14, Dex 12, Con 18, Int 13, Wis 10, Cha 11.

Languages: Common, dwarven, goblin.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Craft (Blacksmith) +10*, Craft (Weapons) +10*, Handle Animal +5, Jump +7, Profession (Merchant) +13, Ride (ponies) +9, Spot +4; Blind-Fight, Mounted Combat, Power Attack, Skill Focus (Profession [Merchant]), Weapon Focus (warhammer), Weapon Specialization (warhammer).

*Craft (Blacksmith) and Craft (Weapons) skills gain a +2 bonus from masterwork artisan's tools.

Possessions: Brooch of shielding, +2 chainmail armor, 20 masterwork arrows, masterwork artisan's tools, masterwork mighty [+2 Str] composite shortbow, masterwork small steel shield, +1 warhammer, misc. coins.

Reginald Oakfirst: Male human Ftr10/Rgr2; CR12; Medium-size humanoid (human); HD 12d10+12; hp 78; Init +5 (+1 Dex,

+4 Improved Initiative); Spd 30 ft.; AC 19 (+1 Dex, +8 *chain shirt*; touch 11, flat-footed 18; -1 armor check penalty); Atk +16/+11/+6 melee (1d10+7, 17-20/x2, +2 *bastard sword*), +15/+10 melee (1d6+4/x3, +1 *handaxe*) or +15/+10/+5 ranged (1d8+4/x3, 110 ft., masterwork mighty [+3 Str] composite longbow); AL LG; SV Fort +11, Ref +4, Will +4; Str 16, Dex 12, Con 13, Int 15, Wis 12, Cha 13.

Languages: Common, elven, sylvan.

Skills and Feats: Animal Empathy +6, Climb +7, Handle Animal +6, Jump +11, Knowledge (Bluffside) +6, Knowledge (Nature) +7, Listen +8, Profession (Officer) +8, Ride (horses) +18, Spot +8, Swim +9, Wilderness Lore +6; Alertness, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Two-Weapon Fighting, Leadership, Mounted Combat, Ride-by Attack, Track, Weapon Focus (bastard sword), Weapon Focus (handaxe), Weapon Specialization (bastard sword), Weapon Specialization (handaxe).

Possessions: 20 +1 *arrows*, +2 *bastard sword*, black tabard with silver Bluffside Regulars insignia (105 gp), +4 *chain shirt*, +1 *handaxe*, heavy warhorse (wearing half-plate barding), masterwork mighty (+3 Str) composite longbow, 2 *potions of cure serious wounds*, signal whistle, 2 thunderstones, misc. coins.

Revel Varian: Male human Ari12; CR11; Medium-size humanoid (human); HD 12d8-24; hp 30; Init +0 (+0 Dex); Spd 30 ft.; AC 13 (+3 *ring of protection*; touch 13, flat-footed 13); Atk +8/+3 melee (1d6-1/x2, ornate walking stick); AL LN; SV Fort +2, Ref +4, Will +12; Str 8, Dex 10, Con 7, Int 17, Wis 19, Cha 15.

Languages: Celestial, common, draconic.

Skills and Feats: Bluff +9, Diplomacy +23, Gather Information +19, Knowledge (History) +13, Knowledge (Bluffside) +18, Knowledge (Religion) +20, Listen +21, Sense Motive +11, Spot +21; Alertness, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Gather Information), Skill Focus (Knowledge [Religion]), Skill Focus (Sense Motive).

Possessions: Golden signet ring with the seal of Bluffside (505 gp), ornate walking stick (215 gp), +3 *ring of protection*, silver holy symbol of the Great Teacher (25 gp), misc. coins.

Rook MontClaire: Male human Wiz12; CR12; Medium-size humanoid (human); HD 12d4+24; hp 61; Init +2 (+2 Dex); Spd 30 ft.; AC 19 (+2 Dex, +2 *ring of protection*, +5 *bracers of armor*; touch 19, flat-footed 17); Atk +5 melee (1d6-1/1d6-1/x2, quarterstaff) or +5 melee (1d4-1, 19-20/x2, dagger), or +8/+3 ranged (1d4-1, 19-20/x2, 10 ft., dagger); SA spells; SV Fort +8, Ref +8, Will +10; AL LN; Str 9, Dex 15, Con 15, Int 24, Wis 11, Cha 10.

Languages: Aquan, common, draconic, dwarven, elven, halfling.

Skills and Feats: Alchemy +19, Bluff +5, Concentration +16, Diplomacy +5, Knowledge (Arcana) +17, Knowledge (Engineering) +15, Knowledge (Geography) +15, Knowledge (History) +17, Knowledge (the Planes) +15, Scry +19, Sense Motive +3, Spellcraft +19; Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wondrous Item, Empower Spell, Extend Spell, Maximize Spell, Scribe Scroll.

Wizard Spells Prepared: (4/6/6/6/4/4/3; DC 17+ spell level): 0-level - *dancing lights*, *mage hand*, *ray of frost*, *read magic*; 1st - *burning hands*, *magic missile* x3, *shield*, *sleep*; 2nd - *alter self*, *endurance*, *invisibility* x2, *knock*, *acid arrow*; 3rd - *dispel magic* x2, *baste*, *hold person*, *lightning bolt* x2; 4th - *improved*

invisibility, *phantasmal killer*, *stoneskin* x2; 5th - *cloudkill*, *cone of cold*, *permanency*, *wall of force*; 6th - *greater dispelling* x2, *veil*.

Spellbook: 0-level - *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st - *alarm*, *burning hands*, *charm person*, *detect secret doors*, *feather fall*, *identify*, *magic missile*, *magic weapon*, *ray of enfeeblement*, *shield*, *silent image*, *sleep*, *unseen servant*; 2nd - *alter self*, *cat's grace*, *detect thoughts*, *endurance*, *invisibility*, *knock*, *acid arrow*, *minor image*; 3rd - *dispel magic*, *fireball*, *flame arrow*, *baste*, *hold person*, *illusionary script*, *lightning bolt*, *major image*, *nondetection*, *secret page*, *sepia snake sigil*, *tongues*; 4th - *arcane eye*, *detect scrying*, *illusionary wall*, *improved invisibility*, *minor creation*, *minor globe of invulnerability*, *phantasmal killer*, *mnemonic enhancer*, *scrying*, *stoneskin*; 5th - *cloudkill*, *cone of cold*, *fabricate*, *secret chest*, *permanency*, *prying eyes*, *summon monster V*, *wall of force*; 6th - *analyze dweomer*, *greater dispelling*, *guards and wards*, *planar binding*, *transformation*, *veil*.

Possessions: +2 *ring of protection*, *marvelous ointment* (5 applications), +4 *headband of intellect*, *ring of mind shielding*, 2 *blessed books*, *brooch of shielding*, +2 *cloak of resistance*, +5 *bracers of armor*, *bandy haversack*, quarterstaff, 2 daggers, misc. coins.

Rosenberg: Male human Exp6/Rog5; CR10; Medium-size humanoid (human); HD 11d6+11; hp 56; Init +3 (+3 Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 *studded leather armor*; touch 13, flat-footed, 15); Atk +7/+2 melee (1d4+1, 19-20/x2, Dagger of venom); SV Fort +3, Ref +9, Will +9; AL LN; Str 11, Dex 17, Con 12, Int 14, Wis 17, Cha 11.

Languages: Common, steam gnome, dwarven.

Skills and Feats: Appraise +6, Balance +7, Bluff +4, Climb +4, Diplomacy +8, Disable Device +8, Disguise +8, Escape Artist +11, Gather Information +8, Hide +21, Innuendo +7, Jump +4, Listen +13, Move Silently +21, Open Lock +13, Perform +4, Profession (Innkeeper) +7, Read Lips +6, Search 4, Sense Motive +11, Spot +9, Tumble +7; Dodge, Mobility, Spring Attack, Alertness, Expertise.

Possessions: *Cloak of elvenkind*, +2 *glamered studded leather of silent moves*, masterwork thief's tools, *dagger of venom*, *scabbard of keen edges*, *gloves of storing* (holds dagger which is in scabbard), misc. coins. Most other wealth is spent in the upkeep and improvement of his establishment (Golden Lantern) as well as the discreet security measures present.

Ruka Frosht: Male very old white dragon; CR16; Huge dragon (cold); HD 27d12+162; hp 337; Init +4 (+4 Improved Initiative); Spd 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 34 (-2 size, +26 natural armor; touch 8, flat-footed 34); Atk +35 melee (2d8+10/x2, bite), +30 melee (2d6+5, 19-20/x2, 2 claws), +30 melee (1d8+5/x2, 2 wings), +30 tail slap (2d6+15/x2, tail slap) or +35 melee (2d8+15/x2, crush); Face/Reach 10 ft. x 20 ft./10 ft.; SA Breath weapon, freezing fog, frightful presence, spells, spell-like abilities; SQ Blindsight 270 ft., cold subtype, damage reduction 15/+2, icewalking, immune to *sleep* and paralysis, keen senses; SR 23; AL CE; SV Fort +21, Ref +15, Will +17; Str 31, Dex 10, Con 23, Int 14, Wis 15, Cha 14.

Languages: Common, draconic, elven, giant, orc, undercommon.

Skills and Feats: Bluff +25, Diplomacy +14, Escape Artist +18, Gather Information +12, Knowledge (Arcana) +25, Knowledge (History) +25, Knowledge (Bluffsides) +14, Listen +25, Search +25, Speak Language 5 (common, elven, giant, orc, undercommon), Spellcraft +29, Spot +25, Wilderness Lore +25; Cleave, Fly-by Attack, Improved Critical (claw), Improved Initiative, Power Attack, Quicken Spell-Like Ability, Wingover.

Breath weapon (Su): 50-ft. cone of cold, 9d6 points of cold damage, Ref save DC 29 half.

Cold subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Frightful Presence (Ex): 270-foot radius, in effect when the dragon attacks, charges, or flies overhead. Creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Will save (DC 25) to avoid and remain immune for one day.

Freezing fog (Sp): 3/day—As *solid fog* spell, but also causes a rime of slippery ice to form on any surface the fog touches, creating an effect as *grease*. The dragon is immune to this effect due to icewalking ability.

Icewalking (Ex): As *spider climb* on icy surfaces, always in effect.

Keen senses (Ex): Quadruple normal vision range in bad light; double normal vision range in good light; darkvision 300 ft.

Spell-like abilities (Sp): 3/day—*gust of wind*, *fog cloud* (all as Sor9). DC 12 + spell level.

Sorcerer Spells Known (6/7/7/4; DC 12 + spell level; as Sor7): 0-level - *arcane mark*, *detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*; 1st - *alarm*, *charm person*, *identify*, *protection from good*, *ray of enfeeblement*; 2nd - *alter self*, *cat's grace*, *web*; 3rd - *dispel magic*, *displacement*.

Possessions: Ruka has a vast hoard of wealth from which he draws whatever he needs.

Rundaar The Giant Neruten: Male gnome Ftr3/Wiz9-Illusionist; CR12; Small humanoid (gnome); HD 3d10+9d4+48; hp 87; Init +1 (+1 Dex); Spd 20 ft.; AC 17 (+1 Dex, +1 size, +1 *amulet of natural armor*, +3 *bracers of armor*, +1 *ring of protection*; touch 13, flat-footed 16); Atk +13/+8 melee (1d6+4, 19-20/x2, +2 *short sword*) or +11/+6 ranged (1d6+2/x3, 70 ft., masterwork mighty [+2 Str] composite shortbow); SA Spells, spell-like abilities; SQ Gnome traits; AL CG; SV Fort +10, Ref +5, Will +7; Str 14*, Dex 13, Con 18*, Int 17, Wis 11, Cha 12.

*Strength gains a +2 bonus from *gauntlets of ogre power*. Constitution gains a +2 bonus from familiar.

Languages: Common, dwarven, gnome, halfling, uncommon.

Gnome traits (Ex): Low-light vision, +2 saves vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Spell-like abilities (Sp): 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing animals only) (all as Sor1). DC 11 + spell level.

Skills and Feats: Alchemy +15, Climb +8, Concentration +19, Handle Animal +6, Jump +7, Knowledge (Arcana) +8, Listen +7, Ride (ponies) +9, Spellcraft +18, Spot +2, Swim +4; Alertness, Combat Casting, Dodge, Expertise, Quick Draw, Quicken Spell, Scribe Scroll, Spell Focus (Illusion), Weapon Focus (short sword).

Wizard Spells Prepared (4/6/6/5/3/2; DC 13 + spell level, *DC 15 for Illusion; prohibited school Evocation): 0-level - *daze*, *detect magic*, *mending*, *ray of frost*; 1st - *change self*, *color spray* x2, *identify*, *protection from evil*, *silent image*; 2nd - *hypnotic pattern*, *invisibility*, *acid arrow* x3, *pyrotechnics*; 3rd - *dispel magic*, *displacement*, *invisibility sphere*, *vampiric touch* x2; 4th - *improved invisibility*, *phantasmal killer*, *summon monster IV*; 5th - *greater shadow conjuration* x2, *shadow evocation*.

Spellbook: 0-level - *arcane mark*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *ghost sound*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st - *change self*, *color spray*, *identify*, *protection from evil*, *silent image*; 2nd - *hypnotic pattern*, *invisibility*, *acid arrow*, *pyrotechnics*; 3rd - *dispel magic*, *displacement*, *invisibility sphere*, *vampiric touch*; 4th - *improved invisibility*, *phantasmal killer*, *rainbow pattern*, *summon monster IV*; 5th - *greater shadow conjuration*, *shadow evocation*.

Possessions: +1 *amulet of natural armor*, +3 *bracers of armor*, *gauntlets of ogre power*, 20 masterwork arrows, masterwork mighty [+2 Str] composite shortbow, *potion of haste*, +1 *ring of protection*, +2 *short sword*, spell component pouch, 2 thunderstones, misc. coins.

Familiar: Emerald (toad); HD 1/4 d8; hp 43; Init +1 (+1 Dex); Spd 5 ft.; AC 20 (+1 Dex, +4 size, +5 natural; 15 touch, 19 flat-footed); Atk none; SA Touch; SQ Empathic link, improved evasion, share spells, speak with master, speak with amphibians; SV Fort +2, Ref +3, Will +2; AL N; Str 1, Dex 12, Con 11, Int 10, Wis 14, Cha 4.

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

Russ de Levett: Male human Exp4; CR3; Medium-size humanoid (human); HD 4d6+4; hp 18; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +5 melee (1d4+1, 19-20/x2, masterwork dagger); AL NG; SV Fort +2, Ref +1, Will +6; Str 13, Dex 11, Con 12, Int 13, Wis 14, Cha 13.

Languages: Common, elven.

Skills and Feats: Craft (Calligraphy) +12*, Decipher Script +8, Gather Information +8, Knowledge (History) +10, Knowledge (Bluffsides) +8, Profession (Scribe) +9, Profession (Merchant) +9, Search +10; Skill Focus (Craft [Calligraphy]), Skill Focus (Knowledge [History]), Skill Focus (Search).

*Craft (Calligraphy) gains a +2 bonus from masterwork artisan's tools.

Possessions: masterwork artisan's tools, masterwork dagger, misc. coins.

Russell, Captain: Male human Ari1/Ftr8; CR8; Medium-size humanoid (human); HD 1d8+8d10+9; hp 57; Init +4 (+4 Improved Initiative); Spd 20 ft.; AC 18 (+6 *breastplate*, +2 masterwork large steel shield; touch 10, flat-footed 18; -5 armor check penalty); Atk +12/+7 melee (1d8+5, 17-20/x2, +2 *longsword*) or +10 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SV Fort +7, Ref +2, Will +5; AL NG; Str 13, Dex 10, Con 12, Int 14, Wis 12, Cha 14.

Languages: Common, steam gnome, elven.

Skills and Feats: Craft (Cartography) +14, Diplomacy +6, Gather Information +6, Handle Animal +7, Intimidate +7, Jump +8, Knowledge (Bluffsides) +6, Listen +7, Ride (horses) +6, Spot +7, Swim +7, Wilderness Lore +5; Alertness, Expertise, Improved

Critical (longsword), Improved Disarm, Improved Initiative, Improved Trip, Leadership, Mounted Combat, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 *breastplate*, 2 inkpens, +2 *longsword*, 10 masterwork bolts, masterwork large steel shield, masterwork light crossbow, *ring of warmth*, *ring of sustenance*, 10 sheets of paper, 2 vials of ink, misc. coins..

Russell Bladesinger: Male halfling (lightfoot) Com5; CR4; Small humanoid (halfling); HD 5d4; hp 14; Init +3 (+3 Dex); Spd 20 ft.; AC 16 (+3 Dex, +1 size, +2 leather armor; touch 14, flat-footed 13); Atk +5 melee (1d4+1, 19-20/x2, masterwork dagger) or +5 melee (1d6 +1, 17-20/x2, +1 *keen shortsword*), or +6 ranged; SQ Halfling traits; SV Fort +2, Ref +5, Will +4; AL CG; Str 14, Dex 17, Con 11, Int 12, Wis 15, Cha 12.

Languages: Common, gnome, halfling.

Halfling traits (Ex): +1 bonus to all saves, +2 morale bonus to saves vs fear, +1 to hit with thrown weapon.

Skills and Feats: Jump +7, Listen +4, Move Silently +3, Perform +11 (storytelling, penny whistle, drum, buffoonery, comedy, lute, flute, juggling), Profession +5 (Innkeeper); Run, Skill Focus (Perform).

Possessions: Flat cap, masterwork jewelled dagger (45gp), +1 *keen shortsword*, leather armor, penny whistle, pipe and dark tobacco, misc. coins.

Samantha Pomander: Female human Ari10; CR9; Medium-size humanoid (human); HD 10d8; hp 45; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 *ring of force shield*; touch 11, flat-footed 12); Atk +9/+4 melee (1d6+1, 18-20/x2, +2 *rapier*); AL NG; SV Fort +3, Ref +4, Will +8; Str 9, Dex 12, Con 10, Int 15, Wis 13, Cha 16.

Languages: Common, dwarven, gnome.

Skills and Feats: Bluff +10, Diplomacy +22, Gather Information +18, Handle Animal +9, Knowledge (Bluffsides) +15, Knowledge (Nobility & Royalty) +10, Read Lips +12, Ride (horses) +11, Sense Motive +14; Expertise, Leadership, Skill Focus (Diplomacy), Skill Focus (Gather Information), Weapon Focus (rapier).

Possessions: *glove of storing*, golden signet ring with the seal of Bluffsides (505 gp), +2 *rapier*, *ring of force shield*, misc. coins.

Sasha Yeob: Female human Ftr7; CR7; Medium-size humanoid (human); HD 7d10+7; hp 45; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 (+2 Dex, +7 adamantite breastplate, +2 masterwork large steel shield; touch 12, flat-footed 19; -4 armor check penalty); Atk +12/+7 melee (1d8+6/x2, +1 *military fork*) or +11/+6 melee (1d4+3, 19-20/x2, masterwork dagger); AL LN; SV Fort +6, Ref +4, Will +2; Str 16, Dex 15, Con 12, Int 12, Wis 10, Cha 11.

Languages: Common, varanish.

Skills and Feats: Knowledge (Bluffsides) +6, Listen +5, Profession (Sailor) +5, Spot +6, Swim +9; Alertness, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (military fork), Weapon Specialization (military fork).

Possessions: Adamantine breastplate, braid of office, masterwork dagger, masterwork large steel shield, +1 *military fork* (treat as trident), *potion of cure moderate wounds*, 2 thunderstones, misc. coins.

Scribner Thriftmore: Male human Exp6; CR5; Medium-size humanoid (human); HD 6d6; hp 21; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 *ring of protection*; touch 13, flat-footed 12); Atk +4 melee (1d4, 19-20/x2, +1 *dagger*); SV Fort +2, Ref +3, Will +8; AL N; Str 8, Dex 12, Con 10, Int 13, Wis 16, Cha 14.

Languages: Common, steam gnome.

Skills and Feats: Bluff +12, Diplomacy +13, Forgery +9, Gather Information +13, Hide +10, Innuendo +8, Listen +5, Profession (News Writer) +14, Read Lips +10, Sense Motive +12, Spot +5; Alertness, Skill Focus (Gather Information), Skill Focus (Profession [News Writer]), Skill Focus (Diplomacy).

Possessions: Backpack, +1 *dagger*, 3 quills, +2 *ring of protection*, 20 sheets of paper, 2 vials of ink, misc. coins.

Selim Nisselim: Male dragori-sah Sor5/Wiz5; CR10; Medium-size humanoid (dragori); CR10; HD 10d4+10; hp 35; Init +0, Spd 30 ft., AC 13 (+2 *natural armor*, +1 *ring of protection*; touch 11, flat-footed 13); Atk: +5 melee (d4+1, 19-20/x2, dagger +1) or +4 melee (d4/x2S, tail) or +5 ranged (d8, 19-20/x2, 80 ft., masterwork light crossbow) or +5 ranged (d4+1, 19-20/x2, 10 ft., +1 *dagger of returning*); AL LN; SQ Dragori-sah traits, scribe scroll, summon familiar; SV Fort +5, Ref +4, Will +10; Str 10, Dex 11, Con 13, Int 14, Wis 10, Cha 20*.

*+2 bonus from *cloak of charisma*.

Languages: Common, draconic, elven, halfling.

Dragori-sah traits (Ex): Low-light vision, +2 save vs fire, +1 natural armor.

Skills and Feats: Alchemy +7, Concentration +11, Craft (Gem-cutting) +7, Diplomacy +9, Gather Information +9, Hide +21*, Knowledge (Arcana) +6, Listen +2, Scry +4, Spellcraft +4, Spot +2; Alertness (from familiar), Spell Focus (Transmutation), Craft Wand, Quicken, Brew potion, Craft wondrous item.

*+15 skill bonus to Hide from *ring of chameleon power*.

Sorcerer Spells Known (6/8/5; DC 15 + spell level, *17 + spell level Transmutation): 0-level – *daze*, *detect magic*, *flare*, *mage band**, *mending**, *ray of frost*; 1st – *burning bands**, *expeditions retreat**, *obscuring mist*, *summon monster I*; 2nd – *blindness**, *rope trick**.

Wizard Spells Prepared (4/4/2/1; DC 12 + spell level, *14 + spell level Transmutation): 0-level – *daze* x2, *resistance*, *ghost sound*; 1st – *mage armor*, *change self**, *magic missile*, *spider climb**; 2nd – *invisibility*, *alter self**; 3 – *tongues*.

Spellbook: 0-level – all; 1st – *change self*, *comprehend languages*, *endure elements*, *hypnotism*, *mage armor*, *magic missile*, *message*, *spider climb*; 2nd – *alter self*, *invisibility*, *see invisibility*, *whispering wind*; 3rd – *fly*, *tongues*.

Possessions: Masterwork light crossbow, +1 *dagger of returning*, *ring of chameleon power*, +1 *ring of protection*, +2 *amulet of natural armor* (replaces own NA rather than adds to it), +2 *cloak of charisma*, +2 *belt of resistance* (like a *cloak of resistance*), *scroll – blur*, *scroll – cat's grace*, *scroll – invisibility*, *scroll – protection from arrows*, *scroll – fly*, *wand of detect secret doors* (25 charges), *wand of magic missiles* (30 charges), misc. coins.

Familiar: Slith: Male lizard; tiny animal; HD 10; hp 17; Init: +2 (+2 Dex); Spd 20 ft., climb 20 ft.; AC 19 (+2 size, +2 Dex, +5 natural armor; touch 14, flat-footed 17); Atk +4 melee (1d4 bite); SA Touch (deliver master's spells); SQ Improved evasion, share spells, empathic link, speak with master, speak with lizards; AL LN; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +12, Hide +13, Listen +4, Spot +4; Weapon finesse (bite).

Sephona Hil aquissa: Female elf Ftr12; CR12; Medium-size humanoid (elf); HD 12d10+36; hp 102; Init +2 (+2 Dex); Spd 30 ft.; AC 23 (+2 Dex, +9 *adamantine breastplate of command*, +2 *ring of protection*; touch 14, flat-footed 21; -3 armor check penalty); Atk +20/+15/+10 melee (1d10+5, 19-20/x3, *glaive* +4) or +16/+11/+6 ranged (1d8+3/x3, 110 ft., masterwork mighty [+3 Str] composite longbow); SQ Elven traits; SV Fort +11, Ref +6, Will +4; AL N; Str 16, Dex 14, Con 16, Int 13, Wis 11, Cha 10.

Languages: Common, elven, gnomish.

Elven traits (Ex): Immune to sleep effect, low-light vision, +2 saves vs Enchantment, search check on secret doors within 5 ft.

Skills and Feats: Climb +8, Handle Animal +6*, Jump +13, Listen +2, Ride (horses) +9, Search +3, Spot +7, Use Rope +7; Ambidexterity, Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Critical (glaive), Improved Disarm, Mobility, Power Attack, Quick Draw, Weapon Focus (glaive), Weapon Specialization (glaive).

*+2 to all Charisma-based skill checks from *adamantine breastplate of command*.

Possessions: +4 *glaive (mighty cleaving)*, *adamantine breastplate of command*, +2 *ring of protection*, *periapt of proof against poison*, 20 masterwork arrows, masterwork mighty [+3 Str] composite longbow, *potion of cure serious wounds*, *ring of feather falling*, signal whistle, smokestick, misc. coins.

Shelley Wrinkles Malloy: Male human Com4; CR3; Medium-size humanoid (human); HD 4d4; hp 11; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +2 melee (1d6/x2, club) or +2 ranged (1d6/x2, 10 ft., club); SV Fort +1, Ref +1, Will +6; AL CG; Str 10, Dex 10, Con 11, Int 13, Wis 16, Cha 17.

Languages: Common, undercommon.

Skills and Feats: Jump +4, Listen +8, Move Silently +3, Spot +10, Swim +7; Alertness, Iron Will, Skill Focus (Swim).

Possessions: Carved ivory statuette (lion, 55gp), gems: 2 rose quartz (60gp each), 6pp, *scarab golems bane (flesh)*, misc. coins.

Silvon: Male human Pal10; CR10; Medium-size humanoid (human); HD 10d10+10; hp 72; Init +1 (+1 Dex); Spd 20 ft.; AC 20 (+1 Dex, +9 *half-plate armor*; touch 11, flat-footed 19); Atk +15/+10 melee (1d8+5, 19-20/x3, +2 *heavy lance*), or +14/+9 melee (1d8+4, 19-20/x2, +1 *longsword*), or +14/+9 melee (1d4+4, 19-20/x2, *adamantine dagger*), or +11/+6 ranged; SV Fort +12, Ref +6, Will +11; AL LG; Str 16, Dex 13, Con 13, Int 13, Wis 14, Cha 20.

Languages: Celestial, common.

Skills and Feats: Concentration +9, Diplomacy +15, Handle Animal +11, Heal +12, Knowledge (Religion) +6, Ride +16; Improved Critical (lance), Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge.

Paladin Spells Prepared (2/2; DC 12 + spell level); 1st - *divine favor*, *protection from evil*; 2nd - *resist elements*, *shield other*.

Possessions: +2 *half-plate armor*, +2 *heavy lance*, *ring of warmth*, +2 *cloak of charisma*, +4 *gloves of dexterity*, *adamantine dagger*, +1 *longsword*, military saddle, barding, misc. coins.

Paladin Mount: **Snowwheel** (heavy war horse); Large animal; HD 10d8+30; hp 75; Init +1 (+1 Dex); Spd 50 ft.; AC 25 (+1 Dex, -1 size, +12 natural armor, +3 studded leather barding; touch 11,

flat-footed 24; -1 armor check penalty); Atk +10 melee (1d6+5/x2, 2 hooves), +5 melee (1d4+2/x2, bite); SQ *Command* horses, empathic link, improved evasion, scent, share saving throws, share spells; SV Fort +12, Ref +8, Will +4; AL N; Str 21, Dex 13, Con 17, Int 8 Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +7.

Possessions: Military saddle, saddlebags, studded leather barding.

Simissin Elisine Nisselim: Male dragori-sah Sor11/Exp2; CR 12, HD 11d4+2d6 +39, hp 77; Init +1 (+1 Dex), Spd 30, AC 19 (+1 Dex, +1 natural armor, +3 *ring of protection*, *bracers of armor* +4; touch 14, flat-footed 18); Atk +7/+2 melee (d6+1, +1 *quarterstaff*, *defending/spell-storing*), or +6/+1 melee (d4S, tail), or +8/+3 ranged (d8+1+d6, 19-20/x2, 80 ft., +1 *flaming light crossbow*); AL LN; SQ Dragori-sah traits, SV Fort +8, Ref +6, Will +13; Str 10, Dex 12, Con 16, Int 13, Wis 13, Cha 22*.

*+4 bonus from *cloak of charisma*

Languages: Common, draconic, dwarven.

Dragori-sah traits (Ex): Low-light vision, +2 save vs fire, +1 natural armor.

Skills and Feats: Alchemy +7, Concentration +9, Craft (Silk) +7, Diplomacy +10, Hide +3, Knowledge (Arcana) +7, Listen +3, Perform +10, Scry +7, Sense motive +3, Spellcraft +7, Spot +7; Alertness, Spell focus (*Enchantment*), Silent spell, Still spell, Combat Casting.

Sorcerer Spells Known (6/8/8/7/7/5; DC 16 + spell level, *18 + spell level Enchantment): 0-level - *arcane mark*, *daze**, *detect magic*, *detect poison*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1st - *charm person**, *hypnotism**, *message*, *shocking grasp*, *sleep**; 2nd - *darkvision**, *hypnotic pattern*, *knock*, *pyrotechnics*, *hideous laughter**; 3rd - *bold person**, *illusory script*, *suggestion**, *tongues*; 4th - *charm monster**, *confusion**, *phantasmal killer*; 5th - *dominate person**, *bold monster**.

Possessions: +1 *quarterstaff (defending, spell-storing—shocking grasp)*, +1 *light flaming crossbow*, *ring of mind shielding*, +3 *ring of protection*, +4 *bracers of armor*, *carpet of flying (3'x5')*, +4 *cloak of charisma*, +2 *belt of resistance (like a cloak of resistance)*, misc. coins.

Familiar: **Jewel:** male snake; tiny animal; HD 11; hp 38; Init: +3 (+3 Dex); Spd 15 ft., climb 15 ft., swim 15 ft.; AC 23 (+2 size, +3 Dex, +8 natural; touch 15, flat-footed 20); Atk +5 melee (bite poison); SA Poison (DC11, d6 Con/d6 Con), touch (deliver master's spells); SQ Scent, improved evasion, share spells, empathic link, speak with master, speak with snakes, spell resistance; AL LN; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 11, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (bite).

Smith: Male human Exp6/Wiz7; CR12; Medium-size humanoid (human); HD 6d6+7d4; hp 38; Init +0; Spd 30 ft.; AC 13 (+3 *bracers of armor*; touch 10, flat-footed 13); Atk +13/+8 melee (1d8+5/x3, +3 *warhammer*); SV Fort +6, Ref +4, Will +11; AL LN; Str 14, Dex 10, Con 11, Int 16, Wis 12, Cha 11.

Languages: Common, draconic, elven, gnome.

Skills and Feats: Alchemy +13, Craft (Blacksmith) +19, Craft (Armor) +21, Craft (Weapons) +21, Gather Information +18,

Knowledge (Arcana) +9, Knowledge (Geology) +13, Profession (Miner) +15, Sense Motive +7, Spellcraft +13; Craft Magic Arms and Armor, Craft Wondrous Item, Scribe Scroll, Skill Focus (Craft [Armor]), Skill Focus (Craft [Weapons]), Skill Focus (Gather Information), Weapon Focus (warhammer), Power Attack.

Wizard Spells Prepared (4/5/4/3/1; DC 13 + spell level): 0-level - *detect magic, light, mage hand, mending*; 1st - *shield, mage armor, magic weapon, burning hands, silent image*; 2nd - *resist elements, alter self, bull's strength, blur*; 3rd - *keen edge, haste, protection from elements*; 4th - *ice storm*.

Spellbook: 0-level - *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st - *snip*, summon monster I, shield, grease, mage armor, magic weapon, silent image, true strike, burning hands*; 2nd - *clairvoyance/clairaudience, blindness/deafness, blur, resist elements, bull's strength, alter self, invisibility*; 3rd - *fireball, keen edge, lightning bolt, haste, dispel magic, protection from elements*; 4th - *ice storm, minor creation*

*New spell, see Appendix 6: Spells.

Possessions: Bag of holding (bag 3), +3 bracers of armor, masterwork tools, *potion of cure serious wounds*, +3 warhammer, misc. coins.

Familiar: **Coke** (rat); HD 1/4 d8; hp 19; Init +2 (+2 Dex); Spd 15 ft., climb 15 ft.; AC 18 (+2 Dex, +2 size, +4 natural; touch 14, flat-footed 16); Atk +4 melee (1d3-4/x2, bite); SA Touch; SQ Empathic link, improved evasion, share spells, speak with master, speak with rats; SV Fort +2, Ref +4, Will +1; AL N; Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon finesse (bite).

Smith Carlson: Male dwarf Exp10; CR9; Medium-size humanoid (dwarf); HD 10d6+20; hp 57; Init +1 (+1 Dex); Spd 20 ft.; AC 11 (+1 Dex; touch 11, flat-footed 10); Atk +13/+8 (1d8+5/x3, adamantite warhammer); SQ Dwarven traits; SV Fort +6, Ref +4, Will +7; AL CG; Str 16, Dex 12, Con 16, Int 16, Wis 11, Cha 12.

Languages: Common, dwarven, gnome, steam gnome, terran.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Appraise +15, Craft (Weapons) +15*, Craft (Amor) +15*, Craft (Blacksmith) +15*, Knowledge (Architecture & Engineering) +15, Knowledge (Metallurgy) +18, Concentration +12, Use Magic Device +12, Diplomacy +12, Profession (Blacksmith) +13; Skill Focus (Knowledge [metallurgy]), Martial Weapon Proficiency (warhammer), Weapon Focus (warhammer), Leadership.

*+2 bonus from masterwork tools.

Possessions: Adamantine warhammer, masterwork artisan tools (craft weapons, armor & blacksmith), *minor ring of elemental resistance* (fire); misc. coins.

Soro, Captain: Male human Ftr6; CR6; Medium-size humanoid (human); HD 6d10; hp 45; Init +3 (+3 Dex); Spd 60 ft.; AC 20 (+3 Dex, +7 adamantite breastplate; touch 13, flat-footed 17; -4 armor check penalty); Atk +11/6 melee (1d6+4, 15-20/x2, +1

keen rapier), +11/+6 ranged (1d6+2/x3, 70 ft., masterwork mighty [+2 Str] composite shortbow); SV Fort +5, Ref +5, Will +2; AL N; Str 14, Dex 17, Con 11, Int 13, Wis 14, Cha 11.

Languages: Common, dwarven.

Skills and Feats: Climb +6, Handle Animal +2, Jump +6, Ride +7, Swim +6, Tumble +6, Spot +5, Listen +5; Quickdraw, Weapon Focus (rapier), Weapon Finesse (rapier), Weapon Specialization (rapier), Dodge, Mobility, Spring Attack.

Possessions: +1 *keen rapier*, adamantite breastplate, masterwork mighty [+2 Str] composite shortbow, 20 masterwork arrows, boots of striding and springing, marvelous ointment, misc. coins.

Sylemis: Male dragori-fehr Mnk6/Drd7; CR 13; Medium-size humanoid (dragori); HD 13d8+13; hp 90; Init +3 (+3 Dex); Spd 50 ft.; AC 23 (+3 Dex, +1 natural armor, +2 Wis, +1 mnk, +4 bracers of armor, +2 ring of protection; touch 18, flat-footed 20); Atk +8/+3 melee (d8-1/x2, unarmed strike), or +6/+6/+1 melee (d8-1/x2, flurry of blows unarmed strike), or +9/+4 melee (d6/x2, *Benandrith: Quarterstaff +1, Ambidexterity & Two Weapon Fighting, Shillelagh 5/day*), or +12/+7 ranged (d4-1/x2, 50 ft., sling); SA Unarmed strike, stunning attack 7/day (DC 15), improved trip; SQ Evasion, deflect arrows, still mind, slow fall 30 ft., purity of body, nature sense, woodland stride, trackless step, resist nature's lure; AL N; SV Fort +10, Ref +10, Will +10; Str 9, Dex 17*, Con 12*, Int 8, Wis 14, Cha 9.

*+4 bonus to each from *amulet of health* and *gloves of dexterity*.

Languages: Common, draconic.

Dragori-fehr traits (Ex): Low-light vision, +2 save vs fire, +1 natural armor.

Skills and Feats: Animal Empathy +1, Balance +10, Climb +1, Concentration +6, Heal +3, Hide +30, Jump +12, Knowledge (Nature) +4, Listen +4, Move Silently +15, Spot +3, Tumble +14, Wilderness Lore +6; Alertness, Brew Potion, Combat Casting, Dodge, Point Blank Shot.

Druid Spells Prepared (6/5/3/2/1; DC 12 + spell level); 0-level - *create water x3, cure minor wounds, know direction, mending*; 1st - *cure light wounds, entangle, magic fang, summon nature's ally I*; 2nd - *barkskin, heat metal, summon nature's ally II*; 3rd - *meld into stone, plant growth*; 4th - *control plants*.

Possessions: *Benandrith* (see Appendix 8: Magical Items), +4 *amulet of health*, +4 bracers of armor, +4 gloves of dexterity, ring of chameleon power, monk's belt, +2 ring of protection, boots of elvenkind, cloak of elvenkind, 3 potions of cat's grace, 8 potions of cure light wounds, 3 potions of cure moderate wounds, 2 potions of protection from elements (fire), 3 potions of speak with animals, 2 potions of vision, 3 potions of water breathing, 5 potions of wisdom, misc. coins.

Animal Companion: **Stinkhoof**: male boar; medium-size animal; HD 4d8+12; hp 35; Init +0; Spd 40 ft.; AC 16 (+6 natural armor; touch 10, flat-footed 16); Atk +5 melee (d8+3 gore); SA Ferocity; SQ Scent; AL N; SV Fort +7, Ref +4, Will +2; Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4; Listen +7, Spot +5.

Animal Companion: **Harrier**: male eagle; medium-size animal; HD 2d8+4; hp 15; Init +2; Spd 10 ft., fly 80 ft. (average); AC 12 (+1 Dex, +1 natural armor; touch 11, flat-footed 11); Atk +3 melee (d4+2 claws) or +1 melee (bite d6+1); AL N; SV Fort +5,

Ref +4, Will +2; Str 14, Dex 13, Con 14, Int 2, Wis 14, Cha 6; Listen +6, Spot +6 (+14 in daylight). Multi-attack.

Animal Companions: Slip & Tip: male and female lizards; tiny-size animals; HD 1d8; hp 1 and 2; Init +2 (Dex); Spd 20 ft., climb 20 ft.; AC 14 (+2 size, +2 Dex; touch 14, flat-footed 12); Atk +4 melee (bite d4); AL N; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 2; Balance +10, Climb +12, Hide +13, Listen +4, Spot +4; Weapon finesse (Bite).

Plant Companions: Tumbleweeds (7): small-size plants; HD 1d8-1; hp 3 each; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +1 size, +4 natural armor; touch 12, flat-footed 15); Atk +1 melee (claw d4); SA Cling (free action grapple on successful attack), Pack attack (+1 to attack for each other tumbleweed attacking same target), Swallow whole, Trample; SQ Plant, Scent; AL N; SV Fort +1, Ref +1, Will +0; Str 10, Dex 12, Con 9, Int 4, Wis 10, Cha 6; Jump +10. See *Appendix 2: Creatures*.

While in all statistical areas these tumbleweeds are identical to those in the dry lands around the Dragon Sands region far south of Bluffside, they appear green instead of the normal sandy brown. The tumbleweeds came to the gardens on the hem of Sylemis' robes, brought by him all unaware as sprouting burrs. When the roaming pack of tumbleweeds began to make its presence known, Sylemis used his spell abilities to speak with and control plants to keep the little immigrants out of trouble. Though this is not the standard form of attaching a companion, the tumbleweeds readily obey Sylemis and follow him about, and thus count against his limit for animal companions.

Deity: Gias.

Tamalek Aurtein: Male human vampire Exp2/Wiz5; CR8; Medium-size undead; HD 7d12; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (+3 Dex, +6 natural armor, +1 *ring of protection*; touch 14, flat-footed 17); Atk +7 melee (1d6+4/x2 and energy drain, slam) or +8 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SA Blood drain, children of the night, create spawn, domination, energy drain, spells; SQ Alternate form, cold and electricity resistance 20, damage reduction 15/+1, fast healing 5, gaseous form, spider climb, +4 turn resistance, undead traits, vampire weaknesses; AL CE; SV Fort +3, Ref +8, Will +10; Str 18, Dex 17, Con -, Int 17, Wis 13, Cha 18.

Languages: Common, draconic, dwarven.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph self* spell cast by a 12th-level sorcerer, except that the vampire can assume only one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.

Blood drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

Children of the night (Su): Vampires command the lesser creatures of the world and once a day can call forth a pack of 4d8 dire rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain attack rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitu-

tion to 0 or less, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's death.

Domination (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed at a Will save (DC 17) or fall instantly under the vampire's influence as though by a *dominate person* spell cast by a 12th-level sorcerer. The ability has a range of 30 feet.

Energy drain (Su): Living creatures hit by a vampire's slam attack suffer 2 negative levels.

Gaseous form (Su): As a standard action, a vampire can assume *gaseous form* at will, as the spell cast by a 5th-level sorcerer, but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Undead traits (Ex): Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Skills and Feats: Bluff +9, Concentration +10, Decipher Script +8, Diplomacy +13, Gather Information +11, Innuendo +6, Knowledge (Arcana) +13, Knowledge (Bluffside) +12, Knowledge (Nature) +8, Listen +3, Profession (Mortician) +6, Sense Motive +6, Spellcraft +13, Spot +3; Alertness, Combat Reflexes, Dodge, Enlarge Spell, Improved Initiative, Lightning Reflexes, Run, Scribe Scroll, Skill Focus (Gather Information), Spell Focus (Necromancy), Spell Penetration.

Wizard Spells Prepared (4/4/3/2; DC 13 + spell level, *15+ spell level Necromancy): 0-level - *dancing lights, detect magic, ghost sound, resistance*; 1st - *expeditious retreat, mage armor, obscuring mist, ray of enfeeblement**; 2nd - *alter self, darkness, acid arrow*; 3rd - *baste, nondetection*.

Spellbook: 0-level - *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead*, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st - *expeditious retreat, mage armor, obscuring mist, protection from good, ray of enfeeblement**; 2nd - *alter self, darkness, invisibility, acid arrow*; 3rd - *baste, nondetection*.

Possessions: +2 *cloak of resistance*, 20 masterwork bolts, masterwork light crossbow, +1 *ring of protection*, spell component pouch, misc. coins.

Tarmanius Quiverfull: Male elf Ftr9/Sor3; CR 12; Medium-size humanoid (elf); HD 9d10+3d4+12; hp 69; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 *bracers of armor*; touch 13, flat-footed 13); Atk +14/+9 melee (1d8+5, 19-20/x2, +1 *longsword*) or +16/+11 ranged (1d8+3+1d6 flame/x3, 165', +1 *flaming mighty* [+2 Str] *composite longbow*); SA Spells; SQ Evasion, elven traits; SV Fort +8, Ref +7, Will +5; AL N; Str 15, Dex 17, Con 12, Int 11, Wis 9, Cha 14.

Languages: Common, elven.

Elven traits (Ex): Immune to sleep effect, low-light vision, +2 saves vs Enchantment, search check on secret doors within 5 ft.

Skills and Feats: Climb +6, Concentration +5, Handle animal +4, Jump +6, Knowledge (Arcana) +3, Listen +3, Ride (horses) +7, Search +2, Spellcraft +5, Spot +3, Use Rope +5; Alertness, Combat Reflexes, Dodge, Far shot, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (composite longbow), Weapon Focus (longsword), Weapon Specialization (longsword).

Sorcerer Spells Known (6/6; DC 12 + spell level): 0-level - *arcane mark, detect magic, disrupt undead, flare, open/close*; 1st - *burning hands, jump, true strike*.

Possessions: *Boots of elvenkind*, +3 *bracers of armor, cloak of elvenkind*, +1 *flaming mighty* [+2 Str] *composite longbow*, +1 *longsword*, 60 masterwork arrows, *potion of cure serious wounds, quiver*, spell component pouch, misc. coins.

Familiar: **Darkwing** (raven); HD 1/4 d8; hp 34; Init +2 (+2 Dex); Spd 10 ft., fly 40 ft. (average); AC 16 (+2 Dex, +2 size, +2 natural armor; touch 14, flat-footed 14); Atk +4 melee (1d2-5/x2, claws); SA Touch; SQ Empathic link, improved evasion, share spells; SV Fort +2, Ref +4, Will +2; AL N; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 6.

Languages: Common.

Skills and Feats: Listen +6, Spot +6; Weapon finesse (claws).

Tavalong: Male gnome Com5; CR4; Small humanoid (gnome); HD 5d4+10; hp 22; Init +0; Spd 20 ft.; AC 11 (+1 size; touch 11; flat-footed 11); Atk +3 melee, or +3 ranged; SQ Gnome traits; SV Fort +3, Ref +1, Will +4; AL NG; Str 11, Dex 11, Con 14, Int 12, Wis 16, Cha 14.

Languages: Common, gnome, dwarven.

Gnome traits (Ex): Low-light vision, +2 saves vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants.

Spell-like Abilities: 1/day—*dancing lights, ghost sound, prestidigitation* (as Sor1, DC 12).

Skills and Feats: Spot +7, Handle Animal +4, Listen +10, Profession (Innkeeper) +8; Skill Focus (Profession [Innkeeper]), Alertness.

Possessions: Misc. coins.

Thad: Male mountain dwarf Ftr9; CR9; Medium-size humanoid (dwarf); HD 9d10+27; hp 74; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (+2 Dex, +3 *leather armor*; touch 12, flat-footed 13); Atk +15/+10 melee (1d4+7, 19-20/x2, +1 *spiked gauntlet*), or +11/+6 ranged; SQ Dwarven traits; SV Fort +9, Ref +5, Will +3; AL N; Str 19, Dex 15, Con 17, Int 12, Wis 13, Cha 16.

Languages: Common, dwarven, giant, terran.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Appraise +4, Diplomacy +9, Intimidate +9, Innuendo +5, Heal +4, Spot +6; Alertness, Blind-Fight, Improved Bull Rush, Improved Initiative, Improved Critical (spiked gauntlet), Lighting Reflexes, Power Attack, Weapon Focus (spiked gauntlet), Weapon Specialization (spiked gauntlet).

Possessions: +1 *leather armor*, +1 *spiked gauntlet* (1/day—*shield* as cast by a 5th-level caster), *ring of the ram* (39 charges), misc. coins.

Toby: Male halfling (tallfellow) Rog6; CR6; Small humanoid (halfling); HD 6d6+12; hp 40; Init +9 (+5 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+5 Dex, +1 size, +2 leather armor; touch 16, flat-footed 13); Atk +4 melee (1d4, 19-20/x2, dagger), or +10 ranged; SQ Halfling traits; SV Fort +5, Ref +11, Will +5; AL NG; Str 10, Dex 20, Con 15, Int 14, Wis 15, Cha 13.

Languages: Common, dwarven, gnome, halfling.

Halfling traits (Ex): +1 bonus to all saves, +2 morale bonus to saves vs fear, +1 to hit with thrown weapon.

Skills and Feats: Appraise +12, Concentration +8, Disguise +10, Forgery +4, Hide +9, Jump +39, Knowledge (Nature) +4, Listen +6 Move Silently +12, Open lock +14, Pick Pocket +14, Search +7, Spot +11; Ambidexterity, Improved Initiative, Two-Weapon Fighting.

Possessions: Leather armor, *ring of jumping*, 2 daggers, misc. coins.

Tom Blenkins: Male human Com9; CR8; Medium-size humanoid (human); HD 9d4; hp 30; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex; touch 11, flat-footed 10); Atk +8 melee (1d4+3, 19-20/x2, masterwork dagger) or +6 ranged (1d4+3, 19-20/x2, 10 ft., masterwork dagger); SV Fort +5, Ref +4, Will +7; AL LG; Str 17, Dex 12, Con 10, Int 15, Wis 14, Cha 9.

Languages: Aquan, common, dwarven.

Skills and Feats: Craft (Shippmaking) +8, Heal +4, Hide +5, Jump +11, Profession (Innkeeper) +6, Listen +8, Move Silently +5, Spot +6, Swim +14, Use Rope +6; Great Fortitude, Iron Will, Skill Focus (Swim), Skill Focus (Jump).

Possessions: 3 black pearls (500gp each), masterwork dagger, several trophies (mounted fish), misc. coins.

Tomolaff Heindicks: Male human Exp7; CR6; Medium-size humanoid (human); HD 7d6+14; hp 42; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 *bracers of armor*; touch 15, flat-footed 12); Atk +6 melee (1d8+1/x2, +1 *heavy mace*), or +5 melee (1d4, 19-20/x2, dagger) or +8 ranged (1d4, 19-20/x2, 10 ft., dagger); SV Fort +4, Ref +5, Will +8; AL CG; Str 11, Dex 16, Con 14, Int 17, Wis 16, Cha 10.

Languages: Common, dwarven, elven, undercommon.

Skills and Feats: Appraise +13, Decipher Script +13, Diplomacy +12, Heal +13, Knowledge (Bluffsides) +13, Profession (Trader/Merchant) +13, Ride +13, Sense Motive +13, Tumble +13, Wilderness Lore +13; Blind-Fight, Improved Initiative, Point Blank Shot, Skill Focus (Diplomacy).

Possessions: +2 *bracers of armor*, 1 emerald (1000gp), 2 red garnets (100gp, 120gp), +1 *heavy mace*, 2 daggers, misc. coins.

Trevor Blackthorne: Male human Exp8; CR7; Medium-size humanoid (human); HD 8d6; hp 28; Init +0; Spd 30 ft.; AC 12 (+2 *ring of protection*; touch 12, flat-footed 12); Atk +8/+3 melee (1d6+1/x2, masterwork club); AL LG; SV Fort +2, Ref +2, Will +9; Str 12, Dex 10, Con 11, Int 14, Wis 16, Cha 13.

Languages: Aquan, common.

Skills and Feats: Decipher Script +15, Intimidate +8, Knowledge (Bluffsides) +6, Listen +16, Profession (Harbormaster) +14, Profession (Sailor) +9, Search +15, Spot +16, Use Rope +13, Wilderness Lore +9; Alertness, Skill Focus (Decipher Script), Skill Focus (Search), Skill Focus (Use Rope).

Possessions: Masterwork club, *potion of cure serious wounds, potion of detect thoughts*, +2 *ring of protection*, misc. coins.

Trevor Vost: Male human Wiz12; CR12; Medium-size humanoid; HD 12d4+24; hp 54; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +4 *bracers of armor*, +1 *ring of protection*; touch 12, flat-footed 15); Atk +9/+4 melee (1d6+2/x2, +1 *staff*) or +8/+3 melee (1d4+1, 19-20/x2, masterwork dagger); SA Spells; SV Fort +5, Ref +5, Will +9; AL NG; Str 13, Dex 12, Con 15, Int 18, Wis 12, Cha 12.

Languages: Aquan, celestial, common, draconic, sixam ieuna.

Skills and Feats: Balance +6, Concentration +16, Diplomacy +5, Knowledge (Arcana) +14, Knowledge (Oceanography) +12, Knowledge (the Planes) +19, Listen +3, Profession (Sailor) +7, Scribe +19, Spellcraft +16, Spot +3, Use Rope +4; Alertness, Combat Casting, Craft Wand, Expertise, Spell Mastery (*magic missile*, *dispel magic*, *ice storm*, *fire shield*), Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation), Spell Penetration, Weapon Focus (staff).

Possessions: +4 *bracers of armor*, +1 *staff*, masterwork dagger, +1 *ring of protection*, *scroll - endurance* x4, *scroll - protection from arrows* x2, spell component pouch, *wand of bold person* (25 charges), *wand of mirror image* (35 charges), misc. coins.

Wizard Spells Prepared (4/5/5/5/4/3/2; DC 14 + spell level, *16+ spell level for Conjuration and Evocation): 0-level - *detect magic*, *detect poison*, *disrupt undead*, *ray of frost**; 1st - *endure elements*, *identify*, *magic missile**, *obscuring mist**, *comprehend languages*; 2nd - *bull's strength*, *fog cloud** x2, *flaming sphere**, *shatter**; 3rd - *dispel magic* x2, *lightning bolt** x2, *water breathing*; 4th - *solid fog**, *ice storm** x2, *fire shield**; 5th - *fabricate*, *cone of cold**, *major creation**; 6th - *acid fog**, *summon monster VI**.

Spellbook: 0-level - *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st - *identify*, *magic missile*, *mage armor*, *obscuring mist*, *comprehend languages*, *animate rope*, *spider climb*, *endure elements*; 2nd - *shatter*, *bull's strength*, *flaming sphere*, *fog cloud*; 3rd - *dispel magic*, *flame arrow*, *lightning bolt*, *water breathing*; 4th - *ice storm*, *fire shield*, *solid fog*, *resilient sphere*; 5th - *cloud kill*, *cone of cold*, *fabricate*, *major creation*; 6th - *summon monster VI*, *acid fog*, *chain lightning*, *contingency*.

Familiar: Freed (toad); HD 1/4 d8; hp 21; Init +1 (+1 Dex); Spd 5 ft.; AC 21 (+1 Dex, +4 size, +6 natural armor; touch 15, flat-footed 20); Atk none; SA Touch; SQ Empathic link, improved evasion, share spells, speak with master, speak with amphibians; SR 17; SV Fort +2, Ref +3, Will +2; AL N; Str 1, Dex 12, Con 11, Int 11, Wis 14, Cha 4.

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

Uma Tweet: Female aranea; Brd6; CR10; Medium-size Shapechanger; HD 3d8+6d6+18; hp 52; Init +6 (+2 Dex, +4 Improved Initiative); Spd 50 ft., climb 25 ft. (30 ft.); AC 15 (+2 Dex, +1 natural armor, +2 *ring of protection*; touch 14, flat-footed 13); Atk +6 melee (1d6 and poison/x2, bite) or +6 ranged (web) or +8/+3 melee (1d8+1, 19-20/x2, +1 *longsword*); SA Poison, spells, web; SQ Alternate form, immune to *sleep* effects, low-light vision, +2 saves vs. Enchantment; SV Fort +7, Ref +10, Will +9; AL NE; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 16.

Languages: Common, elven, sylvan, undercommon.

Alternate form (Su): Natural form of Large monstrous spider. Change change to a Small or Medium-size humanoid (form is fixed at birth) or a Medium-size spider-humanoid hybrid as a standard action. In humanoid form, the aranea gains all the abilities of the form but keeps its ability scores and can cast spells. It cannot use webs or poison in humanoid form. In hybrid form, which looks humanoid (Spot check [DC 18]), the aranea can use weapons and webs. Form cannot be dispelled, nor does it revert to natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Poison (Ex): Bite, Fort save (DC 13); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Web (Ex): In spider or hybrid form, cast a web up to six times per day. As a net attack with a maximum range of 50 ft., with 10 ft. range increments effective against targets up to Large size. An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire.

Skills and Feats: Bluff +9, Climb +14, Concentration +8, Craft (Weaving) +8, Escape Artist +8, Gather Information +11, Jump +6, Knowledge (Bluffside) +6, Listen +3 (+5 as an elf), Perform +15, Sense Motive +7, Spot +3 (+5 as an elf); Alertness, Dodge, Improved Initiative, Martial Weapon Proficiency (longsword), Weapon Finesse (bite), Weapon Focus (longsword).

Possessions: Black leather cloak (55 gp), +1 *longsword*, *potion of gaseous form*, *potion of water breathing*, +2 *ring of protection*, spell component pouch, misc. coins.

Bard Spells Known (3/4/3; DC 13 + spell level): 0-level - *dancing lights*, *detect magic*, *flare*, *ghost sound*, *mending*, *resistance*; 1st - *charm person*, *cure light wounds*, *identify*, *protection from law*; 2nd - *bull's strength*, *hold person*, *mirror image*.

Sorcerer Spells Known (6/6; DC 13 + spell level): 0-level - *arcane mark*, *daze*, *disrupt undead*, *light*, *mage hand*; 1st - *jump*, *magic missile*, *ventriloquism*.

Uzzell Longbottom: Male steam gnome Rog7; CR7; Medium-size humanoid (gnome); HD 7d6+7; hp 31; Init +3 (+3 Dex); Spd 20 ft.; AC 19 (+3 Dex, +1 size, +5 *studded leather armor*; touch 14, flat-footed 16); Atk +10 melee (1d4+1, 19-20/x2, +1 *dagger*) or +10 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); AL NE; SA +4d6 sneak attack; SQ Evasion, steam gnome traits, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +3, Ref +8, Will +3; Str 10, Dex 16, Con 12, Int 10, Wis 13, Cha 12.

Languages: Common, steam gnome.

Steam gnome traits (Ex): Darkvision 120 ft., stonecunning, +2 bonus to all tinkering skill checks.

Skills and Feats: Appraise +10, Bluff +11, Craft (Metalworking) +12, Gather Information +6, Hide +17, Innuendo +11, Move Silently +13, Profession (Stonemason) +11, Sense Motive +6; Combat Reflexes, Weapon Finesse (dagger), Weapon Focus (dagger).

Possessions: +1 *dagger*, 20 masterwork bolts, masterwork light crossbow, +2 *studded leather armor*, misc. coins.

Vandross: Male human Rgr5; CR5; Medium-size humanoid (human); HD 5d10; hp 34; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+2 Dex, +4 masterwork scale mail, +2 large wooden shield; touch 12, flat-footed 16; -3 armor check pen-

alty); Atk +12 melee (1d8+6, 19-20/x2, +3 *longsword*), or +9 ranged (1d8/x3, 100 ft., masterwork longbow); SA Favored enemy—shapeshifters +2, beasts +1; SV Fort +4, Ref +3, Will +3; AL NG; Str 16, Dex 15, Con 11, Int 15, Wis 14, Cha 11.

Languages: Common, orc, sylvan.

Skills and Feats: Animal Empathy +8, Handle Animal +7, Climb 13*, Hide +6, Listen +6, Move Silently +9, Ride +9, Search +7, Swim +10, Use Rope +9; Improved Initiative, Point Blank Shot, Track, Weapon Focus (*longsword*).

*Climb gets +10 bonus from *ring of climbing*.

Ranger Spells Prepared (1; DC 12 + spell level): 1st - *entangle*.

Possessions: +3 *longsword*, masterwork longbow, 21 masterwork longbow arrows, masterwork scale mail, large wooden shield, *ring of climbing*, misc. coins.

Walnd: Male human Ftr15/Clr1; CR16; Medium-size humanoid (human); HD 15d10+1d8+64; hp 178; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (+2 Dex, +9 *chain of invulnerability*; touch 12, flat-footed 19; -4 armor check penalty); Atk +27/+22/+17 (1d8+11+1d6 flame, 19-20/x2+1d10, +4 *flaming burst longsword*) and +24/+19/+14 (1d6+9/x3, +2 *band axe giant bane*), or +17/+12/+7 ranged; SV Fort +15, Ref +7, Will +10; AL CN; Str 24*, Dex 15, Con 18, Int 13, Wis 14, Cha 16.

*+4 bonus from *belt of giant strength*.

Languages: Common, giant.

Skills and Feats: Balance +6, Climb +15, Craft (Shipmaking) +9, Craft (Blacksmith) +9, Diplomacy +7, Jump +13, Intimidate +7, Knowledge (Religion) +3, Spellcraft +3, Swim +17, Wilderness Lore +6; Ambidexterity, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Critical (*longsword*), Improved Two-Weapon Fighting, Mobility, Power Attack, Spring Attack, Two-Weapon Fighting, Weapon Focus (*longsword*), Weapon Specialization (*longsword*), Whirlwind Attack.

Cleric Domains: Chaos, War.

Cleric Spells Prepared (3/2+1; DC12 + spell level): 0-level - *detect magic*, *light*, *read magic*; 1st - *death watch*, *entropic shield*, *magic weapon**. *domain spell

Possessions: +4 *flaming burst longsword*, +2 *band axe giant bane*, +4 *chain of invulnerability*, *brooch of shielding* (83 points remaining), +4 *belt of giant strength*, *boots of the winterlands*, *ioun*

stone (clear), *horn of Valballa (iron)*, *bag of holding (bag 4)*, *ring of regeneration*, misc. coins.

Wendill Upton: Male doppelganger Rog3/Assassin2; CR8; Medium-size shapechanger; HD 4d8+5d6+9; hp 44; Init +2 (+2 Dex); Spd 30 ft.; AC 19 (+2 Dex, +4 natural armor, +3 *bracers of armor*; touch 12, flat-footed 17); Atk +8/+3 melee (1d4+1 and poison, 19-20/x2, masterwork dagger) or +7 melee (1d6+1/x2, 2 slams) or +10 ranged (1d4 and poison, 19-20/x2, 30 ft., masterwork hand crossbow); SA Death attack, detect thoughts, poison, +3d6 sneak attack, spells; SQ Alter self, evasion, immunities, poison use, +1 save vs. poison, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +6, Ref +12, Will +7; Str 12, Dex 14, Con 12, Int 13, Wis 14, Cha 13.

Languages: Common, elven.

Alter self (Su): Assume the shape of any Small or Medium-size humanoid as if using *alter self* cast by a Sor18. Can remain in form indefinitely. Changing form is a standard action.

Detect thoughts (Su): Continuous (suppress or resume as free action) *detect thoughts* as Sor18 (save DC 13).

Immunities (Ex): Immune to *sleep* and *charm* effects.

Poison (Ex): Hand crossbow, Fort save (DC 18), initial and secondary damage 1d6 temporary Strength. Masterwork dagger, Fort save (DC 26), initial damage 3d6 temporary Str; no secondary damage.

Skills: +4 racial bonus to Bluff and Disguise checks. When using *alter self*, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Skills and Feats: Bluff +8, Disguise +15, Gather Information +9, Hide +11, Listen +11, Move Silently +11, Perform +5, Sense Motive +6, Spot +8; Alertness, Dodge, Expertise, Improved Disarm.

Assassin Spells Prepared (2; DC 11 + spell level): 1st - *obscuring mist*, *spider climb*.

Possessions: +3 *bracers of armor*, 20 masterwork bolts (poisoned with large scorpion venom, 1 dose each), masterwork dagger (poisoned with dragon bile, 1 dose), masterwork hand crossbow, *potion of gaseous form*, misc. coins.

Will Tooley: Male dwarf Ftr5/Rog9; CR14; Medium-size humanoid (dwarf); HD 5d10+9d6+14; hp 73; Init +2

WALND



(+2 Dex); Spd 20 ft.; AC 20 (+2 Dex, +6 *studded leather armor*, +2 *ring of force shield*; touch 12, flat-footed 18); Atk +15/+10/+5 melee (1d8+5/x3, +3 *battleaxe*) or +12/+7/+2 melee (1d4, 19-20/x2, masterwork dagger) or +15 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SA +5d6 sneak attack; SQ Dwarven traits, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +8, Ref +9, Will +7; Str 11, Dex 14, Con 12, Int 14, Wis 16, Cha 14.

Languages: Common, dwarven, terran.

Dwarven traits (Ex): Darkvision 60 ft., stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 Craft or Appraise with stone or metal.

Skills and Feats: Bluff +10, Climb +7, Diplomacy +11, Gather Information +21, Handle Animal +7, Hide +10, Intimidate +12, Jump +4, Knowledge (Bluffsides) +6, Listen +5, Move Silently +10, Read Lips +10, Ride (ponies) +12, Sense Motive +11, Spot +11; Alertness, Combat Reflexes, Dodge, Mobility, Mounted Combat, Skill Focus (Gather Information), Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: *Bag of holding* (bag 3), +3 *battleaxe*, 20 masterwork bolts, masterwork dagger, masterwork light crossbow, *potion of cure serious wounds*, *ring of force shield*, +3 *studded leather armor*, misc. coins.

William Wellington III: Male human Ari6/Exp5; CR10; Medium-size humanoid (human); HD 6d8+5d6+22; hp 66; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex; touch 11, flat-footed 10); Atk +8/+3 melee (1d6, 18-20/x2, masterwork rapier); AL LG; SV Fort +5, Ref +4, Will +10; Str 10, Dex 12, Con 14, Int 15, Wis 12, Cha 17.

Languages: Common, dwarven, elven.

Skills and Feats: Diplomacy +16, Gather Information +12, Handle Animal +9, Intimidate +8, Knowledge (History) +18, Knowledge (Bluffsides) +12, Listen +5, Profession (Archaeologist) +15, Ride (horses) +8, Search +18, Sense Motive +6, Spot +12, Wilderness Lore +7; Alertness, Run, Skill Focus (Diplomacy), Skill Focus (Knowledge [History]), Skill Focus (Search).

Possessions: Golden signet ring with the seal of Bluffsides (505 gp), masterwork rapier, *periapt of wound closure*, misc. coins.

Wilton Blander: Male human Ari11; CR10; Medium-size humanoid (human); HD 11d8; hp 49; Init -1 (-1 Dex); Spd 30 ft.; AC 12 (-1 Dex, +3 *amulet of natural armor*; touch 9, flat-footed 12); Atk +13/+8 melee (1d4+4, 19-20/x2, +2 *dagger*); AL NE; SV Fort +3, Ref +2, Will +9; Str 14, Dex 8, Con 11, Int 13, Wis 14, Cha 13.

Languages: Common, gnome.

Skills and Feats: Bluff +16, Diplomacy +18, Forgery +14, Gather Information +16, Innuendo +10, Intimidate +11, Knowledge (Bluffsides) +11, Sense Motive +8; Quick Draw, Skill Focus (Bluff), Skill Focus (Gather Information), Skill Focus (Intimidate), Weapon Focus (dagger).

Possessions: +3 *amulet of natural armor*, +2 *dagger*, golden signet ring with the seal of Bluffsides (505 gp), misc. coins.

Windell Orm: Male steam gnome Exp8; CR7; Medium-size humanoid (gnome); HD 8d6+16; hp 44; Init +1 (+1 Dex); Spd 20 ft.; AC 12 (+1 Dex, +1 size; touch 12, flat-footed 11); Atk +8/+3 melee (1d4+1, 19-20/x2, +1 *dagger*); AL LN; SQ Steam gnome traits; SV Fort +5, Ref +3, Will +7; Str 11, Dex 12, Con 14, Int 20, Wis 13, Cha 7.

Languages: Aquan, common, dwarven, elven, gnome, halfling, steam gnome.

Steam gnome traits (Ex): Darkvision 120 ft., stonecunning, +2 bonus to all tinkering skill checks.

Skills and Feats: Appraise +16, Craft (Locksmith) +18*, Craft (Metalworking) +20*, Disable Device +22*, Hide +5, Knowledge (Architecture & Engineering) +18, Knowledge (Bluffsides) +16, Listen +12, Open Lock +16*, Profession (Engineer) +16, Search +18, Use Rope +12; Skill Focus (Disable Device), Skill Focus (Profession [Engineer]), Skill Focus (Search).

*Craft skills gain a +2 bonus from masterwork artisan's tools. Disable Device and Open Lock skills gain a +2 bonus from masterwork thieves' tools.

Possessions: +1 *dagger*, masterwork artisan's tools, masterwork thieves' tools, misc. coins.

Worx Redwing: Male sixam ieuna Wiz5; CR5; Medium-size humanoid (sixam); HD 5d4-5; hp 7; Init +2 (+2 Dex); Spd 30 ft., fly 60 ft. (average); AC 12 (+2 Dex; 12 touch, 10 flat-footed); Atk +4 melee (1d4+1, 19-20/x2, masterwork dagger) or +6 ranged (1d6+1/x3, 70 ft., masterwork mighty [+1 Str] composite shortbow); SQ Sixam ieuna traits; SV Fort +0, Ref +3, Will +4; AL CG; Str 12, Dex 15, Con 8, Int 16, Wis 11, Cha 12.

Languages: Auran, common, draconic, elven, sixam ieuna.

Sixam ieuna traits (Ex): Claustrophobic, retractable wings.

Skills and Feats: Concentration +5, Craft (Calligraphy) +11, Craft (Painting) +9, Craft (Tattoo) +13, Knowledge (Arcana) +9, Spellcraft +11; Alertness*, Scribe Scroll, Skill Focus (Concentration), Skill Focus (Craft [Tattoo]), Spellmarking*.

*New feat, see *Appendix 9: Feats*.



WORX REDWING

Wizard Spells Prepared (4/4/3/2; DC 13 + spell level): 0-level - *dancing lights, detect magic, detect poison, read magic*; 1st - *mage armor, true strike, change self, expeditious retreat*; 2nd - *bull's strength, cat's grace, endurance*; 3rd - *baste, water breathing*.

Spellbook: 0-level - *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st - *mage armor, true strike, burning hands, shocking grasp, spider climb, jump, feather fall, change self, endure elements, expeditious retreat*; 2nd - *bull's strength, cat's grace, endurance, invisibility*; 3rd - *baste, water breathing*.

Possessions: *handy haversack*, 20 masterwork arrows, masterwork dagger, masterwork mighty [+1 Str] composite shortbow, masterwork tools, tattoo ink (multiple vials), misc. coins.

Familiar: **Little Claw** (hawk); HD 1d8; hp 3; Init +3 (+3 Dex); Spd 10 ft., fly 60 ft. (average); AC 20 (+3 Dex, +2 size, +5 natural armor; touch 15, flat-footed 17); Atk +5 melee (1d4-2/x2, claws); SA Touch; SQ Empathic link, improved evasion, share spells, speak with master; SV Fort +2, Ref +5, Will +2; AL N; Str 6, Dex 17, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

Yath Tamar: Female human Exp9; CR8; Medium-size humanoid (human); HD 9d6; hp 31; Init +1 (+1 Dex); Spd 30 ft.; AC 13

(+1 Dex, +2 *ring of protection*; touch 13, flat-footed 12); Atk +6/+1 melee (1d4/x2, gavel); AL LN; SV Fort +3, Ref +4, Will +10; Str 11, Dex 13, Con 10, Int 13, Wis 19, Cha 14.

Languages: Aquan, common.

Skills and Feats: Diplomacy +18, Gather Information +16, Innuendo +16, Knowledge (Bluffside) +15, Knowledge (Nobility & Royalty) +13, Profession (Judge) +18, Profession (Lawyer) +16, Sense Motive +18; Skill Focus (Diplomacy), Skill Focus (Gather Information), Skill Focus (Knowledge [Bluffside]), Skill Focus (Profession [Judge]), Skill Focus (Sense Motive).

Possessions: Gavel (treat as light hammer), +2 *ring of protection*, silver chain and badge of office (205 gp), misc. coins.

Yvenia Salthali: Female human Sor4; CR4; Medium-size humanoid (human); HD 4d4+12; hp 24; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex; touch 12, flat-footed 10); Atk +4 melee (1d6+1/1d6+1/x2, masterwork quarterstaff); SV Fort +4, Ref +3, Will +4; AL NE; Str 12, Dex 15, Con 16, Int 13, Wis 10, Cha 16.

Languages: Aquan, common.

Skills and Feats: Alchemy +5, Concentration +8, Craft (Tattoo) +8, Forgery +3, Knowledge (Arcana) +5, Spellcraft +6; Scribe Scroll, Skill Focus (Craft [Tattoo]), Still Spell.

Sorcerer Spells Known (6/7/4, DC 13 + spell level): 0-level - *dancing lights, detect magic, ghost sound, light, mage hand, read magic*; 1st - *change self, identify, sleep*; 2nd - *summon monster II*.

Possessions: Masterwork quarterstaff, *dust of illusion*, *necklace of fireballs (type I)*, misc. coins.

Zander Trip: Male human Exp3; CR2; Medium-size humanoid (human); HD 3d6+6; hp 22; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather armor; touch 13, flat-footed 13); Atk +2 melee (1d4, 19-20/x2, dagger), or +5 ranged; SV Fort +3, Ref +4, Will +5; AL LG; Str 10, Dex 17, Con 15, Int 15, Wis 14, Cha 16.

Languages: Common, elven, goblin.

Skills and Feats: Climb +5, Concentration +6, Diplomacy +9, Hide +6, Listen +8, Profession (Barkeeper) +8, Read Lips +8, Search +6, Spot +6; Ambidexterity, Skill Focus (Diplomacy), Skill Focus (Profession [Barkeeper]).

Possessions: Masterwork dagger, *everburning torch*, *masterwork studded leather armor*; misc. coins.

Zargon the Great: Male human Exp11; CR10; Medium-size humanoid (human); HD 11d6-11; hp 27; Init +0; Spd 30 ft.; AC 12 (+2 *bracers of armor*; touch 10, flat-footed 12); Atk +8/+3 melee (1d4/x2, gavel); AL LG; SV Fort +2, Ref +3, Will +7; Str 10, Dex 11, Con 8, Int 16, Wis 17, Cha 14.

Languages: Common, dwarven, elven, halfling.

Skills and Feats: Bluff +16, Diplomacy +22, Gather Information +18, Innuendo +17, Intimidate +16, Knowledge (Bluffside) +19, Knowledge (Nobility & Royalty) +17, Profession (Judge) +19, Profession (Lawyer) +17, Sense Motive +19; Skill Focus (Diplomacy), Skill Focus (Gather Information), Skill Focus (Knowledge [Bluffside]), Skill Focus (Profession [Judge]), Skill Focus (Sense Motive).

Possessions: +2 *bracers of armor*, gavel (treat as light hammer), silver chain and badge of office (205 gp), misc. coins.

APPENDIX 2: CREATURES

Adamantine Guardian

Large Construct
 Hit Dice: 17d10 (93 hp)
 Initiative: +1 (+1 Dex)
 Speed: 30 ft.
 AC: 27 (–1 size, +1 Dex, +17 natural)
 Attacks: Slam +18/+13/+8 melee
 Damage: Slam 1d8+7
 Face/Reach: 5 feet x 5 feet/10 feet
 Special Attacks: Heat ray
 Special Qualities: Construct, damage reduction 15/+2, fast healing 10, magic immunity, detect adamantine
 Saves: Fort +7, Ref +8, Will +7
 Abilities: Str 24, Dex 12, Con –, Int –, Wis 10, Cha 1
 Skills: None
 Feats: None
 Climate/Terrain: The Vault
 Organization: Solitary
 Challenge Rating: 15
 Treasure: None
 Alignment: Always neutral
 Advancement: 18–24 HD (Large); 25–45 HD (Huge)

The adamantine guardian is a seven-foot-tall construct. It looks like a man in full plate armor, with a dull red-dish glow where the eyes should be. It is an unfeeling automaton, its only purpose to guard the Vault and to keep the stores of adamantine safe.

Combat

The adamantine guardian attacks by slamming its powerful fists into whatever stands in its path. A tireless fighter, it can fight in nearly any environment. When an enemy is knocked back by its great strength, the guardian uses its heat ray to finish him off. The adamantine guardian will not leave its assigned post, unless its charge has been stolen. In this case, the guardian tracks the item and destroys anything in its path.

Heat Ray (Su): The guardian has limited use of the magical fires within its belly. Once every other round, the adamantine guardian can fire two heat rays from its eyes. This is a ranged touch attack at +12/+7, doing 5d6 points of fire damage out to a range of 60 feet. Each target struck gets a Reflex save (DC 19) for half damage. Each attack can be aimed at a separate target.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex): Adamantine guardians completely resist most magical and supernatural effects, except as fol-

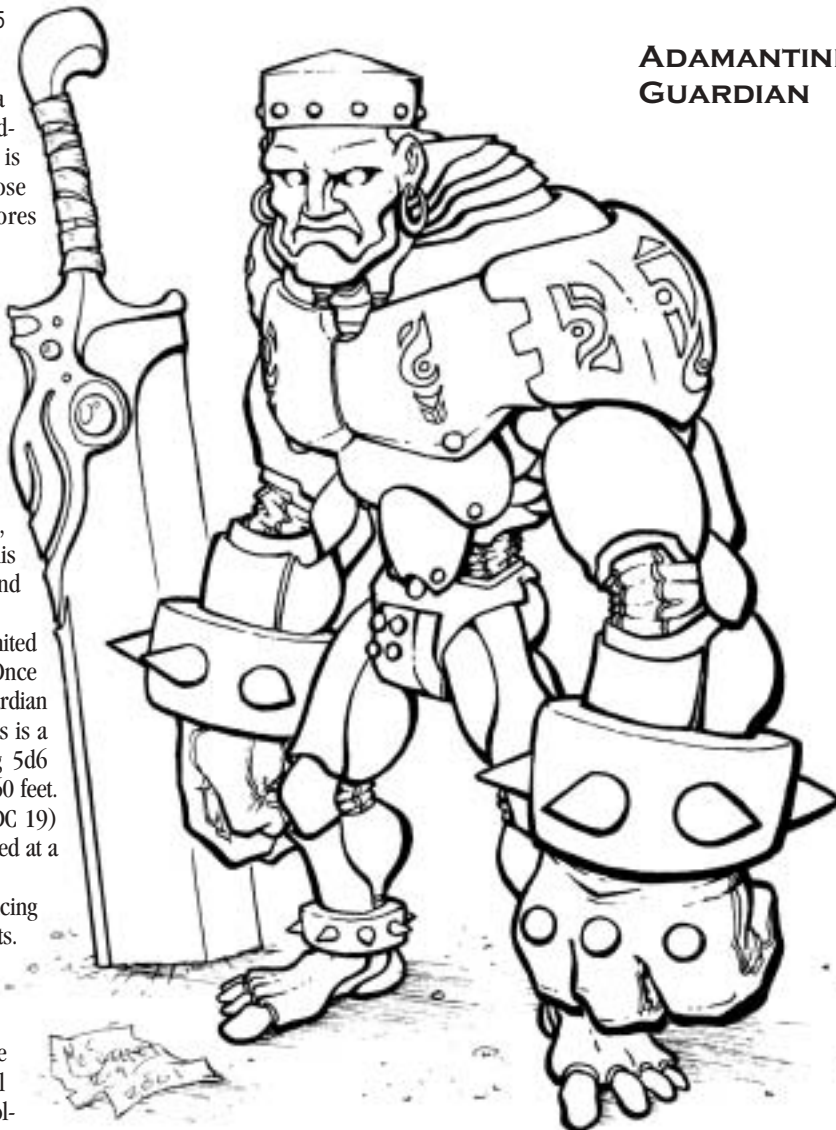
lows. Electricity slows it (as the *slow* spell) for 1 round, with no saving throw. Fire breaks any *slow* effect and repairs 1 point of damage for every 5 points of damage it would normally deal. The adamantine guardian makes no saving throw against fire effects.

Detect Adamantine (Sp): As the spell *detect precious ore* (see *Appendix 6: Spells*) in all respects except the range is 10 feet per Hit Die of the adamantine guardian, and the spell only detects adamantine ore. This effect is constant and does not require concentration.

Balden

Medium-Size Monstrous Humanoid
 Hit Dice: 3d8+3 (17hp)
 Initiative: +3 (Dex)
 Speed: 30 ft.
 AC: 17 (+3 Dex, +4 natural)
 Attacks: 2 claws +6 melee
 Damage: Claw 1d4+2

ADAMANTINE GUARDIAN



Face/Reach: 5 ft. by 5 ft./10 ft.
 Special Attacks: Destructive harmonics
 Special Qualities: Blindsight, Sense thoughts
 Save: Fort +2, Ref +5, Will +3
 Abilities: Str 15, Dex 16, Con 14, Int 10, Wis 8, Cha 9
 Skills: Climb +14, Hide +6 (+16 underground), Listen +6, Spot +5
 Feats: Alertness, Blind fight
 Climate/Terrain: Subterranean
 Organization: Solitary, Group (2-5)
 Challenge Rating: 5
 Treasure: None
 Alignment: Always Neutral
 Advancement: -

The Balden is by nature usually a placid creature, humanoid in appearance with wide palms and long, thin, strong fingers. Its thick gray hide is mottled and lumpy. It looks vaguely human, but lacks eyes or a nose and has bony appendages, somewhat like fingers, covering its circular mouth. When irate, the balden slowly vibrates these “fingers,” creating an eerie, rising and falling rattle. The balden lives deep underground, away from the distracting thoughts he picks up, hunting small mammals and insects along with the rare treat of a cave fish.

Combat

Blindsight (Ex): A Balden can use hearing to ascertain all foes within 80 feet as a sighted creature would.

Destructive Harmonics (Su): A Balden can blast sonic energy in a cone out to 30 feet. It can tune the harmonics of this destructive power to affect different types of targets.

- **Flesh:** Disrupting tissue and rending bone, this horrible attack deals 2d6 points of damage to all within the cone (Reflex half DC 13).
- **Nerves:** The Balden can focus its harmonics to subdue rather than slay. This attack plays havoc with nerves and sensory systems, dealing 4d6 points of subdual damage to all within the cone (Reflex half DC 13).
- **Material:** The Balden chooses wood, stone, metal, or glass. All objects made of that material within the cone must succeed at a Fortitude save (DC 13) or shatter. Only objects (or portions of objects) with no more than 20 hit points are affected by this attack.

Improved Grab (Ex): To use this ability, the Balden must hit a Medium or smaller creature with a claw attack.

Rend (Ex): A Balden that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+4 points of damage. The balden often uses his Destructive Harmonics attack at the same time.

Sense Thoughts (Su): The Balden hears intelligent thoughts as background noise, the main reason it stays in deep caverns. It reacts to groups of intelligent creatures based on the makeup of the group. Usually it tries to hide. The Balden must make a Will save vs DC 8 or slip into a rage because of the sudden noise in its head. For each creature with an intelligence over 12, add one to the DC. For every wizard or sorcerer, add one in addition, and for every psion or psychic warrior, add an extra two to the DC.

Bay Guardian

Gargantuan Magical Beast (Aquatic)
 Hit Dice: 12d10+72 (138 hp)
 Initiative: +1 (+1 Dex)
 Speed: Swim 70 ft.
 AC: 16 (-4 size, +1 Dex, +9 natural)

Attacks: Head slam +20/+15/+10 melee (bludgeoning) or fin +20/+15/+10 melee (slashing)
 Damage: Head slam 2d8+12 or fin 2d6+12
 Face/Reach: 20 ft. x 40 ft./10 ft.
 Special Attacks: Sonic cone, capsize, swallow whole
 Special Qualities: Blindsight, damage reduction 10/+2, fire immunity
 Saves: Fort +14, Ref +9, Will +5
 Abilities: Str 35, Dex 13, Con 22, Int 12, Wis 12, Cha 16
 Skills: Listen +17*, Spot +17*
 Feats: Swim-by Attack (see Appendix 9: Feats)
 Climate/Terrain: Any aquatic
 Organization: Solitary
 Challenge Rating: 12
 Treasure: None
 Alignment: Always neutral
 Advancement: 13-18 HD (Gargantuan); 19-36 HD (Colossal)

The bay guardian resembles a large, blue-green killer whale. Its skin is tough, rubbery, and slimy to the touch. Bay guardians are over 75 feet long, and they breathe water through their skin.

Combat

In combat, the bay guardian either rams its opponents with its forehead, or slashes with its dorsal fin while swimming past. It prefers to stun its prey with its stun cone ability first prior to entering combat or right at the beginning. It then crushes it physically, or swallows it whole.

Sonic Cone (Su): By emitting a high-frequency pulse of sound, the bay guardian can stun its opponents. The cone extends from the bay guardian's forehead out to a range of 10 feet per Hit Die. All creatures caught within this blast must make a successful Fortitude save (DC 22) or be stunned for 2d4 rounds. Bay guardians are immune to this ability.

Swallow Whole (Ex): If it makes a successful grapple check on stunned prey, the bay guardian swallows it whole. Any creature or object up to huge size can be swallowed. Swallowed creatures take 4d8 points of bludgeoning damage from being chewed, and an additional 2d6 points of acid damage every fifth round they remain in the stomach until totally dissolved. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The bay guardian's stomach can hold one Huge, two Large, four Medium-size, eight Small, sixteen Tiny, thirty-two Diminutive, or sixty-four Fine or smaller opponents.

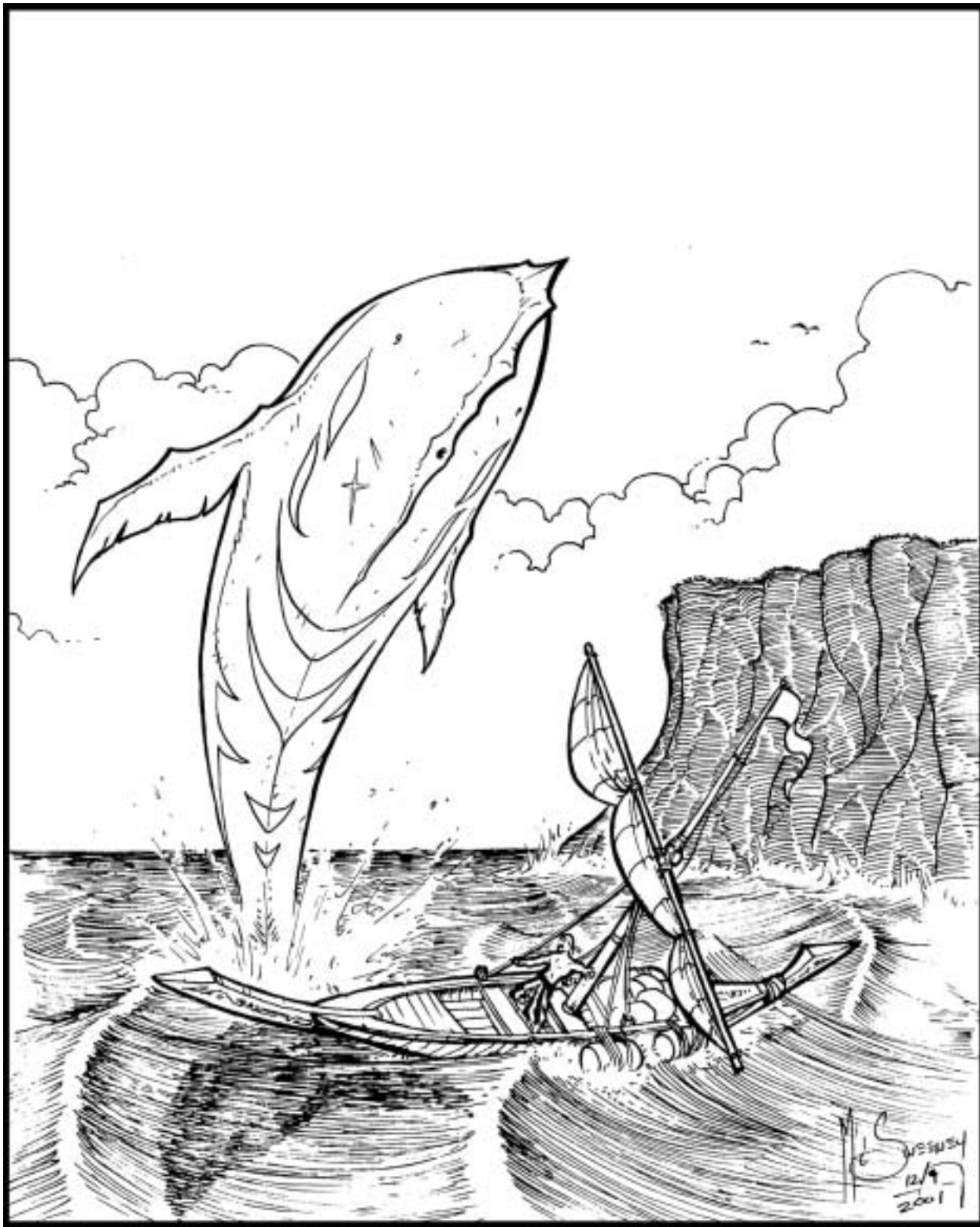
Capsize (Ex): A bay guardian is a serious threat to any ship that attacks its harbor. It can easily turn over small craft (5 feet in length per Hit Die of the bay guardian) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed. This ability is like the water elementals' water mastery ability.

Blindsight (Ex): Bay guardians can “see” by emitting high-frequency sounds, inaudible to most other creatures, which allow them to locate objects and creatures within 240 feet. A *silence* spell negates this and forces the bay guardian to rely on its vision, which is approximately as good as a human's.

Skills: Bay guardians gain a +4 racial bonus to Spot and Listen checks. *These bonuses are lost if Blindsight is negated.

Giant Cave Spider

Medium-Sized Vermin
 Hit Dice: 3d8+2 (17 hp)
 Initiative: +3 (Dex)



Speed: 30 ft., climb 20 ft. (40 ft., climb 20 ft.)
 AC: 16 (+3 Dex, +3 natural)
 Attacks: Bite +4 melee, Bash +4 melee
 Damage: Slam 1d8+2, Bite 1d6 and poison
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Poison, Stun
 Special Qualities: Vermin
 Saves: Fort +4, Ref +3, Will +0
 Abilities: Str 12, Dex 17, Con 13, Int -, Wis 10, Cha 2
 Skills: Climb +14, Hide +14, Jump +6, Spot +15
 Feats: Weapon Finesse (bash)
 Climate/Terrain: Underground
 Organization: Solitary or colony (2–4)
 Challenge Rating: 2
 Treasure: None
 Alignment: Always neutral
 Advancement: -

The Giant Cave Spider, often wrongly called a Cave Crab, dwells in damp and moist caverns and tunnels. This creature grows to five feet in diameter with its legs usually as long if not longer than its body size. The giant cave spider sits on ceilings with its legs tightly curled under its camouflaged bony exterior, awaiting prey to wander below. It launches its body downward, bashing the unsuspecting prey and possibly stunning it, then lands and delivers its fatal bite.

Combat

Poison (Ex): DC 13, 1d4 Str/paralyzation 2d6 minutes.

Stun (Ex): A successful slam has a chance of stunning opponents. The target struck must make a Fortitude save DC 13 or be stunned for 1 round.

Giant Eel

	Slurry Eel	Cave Eel
Hit Dice:	Medium-size Animal 2d8+2 (14 hp)	Large Animal 3d8+4 (24 hp)
Initiative:	2 (+2 Dex)	5 (+5 Dex)
Speed:	Swim 30 ft.	Swim 30 ft.
AC:	11 (-1 size, +2 Dex)	14 (-1 size, +5 Dex)
Attacks:	Bite +5 melee	Bite +5 melee
Damage:	Bite 1d3+4	Bite 1d6+4
Face/Reach:	10 ft. by 10 ft. / 10 ft.	10 ft. by 10 ft./10 ft.
Special Attacks:	Disease	Improved Grab, Constrict 1d6+4, Electricity
Save:	Fort +4, Ref +6, Will +2	Fort +5, Ref +8, Will +2
Abilities:	Str 12, Dex 14, Con 12, Int 1, Wis 11, Cha 1	Str 14, Dex 20, Con 14, Int 2, Wis 12, Cha 1
Skills:	Hide +15, Spot +6	Hide +18, Spot +8
Feats:	—	Weapon Finesse (bite)
Climate/Terrain:	Sewers & Polluted Rivers	Subterranean Lakes/Rivers
Organization:	Solitary (Mating 4-20)	Solitary (Mating 4-10)
Challenge Rating:	1	3
Treasure:	None	None
Alignment:	Always Neutral	Always Neutral
Advancement:	—	—

Slurry Eel

The Slurry Eel lives in the filth-infested waters of city sewers or polluted rivers. Normally a peaceful creature, it becomes more active and defensive during its mating season. The slurry eel grows up to six feet long and about a foot in diameter, with shiny brown skin covered in open sores.

Combat

Disease (Ex): A bite from a Slurry Eel can lead to infection of the Filth Fever disease (DC 12, Incubation 1d3 days, damage 1d3 Dex/1d3 Con).

Cave Eel

The Cave Eel is a close relation to the Slurry Eel, though more vicious and defensive of its territory. With slick black skin, it grows up to fourteen feet long and three feet in diameter. The flesh of the Giant Cave Eel is a much sought-after delicacy. Either fried or jellied, it is sold at great price to the gentry.

Combat

Improved Grab (Ex): To use this ability, the Cave Eel must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): A Cave Eel deals 1d6+4 points of damage with a successful grapple check against Medium-size or smaller creatures.

Electricity (Ex): Once every 3 rounds, a Cave Eel can deliver an electrical shock to a creature it is grappling, in addition to its usual constricting damage. This shock does 1d8+3 hitpoints of damage.

Mole Man (Homo Talpidae)

Medium-size Aberration
 Hit Dice: 3d8+6 (19 hp)
 Initiative: +2 (Dex)
 Speed: 20 ft., burrow 10 ft.
 AC: 16 (+2 Dex, +4 natural)
 Attacks: Bite +6 melee, 2 claws +5 melee
 Damage: Bite 1d6+2 and poison; claws 1d4+1
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Poison
 Special Qualities: Tremorsense, Darkvision 120 ft.
 Saves: Fort +6, Ref +3, Will +1
 Abilities: Str 20, Dex 15, Con 16, Int 7, Wis 6, Cha 4
 Skills: Climb +6, Hide +7*, Jump +6, Move Silently +7, Spot +7
 Feats: Multi-attack, Weapon Focus (bite)
 Climate/Terrain: Underground
 Organization: Solitary, gang (2-4), or pack (7-12)
 Challenge Rating: 3
 Treasure: None
 Alignment: Always chaotic evil
 Advancement: 8 HD (Medium-size)

Homo Talpidae, or Mole Men as they are commonly called, are vile, disgusting descendants of humans thought to have gone underground during the Age of Ice. Mole men are usually 4- to 5-foot tall, but hunch over and so appear shorter than they are. They have large black eyes, grotesquely large teeth, and long whiskers. Dark, oily fur covers their bodies, and they have muscular arms ending in paws with large claws used for burrowing deep beneath the ground.

Mole men are generally solitary, although they sometimes travel in small groups. No large communities are known to exist, although rumors exist of ruined settlements left by their human ancestors.

Mole men owe their twisted forms to the mercies of the Sufferer in granting them abilities to survive in their underground environment. See *Chapter 10: Religion*, for details. Mole men speak a simple form of undercommon.

Combat

Mole men attack without provocation. They are fierce fighters and very territorial. A mole man uses its poisonous bite to weaken opponents before shredding them with its large, powerful claws.

Poison (Ex): Bite, Fortitude save (DC 14); d6 Str/d6 Str.

Burrow (Ex): Mole men can use their muscular claws to dig through earth. These passages are large enough for Medium-size creatures to crawl through, although the dirt displaced from the digging remains in the tunnel behind the mole man as he digs, thus making following one difficult.

Tremorsense (Ex): Mole men can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: *Mole men receive a +4 racial bonus to Hide checks while in shadows.

Tumbleweed

Small-size Plant
 Hit Dice: 1d8-1 (3 hp)
 Initiative: +1 (Dex)
 Speed: 20 ft.
 AC: 16 (+1 Dex, +1 size, +4 natural)
 Attacks: Claw +1 melee
 Damage: Claw 1d4
 Face/Reach: 5 ft. by 5 ft./0 ft.
 Special Attacks: Cling, Pack Attack, Envelop, Trample
 Special Qualities: Plant, Scent
 Saves: Fort +1, Ref +1, Will +0
 Abilities: Str 10, Dex 12, Con 9, Int 4, Wis 10, Cha 6
 Skills: Jump +10
 Climate/Terrain: Temperate to Warm Dry land only
 Organization: Solitary or Pack (7–16)
 Challenge Rating: 1/2
 Treasure: None
 Alignment: Always Neutral
 Advancement: 2–4 (Medium); 5–8 (Large)

Tumbleweeds are rolling balls of tough, flexible twigs, vines and thorns. They swarm about the dry lands, devouring creatures smaller than themselves individually, and attacking as a pack to take down prey far larger. When there is nothing else to eat, tumbleweeds prey on each other until all that is left is a larger, far more dangerous creature.

Roughly three feet in diameter, tumbleweeds are dry and light and surprisingly resilient. They can grow to amazing girth, with some behemoths up to 12 feet in diameter spotted rarely rolling along in the deep desert.

Tumbleweeds are normally inactive at night. They sense their prey by odor, following scents brought on the winds.

Tumbleweeds would not normally be found in this climate. See the entry on Sylemis (*Appendix 1: NPCs*) for information on why these creatures are in Bluffside.

Combat

Tumbleweeds attack cooperatively to take down larger prey. When alone, they attempt first to trample, then envelop prey smaller than themselves.

Cling: On a successful attack, the tumbleweed attempts to start a grapple as a free action without provoking an attack of opportunity (see Core Rulebook I, page 137). This attack works against creatures of any size. This attack is used only to hold onto targets, who now add the weight of the attached tumbleweed (5 lb per HD) to encumbrance totals. The tumbleweed joins the target in his space and is considered grappled (i.e., it does not threaten adjacent squares and does not retain its Dex bonus).

Pack Attack (Ex): When tumbleweeds attack one target, each tumbleweed attacking gets a +1 to its attack roll for each other tumbleweed in the attack on the same creature.

Plant (Ex): Immune to poison, sleep, paralysis, stunning and polymorphing. Also, not subject to critical hits or mind-influencing effects.

Envelop (Ex): In order to envelop a target a pack of tumbleweeds must cling to the target. One tumbleweed can envelop a creature one size smaller than itself. Two tumbleweeds can join to envelop a creature the same size as them. The number of tumbleweeds required to envelop a target double for every size category larger than the pack of tumbleweeds (i.e., four for one size larger, eight for two sizes larger, sixteen for three sizes larger, etc.). The tumbleweed or pack may envelop an opponent if the requisite number of tumbleweeds cling to it (see Cling, above). All tumbleweeds currently Clinging to a target make a second grapple check. If enough tumbleweeds succeed they may envelop the target and cause 1 point slashing and 1 point piercing damage each round per enveloping tumbleweed. Breaking an envelop requires the target to beat at least half of the clinging tumbleweeds in opposed grapple checks. This does not break the tumbleweeds' Cling, it only stops the target from taking damage every round from the Envelop. The tumbleweeds may attempt to envelop their target again on their next action.

Trample (Ex): As a standard action during its turn each round, the tumbleweed can run over an opponent at least one size category smaller than itself. It has merely to run over the opponent. The trample deals 1d4 piercing and 1d4 slashing damage instead of the bludgeoning damage normal for trample attacks.



APPENDIX 3: GUARDS

Adamantine Gate

Adamantine Gate Guard: human Ftr5; CR5; Medium-size humanoid (human) (6 ft., 1 in. tall); HD 5d10+15; hp 42; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +7 *banded mail armor*; touch 11, flat-footed 17; -5 armor check penalty); Atk +9 melee (2d6+6, 19-20/x2, +1 *greatsword*) or +8 melee (1d4+3, 19-20/x2, adamantine dagger); SV Fort +7, Ref +2, Will +1, AL LN; Str 15, Dex 13, Con 16, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +7, Handle Animal +5, Intimidate +5, Jump +5, Listen +2, Ride (horses) +8, Spot +6; Alertness, Cleave, Power Attack, Skill Focus (Intimidate), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Adamantine dagger, +1 *banded mail armor*, +1 *greatsword*, *potion of cure moderate wounds*, *potion of endurance*, royal blue adamantine guard tabard with silver embroidery (75 gp), misc. coins.

Adamantine Gate Guard Wizard: human Tra5; CR5; Medium-size humanoid (human) (5 ft., 7 in. tall); HD 5d4+5; hp 17; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 *ring of protection*; touch 14, flat-footed 12); Atk +5 melee (1d6+1/x2, masterwork quarterstaff) or +4 melee (1d4+2, 19-20/x2, adamantine dagger); SV Fort +2, Ref +3, Will +3, AL LN; Str 12, Dex 14, Con 13, Int 16, Wis 8, Cha 10.

Skills and Feats: Concentration +9, Intimidate +4, Knowledge (Arcana) +11, Search +7, Spellcraft +11, Spot +3; Dodge, Extend Spell, Scribe Scroll, Spell Focus (Transmutation), Spell Focus (Necromancy).

Possessions: Adamantine dagger, masterwork quarterstaff, +2 *ring of protection*, royal blue adamantine guard tabard with silver embroidery (75 gp), *scroll – magic missile* x3, *scroll – mirror image* x2, misc. coins.

Transmuter Spells Prepared (5/5/4/3; DC 13 + spell level, *15 + spell level Transmutation & Necromancy; prohibited school Conjurat): 0-level - *daze* x2, *detect magic*, *open/close**, *mage hand**; 1st - *burning hands** x2, *ray of enfeeblement**, *chill touch**, *shield*; 2nd - *scare** x2, *endurance**, *protection from arrows*; 3rd - *baste**, *slow**, *vampiric touch**.

Spellbook: 0-level - *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead**, *flare*, *ghost sound*, *light*, *mage hand**, *mending**, *open/close**, *prestidigitatation*, *read magic*, *resistance*; 1st - *burning hands**, *shocking grasp**, *chill touch**, *magic missile*, *magic weapon**, *protection from chaos*, *ray of enfeeblement**, *shield*; 2nd - *scare**, *ghoul touch**, *endurance**, *bull's strength**, *cat's grace**, *protection from arrows*; 3rd - *vampiric touch**, *fly**, *baste**, *slow**.

ASC Ore Squad

ASC Ore Squad: human Ftr4/Mnk1; CR5; Medium-size humanoid (human) (5 ft., 9 in. tall); HD 1d8+4d10; hp 26; Init +3 (+3 Dex); Spd 30 ft.; AC 20 (+3 Dex, +1 Wis, +4 *bracers of armor*, +2 *ring of force shield*; touch 14, flat-footed 17); Atk +6 melee (1d6+3/x2, unarmed strike) or +6 melee (1d4+2, 19-20/x2, adamantine dagger) or +9 ranged (1d6+1/x3, 70 ft., masterwork mighty [+1 Str] composite shortbow); SA Stunning attack 1/day; SQ Evasion; SV Fort +6, Ref +6, Will +4, AL LN; Str 12, Dex 16, Con 11, Int 14, Wis 13, Cha 10.

Skills and Feats: Balance +9, Climb +5, Escape Artist +7, Hide +7, Jump +11, Listen +5, Move Silently +7, Ride (horses) +7, Swim +5, Tumble +11; Combat Reflexes, Dodge, Expertise, Improved Disarm, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike).

Possessions: Adamantine dagger, +4 *bracers of armor*, 10 masterwork arrows, masterwork mighty [+1 Str] composite shortbow, *ring of force shield*.

Blackthorne Trading Coaster

Blackthorne Coaster Guard: human War4; CR3; Medium-size humanoid (human); HD 4d8+8; hp 24; Init +0; Spd 20 ft.; AC 20 (+8 masterwork full plate armor, +2 masterwork large steel shield; touch 10, flat-footed 20; -6 armor check penalty); Atk +9 melee (1d8+3, 19-20/x2, masterwork longsword) or +6 ranged (1d8+3/x3, 110 ft., masterwork mighty [+3 Str] composite longbow); AL LN; SV Fort +6, Ref +1, Will +2; Str 16, Dex 10, Con 14, Int 12, Wis 13, Cha 8.

Languages: Common, elven.

Skills and Feats: Intimidate +6, Listen +6, Ride (horses) +3, Search +4, Spot +6; Alertness, Quick Draw, Weapon Focus (longsword).

Possessions: Black tabard emblazoned with the Blackthorne Coaster insignia (45 gp), 20 masterwork arrows, masterwork full plate armor, masterwork large steel shield, masterwork longsword, masterwork mighty [+3 Str] composite longbow, *potion of cure moderate wounds*, misc. coins.

Bluffside Regulars

Bluffside Regulars Guard: human War3; CR2; Medium-size humanoid (human) (5 ft., 8 in. tall); HD 3d8+6; hp 19; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt; touch 12, flat-footed 14; -2 armor check penalty); Atk +6 melee (1d10+3/x3, halberd) or +6 melee (1d4+2, 19-20/x2, dagger) or +6 ranged (1d8, 19-20/x2, 80 ft., light crossbow); SV Fort +4, Ref +3, Will +0, AL LN; Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12.

Skills and Feats: Handle Animal +6, Intimidate +7, Jump +3, Ride (horses) +10; Weapon Focus (halberd), Weapon Focus (light crossbow), Toughness.

Possessions: 20 crossbow bolts, chain shirt, dagger, halberd, light crossbow, *potion of cure light wounds*.

Bluffside Regulars Elite Guard: human War5; CR4; Medium-size humanoid (human) (5 ft., 8 in. tall); HD 5d8+8; hp 30; Init +2 (+2 Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 breastplate; touch 12, flat-footed 15; -4 armor check penalty); Atk +10 melee (2d4+4/x3, masterwork ranseur) or +8 melee (1d6+3, 19-20/x2, masterwork short sword) or +10 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SV Fort +5, Ref +4, Will +1, AL LN; Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 12.

Skills and Feats: Handle Animal +6, Intimidate +9, Jump +3, Ride (horses) +10, Spot +1; Weapon Focus (ranseur), Weapon Focus (light crossbow), Toughness.

Possessions: 20 masterwork light crossbow bolts, masterwork breastplate, masterwork ranseur, masterwork light crossbow, short sword, *potion of endurance*, *potion of cure light wounds*.

Bluffside Regulars Guard Commander: human War9; CR8; Medium-size humanoid (human) (5 ft., 8 in. tall); HD 9d8+18; hp 58; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 (+2 Dex, +6 *breastplate*, +3 *large steel shield*; touch 12, flat-footed 19; -4 armor check penalty); Atk +14/+9 melee (1d8+5, 19-20/x2, +1 *longsword*); SV Fort +8, Ref +6, Will +3, AL LN; Str 18, Dex 14, Con 14, Int 10, Wis 8, Cha 12.

Skills and Feats: Handle Animal +6, Intimidate +13, Jump +3, Ride (horses) +10, Spot +5; Dodge, Mobility, Spring Attack, Weapon Focus (longsword), Improved Initiative.

Possessions: +1 *breastplate*, +1 *large steel shield*, +1 *longsword*, *potion of baste*, 3 *potions of cure light wounds*, *potion of vision*, *potion of delay poison*.

Castle of Purification

Castle of Purification Paladin: human Pal2; CR2; Medium-size humanoid (human) (6 ft. tall); HD 2d10+2; hp 13; Init +0; Spd 20 ft.; AC 19 (+7 half-plate armor, +2 *large steel shield*; touch 10, flat-footed 19; -7 armor check penalty); Atk +6 melee (1d10+2 19-20/x2, masterwork bastard sword) or +5 melee (1d4+3, 19-20/x2, adamantite dagger); SA Smite evil; SQ Aura of courage, *detect evil*, divine grace, divine health, *lay on hands*; SV Fort +6, Ref +2, Will +3, AL LG; Str 15, Dex 11, Con 12, Int 10, Wis 13, Cha 14.

Skills and Feats: Diplomacy +5, Heal +3, Knowledge (Religion) +5, Ride (horses) +5; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: Adamantine dagger, masterwork half-plate armor, masterwork large steel shield, masterwork bastard sword, *potion of cure light wounds* x2, misc. coins.

Citadel of Phenbras

Citadel guard: male human War2; CR1; Medium-size humanoid (human); HD 2d8+5; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small steel shield; touch 10, flat-footed 14; -1 armor check penalty); Atk +3 melee (1d6+1/x2, club), or +4 melee (1d6+1, 19-20/x2, short sword), or +2 ranged (1d8, 19-20/x2, 80 ft., light crossbow); AL LN; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +5, Swim +5; Alertness, Toughness.

Possessions: Masterwork studded leather, masterwork short sword, masterwork light crossbow, 10 light crossbow bolts, *potion of bull's strength*, *potion of cure light wounds*, misc. coins.

Citadel guard wizard: male human Wiz3; CR 3; Medium-size humanoid (human); HD 3d4+3; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, +1 bracers of armor; touch 12, flat-footed 11); Atk +1 melee (1d6/1d6/x2, quarterstaff), or +1 melee (1d4, 19-20/x2, dagger), or +3 ranged (1d4, 19-20/x2, 10', dagger); SA Spells; AL LN; SV Fort +2, Ref +4, Will +4; Str 10, Dex 14, Con 10, Int 14, Wis 10, Cha 10.

Skills and Feats: Concentration +6, Knowledge (Arcana) +8, Profession (Guard) +6, Spellcraft +8; Alertness, Toughness.

Possessions: +1 *bracers of armor*, +1 *cloak of resistance*, *potion of cure light wounds*, misc. coins.

Wizard Spells Prepared (4/3/2; DC 12 + spell level): 0-level - *arcane mark*, *detect magic* x2, *detect poison*; 1st - *alarm*, *shield*, *sleep*; 2nd - *protection from arrows*, *web*.

Spellbook: 0-level - *all*; 1st - *alarm*, *cause fear*, *comprehend languages*, *hold portal*, *mage armor*, *shield*, *sleep*; 2nd - *arcane lock*, *darkvision*, *knock*, *levitate*, *protection from arrows*, *web*.

Citadel guard priest: male human Clr3; CR3; Medium-size humanoid (human); HD 3d8+3; Init +0; Spd 30 ft.; AC 17 (+5 *breastplate*, +2 *large steel shield*; touch 10, flat-footed 17; -4 armor check penalty); Atk +3 melee (1d6/x2, masterwork light mace), or +2 ranged (1d4/x2, 50', sling); SA Spells, turn undead; AL LN; SV Fort +3, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 14, Cha 10.

Skills and Feats: Concentration +6, Diplomacy +6, Knowledge (Religion) +7, Spellcraft +4; Alertness, Toughness.

Possessions: Masterwork *breastplate*, masterwork large steel shield, masterwork light mace, *potion cure light wounds*, sling, 10 bullets, misc. coins.

Clerical Domains: Law and War.

Clerical Spells per Day: (4/3+1/2+1; DC 12 + spell level): 0-level - *detect magic*, *detect poison*, *light* x2; 1st - *command*, *deathwatch*, *magic weapon**, *sanctuary*; 2nd - *calm emotions**, *enthrall*, *hold person*. *Domain spells.

Dragori Embassy

Dragori Embassy Guard: dragori-fehr Mnk2; CR2; Medium-size humanoid (dragori) (4 ft., 8 in. tall); HD 2d8; hp 9; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +2 Wis, +1 natural armor; touch 14, flat-footed 13); Atk +4 melee (1d6+2/x2, masterwork siangham) or +2/+2 melee (1d6+2/x2, flurry of blows w/masterwork siangham), +1 melee (1d4+1/x2, tail); SA Improved trip (tail), stunning attack 1/day, Deflect arrows; SQ Evasion, +2 saves vs. fire; SV Fort +3, Ref +5, Will +5; AL LN; Str 14, Dex 15, Con 10, Int 10, Wis 15, Cha 6.

Skills and Feats: Balance +8, Climb +4, Hide +8, Jump +8, Listen +6, Tumble +8; Multi-attack.

Possessions: 2 masterwork sianghams, *potion of cure light wounds*, thunderstone, misc. coins.

Dragori Embassy Guard Co-leaders: dragori-fehr Mnk5; CR5; Medium-size humanoid (dragori) (4 ft., 8 in. tall); HD 5d8+3; hp 25; Init +3 (+3 Dex); Spd 40 ft.; AC 17 (+3 Dex, +2 Wis, +1 natural armor, +1 Mnk; touch 16, flat-footed 14); Atk +5 melee (1d8+2/x2, unarmed strike) or +3/+3 melee (1d8+2/x2, flurry of blows w/ unarmed strike), +4 melee (1d4+2, 19-20/x2, +1 *tail razors*); SA Improved trip (tail), stunning attack 5/day, Deflect arrows; SQ Evasion, purity of body, +2 saves vs. fire, slow fall (20 ft.), still mind; SV Fort +4, Ref +7, Will +6; AL LN; Str 14, Dex 16, Con 10, Int 10, Wis 15, Cha 6.

Skills and Feats: Balance +11, Climb +4, Hide +9, Jump +12, Listen +6, Move Silently +7, Spot +3, Tumble +15; Toughness, Multi-attack.

Possessions: *Potion of cure moderate wounds*, *potion of baste*, +1 *tail razors*, tanglefoot bag, thunderstone, misc. coins.

Dragori Embassy Guard: dragori-nen Ftr2; CR2; Medium-size humanoid (dragori) (6 ft., 9 in. tall); HD 2d10+4; hp 15; Init +1 (+1 Dex); Spd 20 ft.; AC 17 (+1 Dex, +2 natural armor, +4 chain shirt; touch 11, flat-footed 16; -1 armor check penalty); Atk +8 melee (1d10+6/x3, masterwork glaive) or +7 melee (1d6+4, 18-20/x2, masterwork tail needle); SA Improved trip (tail); SQ +2 saves vs. fire; SV Fort +5, Ref +1, Will -1; AL LN; Str 19, Dex 12, Con 15, Int 12, Wis 8, Cha 6.

Skills and Feats: Climb +9, Craft (Armor) +6, Hide +3, Jump +9; Combat Reflexes, Exotic Weapon Proficiency (tail needle), Weapon Focus (glaive).

Possessions: Masterwork chain shirt, masterwork glaive, masterwork tail needle, *potion of aid*, misc. coins.

Dragori Embassy Guard Co-leaders: dragori-nen Ftr; CR5; Medium-size humanoid (dragori) (6 ft., 9 in. tall); HD 5d10+10; hp 37; Init +1 (+1 Dex); Spd 15 ft.; AC 19 (+1 Dex, +2 natural armor, +6 banded mail; touch 11, flat-footed 18; -5 armor check penalty); Atk +12 melee (1d10+10/x3, +1 *glaive*) or +11 melee (1d6+5, 18-20/x2, masterwork tail needle) or +8 ranged (1d8 and poison, 19-20/x2, 80 ft., masterwork light crossbow); SA Improved trip (tail), poison; SQ +2 save vs. fire; SV Fort +6, Ref +2, Will +1; AL LN; Str 20, Dex 12, Con 15, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +9, Craft (Armor) +6, Hide +3, Jump +10, Spot +4; Combat Reflexes, Exotic Weapon Proficiency (tail needle), Power Attack, Weapon Focus (glaive), Weapon Specialization (glaive).

Possessions: Alchemist's fire, +1 *glaive*, masterwork banded mail, 10 masterwork bolts (5 poisoned with Blue Whinnis - blue markings, 5 poisoned with Large Scorpion Venom - red markings), masterwork light crossbow, masterwork tail needle, *potion of cat's grace*, *potion of cure serious wounds*, tanglefoot bag, misc. coins.

Dungeon of Bluffsides

Dungeon of Bluffsides Guard: human Ftr1/Rog1; CR2; Medium-size humanoid (human) (5 ft., 5 in. tall); HD 1d10+1d6; hp 9; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 *studded leather armor*; touch 12, flat-footed 14); Atk +4 melee (1d6+2S/x2, masterwork baton) or +4 melee (1d4+3, 19-20/x2, adamantite dagger); SA +1d6 sneak attack; SV Fort +2, Ref +4, Will -1, AL N; Str 14, Dex 15, Con 10, Int 13, Wis 8, Cha 12.

Skills and Feats: Bluff +5, Escape Artist +6, Hide +6, Intimidate +5, Jump +6, Listen +5, Move Silently +6, Read Lips +5, Search +5, Sense Motive +3, Spot +5; Alertness, Improved Initiative.

Possessions: Adamantine dagger, gray silk sash with rank insignia (2nd Lieutenant) (50 gp), masterwork baton (sap), masterwork manacles, signal whistle, +1 *studded leather armor*, 2 tanglefoot bags, thunderstone, misc. coins.

Palace

Palace Guard: human Ftr4; CR4; Medium-size humanoid (human) (5 ft., 11 in. tall); HD 4d10+8; hp 30; Init +1 (+1 Dex); Spd 20 ft.; AC 19 (+1 Dex, +6 banded mail armor, +2 large steel shield; touch 11, flat-footed 18; -6 armor check penalty); Atk +9 melee (1d8+6, 19-20/x2, +1 *longsword*) or +8 melee (1d4+4, 19-20/x2, adamantite dagger); SV Fort +6, Ref +2, Will +2, AL LN; Str 16, Dex 13, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Handle Animal +3, Jump +8, Listen +6, Ride (horses) +8, Spot +6; Alertness, Dodge, Expertise, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Adamantine dagger, grey silk sash with rank insignia (2nd Lieutenant) (50 gp), +1 *longsword*, masterwork banded mail armor, masterwork large steel shield, *potion of cure moderate wounds*, signal whistle, thunderstone, vial of antitoxin, misc. coins.

Palace Guard: human Ftr6; CR6; Medium-size humanoid (human) (5 ft., 11 in. tall); HD 6d10+12; hp 45; Init +1 (+1 Dex); Spd 20 ft.; AC 20 (+1 Dex, +7 *banded mail armor*, +2 large steel

shield; touch 11, flat-footed 19; -5 armor check penalty); Atk +11/+6 melee (1d8+6, 19-20/x2, +1 *longsword*) or +10/+5 melee (1d4+4, 19-20/x2, adamantite dagger); SV Fort +7, Ref +3, Will +3, AL LN; Str 16, Dex 13, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Handle Animal +6, Jump +10, Listen +6, Ride (horses) +11, Spot +9; Alertness, Dodge, Expertise, Power Attack, Quick Draw, Skill Focus (Spot), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Adamantine dagger, green silk sash with rank insignia (1st Lieutenant) (50 gp), +1 *longsword*, +1 *banded mail armor*, masterwork large steel shield, masterwork manacles, *potion of cure serious wounds*, *potion of endurance*, signal whistle, thunderstone, vial of antitoxin, misc. coins and other wealth.

Palace Guard: human Ftr8; CR8; Medium-size humanoid (human) (5 ft., 11 in. tall); HD 8d10+16; hp 60; Init +1 (+1 Dex); Spd 20 ft.; AC 21 (+1 Dex, +8 *adamantine banded mail armor*, +2 large steel shield; touch 11, flat-footed 20; -5 armor check penalty); Atk +14/+9 melee (1d8+7, 19-20/x2, +2 *adamantine defending longsword*) or +12/+7 melee (1d4+4, 19-20/x2, adamantite dagger) or +10 ranged (1d8 and poison, 19-20/x2, 80 ft., masterwork light crossbow); SA Poison; SV Fort +8, Ref +3, Will +3, AL LN; Str 17, Dex 13, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Handle Animal +7, Jump +11, Listen +8, Ride (horses) +11, Spot +10; Alertness, Dodge, Expertise, Power Attack, Quick Draw, Skill Focus (Spot), Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Adamantine banded mail armor of light fortification, adamantite dagger, +2 *adamantine defending longsword*, blue silk sash with rank insignia (Captain) (50 gp), 10 light crossbow bolts (poisoned with Blue Whinnis), masterwork large steel shield, masterwork light crossbow, masterwork manacles, *potion of cure serious wounds*, *potion of endurance*, *potion of haste*, signal whistle, thunderstone, vial of antitoxin, misc. coins and other wealth.

Palace Guard: human Ftr10; CR10; Medium-size humanoid (human) (5 ft., 11 in. tall); HD 10d10+20; hp 75; Init +5 (+1 Dex, +4 Improved initiative); Spd 20 ft.; AC 21 (+1 Dex, +8 *adamantine banded mail armor*, +2 large steel shield; touch 11, flat-footed 20; -5 armor check penalty); Atk +16/+16/+11 melee (1d8+7, 19-20/x2, +2 *adamantine defending longsword of speed*) or +14/+9 melee (1d4+4, 19-20/x2, adamantite dagger) or +12 ranged (1d8 and poison, 19-20/x2, 80 ft., masterwork light crossbow); SA Poison; SR 13; SV Fort +9, Ref +4, Will +4, AL LN; Str 17, Dex 13, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Handle Animal +8, Jump +12, Listen +11, Ride (horses) +12, Spot +11; Alertness, Dodge, Expertise, Improved Initiative, Power Attack, Quick Draw, Skill Focus (Listen), Skill Focus (Spot), Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Adamantine banded mail armor of spell resistance (13), adamantite dagger, +2 *adamantine defending longsword of speed*, 10 light crossbow bolts (poisoned with Blue Whinnis), masterwork large steel shield, masterwork light crossbow, *potion of cure serious wounds*, *potion of endurance*, *potion of haste*, red silk sash with rank insignia (Major) (50 gp), signal whistle, thunderstone, vial of antitoxin, misc. coins and other wealth.

Sixam Aerie

Sixam Aerial Guard: sixam ieuna Ftr2; CR2; Medium-size humanoid (sixam ieuna) (6 ft., 1 in. tall); HD 2d10+2; hp 13; Init +2 (+2 Dex); Spd 30 ft., fly 60 ft. (average); AC 16 (+2 Dex, +4 chain shirt; touch 12, flat-footed 14; -1 armor check penalty); Atk +5 melee (1d8+4/x3, short spear) or +8 ranged (1d6+2/x3, 70 ft., masterwork mighty [+2 Str] composite shortbow); SQ Claustrophobia; SV Fort +4, Ref +2, Will +0; AL NG; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +5, Listen +2, Search +3, Spot +4; Weapon Focus (composite short bow), Point Blank Shot, Precise Shot.

Possessions: 2 flasks alchemist's fire, 20 masterwork arrows, masterwork chain shirt, short spear, masterwork mighty [+2 Str] composite shortbow, misc. coins.

Sixam Aerial Guard: sixam ieuna Ftr4; CR4; Medium-size humanoid (sixam ieuna) (6 ft., 1 in. tall); HD 4d10+4; hp 26; Init +3 (+3 Dex); Spd 30 ft., fly 60 ft. (average); AC 18 (+3 Dex, +5 mithril shirt; touch 13, flat-footed 15); Atk +7 melee (1d8+5/x3, masterwork longspear) or +7 ranged (1d6+2/x3, 70 ft., mighty [+2 Str] composite shortbow); SQ Claustrophobia; SV Fort +5, Ref +4, Will +1; AL NG; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +5, Listen +3, Search +4, Spot +5; Combat Reflexes, Fly-by Attack, Weapon Focus (longspear), Weapon Specialization (longspear), Aerial Combat*.

*New feat, see *Appendix 9: Feats*.

Possessions: 2 flasks alchemist's fire, 20 arrows, masterwork longspear, mighty [+2 Str] composite shortbow, +1 mithril shirt, *potion of cure moderate wounds*, misc. coins.

Sixam Aerial Guard: sixam ieuna Brd1/Ftr4; CR5; Medium-size humanoid (sixam ieuna) (6 ft., 3 in. tall); HD 1d6 + 4d10; hp 25; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft., fly 60 ft. (average); AC 18 (+2 Dex, +6 mithril breastplate; touch 12, flat-footed 16; -2 armor check penalty); Atk +7 melee (1d8+3/x3, *moon spear*) or +8 ranged (1d6+1/x3, 70 ft., masterwork mighty [+1 Str] composite shortbow); SA Spells; SQ Bardic knowledge, bardic music, claustrophobia; SV Fort +4, Ref +5, Will +3; AL NG; Str 13, Dex 15, Con 11, Int 12, Wis 10, Cha 16.

Skills and Feats: Diplomacy +7, Hide +6, Move Silently +6, Perform +9, Spellcraft +5, Spot +6; Aerial Combat*, Exotic Weapon Proficiency (whip), Fly-by Attack, Improved Initiative, Point Blank Shot, Power Dive*.

*New feats, see *Appendix 9: Feats*.

Possessions: 20 masterwork arrows, masterwork mighty [+1 Str] composite shortbow, +1 mithril breastplate, *moon spear*, *potion of bull's strength*, *potion of cure serious wounds*, *potion of heroism*, misc. coins.

Bard Spells Known (2; DC 13 + spell level; 15% arcane spell failure with mithril breastplate): 0-level - *dancing lights*, *daze*, *flare*, *mending*.

Sixam Aerial Guard: sixam ieuna Brd4/Ftr2; CR6; Medium-size humanoid (sixam ieuna) (6 ft., 3 in. tall); HD 4d6+2d10+6; hp 31; Init +3 (+3 Dex); Spd 30 ft., fly 60 ft. (average); AC 19 (+3 Dex, +6 mithril shirt; touch 13, flat-footed 16); Atk +10 melee (1d8+6/x3, *moon spear*) or +10 ranged (1d6+2/x3, 70 ft., masterwork mighty [+2 Str] composite shortbow); SA Spells; SQ Bardic knowledge, bardic music, claustrophobia; SV Fort +5, Ref +7, Will +4; AL NG; Str 16, Dex 16, Con 12, Int 13, Wis 10, Cha 16.

Skills and Feats: Concentration +8, Diplomacy +7, Hide +10, Listen +5, Perform +12, Spellcraft +8, Spot +5; Alertness, Combat Reflexes, Dodge, Exotic Weapon Proficiency (whip), Fly-by Attack, Aerial Combat*.

*New feat, see *Appendix 9: Feats*.

Possessions: 2 alchemist's fire, 20 masterwork arrows, masterwork mighty [+2 Str] composite shortbow, +2 mithril shirt, *moon spear*, 2 *potions of cure moderate wounds*, *ring of feather falling*, *wand of cure light wounds* (50 charges), misc. coins.

Bard Spells Known (3/3/1; DC 13 + spell level; 15% arcane spell failure with mithral breastplate): 0-level - *dancing lights*, *daze*, *flare*, *mending*, *open/close*, *resistance*; 1st - *expeditious retreat*, *silent image*, *protection from evil*; 2nd - *mirror image*, *blur*.

Sordadon Guards

Sordadon Guard: human War3; CR2; Medium-size humanoid (human) (5 ft., 8 in. tall); HD 3d8+6; hp 19; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt; touch 12, flat-footed 14; -2 armor check penalty); Atk +6 melee (1d8+3/x2, trident) or +6 melee (1d4+2, 19-20/x2, dagger) or +6 ranged (1d8+2/x2, 10 ft., trident), or +6 ranged (1d8, 19-20/x2, 80 ft., light crossbow); SV Fort +4, Ref +3, Will +0, AL LN; Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12.

Languages: Common.

Skills and Feats: Handle Animal +6, Intimidate +7, Jump +3, Swim +8; Weapon Focus (trident), Weapon Focus (light crossbow), Toughness.

Possessions: 20 crossbow bolts, chain shirt, dagger, trident, light crossbow, *potion of cure light wounds*.

Sordadon Flame Guard: human Wiz2; CR2; Medium-size humanoid (human); HD 2d4+2; hp 7; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex; touch 11, flat-footed 10); Atk +2 melee (1d6/x2, masterwork club) or +4 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); AL NG; SV Fort +1, Ref +1, Will +4; Str 10, Dex 12, Con 13, Int 16, Wis 12, Cha 11.

Languages: Aquan, common, draconic, elven.

Skills and Feats: Concentration +6, Knowledge (Arcana) +8, Knowledge (Bluffside) +5, Listen +3, Profession (Sailor) +6, Spellcraft +8, Spot +3; Expertise, Scribe Scroll, Spell Focus (Evocation).

Possessions: 20 masterwork bolts, masterwork club, masterwork light crossbow, *scroll – mage armor* x4, *scroll – magic missile* x2, signal whistle, spell component pouch, 2 thunderstones, misc. coins.

Wizard Spells Prepared (4/3; DC 13 + spell level, *15 + spell level Evocation): 0-level - *flare** x2, *detect magic*, *light**; 1st - *burning hands* x2, *mage armor*.

Spellbook: 0-level - *arcane mark*, *dancing lights**, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare**, *ghost sound*, *light**, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st - *alarm*, *burning hands*, *charm person*, *expeditious retreat*, *mage armor*.

Towers

Tower Guard: human Ftr2; CR2; Medium-size humanoid (human) (5 ft., 9 in. tall); HD 2d10+2; hp 13; Init +2 (+2 Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 breastplate; touch 12, flat-footed 15; -3 armor check penalty); Atk +5 melee (1d6+2, 19-20/x2, master-

work short sword) or +7 ranged (1d8+2/x3, 165 ft., masterwork mighty [+2 Str] composite longbow); SV Fort +4, Ref +2, Will +0, AL LN; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Craft (Bowyer/Fetcher) +6, Jump +7, Spot +2, Swim +3; Far Shot, Point Blank Shot, Precise Shot, Weapon Focus (composite longbow).

Possessions: Gray silk sash with rank insignia (2nd Lieutenant) (50 gp), 20 masterwork arrows, masterwork breastplate armor, masterwork mighty [+2 Str] composite longbow, masterwork short sword, *potion of cat's grace*, *potion of cure moderate wounds*, misc. coins.

Tower Guard Elite: human Ftr4; CR4; Medium-size humanoid (human) (5 ft., 9 in. tall); HD 4d10+4; hp 26; Init +3 (+3 Dex); Spd 20 ft.; AC 19 (+3 Dex, +6 *breastplate*; touch 13, flat-footed 16; -3 armor check penalty); Atk +7 melee (1d6+2, 19-20/x2, masterwork short sword) or +10 ranged (1d8+2/x3, 165 ft., masterwork mighty [+2 Str] composite longbow); SV Fort +5, Ref +4, Will +1, AL LN; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +9, Craft (Bowyer/Fletcher) +8, Jump +7, Spot +3, Swim +5; Combat Reflexes, Far Shot, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (composite longbow).

Possessions: Alchemist's fire, green silk sash with rank insignia (1st Lieutenant) (50 gp), 40 masterwork arrows, +1 *breastplate armor*, masterwork mighty [+2 Str] composite longbow, masterwork short sword, *potion of cat's grace*, *potion of cure moderate wounds*, 2 smokesticks, thunderstone, misc. coins.

Tower Guard Wizard: human Wiz3; CR3; Medium-size humanoid (human) (5 ft., 7 in. tall); HD 3d4+6; hp 13; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex; touch 12, flat-footed 10); Atk +3 melee (1d4+2, 19-20/x2, adamantite dagger) or +6 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); SA Spells; SV Fort +2, Ref +3, Will +3, AL CG; Str 12, Dex 14, Con 13, Int 15, Wis 10, Cha 8.

Skills and Feats: Concentration +7, Knowledge (Arcana) +8, Profession (Siege Engineer) +6, Spellcraft +8, Spot +3; Combat Casting, Scribe Scroll, Toughness, Weapon Focus (light crossbow).

Possessions: Adamantine dagger, blue silk sash with rank insignia (Captain) (50 gp), 20 masterwork bolts, masterwork light crossbow, *scroll - flame arrow* x3, *scroll - glitterdust* x2, spell component pouch, thunderstone, *wand of magic missiles* (1st-level caster, 50 charges), misc. coins.

Wizard Spells Prepared (4/3/2; DC 12 + spell level): 0-level - *dancing lights*, *detect magic*, *light*, *mending*; 1st - *grease*, *magic missile*, *true strike*; 2nd - *flaming sphere*, *web*.

Spellbook: 0-level - *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st - *alarm*, *grease*, *mage armor*, *magic missile*, *true strike*; 2nd - *flaming sphere*, *web*.

Tribunal of Review & Retribution

Tribunal Honorary Guard: human Ftr6; CR6; Medium-size humanoid (human) (5 ft., 10 in. tall); HD 6d10+18; hp 51; Init +1 (+1 Dex); Spd 20 ft.; AC 22 (+1 Dex, +10 adamantite full plate armor, +1 buckler; touch 11, flat-footed 19; -6 armor check penalty); Atk +11/+6 melee (1d4+6/x2, adamantite spiked gauntlet), +9/+4 & +9 melee (1d4+6/x2 & 1d6+4/x2 adamantite spiked gauntlet & *adamantine buckler of bashing*); SV Fort +8, Ref +3, Will +2, AL LG; Str 16, Dex 12, Con 16, Int 12, Wis 11, Cha 10.

Skills and Feats: Diplomacy +2, Handle Animal +5, Intimidate +3, Listen +4, Ride (horses) +8, Spot +4; Ambidexterity, Cleave, Power Attack, Two-Weapon Fighting, Weapon Focus (shield bash), Weapon Focus (spiked gauntlet), Weapon Specialization (shield bash), Weapon Specialization (spiked gauntlet).

Possessions: Adamantine dagger, *adamantine buckler of bashing*, adamantite full plate armor, adamantite spiked gauntlet, *potion of cure serious wounds*, misc. coins.

Tuirein Palace

Tuirein Palace Guard: human War6; CR5; Medium-size humanoid (human); HD 6d8+12; hp 39; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 *chain shirt*; touch 12, flat-footed 15; -1 armor check penalty); Atk +10/+5 melee (1d6+4, 18-20/x2, +1 *rapier*) or +10/+5 melee (1d3+3S/x2, unarmed strike) or +10/+5 ranged (1d4/x2, 50 ft., masterwork sling); AL LN; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 11, Cha 11.

Languages: Common.

Skills and Feats: Intimidate +11, Listen +4, Sense Motive +3, Spot +6; Alertness, Improved Unarmed Strike, Skill Focus (Intimidate), Weapon Focus (unarmed strike).

Possessions: +1 *chain shirt*, 20 masterwork bullets, masterwork sling, *potion of cure serious wounds*, *potion of neutralize poison*, +1 *rapier*, misc. coins.

APPENDIX 4: RACES

Dragori

The Dragori are a humanoid reptilian race inhabiting the Dragon Sands. The Dragori Empire, founded before the Age of Ice, dominates the region, and the Dragori themselves rule with force and an iron will.

Personality: Dragori are often cold and aloof from personal matters. They rarely take attacks personally, and don't consider that their own attacks might be seen that way. They defend themselves when necessary and attack only to accomplish a specific goal. They are very disciplined and logical. Arguments based on emotion or good and evil have no impact.

Physical Description: All Dragori have patterned scales. The specific patterns and colors vary from region to region, city to city, and family to family. All Dragori may be identified specifically by their scale patterns and colors. Colors range all across the natural spectrum. Bright, noticeable colors are found normally on urban Dragori, who are descended from reptilian forms who used their coloring to distract, fascinate, repel or otherwise interact with others. Natural, muted colors are more common in wilderness and rural areas, where Dragori are descended from reptilian forms who used their coloring to hide and ambush.

While all Dragori subtypes are medium humanoids, Dragori-Nen are at the large end and Dragori-Fehr are at the small end. Nen are six to seven feet tall and 200 to 300 lb. Fehr are four to five feet tall and 80 to 100 lb. Dragori-Sah fall between at five to six feet tall and 120 to 180 lb.

Relations: Dragori dominate the other races in the Dragon Sands. The Dragori Empire, while it allows other races to exist and even prosper, still favors its reptilian citizens. Most Dragori consider members of other races inferior until the individual proves otherwise. They have to learn to interact well with others, as they have little understanding of the hot emotions that drive most races.

Alignment: Most Dragori are Lawful Neutral. Those Dragori who are more chaotic usually leave the stifling cities and join roving bands of Desert Raiders.

Dragori Lands: Dragori are native to the Dragon Sands. The Dragori Empire stretches throughout most of the Dragon Sands, with its influence reaching far beyond the end of the sands. Outside of the Empire, Dragori may be found in any warm or temperate land, but are most often in large cities.

Religion: The official god of the Dragori Empire is the Dragon Emperor, currently in his 50th year of rule. The Dragori claim their Emperor is a reincarnated avatar of the Great Provider, and that every emperor from the first to the most recent represents an unbroken line of descendents from the beginning of time.

Pockets of worshippers of other deities do exist within the Empire. This is a recent development that began with the rule of the current Emperor, who declared upon the death of his predecessor that a new policy of religious tolerance would be practiced from that day forward. Prior to that time, no other religions were allowed within the Empire and those found worshipping other gods were persecuted (usually tortured to death and their property confiscated).

Most Dragori, if they worship a god, worship the Dragon Emperor. What other races worship is of no concern to the Dragori.

Language: Dragori speak draconic and common.

Names: Dragori names are sibilant in sound, with large titles that include family names.

Male Names: Borliss, Kessim, Kessel, Selim, Simissin.

Female Names: Females are often named for various precious gemstones. Otherwise, traditional female names are similar to the others, but usually end in a vowel: Berylissa, Esmeralda, Nylisse, Crysalise.

Family Names: Illissyl, Nisselim.

Adventurers: Dragori adventure for many reasons. Those who leave the Empire eventually awaken to the knowledge that other races don't agree with their opinions and probably never will. Individual reaction to this revelation varies by Dragori.

Dragori-Nen Racial Traits

- +4 Strength, +2 Constitution, -2 Dexterity, -4 Charisma: Dragori-Nen are large, strong, tough and slow. They are the least emotional and expressive of the three Dragori sub-races.
- Medium Size: As a Medium-size creature, Dragori have no special bonuses or penalties due to their size.
- Dragori-Nen Base Speed is 20 feet.

- +2 save vs Fire
- +2 racial bonus to Hide
- +2 Natural Armor
- Improved Trip: Tail





- **Multi-Attack:** Dragori may take the feat Multi-Attack without having to meet the requirement of three or more natural attacks. With this feat, they may attack with Weapon(s) & Tail (d6 subdual damage).
- **Automatic Languages:** Common and Draconic. **Bonus Languages:** Dwarf, Elf, Gnome, Orc, Goblin. Dragori often speak the languages of the various slave races. This makes it easier to give orders.
- **Special:** Dragori have a prehensile tail, which may be used in combat, either to make an extra attack (multi-attack) or to trip an opponent (improved trip). Some individuals have their tails fitted with exotic weapons to do normal damage (this requires the Exotic Weapon feat). If the tail is ever sliced off, the Dragori takes three points temporary damage each to Constitution and Dexterity. The tail is grown back as the ability score damage is healed. If the damage is magically healed, the tail regenerates instantly. While the tail regrows, the Dragori is at –2 on all Cha-based checks involving other Dragori.
- **Favored Class:** Fighter.
- **ECL** +1

Dragori-Fehr Racial Traits

- **+2 Dexterity, –2 Constitution, –2 Charisma:** Dragori-Fehr are fast, agile and lightly built. They show a lack of emotional response, similar to the Nen but not as severe.
- **Medium Size:** As a Medium-size creature, Dragori have no special bonuses or penalties due to their size.
- **Dragori-Nen Base Speed** is 30 feet.
- **+2 save vs Fire**
- **Racial bonuses:** +4 Jump, +2 Balance, +2 Hide, +2 Tumbling
- **Improved Trip:** Tail
- **+1 Natural Armor**
- **Multi-Attack:** Dragori may take the feat Multi-Attack without having to meet the requirement of three or more natural attacks. With this feat, they may attack with Weapon(s) & Tail (d4 subdual damage only if not Monk).
- **Automatic Languages:** Common and Draconic. **Bonus Languages:** Dwarf, Elf, Gnome, Orc, Goblin. Dragori often speak the languages of the various slave races. This makes it easier to give orders.
- **Special:** Dragori have a prehensile tail, which may be used in combat, either to make an extra attack (multi-attack) or to trip an opponent (improved trip). As Monks, the Feyr may choose to do normal or subdual damage with their tails. Some individuals have their tails fitted with exotic weapons to do normal damage (this requires the Exotic Weapon feat). If the tail is ever sliced off, the Dragori takes 3 points temporary damage each to Constitution and Dexterity. The tail is grown back as the ability score damage is healed. If the damage is magically healed, the tail regenerates instantly. While the tail regrows, the Dragori is at –2 on all Cha-based checks involving other Dragori.
- **Favored Class:** Monk.

Dragori-Sah Racial Traits

- **+2 Charisma, –2 Strength:** Dragori-Sah are somewhat slimly built, with large eyes. Unlike the other two Dragori subtypes, the Sah have maintained a closer link to their draconic heritage and are highly emotional, intense creatures. They use their forceful personality and great presence to dominate the Nen and Fehr and rule the Empire.
- **Medium Size:** As a Medium-size creature, Dragori have no special bonuses or penalties due to their size.
- **Dragori-Sah Base Speed** is 30 feet.
- **+2 save vs Fire**
- **Low-light vision** (2x)
- **+2 racial bonus to Hide**
- **+1 Natural Armor**
- **Multi-Attack:** Dragori may take the feat Multi-Attack without having to meet the requirement of three or more natural attacks. With this feat, they may attack with Weapon(s) & Tail (d4 subdual damage).
- **Automatic Languages:** Common and Draconic. **Bonus Languages:** Dwarf, Elf, Gnome, Orc, Goblin. Dragori often speak the languages of the various slave races. This makes it easier to give orders.
- **Special:** Dragori have a prehensile tail, which may be used in combat, either to make an extra attack (multi-attack) or to trip an opponent (Sah do not gain the improved trip feat for free). Some individuals have their tails fitted with exotic weapons to do normal damage (this requires the Exotic Weapon feat). If the tail is ever sliced off, the Dragori takes 3 points temporary damage each to Constitution and Dexterity. The tail is grown back as the ability score damage is healed. If the damage is magically healed, the tail regenerates instantly. While the tail regrows, the Dragori is at –2 on all Cha-based checks involving other Dragori.
- **Favored Class:** Sorcerer.

Nevaequarlani (Nevae or Dark Souls)

“Yes, my brothers, they share our blood, but also that of the others. That is my fear, for their mild appearance hides the dark heritage within.”

—*Himos Siannodel, an elder of the village where the name Nevaequarlani was coined*

Nevaequarlani (Nevae for short) is elven for dark souls, for that is what they are. The race has evolved from the offspring of drow and surface elves (High Elf being the most common). Most historical cases involve a drow raiding party coming to the surface and pillaging an elven community. Drow males, released for a short time from the tyranny of their female rulers, strike back at the pale cousins of those who oppress them. Those few who survive these savage assaults sometimes give birth to these elves of mixed heritage. If not destroyed at birth, the child is usually tolerated by its community, but rarely loved or even liked. Such cold upbringings resulted in cold, aloof adults who left their communities as soon as they could survive on their own. Harassed and cast out wherever they wandered, they could find no safe haven in a suspicious world.

Eventually there arose a leader among the Nevae, who brought dozens of his kind together. They formed a community of their own and defended their territory with the considerable skills they had developed over decades of wandering and surviving. From these dark, dubious beginnings the nevae have grown.

The Nevae are fiercely loyal to their own kind, and wandering Nevae will always be welcomed into any Nevae community they encounter. Nevae communities are orderly and small, and treat any non-Nevae as suspicious outsiders.

Personality: Nevae are almost always loners. Player characters normally start their careers by running away from the cold hearths of their parent to a life of adventure. They often feel they have nothing to lose and much to gain. Most are shy, discreet or assertive to an extreme. Nevae are usually shunned by other races, especially elves. Drow encountered treat them as abominations at worst, and lowborn trash at best. They attract attention for their unusual appearance and could easily be confused for a drow by the ignorant.

The Nevae struggle with adversity sometimes grants them insight into the humanoid condition, allowing them to interact with other races with empathy for their problems. Over the centuries, their reputation for excellent diplomacy has earned them respect in many regions. Accept what you are and move on, or wallow in it. This way of thinking drives the Nevae's words if not always their actions.

Physical Description: Nevae typically stand from 4 1/2 feet to 5 1/2 feet tall and weigh from 90 to 140 pounds, with men the same height as women and only marginally heavier. They are graceful and slim, like their Elven brethren. They have smoke colored skin and silvery-ash hair, often mixed with strands of stark white or darker raven. They never grow facial hair. Nevae have varying eye color—most commonly that of a surface elf. They possess the grace and fine features of their elven heritage, but also the dark, rougher side associated with the drow. Many races find them both beautiful and horrific, much like one would find beauty staring into the jaws of a stalking predatory cat. Nevae achieve maturity at about 110 years in age, and can live to be over 700 years old. Like their parents, Nevae do not sleep. Instead, they go into a trance-like state to refresh themselves. They usually wear whatever is typical for their current region and climate, but prefer clothing with subtle, almost drab colors. They prefer light/medium armor (chain shirt), and are usually armed with longsword and bow.

Relations: Nevae are outsiders almost anywhere they go. Elves may tolerate Nevae once they realize they are not Drow, but the origin of the race is abhorrent to most elves. While Nevae feel some kinship with half-elves, they expect to be rebuffed and so treat them indifferently. Humans treat Nevae as either drow or half-elves, depending on whether they understand what the Nevae is. Because

of their drow heritage, most will tend to distrust them until their virtue is proven. Nevae find some comfort and acceptance in nature if they can, are very introverted and contemplative, and often seek out animal companions, familiars or simple animal pets.

Alignment: Despite their feelings of isolation from the rest of the world, Nevae are often strongly aligned towards good or evil, law or chaos. Only rarely are they neutral. Communities of Nevae, however, are most commonly lawful neutral.

Nevae Lands: Nevae can be found mostly in lands where elves live and are or were subject to drow attacks. Their communities are usually in some isolated territory near such regions, but separated by geographical features.

Religion: Most Nevae worship Elven gods, except for those most vehemently opposed to the drow.

Language: Nevae speak elven and common.

Names: The names of the nevae tend to be the same as elven or some derivative. The structure of the names do follow the elven way with family names usually being a name of something described in nature. Most have kept this tradition, but some have created their own distinctive names.

Male Names: Some natural nevae names are Antith, Broward, Castre, Daerk, Endrow, Felent, Gussoroff, Hawrold, Intillese, Jammace, Knull, Lourtex, Maoiul, Noonnon, Opitulff, Pollox, Queiek, Rasse, Selder, Tueghh, Univalce, Waldoree, Yasster

Female Names: Some natural nevae names are Axille, Brellette, Cucucmor, Duerk, Enigraw, Fallant, Gesseme, Hewardes, Itsamans, Jimmace, Kallak, Lutz, Mooiul, Naanaon, Owoloff, Pendwelen, Quieeke, Resse, Slimmare, Talageth, Unavolce, Wellette, Yessmam

Family Names: Some natural nevae names are Arsilath (Above mountain), Enyorenial (Battle home), Staciakerym (Star sword)

Adventurers: With their loner tendencies, this race is prone to take up adventuring at some point before returning or joining some form of community and settling down. The reasons vary from wanting a better life, to a death wish, to exile.

Nevae Racial Traits

- +2 Dexterity, +2 Wisdom, -2 Constitution: Nevae are graceful but frail, like their elven cousins. Their natural empathy helps in their relations with others.



- **Medium Size:** As a Medium-size creature, nevae have no special bonuses or penalties due to their size.
- **Nevae Base Speed** is 30 feet.
- Immunity to sleep spells and similar magical effects.
- +2 to saves against spells or spell-like effects.
- **Darkvision** 60 feet.
- Gain proficiency in wielding one of the following weapons: longsword, bastard sword or rapier.
- +2 racial bonus to Search, Spot and Listen checks. Any nevae who merely passes within 5 feet of a secret door or concealed door is entitled to a search check as though actively looking for it.
- -3 to Charisma-based skill rolls when dealing with other elves (Except half-elves). With drow, this penalty increases to -6.
- **Light Dazzled (Ex):** Abrupt exposure to bright light (such as a *daylight* or *fireball* spell) has a chance to blind a Nevae for 1 round and the nevae must roll a Fortitude save equal to the spell DC (even if the spell does not normally require a save.) Nevae are not affected by normal occurrences of light, just sudden flashes.
- **Spell-like abilities:** 1/day *dancing lights*, *darkness*, and *faerie fire*. These abilities are as the spells cast by a sorcerer of the Nevae's character level.
- **Automatic Languages:** Common and Elven. Bonus Languages: Draconic, Gnomish, Sylvan, Undercommon, Goblin, & Orc. Nevae, like elves, commonly know the languages of their enemies as well as their friends.
- **Favored Class:** Sorcerer.
- **Actual Class Level:** Class +1

Sel'varahn

The Sel'varahn are a race of aquatic humanoid who have built cities and villages across the floors of the world's oceans. Their civilization developed for centuries without knowledge of the existence of a world beyond the water—or at least not a world in which they could exist.

Natural explorers, once the Sel'varahn encountered amphibious beings, such as merfolk and sahuagins, they decided they too had

to interact with the creatures that lived in the realm beyond. The religious traditions of the Sel'varahn say that their gods revealed to them a magical ritual allowing them to survive out of water for extended periods of time, and they soon adapted their ships to travel both under the sea and along the surface.

Although relatively new to Bluffside, the Sel'varahn are an established presence in many areas surrounding the great city.

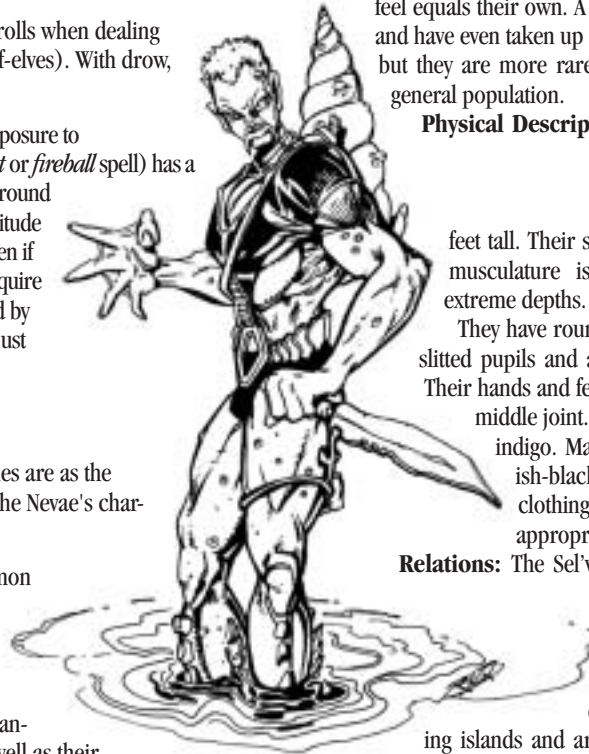
Personality: The Sel'varahn are inquisitive by nature. This caused them to become heavily involved in trade activities with the surface—strange wares from the surface were popular in undersea cities, and vice versa. They have never seen a surface settlement as large and diverse as Bluffside and for the first time they suspect the surface world has things to rival their own great civilization.

Although friendly and eager to see new sights and meet new people and races, the Sel'varahn have yet to encounter a culture they feel equals their own. A few have been attracted to surface cultures and have even taken up semi-permanent residence out of the water, but they are more rare than adventurers when compared to the general population.

Physical Description: The Sel'varahn are lithe of build and finely muscled. Males and females are generally the same height and build, both standing between five- and five-and-a-half feet tall. Their slight stature is deceptive, however, as their musculature is built for the heavier environment of extreme depths.

They have rounded ears like humans, and their eyes have slitted pupils and are larger than those of elves or humans. Their hands and feet are webbed, but the webbing ends at the middle joint. Their skin is pale white, light blue, or deep indigo. Males and females have sparse white or bluish-black hair. Both sexes wear scant, form-fitting clothing, although they often dress in fashions appropriate for the surface culture.

Relations: The Sel'varahn trade extensively with merfolk, sea elves, sahuagins and other intelligent sea-dwelling species. Their sleek, unusual ships—rumored to appear and disappear at the whim of the crew—are encountered with some regularity on outlying islands and are also becoming increasingly common in



Ritual of the Lady of Water's End

This unique rite imbues Sel'varahn with the ability to breathe air.

Ritual of Lady of Water's End

Casting Time: 3 hours

Range: Personal

Duration: 1 month

Saving Throw: None (see text)

Spell Resistance: None

When the full moon is at its zenith, during the second night, Sel'varahn can appeal to the Lady of Water's End to grant them the ability to survive on land, allowing them to breathe air as well as water, like merfolk. The ritual requires the Sel'varahn perform a series of sacrifices and chants lasting three hours. This ritual is useful only to Sel'varahn and can be performed by any member of that species whether a spell-caster or not. To perform the ritual, the Sel'varahn must roll a Wisdom check (DC12) followed by a Charisma check (DC12). If either roll fails, the ritual is only good for two weeks, as the goddess chooses to withhold some of her blessing due to the character's poor performance. (The character feels a brief chill upon finishing the ritual, knowing that he has displeased the Lady.)

the harbor at Sordadon. They are fascinated by land-dwelling species, both for their unusual trade goods and their exotic environment. They see much of themselves in elves and halflings, but are mystified by the wide variations found in humans and the unyielding, agoraphobic nature of dwarves.

Sel'varahn are virtually unknown away from large bodies of salt water. The race does not like to venture far from the sea.

The Sel'varahn have little tolerance for evil races, especially those who impose their will and morals on other beings.

Alignment: Most Sel'varahn are Neutral Good. They are curious about land-dwelling societies and creatures, but they value their own culture and kind above all others. They are quick to reject laws that don't fit into their idea of right, wrong, and fair. They also defend the oppressed or abused. They cannot tolerate beings who deny others freedom, wealth, or happiness.

Religion: The Sel'varahn traditionally worship gods unique to their species and culture. Little is known of these gods and Sel'varahn society forbids them from discussing even their existence. They have clerics whose prayers are answered. A few Sel'varahn have converted to more widespread faiths, but still do not discuss the gods of their people with non-Sel'varahn. Those farthest from their traditional faith and culture admit the most powerful deities in their pantheon are the Lord of Tides, the Master of Magma, and the Lady of Water's End. They will not reveal the actual names of these three gods, nor will they discuss the rest of the pantheon.

The only Sel'varahn priests encountered in Bluffside or elsewhere beyond the sea are those who serve the Lady of Water's End. They receive alignment domains in addition to Air, Earth, and Water.

Languages: Sel'varahn speak Aquan and Varahnish.

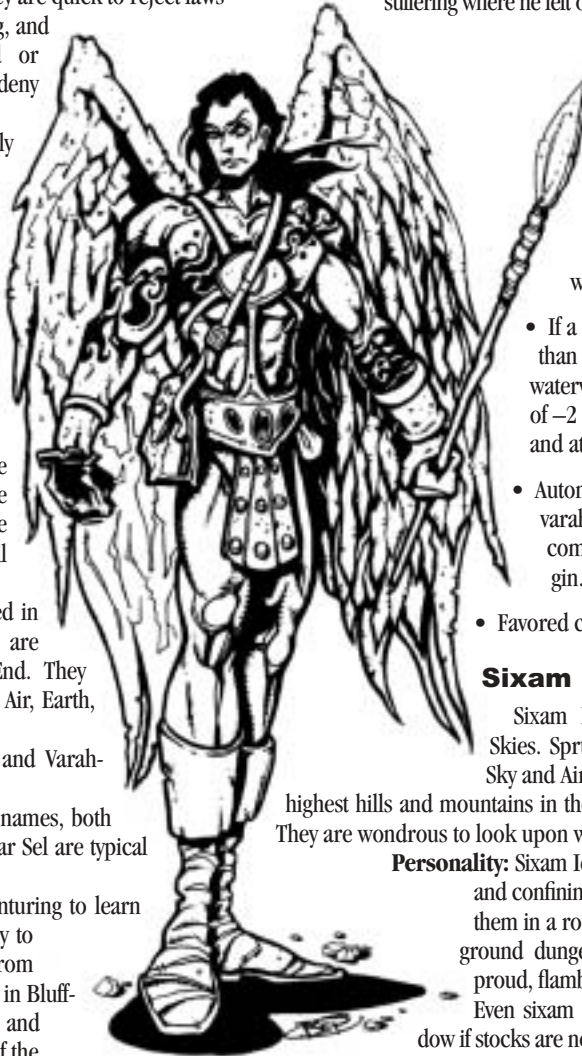
Names: Sel'varahn have short, simple names, both given and family names. Tar Gelan or Hatar Sel are typical Sel'varahn names.

Adventurers: Sel'varahn turn to adventuring to learn more about the surface world, or possibly to defend their communities from threats from land and sea. The Sel'varahn encountered in Bluffside are interested in mercantile activity, and some hope to find a way to explore parts of the world further inland from the coast.

Sel varahn Racial Traits

- **+2 Wis, -2 Cha:** Sel'varahn have cultural and philosophical ideals that emphasize meditation, contemplation and patience. They have a reputation for wisdom among the other good- and neutral-aligned races. However, their analytical studiousness and their obvious sense of racial superiority is off-putting to some.
- **Medium-sized:** As a Medium-size creature, Sel'varahn have no special bonuses or penalties due to their size.

- **Type:** Humanoid (Aquatic)
- **Sel'varahn Base Speed** is 30 feet, both on land and in water.
- **Darkvision** 60 feet
- **Breathes underwater**, but cannot naturally breathe air.
- A Sel'varahn can function unprepared out of water for a number of minutes equal to one half his Constitution. If he does not submerge in water before the time is up, he suffers effects identical to the drowning condition described in the SRD. The character must remain submerged for at least ten rounds to fully recover, or continue suffering where he left off.



- Once per month, on the second night of the full moon, Sel'varahn must perform a ritual in honor of the Lady of Water's End. (See sidebar: *Ritual of the Lady of Water's End*.) They are then able to breathe air as well as water.

- If a Sel'varahn is knowingly more than five miles away from a major waterway, he suffers a morale penalty of -2 to skill checks, saving throws, and attack rolls.

- **Automatic Languages:** Aquan and varahnish. Bonus languages are common, elvish, halfling and sahuagin.

- **Favored classes:** Cleric

Sixam Ieuna

Sixam Ieuna means Guardian of the Skies. Sprung whole from the thoughts of Sky and Air (air god), they once kept to the highest hills and mountains in the regions surrounding Bluffside. They are wondrous to look upon with their magnificent wings.

Personality: Sixam Ieuna are painfully claustrophobic and confining them to a small cage or locking them in a room or keeping them in an underground dungeon for long will transform the proud, flamboyant sixam into a cowering ball. Even sixam prisons have some form of window if stocks are not used. It is considered unusually cruel to lock a sixam in a room without light. Even a joke about cages is in bad taste. Sixam are usually pleasant and easy-going provided you have respect for nature. They stick with their own race because many feel only another sixam ieuna can understand their bond with the air and nature. They are slowly growing out of this way of thinking and are getting excited about exploring the world. Sixam ieuna may be found in almost any climate, often doing research for their people or in some cases honoring a Sacred Oath to Nature.

Description: The Sixam Ieuna are tall with a strong yet fragile build, standing six feet on average but ranging from five-and-a-half to seven feet tall. Sixam typically weigh 120–180 pounds, with the

Example of Claustrophobia: A 5th-level Sixam Bard with a 15 Wisdom is in an adventuring party exploring an underground cavern. Each hour the sixam must make a Will save to fend off his claustrophobia. The party is underground for 12 hours before they stop to rest (by now the DC is 12). The sixam has a Will save modifier of +6 (Base +4, +2 Wis bonus). Thus far the Sixam has been able to fend off his fear. The party stops for the night and the Sixam immediately goes to sleep. Eight hours later, upon waking the Sixam must make another save. This time he fails, becoming Shaken (–2 morale penalty on attack rolls, skill checks, and saving throws). An hour later the Sixam must make another check at DC 13 (13 hours awake in dungeon). His Will save is +4 (Base +4, +2 Wis bonus, –2 Shaken). He makes it and can continue. Two hours later the DC is 15 and the Sixam fails again, and becomes Frightened and flees, attempting to return to the surface. An hour passes as the Sixam attempts to find his way to the surface. His DC is now 16 and he fails, becoming Panicked. He continues fleeing to the surface, but is forced to find a different path as he runs into wandering monsters, and must make another check with the steadily increasing DC. Again he fails, and now cowers in a corner. Hours later the party finds the sixam helpless. They must return the sixam to the surface, taking several more hours. Now the DC is 25, but the sixam can make a save each minute to recover. Within 15–20 minutes he will be back to normal. Upon reaching 6th-level, the sixam takes the Iron Will feat and ventures once again with his party into the underground.

males slightly larger than females. They are graceful and in good physical shape. They have tan skin with eyes ranging in color from deep green, to blue, to brown, with a rare few having slate gray. Males have dark brown to black hair, with females typically lighter and brighter: bright red and blond. A rare few (typically those with slate gray eyes) have powder blue hair. Sixam Ieuna have no body hair. Sixam Ieuna wings are typically white with bluish highlights.

Sixam often have their bodies or faces tattooed with colorful markings and wear clothes that compliment the patterns. Sixam clothing is typically light in weight and color and tailored to allow easy deployment and retraction of their wings. Carefully tailored clothes having slits difficult to spot unless looking (Spot DC 20–25) cost a bit extra (+25% normal cost, Armor costs +50% normal). Most members of humanoid races find sixam beautiful. A sixam with his wings retracted can possibly pass as a tall human. A Sixam Ieuna achieves majority at about 18 years and can live to over 75.

Relations: Sixams stick to their own kind and only recently began to venture beyond their mountain range. Most people have never seen a sixam outside of Bluffside, where they circle the heavens protecting the city from airborne threats. Sixams have little tolerance for races known for defiling nature.

Alignment: Most sixams are lawful neutral. They are close to nature and revere the natural balance, but have a strong sense of law and structure.

Languages: Sixams speak sixam, common and one bonus nature-based race language.

Names: Sixam names are usually tied into nature or the nature of the birth parents.

Male: Aldown, Browner, Clicker, Dusk, Hawkor, Pronte, Soarer, Tior.

Female: Breze, Dawn, Moonlite, Sunseit, Sparrowe, Tempest.

Family names: Nightowl, Rainmaker, Stormwielder, Weatherider.

Adventurers: Sixams have only recently turned to explore the areas beyond their mountainous home. Beyond the 100 (which is what they call the sixam contingent guarding Bluffside) most sixams have never wanted to explore, until now. Some explore music and song in other cultures, some study battle techniques so they can better protect themselves.

Sixam Ieuna Racial Traits

- +2 Strength, +2 Dexterity, –2 Constitution: Sixam are strong and graceful but like a bird their bones are fragile.
- Retractable Wings. Sixam may as a move-equivalent action deploy or retract their wings up to once per round. Sixam with the QuickDraw feat may do this as a free action but in neither case may the wings be both deployed and retracted in the same round. They may fly at up to their normal speed at Good maneuverability. Flying can be very tiring and they must make a Strength check every 30 minutes at DC 10 (+1 for every previous check in the same flight). Failing results in the Sixam becoming fatigued. A

Sixam can fly at double speed but gets fatigued more quickly (DC 10 after 15 minutes +2 per previous check in the same flight). Sixam with the Endurance feat may fly twice as long before making fatigue checks. A sixam that rests can reduce the DC of these Strength checks by 1 for every 15 minutes of rest (to a minimum DC of 10).

- Proficient with longspear and Composite bows (but not other bows or crossbows)
- +2 racial bonus to Spot checks
- Sixam are claustrophobic and must make a Will save each hour, DC equal to the number of hours the sixam has been conscious in an enclosed environment. If the sixam rests, he must make a save upon waking, at the same DC as when he went to sleep. If the space is as big or slightly larger as the sixam (such as a coffin or closet) the save comes every 10 minutes. If caged or similarly enclosed but may see the sky, the save is made only once every three hours. The first failed save results in the Sixam becoming Shaken, followed by Frightened, then Panicked, then Cowering, and eventually, after five failed saves (not necessarily consecutive) they are Helpless. A successful save does not improve their current condition. The condition only improves when the sixam moves from the claustrophobic environment. At this point the sixam may make a Will save each minute, decreasing the DC by 1, and each check improving his condition by one step. Sixam are always subject to their claustrophobia, even if granted immunity to fear. Bonuses vs fear are effective when resisting claustrophobia. A sixam immune to fear must still make his Will saves

Example of Flight: a Sixam doing a prolonged flight flies for 4 hours in a row. After 4 hours the DC has reached 18 on their fortune save. If the sixam failed any of the strength checks they became fatigued. If they failed two in a row they have become exhausted. After resting for two hours the DC is reduced to 10 again and if they were exhausted they are merely fatigued again. The Sixam feels as if they are running late and decides to fly at double speed for an hour and ends up exhausting themselves again as the DC after an hour of flight is up to 18 again (assuming they did not have to stop earlier because of being exhausted). Had the sixam had the Endurance feat they would have only have had to make checks every hour instead of 30 minutes and the DCs would have only increased by +1 for every hour instead of +1 for every 30 minutes. 4 Hours at base speed would have had a DC of only 14. At Double Speed, the Sixam would have DCs of 18 but would have covered the same distance in half the time. Likewise, the Endurance feat's bonus to this check would have made it much more likely that the Sixam would have avoided Fatigue or later potential exhaustion if they chose not to rest.

but gains a +10 morale bonus to the save and makes it only half as often. The sixam have a valued magic item, called the Sky Charm*, which helps to alleviate this weakness.

*New magic item, see *Appendix 8: Magic Items*.

- **Sacred Oath:** Many sixam ieuna have such strong ties with nature and their deity that they sometimes take a sacred oath, becoming druids for life. Sixam druids never multiclass. A sixam druid gains a +1 sacred bonus to all Charisma checks dealing with animals, beasts and magical beasts, and a +2 sacred bonus to wilderness lore checks. A Sixam druid may use his racial proficiency with composite bows without violating the normal weapon restrictions for a druid.
- **Automatic Languages:** sixam and common and one nature-based language. Bonus languages: auran.
- **Favored Class:** Bard (or druid, but only if the sixam has taken the sacred oath)

Steam Gnomes

For countless centuries, steam gnomes have known only one home—built of rock and darkness far away from the glaring rays of the sun. Here, the steam gnomes (a topsider name) build vast cities and carve out a living turning raw coal and iron ore into tools to power their industrial lives. The Great Sundering revealed the underground realm to those on the surface, which surprised both sides. The topsiders had no idea any civilization existed beneath the rock, and the steam gnomes were equally shocked since the underground realm was the only one they had ever known.

Personality: Steam gnomes, unlike their surface cousins, are very serious and hard-working. They do not have the gleeful sense of humor of their cousins, and the two groups view each other with disdain for this same reason. Steam gnomes are meticulous in their work, and believe anything worth building is worth making it last forever. Machinery is the bedrock of civilization, and master artisans hold the greatest respect in steam gnome communities.

Physical Description: Steam gnomes stand about three to three-and-one-half feet tall and weigh 50–55 pounds. While generally the same height as surface gnomes, they are more muscular. Their skin is soot-black; however, when washed (a rare occurrence), they are fair-skinned and very pale, with a slight bluish tinge. Steam gnomes encountered underground are covered in smoke and ore dust, and are filthy black. They are smooth-faced, and most are bald or balding. Steam gnomes generally wear strappings of metal armor and always carry around tools. Most also wear hard metal mining helmets, both above and below ground. Steam gnomes encountered on the surface wear special tinted glasses to block out the glaring sun.

Relations: Steam gnomes get along well with most surface races. After the Great Sundering, steam gnomes ventured to the surface. They discovered a wealth of strange ideas and raw

materials. Steam gnomes will trade with any race, including those considered evil, if they can get a profit. They are neutral to all surface races, including gnomes, who they view as spoiled and immature. They have a deep hatred for drow, duergar, and other underground evil races.

Alignment: Steam gnomes are mostly good. Evil steam gnomes are extremely rare, and are ostracized from their communities. Likewise, steam gnomes tend towards neutrality and chaos. Steam gnome cities rarely enforce strict laws, relying on the greater good to adjudicate the will of the people.

Steam Gnome Lands: Steam gnomes live in vast underground communities. These cities all begin in natural caverns, and are filled with architectural and mechanical wonders. Steam gnomes get their name from the steam they use to power their empire. There are two classes of steam gnome: miners and tinkers. Miners are the majority and are responsible for mining iron ore for building and coal for burning. These industries produce a lot of smoke and water vapor, so their cities are filthy by surface standards. Steam gnomes developed elaborate systems of fans and pipes to funnel smoke into extinct volcanos.

They never thought about where the volcanic fissures led, they were just happy to remove the smoke filling their realm. Lands around these outlets are covered in black soot and gray ash from decades of constant pollution.

After the Great Sundering, steam gnomes discovered a whole world existed above ground. They can be found anywhere in the world, although they are most common underground. Steam gnomes do not like the sunlight, and if they go above ground, they prefer to do so at night. If out during the day, steam gnomes wear dark sunglasses to protect their eyes from the light.

Religion: Steam gnomes revere two primary deities. Tagore governs mining and the safety of miners. Hlarin oversees technological development and inspirational ideas. Steam gnomes revere these deities equally. Clerics are also miners or tinkers.

Language: The steam gnome language is precise and mathematically-based. It is full of descriptions of rock and mining, as well as technical words for tinkering tools and processes. When the Great Sundering occurred, steam gnome scholars worked feverishly to develop thousands of new words for things they were discovering on the surface. They found it more efficient to learn the common tongue of the surface instead.

Names: Steam gnomes consider names vitally important, as a name indicates a gnome's place in society. Because invention and craftsmanship are revered, steam gnomes want full credit for their work. Steam gnomes names must be completely unique and must fully describe the gnome's ancestry and accomplishments. Vast libraries run by steam gnome librarians name new additions born to the clans. Over generations, the names have become longer, more complex and intricate. Most are now unpronounceable by topsiders. Like their gnomish cousins, steam gnomes commonly



adopt nicknames for ease, but use their technical names when dealing with members of their own kind. Steam gnome scholars can instantly recognize the age of a legend concerning a steam gnome from his name. A steam gnome with a 12-letter name is hundreds of years older than one with a 14-letter name, for example.

Names: Zyxilvickulnismort, Manginjolipdsolivor, Abunmilt-aflagenviel, and Hlindronomilikindio. There is no distinction (as far as any topsider can tell) between male and female names. Their overworld peers generally assign steam gnomes nicknames. They lack the desire to come up with a suitable one on their own. If they do, it is usually just as long and unpronounceable as their real name.

Adventurers: Steam gnome adventurers are scholars, craftsmen, and scientists. Like their topside cousins, they are intensely curious and ambitious. They are constantly looking for ways to improve technology, and dream of one day creating a glorious steam-driven world. Steam gnomes that adventure on the surface are usually wizards, rogues or fighters. All steam gnomes are trained in the art of tinkering. Steam gnome clerics rarely leave their underground complexes.

Steam Gnome Racial Traits

- +2 Constitution, +2 Intelligence, –2 Wisdom, –2 Charisma: Steam gnomes are tough and resilient, but are serious and unemotional.
- Small: Steam gnomes gain a +1 size bonus to armor class, a +1 size bonus on attack rolls, and a +4 bonus on hide checks. They must use smaller weapons than humans. Their lifting and carrying limits are three-quarters those of Medium-size characters.
- Steam gnome base speed is 20 feet.
- Darkvision: Steam gnomes can see in the dark up to 120 feet. This vision is black and white only, but retains detail.
- +2 racial bonus on all tinkering skill checks. Tinkering is ingrained in steam gnome society and all steam gnomes, regardless of societal function, are trained in it. All steam gnomes, regardless of class, receive tinkering as a class skill.
- Automatic Languages: Steam Gnome and UnderCommon. Bonus languages: Common, Gnome, Goblin, Draconic, Drow, Duergar, and Dwarf. Other languages may be available based on races in the vicinity.
- +2 racial bonus to a craft skill of the player's choice. Steam gnomes are expert blacksmiths and artisans.
- Stonecunning: Stonecunning grants steam gnomes a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A steam gnome who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a steam gnome can use the Search skill to find stonework traps as a rogue can. A steam gnome can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Steam gnomes have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- Favored Class: Expert (Tinker or Miner) as NPC; Fighter as PC. A multiclass steam gnome's fighter class does not count when determining whether he suffers an XP penalty.

APPENDIX 5: PRESTIGE CLASSES

Bluffside Mountain Ranger

The Bluffside Mountain Rangers guard Bluffside from a recurrence of the bloody and horrific Goblinoid War of 1259 GNC. Without warning, a large force of goblinoids swarmed down out of the Sundered Mountains, slaughtering the unprotected farmers and miners of Bluffside. The bulk of the Regulars, the militia of Bluffside, watched from safety, beyond the great crevasse, as those they were charged to protect fought hopelessly and died. In spite of what a lot of people thought, those soldiers tried to help. But they had orders, and they followed them.

Almost immediately after driving the invaders back up into the mountains (ok, so they just mysteriously left one night), those who led the Regulars sat down and discussed their failure. Out of that meeting came a decision to establish two outer lines of defense: Outposts, and the Bluffside Mountain Rangers. The outposts were built at strategic, defensible points in the one pass through the Sundered Mountains and around Bluffside. The Mountain Rangers, while having a central post for assignments, roam the Sundered Mountains freely. They watch over the goblinoid tribes, looking for signs of organization. They keep tabs on strong leaders and, if necessary, kill them before they can gather an army. They watch, and wait, and occasionally act. Above all, they bring news of the Sundered Mountains to the Bluffside Regulars.

Requirements

To qualify to become a Bluffside Mountain Ranger, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Wilderness Lore: 8 ranks

Knowledge (Bluffside): 4 ranks

Feats: Far Shot, Tracking, Point Blank Shot

Special: Must have the class ability Favored Enemy: Goblinoids.

Class Skills

The Bluffside Mountain Ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Bluffside) (Int), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the Bluffside Mountain Ranger prestige class.

Hit Die: d10.

Weapon and Armor Proficiency: The Bluffside Mountain Ranger is proficient in all simple and martial weapons and light armor.

Spellcasting: The Bluffside mountain ranger continues gaining spells per day and casting level in his previous, nature-oriented class (i.e., not wizard, bard or non-nature oriented cleric).

Dead Shot: The Bluffside mountain ranger is a dead shot with his bow. He may take aim upon a favored enemy. If he scores a critical threat, it is automatically a critical hit without re-rolling.

Signal the Base: While most of the mountain rangers have animal companions of one kind or another, sometimes it is just not possible to send out a messenger with news. In these cases, the mountain ranger can send simple messages to home base in the form of smoke signals or drum beats. The mountain ranger makes a Signal roll, adding his Class level and Cha modifier to the roll. The DC is 5 + 1 per mile distant to home base. If he makes it, someone at the base will see or hear the signal and can make a similar roll to understand the signal. If a mountain ranger is very far from base, but knows of another mountain ranger within his range, he can attempt to signal him instead, with the chances the same, and thus relay his message eventually to home base. Those with the skill can make a Decipher Script check, DC 20, to figure it out as well.

Mountain Stride: The Bluffside mountain ranger is more at home in the crags of the Sundered Mountains than on the streets of the city. Starting at 2nd level, he may move through mountainous terrain at his normal speed and without suffering damage or other impairment.

Favored Enemy: Goblinoid: At 2nd level, the mountain ranger's favored enemy bonus vs goblinoids increases by +1. This does not affect any other favored enemy bonus the character has. At 7th level the bonus increases again, to a total of +2.

Example: Dale, a 7th level ranger/1st level mountain ranger, has favored enemy: goblinoid +2 and favored enemy: giants +1. He gains 2nd level as a mountain ranger and gets a +1 bonus to his favored enemy: goblinoids, increasing it to +3. His favored enemy: giants, however, is unaffected and remains at +1.

Shadow of the Mountains: By third level, the Bluffside mountain ranger has learned the tricks of moving stealthily in his chosen terrain. This is reflected as a +1 competence bonus

Bluffside Mountain Ranger (BMR)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	1	2	2	0	Dead Shot, Signal the Base	+1 caster level
2nd	2	3	3	0	Mountain Stride, Favored Enemy: Goblinoid +1	+1 caster level
3rd	3	3	3	1	Shadow of the Mountains (+1)	+1 caster level
4th	4	4	4	1	Dead Fall (+2)	+1 caster level
5th	5	4	4	1	None Shall Pass (-1)	+1 caster level
6th	6	5	5	2	Shadow of the Mountains (+2)	+1 caster level
7th	7	5	5	2	Favored Enemy: Goblinoid +2	+1 caster level
8th	8	6	6	2	Dead Fall (+4)	+1 caster level
9th	9	6	6	3	Shadow of the Mountains (+3)	+1 caster level
10th	10	7	7	3	None Shall Pass (-2)	+1 caster level

to Move Silently and Hide checks. This bonus increases to +2 at 6th level and +3 at 9th level.

Deadfall: At 4th level, the Bluffside mountain ranger has learned enough about his surroundings that he can now take advantage of the terrain to set up truly deadly traps and snares. He gets a +2 competency bonus to any Craft Traps rolls while in mountainous terrain. This bonus increases to +4 at 8th level.

None Shall Pass: The main purpose of the Bluffside mountain ranger is to prevent large groups of troops from coming down the mountain and invading Bluffside, as happened in the Goblinoid War. The Bluffside mountain ranger can sabotage troop movements in the mountains, seriously hindering movement. He does this by causing small rock falls, diverting streams to make paths muddy, encouraging thick growth and whatever else he can devise. The mountain ranger makes an opposed Wilderness Lore check against the leader of the troops (or its scouts or guides, if any). Success results in reducing troop movement by one step on the terrain chart. At 10th level, the Bluffside Mountain Ranger has gotten so good at this that he can reduce movement by two steps.

Cat Burglar

A cat burglar likes the chase, as much as the catch. He takes weeks or even months stalking his prey before attempting a burglary that peaks his interest. The city holds his traditional prey; the country holds no appeal for him. While he has associates, very few know his identity. He appears as a well-off merchant with a highly visible business, a pillar of the community. He attends parties and functions, always ready to do his part for charity.

He works for himself, but may be enticed by an interesting task for a paying client. He works only through intermediaries, none of whom can make a connection between him and his client. Money alone is not enough to interest him. Money is almost always involved, but he burgles for others only when the item sought presents a unique challenge or the payment is a unique item he wants.

The cat burglar is a solitary creature, taking on an apprentice only when he is ready to pass along his wisdom and skill to a new generation. The apprentice must gain the cat burglar's attention in some way. The prospective cat burglar must leave friends and acquaintances behind and enter a six-month training period. Once the training ends, the new cat burglar must rejoin society in a completely new persona or have enough money to create or purchase a business as a front.

In a large city, several cat burglars joined to form a small, exclusive guild. Very secretive, this guild pulls jobs for very special clients, and places the blame on known thief's guilds. Those who know of this guild are loath to disclose its secret, since they use its services.

Cat Burglar (Cat)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Skill Master
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Hide in Plain Sight
4th	+3	+1	+4	+1	Improved Evasion
5th	+3	+2	+4	+2	Nine Lives

Requirements

To qualify to become a cat burglar, a character must fulfill all of the following criteria.

- **Alignment:** Any neutral
- **Feats:** Alertness, Lightning Reflexes and Skill focus in one required skill.
- **Skills:** 8 ranks in two and 4 ranks in two of the following skills: Open Lock, Pick Pockets, Gather Information, Innuendo, Move Silently, Climb and Read Lips.
- **Special:** Sponsorship by a Cat Burglar.

Class Skills

The cat burglar's class skills (and the key abilities for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decoder Script (Int), Disable Device (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Read Lips (Int), Search (Int), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the cat burglar prestige class.

Hit Die: d6

Weapon and Armor Proficiency: Cat burglars gain no proficiency in any weapon or armor.

Skill Master (Ex): At each level, the cat burglar gains mastery in a different skill. When making a skill check with a mastered skill, the cat burglar may take 10 even if stress and distractions would normally prevent him from doing so.

Evasion (Ex): At 2nd level, a cat burglar gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the cat burglar takes no damage with a successful saving throw. Evasion can only be used if the cat burglar is wearing light armor or no armor. If the cat burglar has another class that grants the evasion ability, the character automatically gains improved evasion.

Hide in Plain Sight (Su): Cat burglars can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, cat burglars can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows. Hide in plain sight is a supernatural ability.

Improved Evasion (Ex): As the monk ability. If the cat burglar has another class that grants improved evasion, or it was gained as a result of evasion above, he may instead increase his Uncanny Dodge ability by one step. If he does not already have this ability, he gains Uncanny Dodge (Dex bonus to AC).

Nine Lives (Su): The cat burglar now leads a charmed existence. Once per level gained after this point (in other classes), the cat burglar may reduce any damage that would kill him (bring him below 0 hp) to 0.

Explorer

Explorers track the known world and beyond, stretching the boundaries and burning a trail for civilization to follow. They are

Explorer (Epl)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	1	2	2	0	Enhanced Awareness, Local Custom
2nd	2	3	3	0	Adaptable +2, First Contact
3rd	3	3	3	1	Hunter +1, Pidgin
4th	4	4	4	1	Adventurer's Soul, Nature Sense
5th	5	4	4	1	Pathfinder
6th	6	5	5	2	Adaptable +4, Hunter +2
7th	7	5	5	2	Appraise Danger
8th	8	6	6	2	Danger Sense
9th	9	6	6	3	Hunter +3
10th	10	7	7	3	Adaptable +6

the finders of lost civilizations and untouched wilderness. Nothing escapes their eventual discovery.

Explorers are part of a larger organization called the Society of Explorers and Adventurers. As a whole, the group is devoted to discovery and rediscovery. Its members gather in the private sanctum of its clubs and recount harrowing tales of their adventures, each striving to attain status in their own way. Explorers bring back their discoveries—their trophies—and display them for all to see and praise.

Requirements

To qualify to become an Explorer, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Wilderness Lore: 4 ranks

Knowledge (Geography): 4 ranks

Knowledge (Nature): 4 ranks

Feats: Alertness, Tracking

Special: Must explore uncharted territory or discover previously unknown species.

Class Skills

The Explorer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Geography), Knowledge (Nature), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the Explorer prestige class.

Hit Die: d8.

Weapon and Armor Proficiency: The explorer is proficient in all simple and martial weapons and light and medium armor.

Enhanced Awareness (Ex): The explorer is acutely aware of his surroundings at all times. He is therefore never caught flat-

footed and loses his Dex bonus to AC only when immobilized.

Local Custom (Ex): The explorer makes it a point to know the local customs wherever he goes. Even in a new place he can quickly piece together some knowledge based solely on observation. The explorer gets a bonus to any Int roll to determine local customs, equal to his class level.

First Contact (Ex): At 2nd level, the explorer gains a +2 bonus to any Cha checks when making First Contact. He is always eager to be the first to discover anything new or lost, and this comes across in his impression.

Pidgin (Ex): Starting at 3rd level, the explorer may communicate with just about any intelligent, speaking species. He has learned to make himself understood on a basic level by reading body language and cross-matching

common pieces of language. This does not allow philosophical discussions or anything beyond the most basic, two-word phrases.

Adventurer's Soul (Ex): At 4th level the explorer's thirst for adventure overrides most other concerns. He gains a +2 bonus to any saving throws against mind-affecting, emotion or morale effects.

Nature Sense (Ex): At 4th level, the explorer's experience and depth of knowledge gains him insight into the natural world. This is similar to the druid ability of the same name, but the explorer cannot identify previously unknown species. It is otherwise the same.

Pathfinder (Ex): Starting at 5th level, the explorer gains the ability to chart the safest path through wilderness. On a successful Wilderness Lore roll, DC 15, he avoids the usual natural hazards of a region, like quicksand, bogs, sinkholes, flash flood zones, and areas vulnerable to rock slides. This can also extend to avoiding the marked boundaries of territorial creatures. This essentially reduces the penalties for overland movement by one step.

Adaptable (Ex): The explorer possesses the ability to quickly adapt to just about any extreme of environment. Starting at 2nd level, he has a +2 bonus to any check involving resisting natural elements of an environment. This increases to +4 at 6th level and +6 at 10th level.

Hunter (Ex): The explorer is an expert at taking down animals and beasts. If his target is an Animal, Beast or Magical Beast, the explorer gains a +1 competence bonus to hit. This bonus increases to +2 at 6th level and +3 at 9th level.

Appraise Danger (Ex): When given a chance to observe a strange creature, the explorer can give a rough estimate of just how dangerous the creature is likely to be. This only takes into account the visible attributes of the creature (i.e., tough hide, large claws and teeth, size, muscles, etc.). The longer he takes to appraise the creature, the more accurate the appraisal is likely to be. This is a Wilderness Lore check with a +1 to the roll for each minute spent observing the target.

Danger Sense (Ex): The explorer's keen senses and instinct for danger alert him moments before actions take place. This grants the explorer an initiative bonus of +2.

Tunnel Fighter

Tunnel Fighter (Tun)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Acute Senses, Improved Vision (Low-light)
2nd	+2	+0	+3	+0	Uncanny Dodge (Dex bonus to AC)
3rd	+3	+1	+3	+1	Poison Resistance (+2), Bonus Feat
4th	+4	+1	+4	+1	Disease Immunity (injected and inhaled)
5th	+5	+1	+4	+1	Uncanny Dodge (can't be flanked)
6th	+6	+2	+5	+2	Poison Resistance (+4, -1 ability damage), Bonus Feat
7th	+7	+2	+5	+2	Stonecunning (Darkvision)
8th	+8	+2	+6	+2	Disease Immunity (all nonmagical)
9th	+9	+3	+6	+3	Poison Resistance (+6, 1/2 ability damage), Bonus Feat
10th	+10	+3	+7	+3	Tremorsense

Tunnel Fighters often have other professions and are, more often than not, ex-miners. They patrol the Sewers and abandoned caves and tunnels and fight any monster that has found its way under the city, keeping it safe for those who remain blithely unaware on the surface. Dwarves are particularly common in this class.

Requirements

To qualify as a Tunnel Fighter, a character must fulfil the following criteria.

Race: Surface dwelling elves and sixam ieuna may not be tunnel fighters

Base Attack Bonus: +5

Skills: Intuit Direction 2 ranks, Listen 2 ranks, Profession (Miner) 2 ranks, Spot 2 ranks.

Feats: Blind-Fight, Track and either Endurance or Alertness

Class Skills

The tunnel fighter's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Profession (Wis), Search (Int), Spot (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Tunnel Fighter prestige class.

Hit Die: d10.

Weapon and Armor Proficiency: A tunnel fighter is proficient with all simple and martial weapons, light and medium armor, and shields. Note armor check penalties for armor heavier than leather apply to the skills balance, escape artist, hide, jump, move silently, pick pocket, and tumble.

Acute Senses (Ex): At 1st level the tunnel fighter's senses are more in tune with his environment, giving him a +2 bonus to Spot and Listen checks and enabling him to smell gas with a successful Wisdom check (DC 15).

Improved Vision (Ex): At 1st level, the tunnel fighter gains low light vision. If he already has it, the vision extends out to double range.

Uncanny Dodge (Ex): At 2nd level, the tunnel fighter retains his dexterity bonus to AC if caught flat-footed or struck by an invisible attacker. At 5th level, the tunnel fighter can no longer be flanked. The exception to this defense is a rogue at least four levels higher than the tunnel fighter.

Poison Resistance (Ex): Many subterranean creatures are poisonous. Tunnel fighters build up a resistance to these toxins. At 3rd level, the tunnel fighter gains a +2 bonus to saves vs poison. At 6th level, the tunnel fighter takes 1 less point of ability score damage from poisons. Against those poisons which do not do ability score damage, the 6th-level tunnel fighter increases his save bonus to +4. At 9th level, the tunnel fighter takes only 1/2 ability score damage, or gets a +6 bonus against poisons that do not damage ability scores.



Bonus Feat: At 3rd, 6th, and 9th level, the tunnel fighter gains a bonus feat chosen from the list of fighter bonus feats.

Disease Immunity (Ex): At 4th level the tunnel fighter becomes immune to disease brought about by ingestion or inhalation, although he is still vulnerable to contact, injury and magical diseases. At 8th level the tunnel fighter becomes immune to all but magical diseases.

Darkvision (Ex): The character can see in the dark up to 60 feet. Those races already with darkvision have their range extended by 30 feet.

Stonecunning (Ex): Stonecunning grants the tunnel fighter a +2 bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match

the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A tunnel fighter who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a tunnel fighter can use the Search skill to find stonework traps as a rogue can. A tunnel fighter can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves, who already have this skill, gain an additional +2 benefit.

Tremorsense (Ex): Tunnel fighters at 10th level can automatically sense the location of anything within 30 feet that is in contact with the ground. This ability only works when the tunnel fighter is underground.



APPENDIX 6: SPELLS

Acid Bath

Conjuration (Creation) [Acid]
 Level: Sor/Wiz 3
 Components: V, S, M
 Casting Time: 1 action
 Range: Long (400 ft. + 40 ft./level)
 Area: 20-ft.-radius spread
 Duration: Instantaneous
 Saving Throw: Reflex half
 Spell Resistance: Yes

Acid bath douses everything in the area with a powerful, corrosive acid, dealing 1d6 points of acid damage per caster level (maximum 10d6) to all creatures within the area.

Like *fireball*, a small, pea-sized drop of acid shoots from your fingers and streaks toward the destination. Any impact with a creature or object before it reaches its destination results in an early explosion. Any attempt to shoot the *acid bath* through a narrow passage requires a ranged touch attack. A miss indicates that it strikes the opening, rather than going through.

Stone and metal in the area become pitted and marred, paper and cloth are eaten away, and glass melts.

Material Component: Drop of acid.

Ask the Earth

Divination
 Level: Drd 5, Mining 3
 Components: V, S, DF
 Casting Time: 1 minute
 Range: Medium (100 ft. + 10 ft./level)
 Area: One 10-ft. cube/level
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: No

Ask the earth reveals the contents of the ground in the spell area. The caster specifies depth, width, and length of the area they want to see. The caster will know of any objects out of the ordinary in the area. In addition, he will know location and depth. This spell is commonly used before digs to determine if there is anything of interest in the ground.

Blizzard

Evocation [Cold]
 Level: Clr 8, Drd 7, Ice 7
 Components: V, S
 Casting Time: 1 full round
 Range: Medium (100 ft. + 10 ft./level)
 Area: Two 10-ft. cubes/level (S)
 Duration: Instantaneous
 Saving Throw: Reflex Half
 Spell Resistance: Yes

Piercing cold and shards of ice bombard the area of the spell. This effect does not harm natural vegetation or plant creatures at the caster's desire. Any affected creature within the area takes 1d6 points of cold damage per caster level (maximum 20d6).

Date Item

Divination
 Level: History 2
 Components: V, S, DF
 Casting Time: 1 hour
 Range: Touch
 Targets: Up to 1 touched object per level

Duration: Instantaneous
 Saving Throw: No
 Spell Resistance: No

Date item reveals the age of any object, magical or non-magical.

An object is considered the smallest unit of a larger object for purposes of this spell. For instance, a sword is a single object, but in some cases, the spell may return a different value for the hilt than for the blade, if a new hilt was made for an old blade. A mace forged from a single piece of steel would be a single object. Complex objects such as a wagon would have multiple components, each with possibly different dates.

Detect Precious Ore

Divination
 Level: Mining 2, Sor/Wiz 3
 Components: V, S
 Casting Time: 1 action
 Range: Medium (100 ft. + 10 ft. per level)
 Area: Quarter circle emanating from the caster to the extreme of the range
 Duration: Concentration, up to 1 minute/level
 Saving Throw: None
 Spell Resistance: No

The caster detects precious ore, such as gold, silver, and platinum, as well as mithril and adamantite (but not copper or iron). The amount of information revealed depends on how long the caster studies a particular area or subject:

- **1st round:** presence or absence of precious ore of strong or overwhelming strength.
- **2nd round:** presence or absence of precious ore of moderate strength. Number of different sources of strong or overwhelming strength.
- **3rd round:** presence or absence of precious ore of all strengths. Number of different sources of moderate strengths. Exact strength and location of each source of strong or overwhelming strength.
- **4th round:** number of different detections of all strengths. Exact strength and location of each source of strong or overwhelming strength.
- **5th round:** exact strength and location of each source of moderate strength.
- **6th round:** exact strength and location of each source of all strengths.

Detection Strength: A source's strength depends on the amount of precious ore detected.

Strength	Amount Detected	Number of Coins
Dim	Trace	Less than 1 coin
Faint	Less than 1 pound	Less than 50 coins
Moderate	Less than 100 pounds	Less than 5,000 coins
Strong	Less than 1000 pounds	Less than 50,000 coins
Overwhelming	More than 1000 pounds	More than 50,000 coins

Note: this spell is completely blocked by one inch of common metal or two inches of lead. The strength detected is diminished by one category for every 30 feet of stone, or 100 feet of dirt or wood. If the strength is diminished below dim, it is undetectable.

Eclipse

Transmutation
Level: Shadow 9
Components: V, S, M
Casting Time: 1 full round (see text)
Range: See text
Area: 40-mile diameter
Duration: 1 minute per caster level
Saving Throw: None
Spell Resistance: No

Eclipse brings into existence a huge disk of pure shadow that completely blocks out light from the sun. The disk forms by drawing its energy from the plane of shadow. It takes 2d10 minutes to fully cover the sun.

The caster's location during casting is the center of a 40-mile diameter circle of darkness covered by the eclipse. The area 20 miles around the 40-mile diameter area of effect is under a partial-eclipse, and the effects described below are halved.

During *eclipse*, the sky grows dark, as at dusk. While under the effects of *eclipse*, the following conditions are in effect:

- Shadow spells are cast at +4 caster level.
- All shadows and shadow-based creatures, summoned or otherwise, have double hit points. These hit points are temporary and go away after the spell's duration.
- +10 circumstance bonus to Hide checks.
- Necromancy and Undeath spells are cast at +1 caster level.
- Attempts to turn undead are at -5 penalty.

Only a *miracle* or a *wish* spell can counter the effects of *eclipse*.

Material Component: An adamantine coin dipped in the blood of an evil dragon.

Explosive Charge

Evocation [Fire]
Level: Mining 5, Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Touch
Area: 10-ft.-radius spread
Duration: 1 minute/level or instantaneous
Saving Throw: Reflex Half
Spell Resistance: Yes

When cast, this spell imbues a pebble with destructive force so it becomes a bomb waiting to explode. The pebble retains this power for the duration of the spell. You can throw it, catch it, swallow it, or anything else.

When the caster desires, the pebble will detonate, releasing explosive fire in a 10-ft. radius. All creatures in the area take 1d10 points of fire damage per caster level (maximum 6d10). Additionally, the explosion propels creatures five feet back away from the center. All loose objects are blown back as well.

This spell is used to blast away large chunks of rock while excavating ruins. Miners use this spell to clear out difficult passageways. If the caster does not detonate the pebble within the duration, it becomes a normal pebble again, and no detonation occurs.

Material Component: Small pebble smeared with bat guano and sulfur.

Fibonacci's Curse

Transmutation
Level: Affliction 8, Sor/Wiz 7
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/5 levels
Saving Throw: Will negates
Spell Resistance: Yes

When *Fibonacci's curse* is cast, the target takes 1d4 points of damage per caster level. In addition, the spell creates a time paradox on the subject. For the duration of the spell, all damage inflicted on the subject has an echoing effect. Any successful attack does its own damage, as well as damage from the last successful attack.

Example: *Fibonacci's curse* is successfully cast on a dragon. The caster (a 15th level wizard) does 38 points of damage. Next, a fighter strikes the dragon with a sword and deals 16 points of damage. The dragon takes 16 + 38 (the previous initial attack) points of damage. Then, a ranger fires an arrow into the dragon for 7 points of damage. From this attack, the dragon takes 7 + 16 points of damage. This continues until the spell ends.

Ice Meteors

Evocation [Cold]
Level: Ice 9, Sor/Wiz 9
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: Pattern of snowball-like spreads (see text)
Duration: Instantaneous
Saving Throw: None or Reflex half (see text)
Spell Resistance: Yes

Ice meteors is a very powerful and spectacular spell similar to *snowball* in many aspects. Either four large spheres (2-foot-diameter) or eight small spheres (1-foot-diameter) spring from the caster's outstretched hand and streak in a straight line to the selected spot. The meteor spheres leave a frosty trail of flakes.

Any creature in the straight-line path of these spheres is struck by each one and takes 24d6 points of cold damage (no save).

If the spheres reach their destination, each bursts like a *snowball* in a spread.

Each large sphere deals 6d6 points of cold damage. The four spheres burst with their points of origin forming a diamond or box pattern around the spell's central point of origin, which the caster designates upon casting. Each large sphere has a 15-foot-radius spread, and each blast is 20 feet apart along the sides of the pattern, creating overlapping areas of the spell's effect and exposing the center to all four bursts.

The smaller spheres each have a 7 1/2-foot-radius spread, and each deals 3d6 points of cold damage. They explode with their points of origin forming a pattern around the spell's central point of origin (which the caster designated upon casting) of a box within a diamond or vice versa, with each of the outer sides measuring 20 feet long. The center has four areas of overlapping effect, and numerous peripheral areas have two or three overlapping areas of the spell's effect.



Creatures caught in a burst can attempt Reflex saves for half damage. Creatures struck by multiple blasts save against each blast separately.

Ice Prison

Evocation [Cold]
Level: Ice 8, Sor/Wiz 8
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Two 10-ft. cubes (see text)
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: No

Upon casting *ice prison*, up to 2000 cubic feet of ice appears, as chosen by the caster. The ice can appear in any shape desired, in blocks as small as 1 cubic foot.

All within the area must make a reflex save at -4 to avoid being trapped in the ice. Every 5-ft. of ice the creature has to avoid before diving to safety incurs an additional -2 penalty. For example, a dungeon corridor 10-ft. wide and 10-ft. tall has *ice prison* cast in it. Two creatures are side-by-side, and the *ice prison* is centered on them, trapping them in a 10-ft. cube of ice, with 5 ft of ice in front and behind them. Assuming the creatures occupy 5-ft. of space, this means that they must avoid more than 5-ft. of ice, and suffer an additional -2 to their reflex saves.

Creatures caught in the ice remain until it is chipped or melted away, taking 1d4 points of cold damage every round until the ice melts (1 minute/caster level), they are freed, or they die. Additionally, creatures caught cannot move, attack or cast spells requiring verbal or somatic components.

A 1-ft. cube of ice has 5 hit points. Slashing weapons only inflict half damage. Piercing and bludgeoning weapons inflict full damage. Fire-based spells inflict double-damage on the ice. Area effect spells which encompass the ice melt away 1 foot of thickness for every 5 points of damage done. Ice blasted away by fire is melted away and produces thick clouds of steam for 1d10 rounds.

Creatures immune to cold-based spells suffer no damage from being trapped, but are still unable to move while in the ice. Because *ice prison* affects the area around a creature, the spell avoids any spell resistance a creature might have.

A successful *passwall* spell can remove creatures trapped in the ice.

Improved Discern Location

Divination
Level: Clr 9, History 9, Knowledge 9, Sor/Wiz 9
Components: V, S, DF
Casting Time: 10 minutes
Range: Unlimited
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Improved discern location works just like the 8th level *discern location*, with the exception that the caster does not have to have seen or touched the person or item previously. The caster only needs a complete understanding of the item or creature to be located. Examples include the brother of the king (assuming the king has only one brother) or the other half to this sword if the caster has half a sword and is missing the other half.

Improved Scribe

Conjuration
Level: Sor/Wiz 6
Components: V, S, M, F, XP
Casting Time: See text
Range: Touch
Target: Object to be scribed
Duration: See text
Saving Throw: None
Spell Resistance: No

This spell is a more powerful version of the 3rd level spell *scribe*. In addition to all the capability of the lower level spell, *Improved scribe* can copy magical texts. Scribing a magical text costs twice the XP cost of creating the original. In addition, this process takes two minutes per page. This spell cannot be used to copy an item the caster could not otherwise create on his own.

Focus: Golden quill worth 500 gp.

Material Components: The caster must provide the materials which would normally be used in the magic item's manufacture.

XP cost: Twice the XP cost of the document copied.

Lubricate

Transmutation
Level: Invention 1, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 object/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell oils rusty wheels, squeaky doors, or any squeaky mechanical object so it will operate more smoothly. This spell affects any metal wheel, gear or hinge. It does not affect organic or non-metal objects.

Material Component: Drop of oil.

Miner's Tunnel

Abjuration
Level: Mining 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 10-ft. tall up to 1-ft. long/level
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Miner's tunnel creates a translucent arched tunnel of energy. The tunnel absorbs crushing damage, as it temporarily shores up collapsed tunnels in mines so workers can get out. The tunnel can also be used as a shield from hurled boulders and falling objects. A very specialized *wall of force*, nothing short of *disintegrate* will damage the *miner's tunnel* for its duration.

Perpetual Motion

Transmutation
Level: Invention 7, Sor/Wiz 6
Components: V, S, M
Casting Time: 2 rounds
Range: Touch
Effect: An object in motion remains in motion
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No

This spell makes a moving object continue moving without need for further effort.

Perpetual Motion: The Steam Gnome Way

Motion is defined as movement between two locations. Motion is a relationship between two objects. *Perpetual motion* takes an existing motion, or motion potential, and makes it permanent. A small wheel attached to a piece of wood is spun, and then made permanent by this spell. The wheel will always spin. This spell can not be cast on *just* a wheel or gear. The object affected must be attached to a stationary object. The caster must determine the torque of the item (fast spin, with low relative power, or slow spin, with high power).

A spinning wheel or gear can handle up to 20-lb. of pressure per caster level. That is, a spinning wheel could move an object weighing 400 pounds if cast by a 20th level wizard. Multiple objects with perpetual motion may be attached to a single larger object, combining their weight capacity.

A wheel or gear can spin up to 20 revolutions per minute. These revolutions are offset by the 20-lb. of force available. For each revolution, decrease the force by 1. A wheel with 20-lb. of force still has 1 revolution per minute. A wheel with 20 revolutions per minute, has a force of 1-lb. The wizard must choose the appropriate combination when casting the spell. Typical combinations could be 11-lb. of force/level, and 10 RPM, or 15-lb. of force/level, and 6 RPM. Revolutions per minute do not increase with caster level.

The concept of gear ratio also becomes a factor in determining the construction of the gear assembly placed in motion. A 20-ft. diameter wheel that spins at 20 revolutions per minute covers 1256 feet in a minute (circumference of the wheel x RPMs or $2\pi R \times 20$ RPM), versus a 2-ft. diameter wheel at the same RPM covering only 124 feet.

For this reason, most gear assemblies that utilize this spell favor large gear ratios, and large wheels. This spell acts on the motion itself, and works completely independent of the size of the wheels or gears.

If the amount of weight acting on a wheel exceeds its allowance, it will stop. When the weight decreases to within its limits, it will resume spinning.

Example: a small wheel attached to a piece of wood is spun, and then made perpetual by this spell. The wheel will always spin.

This spell cannot be cast on *just* a wheel or gear. The object affected must be attached to a stationary object. The caster can affect an item to carry up to 20 lb per level at speed 1. For every 20 lb below maximum capacity, he can increase the speed by 1. Multiple objects with perpetual motion may be attached to a single larger object, combining their weight capacity.

Example: a 20th level caster targets a cartwheel with a 100 lb capacity. That cartwheel can carry an object weight up to 100 lb at a speed of 16. Make four of them and put them on a cart, and together they have a capacity of 400 lb (minus the weight of the cart body), and the cart travels at 16.

If at any time the wheel's weight capacity is exceeded, it stops moving. It will begin moving again once the weight has dropped to within its capacity.

Material Components: Oil.

Piety

Divination

Level: Clr 1

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: 1 willing creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell tells a cleric how pious the target creature has been in the eyes of his god. The target must worship the same god as the cleric for the spell to work. The purpose of the spell is to reveal whether or not the god deems the target worthy of representing his faith, as a paladin or in some other holy order. The answer comes back as "no," "yes," or "yes, but." The latter is usually accompanied by a task set by the god: a quest the target must fulfil before

being worthy. "No" comes with an explanation, and a means by which the target might redeem himself.

Plague

Necromancy

Level: Affliction 9

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: None

The *Plague* starts simply enough. The caster touches a single subject and infects him with a disease. Onset time is 48 hours, and before then, the disease is undetectable by anything less than *true seeing* or more powerful spells. Once the disease manifests, the target takes 1 point of Con damage each day. A successful *remove curse* spell can cure the disease. While diseased, the subject's skin is pale, he becomes weaker each day, and often breaks out in cold sweats.

Each person the subject touches while infected also becomes infected. Each person

they touch becomes infected as well. The disease always takes 48 hours to manifest, and the effects do not start until then.

Material Components: The heart of a Night Hag wrapped in a Mummy's bandages.

Preserve

Transmutation

Level: History 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 perishable object/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Preserve creates an aura around an object and keeps it stable in its current form. This spell works on any perishable, organic-based object, and is often used to preserve ancient texts, scrolls and other media. Once cast, the item can be handled as though new, without risk of the item disintegrating from age or exposure to the elements.

One object, for the purpose of this spell, is a single item of no more than 1 cubic foot. Items exceeding this capacity may be preserved through multiple castings of this spell in quick succession. If this is not enough to encompass the object, it cannot be *preserved*.

Preserve can be made *permanent*.

Material Components: Clean sheet of parchment or waxed papyrus.

Scribe

Conjuration

Level: Sor/Wiz 3

Components: V, S, M, F

Casting Time: 1 action

Range: Touch

Target: Object to be scribed

Duration: Instantaneous

Saving Throw: None
Spell Resistance: No

This spell will copy a book, scroll, parchment, or any other written work. The caster needs a clean paper surface large enough to scribe the targeted writing. As the spell is cast, the pen begins scribing at a rate of one page per minute. Double-sided pages take two minutes to scribe. The spell ends once it has copied the entire work, unless interrupted by *dispel magic*, or if it is physically unable to finish (no ink, pen cannot write, etc.).

This spell will not copy magical writings such as spellbooks or scrolls.

Focus: Silver quill worth 50gp.

Material Components: Ink.

Shadow Form

Transmutation
Level: Shadow 3, Sor/Wiz 4
Components: S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 2 minutes/level (D)

The subject and all his gear becomes as a shadow. While in this form, the subject gains a +5 competence bonus to hide (+15 when in shadows) and a +20 competence bonus to move silently. In addition, the subject gains 10/+1 damage reduction, and has a 50% chance to ignore any damage from a corporeal source. Physical armor no longer provides AC bonuses. While in shadow form, spells requiring verbal components cannot be cast.

Unlike a real shadow, however, the subject cannot pass through solid objects, and gets no strength-draining attack. The subject can pass through cracks in walls, and under doors. Additionally, this spell works underwater.

Material Component: A small piece of black obsidian.

Snip

Transmutation
Level: Brd 1, Rgr 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: 1 string/level, up to 20 strings
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

Snip cuts bowstrings, crossbow strings, and even strings on stringed instruments. The caster points at the string(s) and snaps his finger while uttering the command word. The caster can sever one string per level. The effect delivers 1 point of damage, which is enough to cut most strings. Multiple targets can be affected in a single casting. If the strings are made of stronger material, the caster may assign more than 1 point to each string, but he must decide this at casting and divide the points equally.

Magic bows, crossbows, and stringed instruments get a save to avoid the effect. For these, the item's fortitude save is equal to 2 + one-half its caster level.

Bards call this spell *Bard's Bane*.

Snowball

Evocation [Cold]
Level: Ice 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Snowball works just like its cousin spell, *fireball*, except that the damage is cold-based. *Snowball* deals 1d6 points of cold damage per caster level (maximum 10d6) to all creatures within the area. Additionally, *snowball* works underwater.

Material Component: Small quartz crystal.

Summon Shadows

Conjuration
Level: Shadow 6, Sor/Wiz 6
Components: V, S, F
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 2d4 Shadows summoned
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons 2d4 shadows. The shadows have the same alignment as the caster, and remain under the caster's control for the duration of the spell, at which time they vanish.

Focus: A tiny bag, a small unlit candle and a piece of coal that has never seen the light of day.

Water Form

Transmutation
Level: Sor/Wiz 4
Components: S, M
Casting Time: 1 action
Range: Touch
Target: Willing corporeal creature touched
Duration: 2 minutes/level (D)
Saving Throw: None
Spell Resistance: No

The subject and all his gear become water. The subject gains damage reduction 10/+2. Physical armor becomes worthless, though size, dexterity, and any bonuses still apply. While in this form, the subject is immune to poison, disease, and critical hits. The subject cannot cast spells with verbal, somatic, or material components or foci while in water form. All supernatural abilities are lost while in this form. Spells readied are lost when the spell takes effect.

While in water form, the subject's movement becomes that of a water elemental: 20 ft., swim 90 ft. The subject can go anywhere water can go.

Material Components: A bit of mercury.

APPENDIX 7: EQUIPMENT

Archaeologist's Tools: This sturdy leather satchel contains all the standard equipment used by archaeologists at their digs: scrapers, tiny brushes, a magnifying glass, and tweezers. Weight: 4 lb; Cost: 20 gp.

Charcoal/Graphite Sticks: These large, roughly square or rectangular sticks of charcoal are often used in an emergency to trace markings on dungeon walls or as a quicker, less legible alternative to quill and ink. Weight: —; Cost: 5 cp.

Tumbler Lock: A compact, hardy and quieter version of the larger, riddle style of combination lock. The Tumbler lock costs twice as much as an equivalent Quality (Difficulty) Masterwork lock, but cannot be picked in the normal method. Thieves must instead listen carefully to the tumbling lock components (Listen DC equal to equivalent Pick Locks DC, must make three successful checks in a row to open the lock). Any noise in the area should add a penalty to the thief's listen check. More complex locks can require more listen checks. These locks cost 50% more per additional tumbler (listen check required).

Finger Bellows: Another archaeological tool, finger bellows blow away dust and particles from delicate surfaces. Place thumb and middle finger into the slots, and squeeze to create a gentle puff of air. Works best in conjunction with bone duster. Weight: 1/2 lb; Cost: 3 gp.

Hand Shovel: A smaller version of the traditional workhorse shovel, this shovel allows more careful digging, so as not to destroy or damage unearthed treasures. Weight: 2 lb; Cost: 3 gp for shovel, 1 gp for attachable pole/handle.

Lighted Magnifying Glass: These wonderful devices feature a compartment on the handle just below the glass that houses a *continual flame* light source. Press the button to open the window and you have instant light. Two sizes available. Small (5x magnification): Weight: 1 lb; Cost: 500 gp. Large (10x magnification): Weight: 3 lb; Cost: 1000 gp.

Miner's Helmet: The miner's helmet features a windowed compartment on the top which houses a *continual flame* light source. Open the window, and the flame shines forward, allowing the miner to see where he or she is going. Weight: 5 lb; Cost: 75 gp.

Nevae Glasses: These glasses fit on your head and are tinted to protect those sensitive to light. Creatures wearing these glasses halve all bright light negative modifiers. The glasses must be constructed for each person, so they fit and stay. These glasses can only be used in daylight. If used in darkness, even with darkvision, the person wearing the glasses cannot see. Weight: —; Cost: 150 gp.

Availability: Very Rare

Portable Sand Sifter: This sand sifter has hinged sides that allow it to collapse into a compact package for ease of carrying: 2-inches wide x 2-ft. long. When ready to use, open the square frame, pour in the sand or dirt, and the sand sifter will do the rest. With the exclusive metal-mesh wire system, even the smallest of relics won't escape your notice. Weight: 1 lb; Cost: 12 gp.

Screw Jack: A simple device, the screw jack features a long threaded screw upon which is mounted a hinged metal bar. By turning the screw, the hinged metal bar is raised. Screw jacks come in many sizes from the 1-ft. variety that can raise an object 1-ft., to the 2 and 3-ft. varieties for more industrial purposes. There's also the screw jack 2-in-1 model, which features two 1-foot screw jacks in one. Only 6 inches tall, and 1-ft. long, the 2-in-1 can raise an object two feet. After you jack up the base, jack up the second half for an additional foot. Weight: 1-ft 5 lb, 2-ft 10 lb, 3-ft 15 lb, 2-in-1 12 lb; Cost: 1-ft 15 gp, 2-ft 25 gp, 3-ft 45 gp, 2-in-1 30 gp.

Stethoscope: This device features a small steel funnel covered in a thin, tightly stretched membrane at the wide end. The funnel connects to a long tube with a rounded tip that rests in your ear. With it, you can hear even the faintest of sounds through doors, windows, and even walls. A stethoscope provides a +5 circumstance bonus to listen checks to listen through doors, thin walls, and windows. A stethoscope can also be used to open a combination lock. Weight: 1/2 lb; Cost: 65 gp.

String, Spool: Perfect for the explorer delving into a complicated labyrinth. This spool of string comes with a large wooden handle. Simply hold the spool by the handle, tie the end of the string to a tree or bush outside the labyrinth, and dive right in, secure in the knowledge that you will always be able to find your way out. Weight: 7 lb; Cost: spool with 500-ft string 7 sp, each additional 500-ft 5 sp.

Tail Needle: This is a fitted sheath of metal mounted with a two-foot-long, needle-sharp blade (very much like a rapier). Using the tail needle requires the Exotic Weapon feat. Tail needles can be resized by a competent weapon smith, costing d4+1 gp. Tail needles are considered Light weapons for medium-sized creatures. Game Statistics: Medium melee weapon, 10gp, d6, 18-20/x2, 3 lb, piercing.

Tail Razors: These are thin sheaths of metal fitted precisely to the individual dragori. The outside is mounted on two sides with very sharp edges, so the dragori can use his tail attack to do normal rather than subdual damage. The damage is still the same as for the tail (i.e., d6 for Nen, d4 for Fehr and Sah). Tail razors can be resized by a competent weapon smith, costing d4+1 gp. Game Statistics: Small simple melee weapon, 10gp, d6 or d4 (by dragori subtype), 19-20/x2, 3 lb, slashing.

Tail Spikes: These are thin sheaths of metal fitted precisely to the individual dragori. The outside is mounted on two sides with small spikes, so the dragori can use his tail attack to do normal rather than subdual damage. The damage is still the same as for the tail (i.e., d6 for Nen, d4 for Fehr and Sah). Tail spikes can be resized by a competent weapon smith, costing d4+1 gp. Game Statistics: Small simple melee weapon, 10gp, d6 or d4 (by dragori subtype), 19-20/x2, 3 lb, piercing.

APPENDIX 8: MAGICAL ITEMS

Benandriith

This quarterstaff +1 is carved from the wood of a yew tree. Planted by Benandriith before Sylemis was born, the yew tree grew and flourished in a dry land of little mercy. Benandriith was the druid in the wild who sheltered Sylemis after his banishment, and brought him to an understanding of the world. When Benandriith was complete with the world he called upon the yew to accept him, and bade Sylemis to carve himself a staff for his travels, and shed his life's blood on the roots of the tree. With no one to tend it, the yew tree would die, and speaking with Sylemis it knew this. The soul of Benandriith merged with that of the yew tree and entered the carved staff. Benandriith's last act was the creation of this item and his own immortality.

Benandriith grants to his wielder use of the feats Ambidexterity and Two-Weapon Fighting, so the staff may be used as a double weapon at the least penalty (–2/–2). Up to five times per day, the wielder may command Benandriith to cast *Shillelagh* upon himself, lasting 1 minute. Int 11, Wis 15, Cha 14.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *shillelagh*; **Market Price:** 21,400 gp; **Weight:** 3 lb.

Daemonforge

The Daemonforge is a magical one-way exit from the hottest depths of the Plane of Fire. A magically treated adamantine plate was placed over the top to contain most of the immense heat that pours from its heart.

The forge is located in the bowels of the Vault, in Sordadon. Here is where magically altered adamantine is forged into trade bars, ingots, and other trade goods. It is rumored that a few of the more enterprising smiths of the Vault venture into the forge's flames to learn the secrets of how to make adamantine weapons and armor. How they enter the one-way gate, or survive once they have passed it, is a mystery.

The Daemonforge is considered a major artifact with the following abilities:

- Six times per day, an elder fire elemental can be summoned to do the bidding of the summoner for up to four hours. Even if this elemental is hostile, it is bound by the power of the Daemonforge to do the bidding exactly as requested by the person summoning it. After the duration has expired, the elemental is transported back to its plane of origin, whether the task was completed or not. There is no chance that the elemental will break free from the Daemonforge.
- The Daemonforge is hot enough to melt nearly any substance in the mortal world. Even rocks and stone placed on the forge for longer than a half hour will melt into lava. Metal placed on the forge becomes white hot in less than a few seconds, making it a perfect tool for forging and smelting.
- If a creature is placed on the Daemonforge, a Fortitude save (DC 35) is required. Failure indicates death, as the creature turns to ash as soon as it touches the forge. Success means the creature only take 12d8 points of fire damage.

- Magical items made using this forge do not need the expenditure of experience points as part of their creation cost.

Gauntlet of Ice

This polished metal gauntlet is coated in a fine layer of frosty powdered stone: pulverized sapphire, diamond and pearl dust. The wearer is protected continuously by *endure elements*, granting cold resistance 5. The wearer may expend one charge to fire a *cone of cold* from his fist, doing 10d6 cold damage (reflex half DC 17). The wearer may also project a *ray of frost* once per round at no cost at targets within 25 feet. If found as treasure, the Gauntlet has 5d10 charges. Even when it runs out of charges, the Gauntlet may still project a *ray of frost*, but only once every other round.

Caster Level: 5th, **Prerequisites:** Craft Wondrous Item, *ray of frost*, *cone of cold* & *resist elements*. **Market Price:** 72,000gp.

Magical Nevae Glasses

These are magical glasses that fit on the head. They are polarized to protect from the dazzling effects of bright light, including the effects of sunlight on vulnerable creatures. The wearer gains a +4 circumstance bonus to save vs. blinding, flash-like effects. Creatures with the light blindness or light dazzled trait suffer no penalties and halve all negative modifiers for bright light. The glasses must be constructed to fit the individual.

Caster Level: 1st; **Prerequisites:** Craft Wondrous Item, *flare*; **Market Price:** 1,350 gp; **Weight:** —

Instruments of Excellence

More a set than a single instrument, Instruments of Excellence each confer a bonus to the player's perform skill check. These instruments are believed to have been created by a troupe of bards thousands of years ago. They come in a variety of forms, lutes and flutes being most common. Likewise, the perform bonus conferred ranges from +2 to +10.

Caster Level: 3rd; **Prerequisites:** Create Wondrous Item, creator must have 5 ranks of perform; **Market Price:** 210 gp (+2 instrument); 690 gp (+4 instrument); 1,490 gp (+6 instrument); 4,050 gp (+10 instrument).

Lighthouse Flame

Sitting atop the Lighthouse of Sordadon is a mysterious orb of red metal. This mystical orb floats above its pedestal without any visible means of support. During the day it quietly floats in place, radiating faint heat. When the day grows dark, however, the Light flares up in an angry storm of heat, light and fire. Anything within five feet of the flame takes 2d4 hit points of fire damage (Fort half DC 20) and wooden items burst into flame. Anyone touching the Light while it is glowing takes 2d8 hit points fire damage with no save.

Upon command, an efreet imprisoned within the Light is released from within the globe. It is under the total control of the commander for 24 hours before it returns to the orb. The efreet can only be summoned once per month. The use of this ability extinguishes the Light until the efreet returns.

Ehlim: CR11; Huge outsider (genie); HD 16d8+64; hp 128; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft., fly 40 ft. (per-

fect); AC 19 (–2 size, +2 Dex, +9 natural; touch 10, flat-footed 17); Atk +24/+19/+14/+9 melee (2d6+10+1d6 fire, slam); Face/Reach 10 ft. by 10 ft./15 ft.; SA spell-like abilities, heat; SQ plane shift, telepathy; AL LE; SV Fort +14, Ref +12, Will +12; Str 31, Dex 15, Con 18, Int 12, Wis 15, Cha 15.

Languages: Ignan, common, auran, infernal.

Skills and Feats: Bluff +18, Concentration +23, Escape Artist +18, Intimidate +18, Knowledge (Arcana) +10, Knowledge (Bluffs) +10, Knowledge (the Planes) +10, Listen +18, Move Silently +18, Sense Motive +17, Spellcraft +17, Spot +18; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Power Attack.

Spell-Like Abilities: At will: *produce flame* and *pyrotechnics*; 1/day-grant up to three *wishes* (to nongenies only), *detect magic*, *enlarge*, *gaseous form*, *invisibility*, *permanent image*, *polymorph self*, and *wall of fire*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 12 + spell level).

Heat (Ex): An efreeti's red-hot body deals 1d6 points of additional fire damage whenever it hits in melee, or when grappling, each round it maintains a hold.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to six other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name.

Telepathy (Su): A genie can communicate telepathically with any creature within 100 feet that has a language.

The Light has a dark secret. One night out of every 300, the light does not light the harbor's dark waters. On this night, a strange man walks among the people of Bluffs. He has flaming red hair and orange eyes. He is dressed like a noble in the current fashions. He

frequents pubs and taverns, searching for the last person who commanded the Light's magical abilities. When that person is found, he is burned horribly in front of all present. The Red Man then departs, strolling back to the Lighthouse. Along the way, he burns carts, dogs, people, and buildings—whatever gets in his way.

Whether the man is the trapped efreet within the Lighthouse Flame, or the owner, no one knows. The Light returns to normal the following night.

Ring of Knocking

The magic of this ring is activated when the wearer knocks on a locked door or chest. The lock opens, magical or mundane. This works just like the *knock* spell.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a non-magical item.

Caster Level: 3rd; **Prerequisites:** Forge Ring, *knock*; **Market Price:** 5,000 gp.

Sixam Sky-Charm

This charm is a crystal orb about an inch or two in diameter, often with a feather encased inside the orb. Once per day a sixam may gaze into the orb for 10 minutes. For those 10 minutes, the sixam is above ground in the open air, instead of underground or confined. He may make Will saves to recover from claustrophobia. It also resets the DC to 0. Each successive day the orb is used to allow a sixam to recover, the base DC is increased by +4. (Thus, the second day in a row the orb is used the base DC is 4 instead of 0. After 3 days, the base is 8, etc.)

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *clairaudience/clairvoyance*; **Market Price:** 1,000gp; **Cost to Create:** 500gp



APPENDIX 9: FEATS

Aerial Combat [General]

You are skilled fighting in the air.

Prerequisite: Flight speed.

Benefit: Once per round when a flying creature is hit in combat while flying, the character may make a Reflex save to suffer only half damage from the hit. The DC of the Reflex save is 10 + the damage of the attack. This ability may only be used by the flying creature and has no effect on anyone mounted on that creature.

Intuitive Knowledge [General]

You are smarter than the average person.

Benefit: At the time this feat is taken a character gains 4 skill points that must be spent acquiring new skills or improving existing skills.

Special: A character may gain this feat multiple times, each time gaining an additional 4 skill points.

Power Dive [General]

You are trained to make a devastating aerial charge.

Prerequisite: Flight speed, Aerial Combat, Fly-by Attack.

Benefit: When flying and using the charge action, you deal double damage with a melee weapon or triple damage with a lance. A flying creature must drop at least 10 ft in altitude to perform this maneuver or be able to gain at least 40 ft in altitude with a single move action.

Skill Sacrifice [Special]

Allows a Bard to know more spells than normal.

Prerequisites: Cha 15+, Bard Level 3+.

Benefit: The character may permanently sacrifice a number of skill points to gain additional spells known. The character may sacrifice as many skill points as he desires. Spells are learned on a direct 1-spell-level to 1-skill-point ratio. A single cantrip requires 1 skill point. Spells learned must be determined at the time of the sacrifice. Once this decision is made, it can never be undone.

Special: This feat may be taken multiple times. Each time it is taken, the character determines the number of skill points to be sacrificed and the specific spells to be learned. This feat can only be taken when gaining a level as a bard.

Spellmarking [Item Creation]

You can inscribe spells on a person's body that are stored until activated. Spell Marks may be inscribed over several days as the energy required is drawn from the recipient instead of from the crafter.

Prerequisites: Craft (Tattoo, Painting or Calligraphy) 8 Ranks, Spellcaster level 5th+.

Benefit: You can inscribe a magical mark on a willing host of any spell of 3rd level or lower that you know, that can be activated by touch by the person who received the mark (a move-equivalent action; need only touch the region of the body bearing the mark). Spellmarking takes 4 hours per level of spell to be inscribed and may be spread out over several days, with at least 8 hours per day except the last. The base price of a spell mark is spell level x caster level x 50gp. The recipient of the spell mark must pay an experience cost of 1/25 of the base gp cost. You must use raw materials (inks, needles, etc.) equal to one-half the base price. The cost of material components needed to cast the spell, if any, must be added to the overall cost as well.

The recipient of the spell mark takes 1d6 points of temporary Constitution damage every 4 hours of the spell marking operation (Fort DC 10+ (2 x spell level) for half). This save is made once each day. The spell mark may not be activated until all Constitution damage has been recovered. If the process of inscribing the spell mark is interrupted (i.e., the caster does not spend at least 8 hours or complete the mark that day), all effort thus far is wasted and the mark is ruined.

When the spell mark is activated, it glows faintly for the duration of the spell. When the spell expires, the design remains, but depending on the nature of the mark it may be permanent or can be washed off. (Tattoos are permanent, Calligraphy Ink washes off over a week, paint can be washed off immediately or over a few days.)

Special: A person may have up to their Constitution modifier +1 in Spell Marks on their body at a time.

Swim-by Attack [General]

You can attack while swimming.

Prerequisite: Swim speed or 8 ranks in Swim skill; Dex 13+, Dodge, Mobility, BAB +4 or higher.

Benefit: While swimming and using the attack action with a melee weapon, the character can move both before and after the attack, provided the character's total distance moved is not greater than his swim speed. Moving in this way does not provoke an attack of opportunity from the creature the character attacks. The character cannot use this feat if wearing medium or heavier armor.

Normal: Without this feat, the creature takes a partial action either before or after its move.

APPENDIX 10: DOMAINS

Affliction Domain

Deities: Sufferer

Granted Powers: You are immune to all forms of disease, including magical diseases such as mummy rot and lycanthropy.

Affliction Domain Spells

- ¥ 1. Bane
- ¥ 2. Contagion
- ¥ 3. Bestow Curse
- ¥ 4. Poison
- ¥ 5. Insect Plague
- ¥ 6. Flesh to Stone
- ¥ 7. Creeping Doom
- 8. *Fibonacci's Curse*
- 9. *Plague*

Combat Domain

Deities: Purifier

Granted Powers: Free Martial Weapon Proficiency (if necessary) and you receive a +1 to attack with one weapon type of your choice.

Combat Domain Spells

- ¥ 1. Magic Weapon
- ¥ 2. Bull's Strength
- ¥ 3. Haste
- ¥ 4. Divine Power
- ¥ 5. Righteous Might
- ¥ 6. Blade Barrier
- ¥ 7. Mass Haste
- ¥ 8. Mord's Sword
- ¥ 9. Iron Body

Emotion Domain

Deities: Great Provider

Granted Powers: You gain immunity to *charm person* and *emotion*.

Emotion Domain Spells

- ¥ 1. Charm Person
- ¥ 2. Calm Emotions
- ¥ 3. Emotion
- ¥ 4. Charm Monster
- ¥ 5. Nightmare
- ¥ 6. Mass Suggestion
- ¥ 7. Insanity
- ¥ 8. Mind Blank
- ¥ 9. Mass Charm

Entropy Domain

Deities: Sustainer, Sufferer

Granted Powers: Once per day, you can issue a Touch of Entropy. This touch attack delivers 2/level + your Charisma modifier points of damage. You must specify the amount of damage intended before you attack. The target gets no save. This damage can be spread across multiple targets.

Entropy Domain Spells

- ¥ 1. Erase
- ¥ 2. Shatter
- ¥ 3. Dispel Magic
- ¥ 4. Rusting Grasp
- ¥ 5. Insect Plague
- ¥ 6. Greater Dispelling

- ¥ 7. Destruction
- ¥ 8. Horrid Wilting
- ¥ 9. Storm of Vengeance

Flight Domain

Deities: Sky and Air, Traveler

Granted Powers: You speak Auran. Once per day, you may speak with a flying animal, as per the spell *speak with animals*.

Flight Domain Spells

- ¥ 1. Feather Fall
- ¥ 2. Levitate
- ¥ 3. Fly
- ¥ 4. Wind Wall
- ¥ 5. Control Winds
- ¥ 6. Wind Walk
- ¥ 7. Reverse Gravity
- ¥ 8. Whirlwind
- ¥ 9. Astral Projection

History Domain

Deities: Great Teacher

Granted Powers: Knowledge (History), Gather Information and Appraise are class skills. You gain one free ancient language.

History Domain Spells

- 1. *Preserve*
- 2. *Date Item*
- ¥ 3. Locate Object
- ¥ 4. Divination
- ¥ 5. Contact Other Plane
- ¥ 6. Legend Lore
- ¥ 7. Vision
- ¥ 8. Discern Location
- 9. *Improved Discern Location*

Ice Domain

Deities: Frozen One

Granted Powers: Rebuke or command cold type creatures as an evil cleric rebukes undead. Use this ability a total number of times per day equal to 3 + your charisma modifier.

Ice Domain Spells

- ¥ 1. Chill Touch
- ¥ 2. Chill Metal
- ¥ 3. Protection from Elements*
- 4. *Snowball*
- ¥ 5. Ice Storm
- ¥ 6. Cone of Cold
- 7. *Blizzard*
- 8. *Ice Prison*
- 9. *Ice Meteors*

*Protection from fire or cold only.

Invention Domain

Deities: Builder

Granted Powers: You add +2 to any Craft and Tinkering skill checks. Tinkering is a class skill.

Invention Domain Spells

- 1. *Lubricate*
- ¥ 2. Make Whole
- ¥ 3. Arcane Lock
- ¥ 4. Minor Creation

- ¥ 5. Major Creation
- ¥ 6. Permanency
 - 7. *Perpetual Motion*
- ¥ 8. Instant Summons
- ¥ 9. Polymorph Any Object

Mining Domain

Deities: Miner

Granted Powers: Intuit Direction and Search are class skills. While underground, you receive +2 to intuit direction checks and successful search checks reveal unsafe stone surfaces and shaky stone ceilings.

Mining Domain Spells

- ¥ 1. Expeditious Retreat
- ¥ 2. Soften Earth and Stone
 - 3. *Ask the Earth*
 - 4. *Miner's Tunnel*
 - 5. *Explosive Charge*
- ¥ 6. Passwall
- ¥ 7. Move Earth
- ¥ 8. Ethereal Jaunt
- ¥ 9. Repel Metal or Stone

Nature Domain

Deities: Great Mother

Granted Powers: You speak Sylvan. You gain Nature Sense as a supernatural ability. This is the same as the druid ability.

Nature Domain Spells

- ¥ 1. Entangle
- ¥ 2. Speak with Animals
- ¥ 3. Speak with Plants
- ¥ 4. Control Plants
- ¥ 5. Tree Stride
- ¥ 6. Stone Tell
- ¥ 7. Creeping Doom
- ¥ 8. Earthquake
- ¥ 9. Summon Nature's Ally IX

Peace Domain

Deities: Healer

Granted Powers: Cast *Sanctuary* as a supernatural ability, once per day.

Peace Domain Spells

- ¥ 1. Sleep
- ¥ 2. Calm Emotions
- ¥ 3. Dispel Magic
- ¥ 4. Discern Lies
- ¥ 5. True Seeing
- ¥ 6. Dismissal
- ¥ 7. Repulsion
- ¥ 8. Banishment
- ¥ 9. Wish

Shadow Domain

Deities: Sufferer

Granted Powers: Move Silently and Hide are class skills. You gain low-light vision, if you do not already have it.

Shadow Domain Spells

- ¥ 1. Darkness
- ¥ 2. Darkvision
 - 3. *Shadow Form*
- ¥ 4. Shadow Conjuration
- ¥ 5. Greater Shadow Conjuration
- ¥ 6. Shades
- ¥ 7. Shadow Walk
 - 8. *Summon Shadows*
 - 9. *Eclipse*

Skullduggery Domain

Deities: Sky and Air, Sufferer

Granted Powers: Open Locks, Pick Pockets, Move Silently, and Hide are class skills.

Skullduggery Domain Spells

- ¥ 1. Spider Climb
- ¥ 2. Invisibility
- ¥ 3. Clairaudience/Clairvoyance
- ¥ 4. Dimension Door
- ¥ 5. Passwall
- ¥ 6. Veil
- ¥ 7. Mass Invisibility
- ¥ 8. Screen
- ¥ 9. Foresight

Undeath Domain

Deities: Frozen One, Sufferer

Granted Powers: Rebuke or command undead as a cleric 3 levels higher.

Undeath Domain Spells

- ¥ 1. Invisibility to Undead
- ¥ 2. Desecrate
- ¥ 3. Animate Dead
- ¥ 4. Vampiric Touch
- ¥ 5. Unhallow
- ¥ 6. Create Undead
- ¥ 7. Control Undead
- ¥ 8. Create Greater Undead
- ¥ 9. Energy Drain

Weather Domain

Deities: Sky and Air, Sustainer, Great Mother

Granted Powers: You can summon rain, as a supernatural ability, once per day. The rain lasts 2 rounds per level, and takes 1d4 x 10 minutes to arrive. During freezing conditions, rain becomes snow.

Weather Domain Spells

- ¥ 1. Obscuring Mist
- ¥ 2. Fog Cloud
- ¥ 3. Call Lightning
- ¥ 4. Sleet Storm
- ¥ 5. Rainbow Pattern
- ¥ 6. Chain Lightning
- ¥ 7. Control Weather
- ¥ 8. Whirlwind
- ¥ 9. Storm of Vengeance

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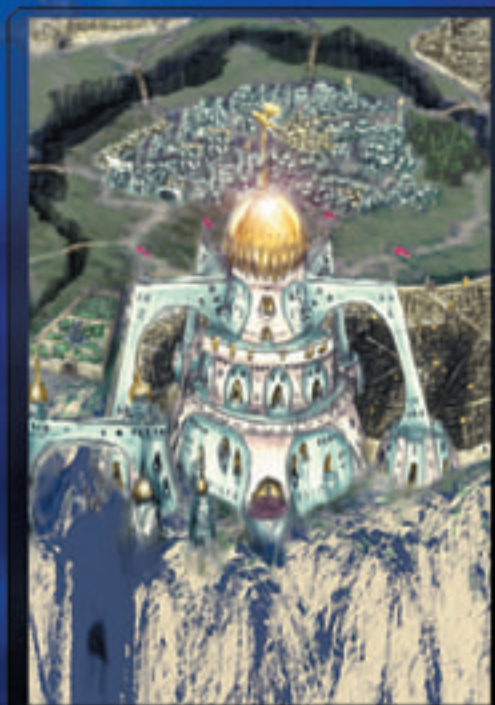
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