

URC3-08

Winds of Change

A One Round D&D LIVING GREYHAWK[®] County of Urnst Regional Adventure

Version 0.14

Round 1

By Nicholas Carnival

The time has come for action not words. A civil war is anything but civil—death and destruction are no less real or devastating. When the sun sets on the burned and barren fields covered with the County's dead, a decision must be made... with whom will you stand when come the Winds of Change? Part 11 of the Lordmaker Series. An adventure for APLs 2-12.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with the preparation of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even

core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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

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

Living Greyhawk Levels of Play

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

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

- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the County of Urnst. Characters native to the County of Urnst pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Acknowledgements

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Adventure Background

The County has been leaderless for months now. Nimar has been managing the affairs of the County and the Lord of the East is tired of his bumbling and mistakes.

Calling his forces and officers back to duty, Terrard Duncombe handicapped the County's armies by filling his own ranks with well trained and heavily equipped soldiers. Utilizing these troops in a surprising political move, Terrard Duncombe demanded Nimar relinquish authority of the County over to him or face the consequences. Nimar refused, and Terrard launched an all out assault on all holdings related to the Countess' loyal subjects. Only Brotton, High Mardreth and Radigast still hold their defenses.

Terrard fielded his entire house guard, The Lord's Fist, and swept through the County on a whirlwind maneuver. That was four months ago and now the Lord's Fist marches on Radigast, while Torquann and his units occupy High Mardreth's forces in a stalemate.

Nobody has seen nor heard from the Countess in well over half a year, and nobody has heard anything coherent from her since the Administrator's Circle Riots.

DM Note on Teleports

PCs should be advised that *teleport* spells no longer function within the County of Urnst as per *dimensional anchor*. DMs should check the DM Notes and Introductions when running a Year 3 (593CY) and Year Four (594CY) County of Urnst Regional for information on whether teleport-type spells function within the County of Urnst during that module.

Because the tovag (standing stones) remains open to the Nine Hells, devils use the energy emanating from them to *gate* and *teleport* as normal. All other beings (PCs and NPCs) and monsters, including demons, are limited as per *dimensional anchor*. Summon works as usual and is not affected by the block.

Adventure Summary

Parties will find themselves divided by their loyalties in the County of Urnst. Who they will stand with is strictly up to them, but this module is designed to make them decide, force them into that decision, or banish them from the County for disloyalty to the ruling nobles.

It is assumed that all adventuring groups playing this module conform to APL 2-12. This adventure will be deadly at the low APLs and high APLs. Middle APLs are

the core of the players and will find it difficult, but not too difficult.

The DM has a lot of leniency to give out plenty of plot information (back story) and the module is intentionally designed to give the DM full control over how to give this information out. The DM will be expected to role play on the fly in this module, and the intent is for the DM to feel the flow of the group and play off their strengths and weaknesses when it comes to roleplaying.

The Lord of the East has swept through the Countess' troops and is intending to lay siege to Radigast shortly after this module happens. The grain plays an important role in the Coup because Radigast needs food due to their inability to teleport food into the Capitol City.

Shipping has been crippled as well. Pirates and outlaws from the Bandit Kingdoms have taken advantage of the current state of chaos in the County. The Admiralty spends most of its time controlling refugees attempting to flee the region, levying most able-bodied souls they detain for military duty.

Introduction

The PCs find themselves traveling together, just leaving the town of Holbrook. The PCs have been traveling together for a few short days now, and have gotten time to know each other. As they pass through the rolling hills of the middle County they approach within sight of a recent battle.

Encounter 1: Traveling Party

The PCs get to introduce themselves here, and they get to make up their own reasons for traveling. News has spread like wild fire of a countywide curfew and the PCs are traveling north to look into what it's all about. After a few days' travel, the party sees a flock of vultures and crows circling a recent battle site and gets to investigate.

Encounter 2 Mercenaries in the Forest

The PCs meet a band of mercenaries who are here to profit from them by recruiting them for one of the warring armies. The PCs are confronted with a choice of loyalty. They will be taken to the camp of the noble they choose, or if they decide to remain neutral they stand a very real chance of being attacked. The Mercenaries just wish to transport the PCs to the appropriate military camp for money, and will use all the diplomacy they can in order to make sure the PCs make it there.

Encounter 3: Choice

At this point, the PCs are brought to camp. This experience is a little humiliating. They will be given the option to join or be escorted from the camp and left to their own devices. If they refuse to join either side, this is reported to the Triad and the module ends for those players. Each camp is run the same, and they will receive a tattoo of their chosen noble when they swear fealty.

Encounter 4: A Captain's Demand

The PCs will be brought to the Captain's tent and asked to perform a mission for their County. The mission entails capturing a grain caravan, or at the very least, destroying it. The Captain needs the PCs to take this mission on because they don't look like military regulars and could slip behind enemy lines with the least chance of detection. After the meeting, the Captain will talk with Clerics privately with a request for short term service to the troops.

Encounter 5: Soldiers Will Talk

After receiving their tattoos and their mission, if the PCs leave and attempt to go to the other camp, they are discovered and arrested as spies. Their inquisition lasts 6 TUs, after which they are branded as traitors, banished and escorted under heavy guard out of the County. This action is reported to the Triad and the module ends for these players. They are not allowed to play in the CoU region again until they obtain campaign documentation from the Triad that their banishment has been rescinded. This restriction does not apply to Core or Meta-Regional modules unless they are set in the County.

That night at the campfires, all the soldiers will have something interesting to say. This is the DMs

opportunity for some on the fly roleplaying, with a list of rumors to spread. Remember, the rumors are not the only thing the soldiers will be discussing. They have families and lives to live after this coup. Spice it up, and interact with the PCs. Testosterone will rule the conversation.

Encounter 6: Scouting Party

On their way to ambush the caravan, they encounter an enemy patrol. The PCs may try to talk their way out of it, but when the Cleric of the opposing army casts detect magic, thereby discovering the tattoos, he calls out for the immediate deaths of the PCs and the fight is on.

Encounter 7: Merchant Caravan

The PCs surprise the Caravan. This combat is set up for night or day, whichever the PCs prefer. It's the same combat as the Scouting party, except it has 5 wagons to throw into the tactics of the fight. One well-placed spell could stop this combat in one round; of course the grain may not stand the damage. There is no surrender, nor negotiation. The guards prefer to fight to the death.

Encounter 8: Vengeance for Fallen Comrades

The PCs have drawn the attention of a scrying wizard and his powerful allies who were sent to help the caravan. This leads to a final encounter. The PCs have the opportunity to rest, or if they travel straight through, they will be caught early the next morning. Either way, the combat will happen. This has the potential to be a deadly encounter. The Wizard will be invisible, flying and summoning every round. The fighter and cleric (at APL 2-8 only) will run interference on the ground. Hopefully the PCs will

have rested and will be fully ready for this combat.

Encounter 9: Conclusion

The PCs are welcomed back as heroes. The Captain will once again ask the Clerics for their TU of service, and will tell the PCs that the rest of their time serving will be on guard duty while the fate of Radigast is decided by those higher up in the command chain.

Why Clerics of Zilchus?

DM Note: The NPC clerics in this adventure are from the Temple of Zilchus in Radigast or Jedbridge. Since the money caravans which move Nyronian coin exchanged for Urnstian money back to Nyron have been stopped due to the political upheaval, these Clerics have volunteered to ride with the Emerald Guard/Lord's Fist to provide defensive services.

Introduction

The County has been embroiled in a civil war for over four months now. The Countess turns a blind eye to the goings on in the County, while the Lord of the East is enjoying an easy military campaign and is massing for a siege on Radigast.

As the price of everything rises, so too does the lawlessness. Martial law has been declared in the lands of the East, and a curfew covers all settlements of the County. Grisly signs of martial law being executed line city walls, and the vultures and crows grow fat over these displays.

Rumors abound of the Lord of the East's leaders possessing incredible luck and devastating powers. Most, if not all, have some sort of the arcane power about them. The War College in Jedbridge seems to be filling rank and file with quality soldiers and leaders. His troops say the Lord of the East has gone mad, but through this madness comes victory and they love him for it.

As for the Countess, she has largely ignored the conflict. She hasn't held a public audience for quite

some time. In fact, it is believed that Belissica and the Duke of Tenh have left the County altogether, abandoning the populace to their fate. If not for her elite heavy cavalry, the Lord of the East may have already won. Nimar has been publicly running the County and her affairs for half a year now. Terrard has demanded his surrender of power and Nimar has refused.

Encounter One: Traveling Party

Having just left the Babbling Brook Tavern, in Holbrook, a few short days ago, you find yourself wishing for its warmth once again. Unless you are a creature of the cold, the chill causes you to pull your clothes tight around you to ward off the weather's effects.

As you ride/walk through the rolling hills of the middle County you see a dark mass of moving objects drifting through the sky in the distance ahead. The early morning sun outlines the mass in a golden shimmer that writhes and moves at an alarming rate.

DM Note: Spot Check DC:20 to realize they are actually vultures and crows. If the spot check is failed allow the party to react.

As you move upon the mass, the smell hits you first. It's the smell of liquid iron. The palpable taste of bloodied spoiled meat greets you as you crest the hill in front of you and look upon the mass grave of hundreds if not thousands of slain soldiers. The cold weather has preserved most of them, yet the carrion birds that are the darkened mass have been feasting for days, and the air is THICK as bloated bugs fly about you thinking you are their next meal.

DM Note: At this point, allow the party to introduce themselves and figure out what they are doing here, while they are checking out the dead bodies.

If the PCs investigate, they find that the bodies of the dead soldiers have been stripped of anything useful. A successful Heal check (DC 15) tells the PCs that claws/bites and not swords made many of the wounds

and not swords made many of the wounds and lethal levels of poison can be detected in quite a few corpses. All of the bodies possess the tattoo of a Swan on their upper arm. As they search, proceed to Encounter Two.

Encounter Two: Mercenaries in the Forest

As you search the battle scene, you see a pair of riders moving out of a secluded copse of trees off in the distance.

DM Note: The mercenaries are trying to force the players to make a decision about which noble they stand with. They will not take kindly to neutral folks who are apt not to make a decision, or avoid taking sides. This part of the module is dangerous, and the players may become irate if pushed too far. The purpose of this module is to make characters choose a side in the civil war gripping the County. This is the mercenaries' only goal, and will press hard for a decision of loyalty.

The mercenaries will dismount to engage the party in a non-threatening posture.

Mercenary Leader Markus: Well met fellow travelers. What a tragedy we have here. Perhaps there will be some good to come of this, but...

DM note: The DM will have to answer questions at this point. There is some information provided below, but mostly the DM will have to make up answers to the PC's questions.

PCs: Should ask questions

Markus: I am Markus, and we are recruiters of a sort. We mostly connect people wishing to join forces with an army, with that army. Who was it you said you stood with in the County again?

PCs: Should make their decision and inform the mercenaries.

Markus: We were here to pick up any wounded and return them to their camps. We are merely trying to make a living. If you are looking for profit, the Lord of the East has considerable more money than that bumble head Nimar.

The Mercenaries have the following rumors to talk about, if the PCs engage them in more conversation.

- The Countess has run off with the Duke of Tenh.
- The Countess is with the Lord of the East's child and that is why he is taking over the County.

- Mages are angry all across the land because they cannot teleport.
- Brotton is the only free city left not under siege.
- Radigast is a three-day ride to the West.
- Nimar has ruined the local economy. He's not housed grain, and turns peasants into soldiers, instead of into farmers. He's raised taxes across the lands, and has demanded temples increase their tithes to the City and County proper.

From here, the DM is going to have to wing it in order to convince the party not to split up, or kill the mercenaries. The mercenaries should easily be defeated.

All APLs (EL 2)

☛ **Brother Lyas:** Human Clr1 (1): hp 9, see Appendix 1

☛ **Markus:** Human Ftr1 (1): hp 12, see Appendix 1

Tactics: If the PCs attack, the mercenaries will defend themselves while attempting to mount their horses to escape.

The party is between the opposing camps. If they go a mile in either direction (East or West) they will arrive at one of the camps. If the mercenaries are accompanying the PCs, either camp will warmly (more or less) greet them. If the PCs haven't picked a side and are alone, randomly choose the camp they arrive at.

Encounter Three: Choices

You travel for close to half a day. Soon you see the telltale signs of campfires burning, and smell the army well before you see it.

(If the mercenaries accompany the party...) **Markus leads you directly to a guard walking rounds.**

DM note: It's easy for the PCs to find the camp. Smoke and light can be seen in night and day conditions. Unless the PCs are trying to avoid the camps, they will easily run across them no matter which direction they travel, because the camps are directly in their path. They could travel North or South and end up at the same location. Don't box the characters in, but direct them to the camp.

The banners being flown and uniforms worn can easily identify the camps. See Players Handout #1 and #2 for appropriate heraldry.

If the PCs are accompanied by the mercenaries:

Officer of the Watch: Halt! Who goes there? Stand and be counted.

Mercenary: It's me, Markus from Echo Company with some green meat.

Officer of the Watch: Great, wait here while we get (Inky for Lord of the East, Stinger for Countess) and the Captain.

(Markus will explain that Inky/Stinger is the tattoo sorcerer and the PCs will be expected to swear fealty and get tattooed. He then shows them the tattoo he has. Note that he bears both tattoos and will only show the appropriate one.) Both camps know he's working both sides, but they also value the recruits he brings in.

If the PCs show up on their own:

Officer of the Watch: Halt! Who goes there? Stand and be counted.

PCs: blah

Officer: Explain your intentions and stand down.

PCs: blah

Officer: Blows signal whistle and half the camp comes running.

Captain: Are you here to swear fealty to the (Lord of the East / Countess)?

PCs: blah

Captain: Yes, well good then, I see you have made wise choices in the past and after Inky (Lord of the East)/Stinger (Countess) gets done with you than come to my private chambers.

If the PCs do not choose either side, preferring instead to act as mercenaries:

Both camps will detain them for a short while to obtain their names and grill them about their past activities, associates and loyalties. Then the Captain will order the PCs to leave. The PCs names will be spread across the county as having no loyalties to anyone or anything.

The DM must report this choice to the CoU Triad using the response form in the back of this module or by sending an email to the address provided. The module ends for those players.

Once the PCs have chosen a camp, proceed here:

Inky/Stinger is a grizzled old sorcerer. His specialty is arcane marks with magical ink that leave a permanent mark that cannot be removed by any means known. (Inky for Lord of the East, and Stinger for Countess.)

- Countess: rare form of green ink in the form of a Swan. The ink is magical in nature being concocted from the blood of an ogre magi and when detect magic is cast upon the PC its aura is easily detectable even if it is covered (see Player Handout #1).
- Lord of the East: rare form of red ink in the form of a Bull. The ink is magical in nature being concocted from the blood and poison of a manticore and when detect magic is cast upon the PC its aura is easily detectable even if it is covered (see Player Handout #2).

DM Note: If the PCs look around they will notice everyone has the same tattoo they do. If they refuse the tattoo they will be asked to leave. They can go over to the other camp but will be given the same treatment. These tattoos are magical in nature and therefore will be seen regardless of efforts to hide them when detect magic is cast in the direction of the PC's.

If the PCs refuse either tattoo, the DM must report this choice to the CoU Triad using the response form in the back of this module or by sending an email to the address provided. The module ends for those players.

Players from out of region must still choose who they support in the conflict and suffer the same consequences as regional players.

After the PCs swear fealty to their respective noble the captain will take them into his private chambers. On the wall is an interesting map (see Player Handout #3).

Encounter Four: A Captain's Demand

The Captain asks the PCs for their assistance in breaking a stalemate. He tells the PCs that they don't look like the usual military types and will be better able to infiltrate behind enemy lines.

If the PCs accept this mission, they are supplied with rations and speedy horses for. The mission is to capture, or at the very least destroy, a supply train that isn't heavily guarded. The supply train has been scryed upon,

deemed a good logistical target, and after all, an army lives on its stomach.

The Captain gives the PCs a map to show where the strike should happen. It's about a day's ride away in the middle of some rolling plains.

- If the PCs are standing with the Countess, they are given Medium Warhorses from the stock of House Dane. They will be fair in color (make sure to stress this), as the dark colored stock has been sold away to foreign lands, and to the nobles of the East.
- If the PCs support the Lord of the East, they are given Medium Warhorses that are dark in color. Like the Countess, the Lord has sold away the fair colors in an effort to create horses that are more suited and tolerant of war. He believes a dark horse will have a dark mood and therefore perform better during times of crisis. When handing these steeds out, make sure to stress their dark chocolate or black color. The Lord of the East is enjoying the capture of a large stock of horses bound for High Mardreth, and these horses given to the PCs will be branded with the symbol of Count's Markham.

DM Note: Pass out the tokens (Player Handout #4) and stats (Player Handout #5) for Medium Warhorses to players who accept these mounts.

The Captain gives the PCs four days in order to complete their mission, and at that time, if they haven't returned, the Captain will consider the mission a failure and the PCs either M.I.A. or A.W.O.L. The four days is in case the PCs lose their horses and have to foot it around their mission. This is a lenient time frame, and the Captain fully expects the PCs to be picked off (killed) by the enemy, but slow food is almost as good as no food.

After the meeting, the Captain will approach any Clerics that are with the squads and ask them to help with their prospective army's healing AFTER they complete their mission. If the Clerics accept this, they are charged another time unit for healing troops, and are instructed to contact the Triad about this commitment for their reward.

If the PCs decline the mission, they will be given guard duty for the rest of the week, and released to find their own deaths in the County proper. The DM must report this choice to the CoU Triad using the response form in the back of this module or by sending an email to the address provided. The module ends for those players.

DM Note: *Were the clerics offered the opportunity to work on behalf of the army after this mission is complete?*

Encounter Five: Soldiers Will Talk

DM Note: Not all questions asked will match these answers. DM's will have to make up answers, and role-play on the fly. Have fun and interact with the PCs. This is their only chance to get a lot of the political information they so desperately need in order to have a clue what's going on in the County of Urnst.

After the PCs accept their mission, they are left with their map and four days to accomplish the mission. The PCs can either head out that night, or can hang around in camp and chat with the soldiers. The soldiers will provide the following rumors. Be sure to use different accents for each soldier showing the diversity that sits in the camp.

Lord of the East rumors

- Jedbridge's Richfest was cancelled due to the nature of the levies against young men.
- Terrard Duncombe has a special power that allows him to control denizens of the underdark.
- The watchtower network Torquann set up in the years previous to the war is serving as a network for the Lord of the East to watch communication between High Mardreth and Radigast.
- Food is hard to come by. Good food even harder. If not for the clerics in the army, we'd have starved to death for sure.

Countess Belissica rumors

- Thousands of soldiers have died already, and everyone expects the final deaths to come within the walls of Radigast.
- The East is marching easily all over the County.
- Nimar cannot manage the County, let alone the army, and that is destroying more young lives than the bumble head can imagine.
- The Emerald Guard is the only strong point for the Countess, if they are crushed, then the Lord of the East wins.
- Dosselord fell before the Lord's Fist got there. Some say it was plague, others say they have seen the slag piles where the village once stood. Nimar

blames Duncombe's wizards who must have targeted his hometown in retribution for his denial of the Lord of the East's bid for power. Because of this tragedy, Nimar won't back down. (NOTE: Many players who started in year one and two are familiar with the town and its inhabitants. It has historical links to rally the players behind Nimar. It's straight out of the MoCS series, and was a town of around 400 souls.)

- Holbrook has been relatively untouched because of some powerful mage defending it. (NOTE: This is a false rumor. Neither noble has approached Holbrook for fear of turning all the stalwart adventurers to their enemy's camps.)

General Rumors in both camps

- Incursions of late by Old Wicked's minions have met disaster because somehow his generals and officers cannot cross the border.
- Dane is supplying the highest bidder and Terrard has Brotton surrounded.
- Radigast has 15,000 peasants holed up inside its walls, and the sewers are damn near plugged
- A cult of Kyuss was recently unearthed by a loyal band of army special forces and destroyed
- Crops are not fairing well this year and food is scarce.

Now the PCs must decide which action to take. Possibilities seem limitless, but most parties should make plans and carry out their missions.

If the party tries to go to the other camp, they will be summarily arrested as spies, and it will spend 6 TUs under the inquisitor's gaze answering all sorts of questions. After this ordeal, the PCs are banished from the County with a traitor's mark magically branded into their forehead, indicating neither side should trust them. After their captivity, they will be escorted as prisoners under heavy guard across the County border and released—Bandit Kingdoms if held by the Countess, Nyronid if held by the Lord of the East.

The DM must report this choice to the CoU Triad using the response form in the back of this module or by sending an email to the address provided. The module ends for those players and they may not play ANY additional scenarios taking place within the County's borders until they have campaign documentation to

support their legal return to the County. This is acquired by petitioning the Triad in character.

After a good night resting or a full night traveling the party will start their mission.

Encounter Six: Scouting Party

During their trip to the ambush site, with a successful spot check of DC15, the Party will come across a scouting party. The scouting party rides up on the PCs by blind luck.

If the party tries to parlay with the scouting party, the scouting party's cleric will use his detect magic to discern from their tattoos that they are enemies and combat ensues.

The terrain is wide-open rolling plain. You can break up the landscape by putting in a sparse tree or two, but everywhere you look is knee high grass.

You have been traveling for close to a day, and the sun is falling quickly. Soon you will have no light at all. You crest another hill, or swing around a hillock if you have been avoiding high ground, and you see riders rushing your way. The terrain is rolling hills with knee high grass, and the sun is at your back highlighting you to these strangers. When the riders come within 100' of your view you can see the startling contrast between the colors of your steeds, as well as the enemies banner hanging from their gleaming heavy lances.

Corporal: Halt, who goes there? Are you not aware of the curfew in these lands? Why are you not heading towards civilization?

PCs: Blah

Cleric: Corporal, they bear the mark.

Corporal: All enemies of the (Lord of the East, Countess) will be struck down. Soldiers attack.

The scouting party consists of the following:

APL 2 (EL 3)

☛ **Chaplain:** Human Clr1 (1): hp 9, see Appendix 1

☛ **Patrolman:** Human Ftr1 (2): hp 12, see Appendix 1

APL 4 (EL 5)

☛ **Chaplain:** Human Clr2 (1): hp 15, see Appendix 1

☛ **Patrolman:** Human Ftr2 (2): hp 20, see Appendix 1

APL 6 (EL 7)

☛ **Chaplain:** Human Clr4 (1): hp 27, see Appendix 1

☛ **Patrolman:** Human Ftr4 (2): hp 36, see Appendix 1

APL 8 (EL 9)

☛ **Chaplain:** Human Clr4 (2): hp 27, see Appendix 1

☛ **Patrolman:** Human Ftr4 (4): hp 36, see Appendix 1

APL 10 (EL 11)

☛ **Chaplain:** Human Clr6 (2): hp 39, see Appendix 1

☛ **Patrolman:** Human Ftr6 (4): hp 52, see Appendix 1

APL 12 (EL 13)

☛ **Chaplain:** Human Clr8 (2): hp 51, see Appendix 1

☛ **Patrolman:** Human Ftr6 (8): hp 52, see Appendix 1

Tactics: These are simple. The soldiers know they are up against non-regular military and will concentrate on taking down the least armored foe first in order to increase their odds of winning. At every APL except APL 2 have at least one fighter go for the least armored person. Concentrate on taking down single targets since these are well-trained military troops.

All mounted fighters on the Countess' side are riding Heavy Warhorses, and all wizards and clerics are riding Light Warhorses, that are fair of color. The horses have studded leather barding.

All mounted fighters on the Lord of the East's side are riding Heavy Warhorses, and all wizards are riding Light Warhorses, that are dark in color. The horses have studded leather barding.

Make sure to read up on the Mounted Combat feats these soldiers possess in order to take advantage of terrain. Lances do triple damage because of the feats these fighters possess and they usually ride past their targets in a straight line passing them up, while getting an attack in with lethal consequences. Lances are 12' long and therefore give the soldiers reach. A critical hit with a lance under Spirited Charge is X5 damage (see "Multiplying" on pg. 304 of the *Player's Handbook*). *Mounted Combat* allows the fighters to attempt to negate an attack on their steed once per round.

These soldiers are just that, soldiers. They are not stupid warriors and will use only the best tactics in attempting to take down their sworn and hated enemies. The soldiers will fight to the death. If one is captured, he will reveal the location of his campground, his rank (private or corporal), and that he is with the regular

infantry (Nimar's Battalion or the Lord's Fist). This is all the information that he has besides that he/they were looking for other patrols of the opposing army.

At APL12, the Cleric is invisible, air walking as he summons monsters every round possible.

Encounter Seven: Merchant Caravan

The Party now has time to set up an ambush for the Merchant Caravan. Let the PCs describe what they are looking for in an ambush site and accommodate them. The one exception is that there are no dense woods. There is the occasional copse of trees, but nothing too deep.

DM Note: This is the same as *Encounter Six: Scouting Party* but it has the added flavor of running wagons and such. The PCs have the element of surprise rather than the riders coming up to them in the previous encounter and the stats are the same.

The teamsters driving the five wagons are non-combatants, but should be used to enhance the mood of the fight, and seriousness of this ambush. They will run until either they escape, are caught or killed. They don't have much information except the location of the enemy's camp and are not prepared to fight. They are pretty scared and the DM should wing it if the PCs should decide to engage them verbally.

The wagons carry grain with the house Dane marking on them, and Brandy from the house Torquann. Most people will miss the political innuendo that carrying merchandise from these two opposing houses brings, so mention to the players that those from the County will think it strange that two opposing houses would be shipping goods together, especially in time of War.

The PCs should initiate this encounter since it is their ambush.

ALL APLs – Non-Combatants

☛ Teamster Exp1 (5); hp 4

APL 2 (EL 3)

☛ **Chaplain:** Human Clr1 (1): hp 9, see Appendix 1

☛ **Patrolman:** Human Ftr1 (2): hp 12, see Appendix 1

APL 4 (EL 5)

☛ **Chaplain:** Human Clr2 (1): hp 15, see Appendix 1

☛ **Patrolman:** Human Ftr2 (2): hp 20, see Appendix 1
APL 6 (EL 7)

☛ **Chaplain:** Human Clr4 (1): hp 27, see Appendix 1

☛ **Patrolman:** Human Ftr4 (2): hp 36, see Appendix 1
APL 8 (EL 9)

☛ **Chaplain:** Human Clr4 (2): hp 27, see Appendix 1

☛ **Patrolman:** Human Ftr4 (4): hp 36, see Appendix 1
APL 10 (EL 11)

☛ **Chaplain:** Human Clr6 (2): hp 39, see Appendix 1

☛ **Patrolman:** Human Ftr6 (4): hp 52, see Appendix 1
APL 12 (EL 13)

☛ **Chaplain:** Human Clr8 (2): hp 51, see Appendix 1

☛ **Patrolman:** Human Ftr6 (8): hp 52, see Appendix 1

Encounter Eight: Vengeance for Fallen Comrades

The final encounter is different depending upon which noble the party supports.

At night: *You have been riding hard through the night in hopes of reaching your home camp. All thoughts of making it there unscathed scatter with the wind when you hear hoof quickly making their way towards you. Soon you hear a voice coming out of the darkness.*

During day: *You have rested well, and are breaking camp. Getting your gear situated, and praying for knowledge, you soon head off. Shortly after leaving your campground you are hailed from behind by a commanding voice.*

Officer: Halt, stand down, and death will be swift. I have no time to parlay. Your insolence will only bring you further grief. These are the enemies who have ambushed the supply train. Soldiers kill them all.

If supporting the Lord of the East, they will face some of the Countess's Elite Response Troops, the Emerald Guards. At APL 2 and 4, they will be facing regular troops in training to be Emerald Guards. If supporting the Countess, they are facing some of the Lord's Fists. At APL 2 and 4, they are facing regular troops in training to be Lord's Fists.

DM Note: The Countess' troops lack higher-level wizards because they are all needed in Radigast and the other walled cities to bolster their defenses.

Countess' Emerald Guard (If the PCs choose the Lord of the East):

APL 2 (EL 4):

☛ **Emerald Guard Priest:** Human Clr1 (1): hp 9, see Appendix 1

☛ **Emerald Guard Warrior:** Human Ftr1 (2): hp 12, see Appendix 1

☛ **Emerald Guard Mage:** Human Wiz1 (1): hp 5, see Appendix 1

APL 4 (EL 6):

☛ **Emerald Guard Priest:** Human Clr2 (1): hp 15, see Appendix 1

☛ **Emerald Guard Warrior:** Human Ftr2 (2): hp 20, see Appendix 1

☛ **Emerald Guard Mage:** Human Wiz3 (1): hp 13, see Appendix 1

APL 6 (EL 8):

☛ **Emerald Guard Priest:** Human Clr4 (1): hp 27, see Appendix 1

☛ **Emerald Guard Warrior:** Human Ftr4 (2): hp 36, see Appendix 1

☛ **Emerald Guard Mage:** Human Wiz5 (1): hp 21, see Appendix 1

APL 8 (EL 10):

☛ **Emerald Guard Priest:** Human Clr8 (1): hp 51, see Appendix 1

☛ **Emerald Guard Warrior:** Human Ftr4 (4): hp 36, see Appendix 1

APL 10 (EL 12):

☛ **Emerald Guard Priest:** Human Clr10 (1): hp 63, see Appendix 1

☛ **Emerald Guard Warrior:** Human Ftr8 (2): hp 68, see Appendix 1

APL 12 (EL 14):

☛ **Emerald Guard Priest:** Human Clr12 (1): hp 75, see Appendix 1

☛ **Emerald Guard Warrior:** Human Ftr8 (4): hp 68, see Appendix 1

Lord's Fist (If the PCs choose the Countess):

APL 2 (EL 4):

☛ **Lord's Fist Warrior:** Human Ftr1 (1): hp 12, see Appendix 1

☛ **Lord's Fist Mage:** Human Wiz3 (1): hp 13, see Appendix 1

APL 4 (EL 6):

☛ **Lord's Fist Warrior:** Human Ftr2 (2): hp 20, see Appendix 1

☛ **Lord's Fist Mage:** Human Wiz5 (1): hp 21, see Appendix 1

APL 6 (EL 8):

☛ **Lord's Fist Warrior:** Human Ftr4 (1): hp 36, see Appendix 1

☛ **Lord's Fist Mage:** Human Wiz7 (1): hp 29, see Appendix 1

APL 8 (EL 10):

☛ **Captain Fireblade:** Erineye (1): hp 85, see Appendix 1

☛ **Lord's Fist Mage:** Human Wiz9 (1): hp 37, see Appendix 1

APL 10 (EL 12):

☛ **Captain Fireblade:** Erineye: hp 85, see Appendix 1

☛ **Lord's Fist Warrior:** Human Ftr6 (2): hp 52, see Appendix 1

☛ **Lord's Fist Mage:** Human Wiz11 (1): hp 45, see Appendix 1

APL 12 (EL 14):

☛ **Captain Fireblade:** Erineye: hp 85, see Appendix 1

☛ **Lord's Fist Warrior:** Human Ftr8 (2): hp 68, see Appendix 1

☛ **Lord's Fist Mage:** Human Wiz13 (1): hp 53, see Appendix 1

Tactics:

Since these troops know they are close on the heels of the enemy, assume the NPCs had one minute (10 rounds) to pre-buff; DM's choice as to which spells have been cast.

At APL 4 and above, the mage/cleric will be invisibly summoning every round until they are out of summoning spells. They will make their creatures attack

the least armored individuals in hopes of thinning the ranks of the party. Do not forget that every summoned creature will be augmented. This is a 3.5 feat that gives all summoned creatures +4 to strength and +4 to constitution.

At APLs 8, 10 and 12, the Countess' clerics will be airwalking.

If the party is successful in defeating this final encounter, they will make it back to their respective home camp without further complications.

Conclusion

Upon returning to camp, they will be hailed by the guards (a new set of guards. "Stop and declare who you stand with!" The PCs should know the drill and make it into camp without much further ado.

Captain, "Welcome back heroes of the Bull/Swan. It is good to see you made it back, and even better to hear of your success. Within the week we expect to achieve a stunning victory and turn the tide of this coup. I fully believe the final battle of this disagreement will be fought within the walls of Radigast City.

For Countess supporters only:

I have excellent news, my brothers in arms. One of our most esteemed Holy Knights of the Swan has developed a weapon that allows our clerics the ability to imbue their holy symbol with the power of the celestial plane of good. For your valiant service, I'm giving you access to this secret for your upcoming battles on behalf of the Countess. We call this weapon the Holy Bane of Devils.

Continued for all players:

The people thank you for your valiant service, and now you have earned some much needed R&R. Unless you have agreed to serve as medic during that time, you are hereby released from duty with a commendation for valiancy in the face of adversity. Perhaps your service will be needed again, and most assuredly you have a friend with connections. If ever you need anything from the military, do not hesitate to call upon me. For now I must prepare, fare thee well trusted adventurers."

The End

Experience Point Summary

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

Encounter Two

All APLs 60xp

Encounter Six

APL2 90xp; APL4 150xp; APL6 210xp;
APL8 270xp; APL10 330xp; APL12 390xp

Encounter Seven

APL2 90xp; APL4 150xp; APL6 210xp;
APL8 270xp; APL10 330xp; APL12 390xp

Encounter Eight

APL2 120xp; APL4 180xp; APL6 240xp;
APL8 300xp; APL10 360xp; APL12 420xp

Discretionary roleplaying award

APL2 90xp; APL4 135xp; APL6 180xp;
APL8 225xp; APL10 270xp; APL12 315xp

Total possible experience:

APL2 450 xp; APL4 675xp; APL6 700xp;
APL8 1125xp; APL10 1350xp; APL12 1575xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for

the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Six

APL 2: L: 100gp; C: 25gp; M: 0gp

APL 4: L: 100gp; C: 25gp; M: 50gp

APL 6: L: 50gp; C: 25gp; M: 125gp

APL 8: L: 100gp; C: 75gp; M: 200gp

APL 10: L: 150gp; C: 1250gp; M: 250gp

APL 12: L: 200gp; C: 200gp; M: 600gp

Encounter Seven

APL 2: L: 100gp; C: 25gp; M: 0gp

APL 4: L: 100gp; C: 25gp; M: 50gp

APL 6: L: 50gp; C: 25gp; M: 125gp

APL 8: L: 100gp; C: 75gp; M: 200gp

APL 10: L: 150gp; C: 125gp; M: 250gp

APL 12: L: 200gp; C: 200gp; M: 600gp

Encounter Eight

APL 2: L: 100gp; C: 50gp; M: 0gp

APL 4: L: 100gp; C: 50gp; M: 100gp

APL 6: L: 100gp; C: 100gp; M: 200gp

APL 8: L: 100gp; C: 100gp; M: 300gp

APL 10: L: 300gp; C: 250gp; M: 500gp

APL 12: L: 200gp; C: 200gp; M: 600gp

Total Possible Treasure

APL 2: Total: 400gp

APL 4: Total: 600gp

APL 6: Total: 800gp

APL 8: Total: 1250gp

APL 10: Total: 2100gp

APL 12: Total: 3000gp

Adventure Record #1

Cross off items that do not apply. Frequency Regional unless otherwise noted.

Item Access: Support of the Countess

ALL APLs

Holy Bane of Devils (see below) – Frequency Adventure

Urnstian Medium Warhorse (see below)

Wand of Cure Light Wounds

APL 2

Brooch of shielding

Vest of resistance +2 (*Tome & Blood*)

Headband of intellect +2

Heward's handy haversack

Ring of protection +2

Wand of magic missiles

APL 4

APL2 items and...

Bracers of armor +2

Headband of intellect +2

Periapt of wisdom +2

APL 6

APL2-4 items and...

Bracers of armor +3

Rod of Extend, Lesser

+2 enhancement upgrade to any weapon

APL 8

APL2-6 items and...

Bracers of armor +4

Vest of resistance +3 (*Tome & Blood*)

Hat of Disguise

Headband of intellect +6

Ring of protection +3

Flaming enhancement to any weapon

APL 10

APL2-8 items and...

Bracers of armor +5

Vest of resistance +4 (*Tome & Blood*)

Figurine of wondrous power: Golden Lions

Ring of protection +4

Wand of cure moderate wounds

+2 enhancement upgrade to any armor

Animated shield enhancement

APL 12

APL2-10 items and...

Bracers of armor +6

Vest of resistance +5 (*Tome & Blood*)

Equerry's armor (*Masters of the Wild*)

Periapt of wisdom +6

+3 enhancement upgrade to any weapon

Invulnerable armor enhancement

Special Items

This adventurer refused to choose sides in the conflict, or refused to accept a tattoo, and has been reported to the County of Urnst Triad as a mercenary without loyalty, a bandit unworthy of trust.

This adventurer was caught and tried for espionage having been put to the inquisition, paid an additional 6 TUs, and is banished from the County. They have been transported across the border to the Bandit Kingdoms. The character may not participate in any other adventure set in the County of Urnst without obtaining campaign documentation from the Triad that their banishment has been rescinded.

Influence Point with the Countess: This adventurer has come to the aid of the Countess' forces during the uprising of the Lord of the East. This point can be used to influence any County official loyal to the Countess into the player's favor regardless of the situation.

This cleric agreed to serve as medic for the Emerald Guard for one week and has paid an additional 1 TU. Contact the Triad for additional information on benefits earned.

Adventure Record #2

+3 enhancement upgrade to any weapon
Holy enhancement to any weapon

Cross off items that do not apply. Frequency Regional unless otherwise noted.

Item Access: Support of the Lord of the East

ALL APLs

Urnstian Medium Warhorse (see below)
Wand of Cure Light Wounds

APL 2

Brooch of shielding
Heward's handy haversack
Wand of magic missiles

APL4

APL 2 items and...
Vest of resistance +2 (*Tome & Blood*)
Headband of intellect +2
Periapt of wisdom +2
Ring of protection +2
Wand of magic missiles

APL 6

APL 2-4 items and...
Bracers of armor +2
Stone of Quickness (see below)

APL 8

APL2-6 items and...
Vest of resistance +3 (*Tome & Blood*)
Equerry's armor (*Masters of the Wild*)
Periapt of wisdom +6
+2 enhancement upgrade to any weapon

APL 10

APL2-8 items and...
Vest of resistance +4 (*Tome & Blood*)
Wand of cure moderate wounds
Wand of cure serious wounds
+3 enhancement upgrade to any weapon
+2 enhancement upgrade to any armor
+2 enhancement upgrade to any shield
Animated shield enhancement

APL12

APL 2-10 items and...
Vest of resistance +5 (*Tome & Blood*)
Holy Bane of Devils (see below) – Frequency
Adventure
Periapt of wisdom +6
Wand of cure critical wounds

Special Items

This adventurer refused to choose sides in the conflict, or refused to accept a tattoo, and has been reported to the County of Urnst Triad as a mercenary without loyalty, a bandit unworthy of trust.

This adventurer was caught and tried for espionage having been put to the inquisition, paid an additional 6 TUs, and is banished from the County. They have been transported across the border to Nyronnd. The character may not participate in any other adventure set in the County of Urnst without obtaining campaign documentation from the Triad that their banishment has been rescinded.

Influence Point with the Lord of the East: This adventurer has aided Lord Duncombe in gaining control of the county. This point can be used to influence any county official loyal to Lord Duncombe into the player's favor regardless of the situation.

This cleric agreed to serve as medic for the Lord's Fist for one week and has paid an additional 1 TU. Contact the Triad for additional information on benefits earned.

Special items for the Adventure Record

Holy Bane of the Devils: This greater holy symbol gives clerics and paladins the ability to Censure Demons (SU described below).

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, ability to censure demons as a 1st level Knight of the Chalice, participation of a celestial, fiend, or other outsider servant of a deity; *Market Price:* 10,080 gp; *Weight:* 1 lb.

Censure Devils (SU): This ability gives a cleric or paladin (anyone who can Turn Undead) the ability to censure devils, much as clerics turn undead. Rather than channeling positive energy, the cleric channels energy from the celestial planes of lawful good. The wielder makes a Charisma check and consults table 8-16, page 140 of the *Player's Handbook*. Instead of using his class level, however, he uses his cleric or paladin level, (plus any divine power granting prestige classes) to determine the most powerful devil he can censure. He then rolls 2d6+ his cleric level + his Charisma modifier for censuring damage. Using his cleric or paladin level in this manner means that he is more likely to affect a single powerful devil, but unlikely to turn more than one of them. A censured demon is stunned by the wielder's holy power. Stunned creatures lose their Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 circumstance bonus to hit stunned creatures. If the wielder attacks the censured devil, it can act normally on its next turn. If the wielder's associated levels are twice the devil's Hit Dice, he banishes the devil back to its home plane. The wielder can make a number of censuring devil checks equal to 3 + Charisma modifier.

Stone of Quickness: This stone grants the bearer the ability to move and react with blinding speed. The wielder of this object gains a +2 to their initiative rolls as well as +1 to their reflex saves.

Caster Level: 6th; *Prerequisites,* Craft Wondrous Item, Caster must also have both the feats Lightning Reflexes and Improved Initiative, Haste; *Market Price:* 10,080 gp; *Weight:* —

Warhorse, Medium Urnstian

Large Animal

Hit Dice: 4d8+8 (26hp)

Initiative: +1

Speed: 60 ft.

Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +3/+11

Attack: Hoof +6 melee (1d6+4)

Full Attack: 2 hooves +6 melee (1d6+4) and bite (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +5, Will +3

Abilities: Str 18, Dex 13, Con 15, Int 2, Wis 14, Cha 6

Skills: Listen +8, Spot +8

Feats: Endurance, Run

Environment: Temperate plains

Organization: Domesticated

Challenge Rating: 2

Advancement: —

Level Adjustment: —

Carrying Capacity: light < 300 lbs, med. 301–600 lbs., hvy. 601–900, drag 4,500 lbs

Cost: 400 gp

Appendix 1: NPC Stats

ALL APLs

Encounter 2

Brother Lyas: Male Human Clr1 of Zilchus (1); CR1; Medium humanoid (human); HD 1d8+1; hp 9; Init +0; Spd 20 ft. (base 30 ft); AC 17 (breastplate, heavy steel shield), touch 10, flat-footed 17; Base Atk +0; Grp +0; Atk +1 melee (1d8+0, masterwork heavy mace) or +0 ranged (none); Full Atk +1 melee (1d8+0, masterwork heavy mace) or +0 ranged (none); SA turn undead 4/day; SQ —; AL N; SV Fort +3, Ref +0, Will +5; Str 11, Dex 10, Con 12, Int 10, Wis 16, Cha 12.

Skills and feats: Bluff +1, Concentration +5, Disguise +1, Hide +0, Knowledge (religion) +2, Ride +4, Spellcraft +4; Combat Casting, Mounted Combat.

Cleric spells prepared: (3/2+1; Save DC = 13 + spell level): 0—*detect magic, guidance, resistance*; 1st—*bles, protection from chaos** (as 2nd level), *summon monster I*.

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: breastplate, heavy steel shield, heavy mace, *Wand of Cure Light Wounds* (25 charges), leather barding, military saddle, light warhorse, spell component pouch.

Clr1 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 40 due to rider/encumbrance (base 60), AC 16 (-1 size, +1 Dex, +4 natural, leather barding), touch 10, flat-footed 15; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Markus: Male Human Ftr1 (1); CR 1; Medium humanoid (human), HD 1d10+2; hp 12; Init +2; Spd 20 ft (base 30 ft); AC 19 (breastplate, heavy steel shield), touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/19-20, longsword; double damage/crit X3 with Spirited Charge) or +3 melee (1d8+3/x3, lance; triple damage/crit X5 with Spirited Charge) or +3 ranged (none); Full Atk +3 melee (1d8+2/19-20, longsword; double damage/crit X3 with Spirited Charge) or +3 melee (1d8+3/x3, lance; triple damage/crit X5 with Spirited Charge) or +3 ranged (none); SA —; SQ —; AL CN; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +4, Intimidate +4, Ride +8; Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: breastplate, heavy steel shield, lance, longsword, military saddle, leather barding, heavy warhorse.

Ftr1 / Heavy warhorse: (1) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 16 (-1 size, +1 Dex, +4 natural, leather barding), touch 10, flat-footed 15; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

APL 2

Encounter 6 and 7

Chaplain: Male Human Clr1 of Zilchus (1); CR1; Medium humanoid (human); HD 1d8+1; hp 9; Init +0; Spd 20 ft. (base 30 ft); AC 17 (breastplate, heavy steel shield), touch 10, flat-footed 17; Base Atk +0; Grp +0; Atk +1 melee (1d8+0, masterwork heavy mace) or +0 ranged (none); Full Atk +1 melee (1d8+0, masterwork heavy mace) or +0 ranged (none); SA turn undead 4/day; SQ —; AL N; SV Fort +3, Ref +0, Will +5; Str 11, Dex 10, Con 12, Int 10, Wis 16, Cha 12.

Skills and feats: Bluff +1, Concentration +5, Disguise +1, Hide +0, Knowledge (religion) +2, Ride +4, Spellcraft +4; Combat Casting, Mounted Combat.

Cleric spells prepared: (3/2+1; Save DC = 13 + spell level): 0—*detect magic, guidance, resistance*; 1st—*bless, protection from chaos** (as 2nd level), *summon monster I*.

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: breastplate, heavy steel shield, heavy mace, *Wand of Cure Light Wounds* (25 charges), leather barding, military saddle, light warhorse, spell component pouch.

Clr1 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 40 due to rider/encumbrance (base 60), AC 16 (-1 size, +1 Dex, +4 natural, leather barding), touch 10, flat-footed 15; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Patrolman: Male Human Ftr1 (2); CR 1; Medium humanoid (human), HD 1d10+2; hp 12; Init +2; Spd 20

ft (base 30 ft); AC 19 (breastplate, heavy steel shield), touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/19-20, longsword; double damage/crit X3 with Spirited Charge) or +3 melee (1d8+3/x3, lance; triple damage/crit X5 with Spirited Charge) or +3 ranged (none); Full Atk +3 melee (1d8+2/19-20, longsword; double damage/crit X3 with Spirited Charge) or +3 melee (1d8+3/x3, lance; triple damage/crit X5 with Spirited Charge) or +3 ranged (none); SA —; SQ —; AL CN; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +4, Intimidate +4, Ride +8; Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: breastplate, heavy steel shield, lance, longsword, military saddle, leather barding, heavy warhorse.

Ftr1 / Heavy warhorse: (2) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 16 (-1 size, +1 Dex, +4 natural, leather barding), touch 10, flat-footed 15; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Encounter 8

Countess Belissica's Forces

Emerald Guard Priest: Male Human Clr1 of Zilchus (1); CR1; Medium humanoid (human); HD 1d8+1; hp 9; Init +0; Spd 20 ft. (base 30 ft); AC 17 (breastplate, heavy steel shield), touch 10, flat-footed 17; Base Atk +0; Grp +0; Atk +1 melee (1d8+0, masterwork heavy mace) or +0 ranged (none); Full Atk +1 melee (1d8+0, masterwork heavy mace) or +0 ranged (none); SA turn undead 4/day; SQ —; AL N; SV Fort +3, Ref +0, Will +5; Str 11, Dex 10, Con 12, Int 10, Wis 16, Cha 12.

Skills and feats: Bluff +1, Concentration +5, Disguise +1, Hide +0, Knowledge (religion) +2, Ride +4, Spellcraft +4; Combat Casting, Mounted Combat.

Cleric spells prepared: (3/2+1; Save DC = 13 + spell level): 0—*detect magic, guidance, resistance*; 1st—*bless, protection from chaos** (as 2nd level), *summon monster I*.

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: breastplate, heavy steel shield, heavy mace, *Wand of Cure Light Wounds* (25 charges), leather barding, military saddle, light warhorse, spell component pouch.

Clr1 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 40 due to rider/encumbrance (base 60), AC 16 (-1 size, +1 Dex, +4 natural, leather barding), touch 10, flat-footed 15; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Emerald Guard Warrior: Male Human Ftr1 (2); CR 1; Medium humanoid (human), HD 1d10+2; hp 12; Init +2; Spd 20 ft (base 30 ft); AC 19 (breastplate, heavy steel shield), touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/19-20, longsword; double damage/crit X3 with Spirited Charge) or +3 melee (1d8+3/x3, lance; triple damage/crit X5 with Spirited Charge) or +3 ranged (none); Full Atk +3 melee (1d8+2/19-20, longsword; double damage/crit X3 with Spirited Charge) or +3 melee (1d8+3/x3, lance; triple damage/crit X5 with Spirited Charge) or +3 ranged (none); SA —; SQ —; AL CN; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +4, Intimidate +4, Ride +8; Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: breastplate, heavy steel shield, lance, longsword, military saddle, leather barding, heavy warhorse.

Ftr1 / Heavy warhorse: (2) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 16 (-1 size, +1 Dex, +4 natural, leather barding), touch 10, flat-footed 15; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Emerald Guard Mage: Male Human Wiz1 (1); CR 1; Medium humanoid (human), HD 1d4+1; hp 5; Init +2; Spd 30 ft; AC 12, touch 12, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d4-1, dagger) or +2 ranged (1d4-1, dagger); Full Atk -1 melee (1d4-1, dagger) or +2 ranged (1d4-1, dagger); SA —; SQ —; AL LN; SV Fort +1, Ref +2, Will +5; Str 8, Dex 14, Con 12, Int 17, Wis 10, Cha 8.

Skills and feats: Concentration +5, Knowledge (arcana/history/religion) +7, Ride +6, Spellcraft +7, Spot +6 (+3 familiar); Alertness (familiar should not be within arm's reach for the purposes of this adventure), Augment Summoning, Scribe Scroll, Spell Focus (Conjuration).

Prohibited Schools: Necromancy and Enchantment.

Wizard spells prepared: (3+1 conj/2+1 conj; Save DC = 13 + spell level; 14 + spell level conjuration): 0—*acid splash, detect magic, resistance (2)*; 1st—*enlarge, mage armor, summon monster I*.

Spellbook: Not present; back at camp.

Possessions: dagger, *brooch of shielding, Heward's handy haversack, wand of magic missiles* (25 charges), leather barding, military saddle, light war horse, spell component pouch, hawk (day)/owl (night) familiar (flying at 600 ft.).

Wiz1 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 60; AC 16 (-1 size, +1 Dex, +4 natural, leather barding), touch 10, flat-footed 15; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Encounter 8

Lord of the East's Forces

Lord's Fist Warrior: Male Human Ftr1 (1); CR 1; Medium humanoid (human), HD 1d10+2; hp 12; Init +2; Spd 20 ft (base 30 ft); AC 19 (breastplate, heavy steel shield), touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/19-20, longsword; double damage/crit X3 with Spirited Charge) or +3 melee (1d8+3/x3, lance; triple damage/crit X5 with Spirited Charge) or +3 ranged (none); Full Atk +3 melee (1d8+2/19-20, longsword; double damage/crit X3 with Spirited Charge) or +3 melee (1d8+3/x3, lance; triple damage/crit X5 with Spirited Charge) or +3 ranged (none); SA —; SQ —; AL CN; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +4, Intimidate +4, Ride +8; Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: breastplate, heavy steel shield, lance, longsword, military saddle, leather barding, heavy warhorse.

Ftr1 / Heavy warhorse: (1) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 16 (-1 size, +1 Dex, +4 natural, leather barding), touch 10, flat-footed 15; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Lord's Fist Mage: Male Human Wiz3 (1); CR 3; Medium humanoid (human), HD 3d4+3; hp 13; Init +6 (+4 Improved Initiative); Spd 30 ft; AC 14 (*ring of protection* +2), touch 14, flat-footed 12; Base Atk +1; Grp +0; Atk +1 melee (1d4-1, masterwork dagger) or +4 ranged (1d4-1, masterwork dagger); Full Atk +1 melee (1d4-1, masterwork dagger) or +4 ranged (1d4-1, masterwork dagger); SA —; SQ —; AL LN; SV Fort +4, Ref +5, Will +9; Str 8, Dex 14, Con 12, Int 19 (*headband of intellect* +2), Wis 10, Cha 8.

Skills and feats: Concentration +7, Knowledge (arcana/history/religion) +9, Ride +8, Spellcraft +9, Spot +7 (+3 familiar); Alertness (familiar should not be within arm's reach for the purposes of this adventure), Augment Summoning, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration).

Prohibited Schools: Necromancy and Enchantment.

Wizard spells prepared: (4+1 conj/3+1 conj/2+1 conj; Save DC = 14 + spell level; 15 + spell level conjuration): 0—*acid splash* (2), *detect magic*, *resistance* (2); 1st—*enlarge*, *mage armor*, *summon monster I* (2); 2nd—*invisibility*, *summon monster II*, *web*.

Spellbook: Not present; back at camp.

Possessions: masterwork dagger, *brooch of shielding*, *vest of resistance* +2, *headband of intellect* +2, *Heward's handy haversack*, *ring of protection* +2, *wand of magic missiles* (25 charges), studded leather barding, military saddle, light war horse, spell component pouch, hawk (day)/owl (night) familiar (flying at 600 ft.).

Wiz3 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 60; AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —;

SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2;
Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance,
Run.

Other: A light warhorse can fight while carrying a
rider, but the rider cannot also attack unless he or she
succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460
lbs, heavy 461-690 lbs, drag 3,450 lbs.

APL 4

Encounter 6 and 7

Chaplain: Male Human Clr2 of Zilchus (1); CR 2; Medium humanoid (human), HD 2d8+2; hp 15; Init +0; Spd 20 ft (base 30 ft); AC 17 (breastplate, heavy steel shield), touch 10, flat-footed 17; Base Atk +1; Grp +1; Atk +2 melee (1d8+0, masterwork heavy mace) or +1 ranged (none); Full Atk +2 melee (1d8+0, masterwork heavy mace) or +1 ranged (none); SA turn undead; SQ —; AL N; SV Fort +4, Ref +0, Will +7; Str 11, Dex 10, Con 12, Int 10, Wis 18 (*perapt of wisdom +2*), Cha 12.

Skills and feats: Bluff +1, Concentration +6, Disguise +1, Hide +0, Knowledge (religion) +3, Ride +5, Spellcraft +4; Combat Casting, Mounted Combat.

Cleric spells prepared: (4/3+1; Save DC = 14 + spell level): 0—*detect magic, guidance, resistance* (2); 1st—*bless, protection from chaos** (as 2nd level), *shield of faith, summon monster I*.

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: masterwork breastplate, masterwork heavy steel shield, masterwork heavy mace, *perapt of wisdom +2*, *Wand of Cure Light Wounds* (25 charges), studded leather barding, military saddle, light warhorse, spell component pouch.

Clr2 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 40 due to rider/encumbrance (base 60), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Patrolman: Male Human Ftr2 (2); CR 2; Medium humanoid (human), HD 2d10+4; hp 20; Init +6; Spd 20 ft (base 30 ft); AC 19 (masterwork breastplate,

masterwork heavy steel shield), touch 12, flat-footed 17; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, masterwork longsword; double damage/crit X3 with Spirited Charge) or +5 melee (1d8+3/x3, masterwork lance; triple damage/crit X5 with Spirited Charge) or +4 ranged (none); Full Atk +5 melee (1d8+2/19-20, masterwork longsword; double damage/crit X3 with Spirited Charge) or +5 melee (1d8+3/x3, masterwork lance; triple damage/crit X5 with Spirited Charge) or +4 ranged (none); SA —; SQ —; AL CN; SV Fort +8, Ref +5, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +5, Intimidate +5, Ride +7; Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge,

Possessions: masterwork breastplate, masterwork heavy steel shield, masterwork lance, masterwork longsword, *vest of resistance +2*, military saddle, studded leather barding, heavy warhorse.

Ftr2 / Heavy warhorse: (2) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Encounter 8

Countess Belissica's Forces

Emerald Guard Priest: Male Human Clr2 of Zilchus (1); CR 2; Medium humanoid (human), HD 2d8+2; hp 15; Init +0; Spd 20 ft (base 30 ft); AC 17 (breastplate, heavy steel shield), touch 10, flat-footed 17; Base Atk +1; Grp +1; Atk +2 melee (1d8+0, masterwork heavy mace) or +1 ranged (none); Full Atk +2 melee (1d8+0, masterwork heavy mace) or +1 ranged (none); SA turn undead; SQ —; AL N; SV Fort +4, Ref +0, Will +7; Str

11, Dex 10, Con 12, Int 10, Wis 18 (*peripart of wisdom +2*), Cha 12.

Skills and feats: Bluff +1, Concentration +6, Disguise +1, Hide +0, Knowledge (religion) +3, Ride +5, Spellcraft +4; Combat Casting, Mounted Combat.

Cleric spells prepared: (4/3+1; Save DC = 14 + spell level): 0—*detect magic, guidance, resistance (2)*; 1st—*bles, protection from chaos* (as 2nd level), shield of faith, summon monster I*.

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: masterwork breastplate, masterwork heavy steel shield, masterwork heavy mace, *peripart of wisdom +2*, *Wand of Cure Light Wounds* (25 charges), studded leather barding, military saddle, light warhorse, spell component pouch.

Clr2 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 40 due to rider/encumbrance (base 60), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Emerald Guard Warrior: Male Human Ftr2 (2); CR 2; Medium humanoid (human), HD 2d10+4; hp 20; Init +6; Spd 20 ft (base 30 ft); AC 19 (masterwork breastplate, masterwork heavy steel shield), touch 12, flat-footed 17; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, masterwork longsword; double damage/crit X3 with Spirited Charge) or +5 melee (1d8+3/x3, masterwork lance; triple damage/crit X5 with Spirited Charge) or +4 ranged (none); Full Atk +5 melee (1d8+2/19-20, masterwork longsword; double damage/crit X3 with Spirited Charge) or +5 melee (1d8+3/x3, masterwork lance; triple damage/crit X5 with Spirited Charge) or +4 ranged (none); SA —; SQ

—; AL CN; SV Fort +8, Ref +5, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +5, Intimidate +5, Ride +7; Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge,

Possessions: masterwork breastplate, masterwork heavy steel shield, masterwork lance, masterwork longsword, *vest of resistance +2*, military saddle, studded leather barding, heavy warhorse.

Ftr2 / Heavy warhorse: (2) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Emerald Guard Mage: Male Human Wiz3 (1); CR 3; Medium humanoid (human), HD 3d4+3; hp 13; Init +6 (+4 Improved Initiative); Spd 30 ft; AC 14 (*ring of protection +2*), touch 14, flat-footed 12; Base Atk +1; Grp +0; Atk +1 melee (1d4-1, masterwork dagger) or +4 ranged (1d4-1, masterwork dagger); Full Atk +1 melee (1d4-1, masterwork dagger) or +4 ranged (1d4-1, masterwork dagger); SA —; SQ —; AL LN; SV Fort +4, Ref +5, Will +9; Str 8, Dex 14, Con 12, Int 19 (*headband of intellect +2*), Wis 10, Cha 8.

Skills and feats: Concentration +7, Knowledge (arcana/history/religion) +9, Ride +8, Spellcraft +9, Spot +7 (+3 familiar); Alertness (familiar should not be within arm's reach for the purposes of this adventure), Augment Summoning, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration).

Prohibited Schools: Necromancy and Enchantment.

Wizard spells prepared: (4+1 conj/3+1 conj/2+1 conj; Save DC = 14 + spell level; 15 + spell level conjuration): 0—*acid splash (2), detect magic,*

resistance (2); 1st—*enlarge, mage armor, summon monster I* (2); 2nd—*invisibility, summon monster II, web*.

Spellbook; Not present; back at camp.

Possessions: masterwork dagger, *brooch of shielding, vest of resistance +2, headband of intellect +2, Heward's handy haversack, ring of protection +2, wand of magic missiles* (25 charges), studded leather barding, military saddle, light war horse, spell component pouch, hawk (day)/owl (night) familiar (flying at 600 ft.).

Wiz3 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 60; AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Encounter 8

Lord of the East's Forces

Lord's Fist Warrior: Male Human Ftr2 (2); CR 2; Medium humanoid (human), HD 2d10+4; hp 20; Init +6; Spd 20 ft (base 30 ft); AC 19 (masterwork breastplate, masterwork heavy steel shield), touch 12, flat-footed 17; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, masterwork longsword; double damage/crit X3 with Spirited Charge) or +5 melee (1d8+3/x3, masterwork lance; triple damage/crit X5 with Spirited Charge) or +4 ranged (none); Full Atk +5 melee (1d8+2/19-20, masterwork longsword; double damage/crit X3 with Spirited Charge) or +5 melee (1d8+3/x3, masterwork lance; triple damage/crit X5 with Spirited Charge) or +4 ranged (none); SA —; SQ —; AL CN; SV Fort +8, Ref +5, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +5, Intimidate +5, Ride +7; Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge,

Possessions: masterwork breastplate, masterwork heavy steel shield, masterwork lance, masterwork longsword, *vest of resistance +2*, military saddle, studded leather barding, heavy warhorse.

Ftr 2 / Heavy warhorse: (2) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Lord's Fist Mage: Male Human Wiz5 (1); CR 5; Medium humanoid (human), HD 5d4+5; hp 21; Init +6 (+4 Improved Initiative); Spd 30 ft; AC 16 (*bracers of armor +2, ring of protection +2*), touch 14, flat-footed +14; Base Atk +2; Grp +1; Atk +2 melee (1d4+0, *+1 dagger*) or +5 ranged (1d4+0, *+1 dagger*); Full Atk +2 melee (1d4+0, *+1 dagger*) or +5 ranged (1d4+0, *+1 dagger*); SA —; SQ —; AL LN; SV Fort +5, Ref +6, Will +11; Str 8, Dex 14, Con 12, Int 20 (*headband of intellect +2*), Wis 10, Cha 8.

Skills and feats: Concentration +9, Knowledge (arcana/history/religion) +11, Knowledge (nobility) +4, Knowledge (planes) +4, Ride +9, Spellcraft +11, Spot +8 (+3 familiar); Alertness (familiar should not be within arm's reach for the purposes of this adventure), Augment Summoning, Eschew Materials, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration).

Prohibited Schools: Necromancy and Enchantment.

Wizard spells prepared: (4+1 conj/5+1 conj/3+1 conj/2+1conj; Save DC = 15 + spell level; 16 + spell level conjuration): 0—*acid splash* (2), *detect magic, resistance* (2); 1st—*enlarge* (2), *mage armor, summon monster I* (3); 2nd—*invisibility, summon monster II* (2), *web*; 3rd—*fireball, fly, summon monster III*.

Spellbook; Not present; back at camp.

Possessions: +1 dagger, bracers of armor +2, brooch of shielding, vest of resistance +2, headband of intellect +2, Heward's handy haversack, ring of protection +2, wand of magic missiles (25 charges), studded leather barding, military saddle, light war horse, spell component pouch, hawk (day)/owl (night) familiar (flying at 600 ft.).

Wiz5 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 60; AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

APL 6

Encounter 6 and 7

Chaplain: Male Human Clr4 of Zilchus (1); CR 4; Medium humanoid (human), HD 4d8+4; hp 27; Init +4; Spd 20 ft (base 30 ft); AC 18 (+1 *breastplate*, heavy steel shield), touch 10, flat-footed 18; Base Atk +3; Grp +3; Atk +4 melee (1d8+1, +1 *heavy mace*) or +3 ranged (none); Full Atk +4 melee (1d8+1, +1 *heavy mace*) or +3 ranged (none); SA turn undead; SQ —; AL N; SV Fort +5, Ref +1, Will +8; Str 11, Dex 10, Con 12, Int 10, Wis 19 (*peript of wisdom +2*), Cha 12.

Skills and feats: Bluff +1, Concentration +8, Disguise +1, Hide +0, Knowledge (religion) +3, Ride +6, Spellcraft +7; Combat Casting, Improved Initiative, Mounted Combat.

Cleric spells prepared: (5/4+1/3+1; Save DC = 14 + spell level): 0—*detect magic, guidance, resistance (3)*; 1st—*bless, protection from chaos* (as 2nd level), shield of faith, summon monster I (2)*; 2nd—*aid, invisibility*, summon monster II (2)*.

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: +1 *breastplate*, masterwork heavy steel shield, +1 *heavy mace, peript of wisdom +2, Wand of Cure Light Wounds* (25 charges), studded leather barding, military saddle, light warhorse, spell component pouch.

Clr4 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 40 due to rider/encumbrance (base 60), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Patrolman: Male Human Ftr4 (2); CR 4; Medium humanoid (human), HD 4d10+8; hp 36; Init +6; Spd 20 ft (base 30 ft); AC 23 (+1 *breastplate, +1 heavy steel shield, ring of protection +2*), touch 14 (*ring of protection +2*), flat-footed 21; Base Atk +4; Grp +6; Atk +7 melee (1d8+3/19-20, +1 *longsword*, double damage/crit X3 with Spirited Charge) or +8 melee (1d8+6/x3, +1 *lance*, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +6 ranged (none); Full Atk +7 melee (1d8+3/19-20, +1 *longsword*, double damage/crit X3 with Spirited Charge) or +8 melee (1d8+6/x3, +1 *lance*, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +6 ranged (none); SA —; SQ —; AL CN; SV Fort +8, Ref +5, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +7, Intimidate +7, Ride +11; Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: +1 *breastplate, +1 heavy steel shield, +1 lance, +1 longsword, vest of resistance +2, ring of protection +2*, military saddle, studded leather barding, heavy warhorse.

Ftr4 / Heavy warhorse: (2) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Encounter 8

Countess Belissica's Forces

Emerald Guard Priest: Male Human Clr4 of Zilchus (1); CR 4; Medium humanoid (human), HD 4d8+4; hp 27; Init +6 (+2 *stone of quickness*); Spd 20 ft (base 30 ft); AC 18 (+1 *breastplate*, heavy steel shield), touch 10,

flat-footed 18; Base Atk +3; Grp +3; Atk +4 melee (1d8+1, +1 *heavy mace*) or +3 ranged (none); Full Atk +4 melee (1d8+1, +1 *heavy mace*) or +3 ranged (none); SA turn undead; SQ —; AL N; SV Fort +6, Ref +2, Will +9; Str 11, Dex 10, Con 12, Int 10, Wis 19 (*peripart of wisdom +2*), Cha 12.

Skills and feats: Bluff +1, Concentration +8, Disguise +1, Hide +0, Knowledge (religion) +3, Ride +6, Spellcraft +7; Combat Casting, Improved Initiative, Mounted Combat.

Cleric spells prepared: (5/4+1/3+1; Save DC = 14 + spell level): 0—*detect magic, guidance, resistance (3)*; 1st—*bless, protection from chaos* (as 2nd level), shield of faith, summon monster I (2)*; 2nd—*aid, invisibility**; *summon monster II (2)*.

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: +1 *breastplate*, masterwork heavy steel shield, +1 *heavy mace*, *peripart of wisdom +2*, *stone of quickness* (see Appendix 2; +2 initiative, +1 saves), *Wand of Cure Light Wounds* (25 charges), studded leather barding, military saddle, light warhorse, spell component pouch.

Clr4 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 40 due to rider/encumbrance (base 60), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Emerald Guard Warrior: Male Human Ftr4 (2); CR 4; Medium humanoid (human), HD 4d10+8; hp 36; Init +6; Spd 20 ft (base 30 ft); AC 23 (+1 *breastplate*, +1 *heavy steel shield*, *ring of protection +2*), touch 14 (*ring of protection +2*), flat-footed 21; Base Atk +4; Grp +6; Atk +7 melee (1d8+3/19-20, +1 *longsword*), double

damage/crit X3 with Spirited Charge) or +8 melee (1d8+6/x3, +1 *lance*, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +6 ranged (none); Full Atk +7 melee (1d8+3/19-20, +1 *longsword*), double damage/crit X3 with Spirited Charge) or +8 melee (1d8+6/x3, +1 *lance*, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +6 ranged (none); SA —; SQ —; AL CN; SV Fort +8, Ref +5, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +7, Intimidate +7, Ride +11; Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: +1 *breastplate*, +1 *heavy steel shield*, +1 *lance*, +1 *longsword*, *vest of resistance +2*, *ring of protection +2*, military saddle, studded leather barding, heavy warhorse.

Ftr4 / Heavy warhorse: (2) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Emerald Guard Mage: Male Human Wiz5 (1); CR 5; Medium humanoid (human), HD 5d4+5; hp 21; Init +6 (+4 Improved Initiative); Spd 30 ft; AC 16 (*bracers of armor +2*, *ring of protection +2*), touch 14, flat-footed +14; Base Atk +2; Grp +1; Atk +2 melee (1d4+0, +1 *dagger*) or +5 ranged (1d4+0, +1 *dagger*); Full Atk +2 melee (1d4+0, +1 *dagger*) or +5 ranged (1d4+0, +1 *dagger*); SA —; SQ —; AL LN; SV Fort +5, Ref +6, Will +11; Str 8, Dex 14, Con 12, Int 20 (*headband of intellect +2*), Wis 10, Cha 8.

Skills and feats: Concentration +9, Knowledge (arcana/history/religion) +11, Knowledge (nobility) +4, Knowledge (planes) +4, Ride +9, Spellcraft +11, Spot +8 (+3 familiar); Alertness (familiar should not be within arm's reach for the purposes of this adventure), Augment Summoning, Eschew Materials, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration).

Prohibited Schools: Necromancy and Enchantment.

Wizard spells prepared: (4+1 conj/5+1 conj/3+1 conj/2+1 conj; Save DC = 15 + spell level; 16 + spell level conjuration): 0—*acid splash (2), detect magic, resistance (2)*; 1st—*enlarge (2), mage armor, summon monster I (3)*; 2nd—*invisibility, summon monster II (2), web*; 3rd—*fireball, fly, summon monster III*.

Spellbook: Not present; back at camp.

Possessions: +1 dagger, bracers of armor +2, brooch of shielding, vest of resistance +2, headband of intellect +2, Heward's handy haversack, ring of protection +2, wand of magic missiles (25 charges), studded leather barding, military saddle, light war horse, spell component pouch, hawk (day)/owl (night) familiar (flying at 600 ft.).

Wiz5 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 60; AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Encounter 8

Lord of the East's Forces

Lord's Fist Warrior: Male Human Ftr4 (1); CR 4; Medium humanoid (human), HD 4d10+8; hp 36; Init +6; Spd 20 ft (base 30 ft); AC 23 (+1 breastplate, +1 heavy steel shield, ring of protection +2), touch 14 (ring of protection +2), flat-footed 21; Base Atk +4; Grp

+6; Atk +7 melee (1d8+3/19-20, +1 longsword, double damage/crit X3 with Spirited Charge) or +8 melee (1d8+6/x3, +1 lance, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +6 ranged (none); Full Atk +7 melee (1d8+3/19-20, +1 longsword, double damage/crit X3 with Spirited Charge) or +8 melee (1d8+6/x3, +1 lance, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +6 ranged (none); SA —; SQ —; AL CN; SV Fort +8, Ref +5, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +7, Intimidate +7, Ride +11; Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: +1 breastplate, +1 heavy steel shield, +1 lance, +1 longsword, vest of resistance +2, ring of protection +2, military saddle, studded leather barding, heavy warhorse.

Ftr4 / Heavy warhorse: (1) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Lord's Fist Mage: Male Human Wiz7 (1); CR 7; Medium humanoid (human), HD 7d4+7; hp 29; Init +6 (+4 Improved Initiative); Spd 30 ft; AC 17 (bracers of armor +3, ring of protection +2), touch 14, flat-footed 15; Base Atk +3; Grp +2; Atk +4 melee (1d4+1, +2 dagger) or +7 ranged (1d4+1, +2 dagger); Full Atk +4 melee (1d4+1, +2 dagger) or +7 ranged (1d4+1, +2 dagger); SA —; SQ —; AL LN; SV Fort +5, Ref +6, Will +7; Str 8, Dex 14, Con 12, Int 20 (headband of intellect +2), Wis 10, Cha 8.

Skills and feats: Concentration +11, Knowledge (arcana/history/religion) +13, Knowledge (nobility) +4,

Knowledge (planes) +4, Ride +10, Spellcraft +13, Spot +8 (+3 familiar); Alertness (familiar should not be within arm's reach for the purposes of this adventure), Augment Summoning, Combat Casting, Eschew Materials, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration).

Prohibited Schools: Necromancy and Enchantment.

Wizard spells prepared: (4+1 conj/6+1 conj/4+1 conj/3+1 conj/2+1 conj; Save DC = 15 + spell level; 16 + spell level conjuration): 0—*acid splash* (2), *detect magic*, *resistance* (2); 1st—*enlarge* (2), *mage armor*, *shield*, *summon monster I* (3); 2nd—*invisibility* (2), *summon monster II* (2), *web*; 3rd—*fireball*, *fly*, *summon monster III* (2), 4th—*haste*, *improved invisibility*, *summon monster IV*.

Spellbook: Not present; back at camp.

Possessions: +2 dagger, bracers of armor +3, brooch of shielding, vest of resistance +2, headband of intellect +2, Heward's handy haversack, ring of protection +2, rod of extend lesser, wand of magic missiles (25 charges), chain shirt barding, military saddle, light war horse, spell component pouch, 250gp diamond dust, hawk (day)/owl (night) familiar (flying at 600 ft.).

Wiz7 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 60; AC 18 (-1 size, +1 Dex, +4 natural, chain shirt barding), touch 10, flat-footed 17; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

APL 8

Encounter 6 and 7

Chaplain: Male Human Clr4 of Zilchus (2); CR 4; Medium humanoid (human), HD 4d8+4; hp 27; Init +4; Spd 20 ft (base 30 ft); AC 18 (+1 *breastplate*, heavy steel shield), touch 10, flat-footed 18; Base Atk +3; Grp +3; Atk +4 melee (1d8+1, +1 *heavy mace*) or +3 ranged (none); Full Atk +4 melee (1d8+1, +1 *heavy mace*) or +3 ranged (none); SA turn undead; SQ —; AL N; SV Fort +5, Ref +1, Will +8; Str 11, Dex 10, Con 12, Int 10, Wis 19 (*peript of wisdom +2*), Cha 12.

Skills and feats: Bluff +1, Concentration +8, Disguise +1, Hide +0, Knowledge (religion) +3, Ride +6, Spellcraft +7; Combat Casting, Improved Initiative, Mounted Combat.

Cleric spells prepared: (5/4+1/3+1; Save DC = 14 + spell level): 0—*detect magic, guidance, resistance (3)*; 1st—*bless, protection from chaos* (as 2nd level), shield of faith, summon monster I (2)*; 2nd—*aid, invisibility*, summon monster II (2)*.

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: +1 *breastplate*, masterwork heavy steel shield, +1 *heavy mace, peript of wisdom +2, Wand of Cure Light Wounds (25 charges)*, studded leather barding, military saddle, light warhorse, spell component pouch.

Clr4 / Light warhorse: (2) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 40 due to rider/encumbrance (base 60), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Patrolman: Male Human Ftr4 (4); CR 4; Medium humanoid (human), HD 4d10+8; hp 36; Init +6; Spd 20 ft (base 30 ft); AC 23 (+1 *breastplate, +1 heavy steel shield, ring of protection +2*), touch 14 (*ring of protection +2*), flat-footed 21; Base Atk +4; Grp +6; Atk +7 melee (1d8+3/19-20, +1 *longsword*, double damage/crit X3 with Spirited Charge) or +8 melee (1d8+6/x3, +1 *lance*, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +6 ranged (none); Full Atk +7 melee (1d8+3/19-20, +1 *longsword*, double damage/crit X3 with Spirited Charge) or +8 melee (1d8+6/x3, +1 *lance*, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +6 ranged (none); SA —; SQ —; AL CN; SV Fort +8, Ref +5, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +7, Intimidate +7, Ride +11; Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: +1 *breastplate, +1 heavy steel shield, +1 lance, +1 longsword, vest of resistance +2, ring of protection +2, military saddle, studded leather barding, heavy warhorse.*

Ftr4 / Heavy warhorse: (4) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Encounter 8

Countess Belissica's Forces

Emerald Guard Priest: Male Human Clr8 of Zilchus (1); CR 8; Medium humanoid (human), HD 8d8+8; hp 51; Init +6 (+2 *stone of quickness*); Spd 20 ft (base 30 ft); AC 23 (*equerry's armor, +1 heavy steel shield*),

touch 10, flat-footed 23; Base Atk +6/+1; Grp +6; Atk +8 melee (1d8+2, +2 *heavy mace*) or +6/+1 ranged (none); Full Atk +8/+3 melee (1d8+2, +2 *heavy mace*) or +6/+1 ranged (none); SA turn undead; SQ —; AL N; SV Fort +11, Ref +6, Will +17; Str 11, Dex 10, Con 12, Int 10, Wis 24 (*peripat of wisdom +6*), Cha 12.

Skills and feats: Bluff +1, Concentration +12, Disguise +1, Hide +0, Knowledge (religion) +5, Ride +8, Spellcraft +11; Combat Casting, Improved Initiative, Mounted Combat, Spell Focus (conjuration).

Cleric spells prepared: (6/6+1/5+1/5+1/3+1; Save DC = 17 + spell level, 18 + spell level conjuration): 0—*detect magic, guidance, resistance (4)*; 1st—*bles, divine favor, protection from chaos* (as 2nd level), shield of faith (2), summon monster I (2)*; 2nd—*aid (3), invisibility**; 3rd—*invisibility purge, magic circle against chaos* (as 4th level), magic vestment (2), summon monster III (2)*; 4th—*air walk, summon monster IV (2), order's wrath* (as 5th level)*.

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: *equerry's armor (+8 armor bonus, +2 enhancement bonus, +1 Ride, +2 Dex for mount, +10 feet speed for mount), +1 heavy steel shield, +2 heavy mace, vest of resistance +3, peripat of wisdom +6, stone of quickness (see Appendix 2; +2 initiative, +1 saves), wand of cure moderate wounds (25 charges), chain shirt barding, military saddle, light warhorse, spell component pouch.*

Clr8 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 50 due to rider/encumbrance (base 70, equerry's armor), AC 19 (-1 size, +2 Dex, +4 natural, chain shirt barding), touch 10, flat-footed 18; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort, +6 Ref +5 (equerry's armor), Will +2; Str 16, Dex 15 (equerry's armor), Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Emerald Guard Warrior: Male Human Ftr4 (4); CR 4; Medium humanoid (human), HD 4d10+8; hp 36; Init +6; Spd 20 ft (base 30 ft); AC 23 (+1 *breastplate, +1 heavy steel shield, ring of protection +2*), touch 14 (*ring of protection +2*), flat-footed 21; Base Atk +4; Grp +6; Atk +7 melee (1d8+3/19-20, +1 *longsword*; double damage/crit X3 with Spirited Charge) or +8 melee (1d8+6/x3, +1 *lance*; triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +6 ranged (none); Full Atk +7 melee (1d8+3/19-20, +1 *longsword*; double damage/crit X3 with Spirited Charge) or +8 melee (1d8+6/x3, +1 *lance*; triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +6 ranged (none); SA —; SQ —; AL CN; SV Fort +8, Ref +5, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +7, Intimidate +7, Ride +11; Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: +1 *breastplate, +1 heavy steel shield, +1 lance, +1 longsword, vest of resistance +2, ring of protection +2, military saddle, studded leather barding, heavy warhorse.*

Ftr4 / Heavy warhorse: (4) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 17 (-1 size, +1 Dex, +4 natural, studded leather barding), touch 10, flat-footed 16; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Encounter 8

Lord of the East's Forces

Captain Fireblade: Male Erineye (*appears Male Human from Hat of Disguise*) (1): CR 8; Medium outsider (Baatezu, Evil, Extraplaner, Lawful); HD 9d8+45; hp 85; Init +9; Spd 30 ft, Fly 50 ft (good); AC 33

(+5 Dex, +8 natural, full plate, heavy steel shield), touch 15, flat-footed 28; Base Atk +9; Grp +4; Atk +15 melee (1d8+6/19-20, +1 *longsword*) or +15 ranged (1d8+10 + 1d6 fire/x3, +1 *flaming mighty composite longbow* +4) or +14 ranged rope (entangle); Full Atk +15/+10 melee (1d8+6/19-20, +1 *longsword*) or +15/+10 ranged (1d8+10 + 1d6 fire/x3, +1 *flaming mighty composite longbow* +4) or +14 ranged rope (entangle); Space/Reach 5 ft/5 ft; SA Entangle, ~~summon baatezu~~; SQ Damage reduction 10/(5/good), Darkvision 61, Immunity to Fire and Poison, resistance to Acid 10 and Cold 10, See in Darkness, Spell Resistance 20, Telepathy 100', *true seeing*, AL LE; SV Fort +16, Ref +16, Will +15; Str 21, Dex 21, Con 21; Int 14, Wis 18, Cha 20.

Skills and feats: Concentration +16, Diplomacy +7, Escape Artist +16, Hide +16, Knowledge (planes, religion) +14, Listen +16, Move Silently +16, ride +9, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 when tracking), Use rope +5 (+7 when binding); Dodge, Improved Initiative, Mobility, Mounted Combat, Ride-by Attack, Spirited Charge.

See In Darkness (Su): These creatures are able to see in magical darkness which they create.

Entangle (Ex): Each of these devils carries a 50' rope which they can use to entangle any size creature as per *animate rope* spell cast at 16th level. They may throw this rope to a distance of 40' without penalty.

Spell-like Abilities: At will —*greater teleport* (self plus 600 pounds of objects only), *charm monster* (DC19), *minor image* (DC17), *unholy blight* (DC19). All these are cast at the 12th level of ability; armor does not affect these abilities.

Summon Baatezu (Sp): ~~Once per day, they may attempt to summon 2d10 Lemmurs or 1d4 Barbed Devils. There is a 50% chance of success. This is the equivalent of a 3rd level spell.~~

True Seeing (Su): These devils continually use *True Seeing* as if cast by a 14th level caster.

Possessions: full plate, heavy steel shield, +1 *flaming mighty composite longbow* +4, +1 *longsword*, *vest of resistance* +5, *hat of disguise*, 50 ft. stout rope, military saddle, +1 *chain shirt barding*, heavy warhorse.

Fireblade / Heavy warhorse: (1) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 19 (-1 size, +1 Dex, +4 natural, +1 *chain shirt barding*), touch 10, flat-footed 18; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4);

Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Lord's Fist Mage: Male Human Wiz9 (1); CR 9; Medium humanoid (human), HD 9d4+9; hp 37; Init +6 (+4 Improved Initiative); Spd 30 ft; AC 18 (*bracers of armor* +4, *ring of protection* +3), touch 15, flat-footed 16; Base Atk +4; Grp +3; Atk +5 melee (1d4+1, +2 *dagger*) or +8 ranged (1d4+1, +2 *dagger*); Full Atk +5 melee (1d4+1, +2 *dagger*) or +8 ranged (1d4+1, +2 *dagger*); SA —; SQ —; AL LN; SV Fort +7, Ref +8, Will +16; Str 8, Dex 14, Con 12, Int 25 (*headband of intellect* +6), Wis 10, Cha 8.

Skills and feats: Concentration +13, Knowledge (arcana/nobility/planes) +15, Knowledge (history) +4, Knowledge (religion) +4, Ride +11, Spellcraft +15, Spot +10 (+3 familiar); Alertness (familiar should not be within arm's reach for the purposes of this adventure), Augment Summoning, Combat Casting, Energy Substitution (Sonic), Eschew Materials, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration).

Prohibited Schools: Necromancy and Enchantment.

Wizard spells prepared: (4+1 conj/6+1 conj/6+1 conj/5+1 conj/3+1 conj/2+1 conj; Save DC = 17 + spell level; 18 + spell level conjuration): 0—*acid splash* (2), *detect magic*, *resistance* (2); 1st—*enlarge* (2), *mage armor*, *shield*, *summon monster I* (3); 2nd—*indifference*, *invisibility* (3), *summon monster II* (2), *web*; 3rd—*fireball* (2), *fly*, *greater magic weapon*, *summon monster III* (2), 4th—*haste*, *improved invisibility*, *summon monster IV* (2); 5th—*dominate person*, *summon monster V*, *wall of force*.

Spellbook: Not present; back at camp.

Possessions: +2 *dagger*, *bracers of armor* +4, *brooch of shielding*, *vest of resistance* +3, *headband of intellect* +6, *Heward's handy haversack*, *ring of protection* +3, *rod of extend lesser*, *wand of magic missiles* (25 charges), *chain shirt barding*, military saddle, light war horse, spell component pouch, 250gp

diamond dust, hawk (day)/owl (night) familiar (flying at 600 ft.).

Wiz9 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 60; AC 18 (-1 size, +1 Dex, +4 natural, chain shirt barding), touch 10, flat-footed 17; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

APL 10

Encounter 6 and 7

Chaplain: Male Human Clr6 of Zilchus (2); CR 6; Medium humanoid (human), HD 6d8+6; hp 39; Init +4; Spd 20 ft (base 30 ft); AC 23 (+2 *full plate*, +1 *heavy steel shield*), touch 10, flat-footed 23; Base Atk +4; Grp +4; Atk +5 melee (1d8+1, +1 *heavy mace*) or +4 ranged (none); Full Atk +5 melee (1d8+1, +1 *heavy mace*) or +4 ranged (none); SA turn undead; SQ —; AL N; SV Fort +6, Ref +2, Will +9; Str 11, Dex 10, Con 12, Int 10, Wis 19 (*perapt of wisdom* +2), Cha 12.

Skills and feats: Bluff +1, Concentration +10, Disguise +1, Hide +0, Knowledge (religion) +4, Ride +7, Spellcraft +9; Combat Casting, Improved Initiative, Mounted Combat, Spell Focus (conjunction).

Cleric spells prepared: (5/4+1/4+1/3+1; Save DC = 14 + spell level, 15 + spell level conjunction): 0—*detect magic, guidance, resistance* (3); 1st—*bless, protection from chaos** (as 2nd level), *shield of faith, summon monster I* (2); 2nd—*aid* (2), *invisibility**, *summon monster II* (2); 3rd—*invisibility purge, magic circle against chaos** (as 4th level), *summon monster III* (2).

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: +2 *full plate*, +1 *heavy steel shield*, +1 *heavy mace*, *perapt of wisdom* +2, *Wand of Cure Moderate Wounds* (25 charges), chain shirt barding, military saddle, light warhorse, spell component pouch.

Clr6 / Light warhorse: (2) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 40 due to rider/encumbrance (base 60), AC 18 (-1 size, +1 Dex, +4 natural, chain shirt barding), touch 10, flat-footed 17; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Patrolman: Male Human Ftr6 (4); CR 6; Medium humanoid (human), HD 6d10+12; hp 52; Init +6; Spd 20 ft (base 30 ft); AC 24 (+1 *full plate*, +1 *animated heavy steel shield*, *ring of protection* +2), touch 14 (*ring of protection* +2), flat-footed 22; Base Atk +6/+1; Grp +8; Atk +9 melee (1d8+3/19-20, +1 *longsword*; double damage/crit X3 with Spirited Charge) or +11 melee (1d8+7/x3, +2 *lance*; triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +10 ranged (none); Full Atk +9/+4 melee (1d8+3/19-20, +1 *longsword*; double damage/crit X3 with Spirited Charge) or +11/+6 melee (1d8+7/x3, +2 *lance*; triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +10/+5 ranged (none); SA —; SQ —; AL CN; SV Fort +11, Ref +6, Will +4; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +9, Intimidate +9, Ride +13; Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: +1 *full plate*, +1 *animated heavy steel shield*, +2 *lance*, +1 *longsword*, *vest of resistance* +2, *ring of protection* +2, military saddle, chain shirt barding, heavy warhorse.

Ftr6 / Heavy warhorse: (4) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 18 (-1 size, +1 Dex, +4 natural, chain shirt barding), touch 10, flat-footed 17; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Encounter 8

Countess Belissica's Forces

Emerald Guard Priest: Male Human Clr10 of Zilchus (1); CR 10; Medium humanoid (human), HD 10d8+10; hp 63; Init +6 (+2 *stone of quickness*); Spd 20 ft (base 30 ft); AC 23 (*equerry's armor*, +2 *heavy steel shield*), touch 10, flat-footed 23; Base Atk +7/+2; Grp +7; Atk +9 melee (1d8+2, +2 *heavy mace*) or +7/+2 ranged (none); Full Atk +9/+4 melee (1d8+2, +2 *heavy mace*) or +7/+2 ranged (none); SA turn undead; SQ —; AL N; SV Fort +13, Ref +8, Will +19; Str 11, Dex 10, Con 12, Int 10, Wis 24 (*peript of wisdom +6*), Cha 12.

Skills and feats: Bluff +1, Concentration +14, Disguise +1, Hide +0, Knowledge (religion) +5, Ride +10, Spellcraft +13; Augment Summoning, Combat Casting, Improved Initiative, Mounted Combat, Spell Focus (conjunction).

Cleric spells prepared: (6/6+1/6+1/5+1/4+1/3+1; Save DC = 17 + spell level, 18 + spell level conjunction): 0—*detect magic, guidance, resistance (4)*; 1st—*bles, divine favor, protection from chaos* (as 2nd level), shield of faith (2), summon monster I (2)*; 2nd—*aid (4), invisibility**; 3rd—*invisibility purge, magic circle against chaos* (as 4th level), magic vestment (2), summon monster III (2)*; 4th—*air walk, greater magic weapon, summon monster IV (2), order's wrath* (as 5th level)*; 5th—*dispel chaos* (as 6th level), true seeing, summon monster V (2)*.

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: *equerry's armor (+8 armor bonus, +2 enhancement bonus, +1 Ride, +2 Dex for mount, +10 feet speed for mount), +2 heavy steel shield, +2 heavy mace, vest of resistance +4, peript of wisdom +6, stone of quickness (see Appendix 2; +2 initiative, +1 saves), wand of cure serious wounds (25 charges), +1 chain shirt barding, military saddle, light warhorse, spell component pouch.*

Clr10 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 50 due to rider/encumbrance (base 70, *equerry's armor*), AC 19 (-1 size, +2 Dex, +4 natural, *chain shirt barding*), touch 10, flat-footed 17; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +5 (*equerry's armor*), Will +2; Str 16, Dex 15 (*equerry's armor*), Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Emerald Guard Warrior: Male Human Ftr8 (2); CR 8; Medium humanoid (human), HD 8d10+16; hp 68; Init +6; Spd 20 ft (base 30 ft); AC 27 (+2 *full plate, +1 animated heavy steel shield, ring of protection +2*), touch 14 (*ring of protection +2*), flat-footed 25; Base Atk +8/+3; Grp +13; Atk +13 melee (1d8+5/17-20, +2 *longsword*), double damage/crit X3 with Spirited Charge) or +14 melee (1d8+9/19-20 x3, +3 *lance*, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +10 ranged (none); Full Atk +13/+8 melee (1d8+5/17-20, +2 *longsword*), double damage/crit X3 with Spirited Charge) or +14/+9 melee (1d8+9/19-20 x3, +3 *lance*, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +10 ranged (none); SA —; SQ —; AL CN; SV Fort +10, Ref +6, Will +4; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +11, Intimidate +11, Ride +15; Improved Critical, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: +2 *full plate, +1 animated heavy steel shield, +3 lance, +2 longsword, vest of resistance +2, ring of protection +2, military saddle, +1 chain shirt barding, heavy warhorse.*

Ftr8 / Heavy warhorse: (2) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 19 (-1 size, +1 Dex, +4 natural, +1 *chain shirt barding*), touch 10, flat-footed 18; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Encounter 8

Lord of the East's Forces

Captain Fireblade: Male Erineye (*appears Male Human from Hat of Disguise*) (1): CR 8; Medium outsider (Baatezu, Evil, Extraplanar, Lawful; HD 9d8+45; hp 85; Init +9; Spd 30 ft, Fly 50 ft (good); AC 33 (+5 Dex, +8 natural, full plate, heavy steel shield), touch 15, flat-footed 28; Base Atk +9; Grp +4; Atk +15 melee (1d8+6/19-20, +1 *flaming mighty composite longbow* +4) or +15 ranged (1d8+10 + 1d6 fire/x3, +1 *flaming mighty composite longbow* +4) or +14 ranged rope (entangle); Full Atk +15/+10 melee (1d8+6/19-20, +1 *flaming mighty composite longbow* +4) or +15/+10 ranged (1d8+10 + 1d6 fire/x3, +1 *flaming mighty composite longbow* +4) or +14 ranged rope (entangle); Space/Reach 5 ft/5 ft; SA Entangle, ~~summon baatezu~~; SQ Damage reduction 10/(5/good), Darkvision 61, Immunity to Fire and Poison, resistance to Acid 10 and Cold 10, See in Darkness, Spell Resistance 20, Telepathy 100', *true seeing*, AL LE; SV Fort +16, Ref +16, Will +15; Str 21, Dex 21, Con 21; Int 14, Wis 18, Cha 20.

Skills and feats: Concentration +16, Diplomacy +7, Escape Artist +16, Hide +16, Knowledge (planes, religion) +14, Listen +16, Move Silently +16, ride +9, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 when tracking), Use rope +5 (+7 when binding); Dodge, Improved Initiative, Mobility, Mounted Combat, Ride-by Attack, Spirited Charge.

See In Darkness (Su): These creatures are able to see in magical darkness which they create.

Entangle (Ex): Each of these devils carries a 50' rope which they can use to entangle any size creature as per *animate rope* spell cast at 16th level. They may throw this rope to a distance of 40' without penalty.

Spell-like Abilities: At will — *greater teleport* (self plus 600 pounds of objects only), *charm monster* (DC19), *minor image* (DC17), *unholy blight* (DC19). All these are cast at the 12th level of ability; armor does not affect these abilities.

Summon Baatezu (Sp): ~~Once per day, they may attempt to summon 2d10 Lemmurs or 1d4 Barbed Devils. There is a 50% chance of success. This is the equivalent of a 3rd level spell.~~

True Seeing (Su): These devils continually use *True Seeing* as if cast by a 14th level caster.

Possessions: full plate, heavy steel shield, +1 *flaming mighty composite longbow* +4, +1 *flaming mighty composite longsword*, *vest of resistance* +5, *hat of disguise*, 50 ft. stout rope, military saddle, +1 *chain shirt barding*, heavy warhorse.

Fireblade / Heavy warhorse: (1) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 19 (-1 size, +1 Dex, +4 natural, +1 *chain shirt barding*), touch 10, flat-footed 18; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Lord's Fist Warrior: Male Human Ftr6 (2); CR 6; Medium humanoid (human), HD 6d10+12; hp 52; Init +6; Spd 20 ft (base 30 ft); AC 24 (+1 *full plate*, +1 *animated heavy steel shield*, *ring of protection* +2), touch 14 (*ring of protection* +2), flat-footed 22; Base Atk +6/+1; Grp +8; Atk +9 melee (1d8+3/19-20, +1 *flaming mighty composite longsword*), double damage/crit X3 with Spirited Charge) or +11 melee (1d8+7/x3, +2 *lance*, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +10 ranged (none); Full Atk +9/+4 melee (1d8+3/19-20, +1 *flaming mighty composite longsword*), double damage/crit X3 with Spirited Charge) or +11/+6 melee (1d8+7/x3, +2 *lance*, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +10/+5 ranged (none); SA —; SQ —; AL CN; SV Fort +11, Ref +6, Will +4; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +9, Intimidate +9, Ride +13; Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: +1 *full plate*, +1 *animated heavy steel shield*, +2 *lance*, +1 *flaming mighty composite longsword*, *vest of resistance* +2, *ring of protection* +2, military saddle, chain shirt barding, heavy warhorse.

Ftr6 / Heavy warhorse: (2) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 18 (-1 size, +1 Dex, +4 natural, chain shirt barding), touch 10, flat-footed 17; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Lord's Fist Mage: Male Human Wiz11 (1); CR 11; Medium humanoid (human), HD 11d4+11; hp 45; Init +6 (+4 Improved Initiative); Spd 30 ft; AC 21 (*bracers of armor +5, ring of protection +4*), touch 16, flat-footed 19; Base Atk +5; Grp +4; Atk +6 melee (1d4+1, +2 *dagger*) or +9 ranged (1d4+1, +2 *dagger*); Full Atk +6 melee (1d4+1, +2 *dagger*) or +9 ranged (1d4+1, +2 *dagger*); SA —; SQ —; AL LN; SV Fort +8, Ref +9, Will +18; Str 8, Dex 14, Con 12, Int 25 (*headband of intellect +6*), Wis 10, Cha 8.

Skills and feats: Concentration +15, Knowledge (arcana/nobility/planes) +17, Knowledge (history) +4, Knowledge (religion) +4, Ride +12, Spellcraft +17, Spot +10 (+3 familiar); Alertness (familiar should not be within arm's reach for the purposes of this adventure), Augment Summoning, Combat Casting, Craft Wondrous Item, Energy Substitution (Sonic), Eschew Materials, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration).

Prohibited Schools: Necromancy and Enchantment.

Wizard spells prepared: (4+1 conj/6+1 conj/6+1 conj/6+1 conj/4+1 conj/3+1 conj/2+1 conj; Save DC = 17 + spell level; 18 + spell level conjuration): 0—*acid splash* (2), *detect magic, resistance* (2); 1st—*enlarge* (3), *mage armor, shield, summon monster I* (2); 2nd—*indifference, invisibility* (3), *summon monster II* (2), *web*; 3rd—*fireball* (3), *fly, greater magic weapon, summon monster III* (2); 4th—*haste, improved invisibility, stonewall, summon monster IV* (2); 5th—*dominate person, summon monster V* (2), *wall of force*; 6th—*chain lightning, summon monster VI, true seeing*.

Spellbook: Not present; back at camp.

Possessions: +2 *dagger, bracers of armor +5, brooch of shielding, vest of resistance +4, figurine of wondrous power: golden lions, headband of intellect +6, Heward's handy haversack, ring of protection +4, rod of extend lesser, wand of magic missiles* (25 charges), +1 *chain shirt barding, military saddle, light war horse, spell component pouch, 250gp diamond dust, hawk (day)/owl (night) familiar* (flying at 600 ft.).

Wiz11 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 60; AC 19 (-1 size, +1 Dex, +4 natural, +1 *chain shirt barding*), touch 10, flat-footed 18; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

APL 12

Encounter 6 and 7

Chaplain: Male Human Clr8 of Zilchus (2); CR 8; Medium humanoid (human), HD 8d8+8; hp 51; Init +4; Spd 20 ft (base 30 ft); AC 23 (*equerry's armor*, +1 *heavy steel shield*), touch 10, flat-footed 23; Base Atk +6/+1; Grp +6; Atk +8 melee (1d8+2, +2 *heavy mace*) or +6/+1 ranged (none); Full Atk +8/+3 melee (1d8+2, +2 *heavy mace*) or +6/+1 ranged (none); SA turn undead; SQ —; AL N; SV Fort +10, Ref +5, Will +16; Str 11, Dex 10, Con 12, Int 10, Wis 24 (*peripat of wisdom* +6), Cha 12.

Skills and feats: Bluff +1, Concentration +12, Disguise +1, Hide +0, Knowledge (religion) +5, Ride +8, Spellcraft +11; Combat Casting, Improved Initiative, Mounted Combat, Spell Focus (conjuration).

Cleric spells prepared: (6/6+1/5+1/5+1/3+1; Save DC = 17 + spell level, 18 + spell level conjuration): 0—*detect magic*, *guidance*, *resistance* (4); 1st—*bles*, *divine favor*, *protection from chaos** (as 2nd level), *shield of faith* (2), *summon monster I* (2); 2nd—*aid* (3), *invisibility**, *summon monster II* (2); 3rd—*invisibility purge*, *magic circle against chaos** (as 4th level), *magic vestment* (2), *summon monster III* (2); 4th—*air walk*, *summon monster IV* (2), *order's wrath** (as 5th level).

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: *equerry's armor* (+8 armor bonus, +2 enhancement bonus, +1 Ride, +2 Dex for mount, +10 feet speed for mount), +1 *heavy steel shield*, +2 *heavy mace*, vest of resistance +3, *peripat of wisdom* +6, *Wand of Cure Moderate Wounds* (25 charges), chain shirt barding, military saddle, light warhorse, spell component pouch.

Clr8 / Light warhorse: (2) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 50 due to rider/encumbrance (base 70, *equerry's armor*), AC 19 (-1 size, +2 Dex, +4 natural, chain shirt barding), touch 10, flat-footed 18; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort, +6 Ref +5 (*equerry's armor*), Will +2; Str 16, Dex 15 (*equerry's armor*), Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Patrolman: Male Human Ftr6 (8); CR 6; Medium humanoid (human), HD 6d10+12; hp 52; Init +6; Spd 20 ft (base 30 ft); AC 24 (+1 *full plate*, +1 *animated heavy steel shield*, *ring of protection* +2), touch 14 (*ring of protection* +2), flat-footed 22; Base Atk +6/+1; Grp +8; Atk +9 melee (1d8+3/19-20, +1 *longsword*; double damage/crit X3 with Spirited Charge) or +11 melee (1d8+7/x3, +2 *lance*; triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +10 ranged (none); Full Atk +9/+4 melee (1d8+3/19-20, +1 *longsword*; double damage/crit X3 with Spirited Charge) or +11/+6 melee (1d8+7/x3, +2 *lance*; triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +10/+5 ranged (none); SA —; SQ —; AL CN; SV Fort +11, Ref +6, Will +4; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +9, Intimidate +9, Ride +13; Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: +1 *full plate*, +1 *animated heavy steel shield*, +2 *lance*, +1 *longsword*, vest of resistance +2, *ring of protection* +2, military saddle, chain shirt barding, heavy warhorse.

Ftr6 / Heavy warhorse: (8) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 18 (-1 size, +1 Dex, +4 natural, chain shirt barding), touch 10, flat-footed 17; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Encounter 8

Countess Belissica's Forces

Emerald Guard Priest: Male Human Clr12 of Zilchus (1); CR 12; Medium humanoid (human), HD 12d8+12; hp 75; Init +6 (+2 *stone of quickness*), Spd 20 ft (base 30 ft); AC 24 (*equerry's armor*, +2 *heavy steel shield*), touch 10, flat-footed 24; Base Atk +9/+4; Grp +9; Atk +10 melee (1d8+1, +2d6 vs. evil, +1 *holy heavy mace*) or +9/+4 ranged; Full Atk +10/+5 melee (1d8+1, +2d6 vs. evil, +1 *holy heavy mace*) or +9/+4 ranged; SA turn undead; SQ —; AL N; SV Fort +15, Ref +10, Will +19; Str 11, Dex 10, Con 12, Int 10, Wis 25 (*perapt of wisdom +6*), Cha 12.

Skills and feats: Bluff +1, Concentration +16, Disguise +1, Hide +0, Knowledge (religion) +6, Ride +11, Spellcraft +15; Augment Summoning, Combat Casting, Improved Initiative, Mounted Combat, Ride-By Attack, Spell Focus (Conjuration).

Cleric spells prepared: (6/7+1/6+1/6+1/4+1/4+1/3+1; Save DC = 17 + spell level, 18 + spell level conjuration): 0—*detect magic*, *guidance*, *resistance* (4); 1st— *Bless*, *divine favor*, *protection from chaos** (as 2nd level), *shield of faith* (3), *summon monster I* (2); 2nd—*aid* (4), *invisibility**, *summon monster II* (2); 3rd—*invisibility purge*, *magic circle against chaos** (as 4th level), *magic vestment* (3), *summon monster III* (2); 4th—*air walk*, *greater magic weapon*, *summon monster IV* (2), *order's wrath** (as 5th level); 5th—*dispel chaos** (as 6th level), *true seeing* (2), *summon monster V* (2); 6th—*bull's strength mass*, *mislead** (as 7th level), *summon monster VI* (2).

**Domain spell; Deity:* Zilchus; *Domains:* Law (Cast law spells at +1 caster level), *Trickery* (Added class skills of Bluff, Disguise and Hide).

Possessions: *equerry's armor* (+8 armor bonus, +2 enhancement bonus, +1 Ride, +2 Dex for mount, +10 feet speed for mount), +2 *heavy steel shield*, +1 *holy heavy mace*, *vest of resistance +5*, *holy bane of devils* (see Appendix 2), *perapt of wisdom +6*, *stone of quickness* (see Appendix 2; +2 initiative, +1 saves), *wand of cure critical wounds* (25 charges), +1 *chain shirt barding*, military saddle, light warhorse, spell component pouch.

Clr12 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 50 due to rider/encumbrance (base 70, *equerry's armor*), AC 20 (-1 size, +2 Dex, +4

natural, +1 *chain shirt barding*), touch 10, flat-footed 18; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +5 (*equerry's armor*), Will +2; Str 16, Dex 15 (*equerry's armor*), Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Emerald Guard Warrior: Male Human Ftr8 (4); CR 8; Medium humanoid (human), HD 8d10+16; hp 68; Init +6; Spd 20 ft (base 30 ft); AC 27 (+2 *full plate*, +1 *animated heavy steel shield*, *ring of protection +2*), touch 14 (*ring of protection +2*), flat-footed 25; Base Atk +8/+3; Grp +13; Atk +13 melee (1d8+5/17-20, +2 *longsword*), double damage/crit X3 with Spirited Charge) or +14 melee (1d8+9/19-20 x3, +3 *lance*, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +10 ranged (none); Full Atk +13/+8 melee (1d8+5/17-20, +2 *longsword*), double damage/crit X3 with Spirited Charge) or +14/+9 melee (1d8+9/19-20 x3, +3 *lance*, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +10 ranged (none); SA —; SQ —; AL CN; SV Fort +10, Ref +6, Will +4; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +11, Intimidate +11, Ride +15; Improved Critical, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: +2 *full plate*, +1 *animated heavy steel shield*, +3 *lance*, +2 *longsword*, *vest of resistance +2*, *ring of protection +2*, military saddle, +1 *chain shirt barding*, heavy warhorse.

Ftr8 / Heavy warhorse: (4) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 19 (-1 size, +1 Dex, +4 natural, +1 *chain shirt barding*), touch 10, flat-footed 18; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —;

SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Encounter 8

Lord of the East's Forces

Captain Fireblade: Male Erineye (*appears Male Human from Hat of Disguise*) (1): CR 8; Medium outsider (Baatezu, Evil, Extraplanar, Lawful; HD 9d8+45; hp 85; Init +9; Spd 30 ft, Fly 50 ft (good); AC 25, touch 15, flat-footed 20; Base Atk +9; Grp +4; Atk +15 melee (1d8+6/19-20, +1 longsword) or +15 ranged (1d8+10 + 1d6 fire/x3, +1 flaming mighty composite longbow +4) or +14 ranged rope (entangle); Full Atk +15/+10 melee (1d8+6/19-20, +1 longsword) or +15/+10 ranged (1d8+10 + 1d6 fire/x3, +1 flaming mighty composite longbow +4) or +14 ranged rope (entangle); Space/Reach 5 ft/5 ft; SA Entangle, *summon baatezu*; SQ Damage reduction 10/(5/good and 5/magic), Darkvision 61, Immunity to Fire and Poison, resistance to Acid 10 and Cold 10, See in Darkness, Spell Resistance 20, Telepathy 100', *true seeing*; AL LE; SV Fort +16, Ref +16, Will +15; Str 21, Dex 21, Con 21; Int 14, Wis 18, Cha 20.

Skills and feats: Concentration +16, Diplomacy +7, Escape Artist +16, Hide +16, Knowledge (planes, religion) +14, Listen +16, Move Silently +16, ride +9, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 when tracking), Use rope +5 (+7 when binding); Dodge, Improved Initiative, Mobility, Mounted Combat, Ride-by Attack, Spirited Charge.

See In Darkness (Su): These creatures are able to see in magical darkness which they create.

Entangle (Ex): Each of these devils carries a 50' rope which they can use to entangle any size creature as per *animate rope* spell cast at 16th level. They may throw this rope to a distance of 40' without penalty.

Spell-like Abilities: At will — *greater teleport* (self plus 600 pounds of objects only), *charm monster* (DC19), *minor image* (DC17), *unholy blight* (DC19). All these are cast at the 12th level of ability; armor does not affect these abilities.

Summon Baatezu (Sp): Once per day, they may attempt to summon 2d10 Lemmurs or 1d4 Barbed Devils. There is a 50% chance of success. This is the equivalent of a 3rd level spell.

True Seeing (Su): These devils continually use *True Seeing* as if cast by a 14th level caster.

Possessions: +1 invulnerable full plate, +1 animated heavy steel shield, +1 flaming mighty composite longbow +4, +1 longsword, vest of resistance +5, hat of disguise, 50 ft. stout rope, military saddle, +1 chain shirt barding, heavy warhorse.

Fireblade / Heavy warhorse: (1) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 19 (-1 size, +1 Dex, +4 natural, +1 chain shirt barding), touch 10, flat-footed 18; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Lord's Fist Warrior: Male Human Ftr8 (2); CR 8; Medium humanoid (human), HD 8d10+16; hp 68; Init +6; Spd 20 ft (base 30 ft); AC 27 (+2 full plate, +1 animated heavy steel shield, ring of protection +2), touch 14 (ring of protection +2), flat-footed 25; Base Atk +8/+3; Grp +13; Atk +13 melee (1d8+5/17-20, +2 longsword, double damage/crit X3 with Spirited Charge) or +14 melee (1d8+9/19-20 x3, +3 lance, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +10 ranged (none); Full Atk +13/+8 melee (1d8+5/17-20, +2 longsword, double damage/crit X3 with Spirited Charge) or +14/+9 melee (1d8+9/19-20 x3, +3 lance, triple damage/crit X5 with Spirited Charge, +1 weapon focus, +2 dmg weapon specialization) or +10 ranged (none); SA —; SQ —; AL CN; SV Fort +10, Ref +6, Will +4; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 11.

Skills and feats: Handle Animal +11, Intimidate +11, Ride +15; Improved Critical, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack,

Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: +2 full plate, +1 animated heavy steel shield, +3 lance, +2 longsword, vest of resistance +2, ring of protection +2, military saddle, +1 chain shirt barding, heavy warhorse.

Ftr8 / Heavy warhorse: (2) CR 2; Large animal, HD 4d8+12; hp 30; Init +1; Spd 35 due to rider/encumbrance (base 50), AC 19 (-1 size, +1 Dex, +4 natural, +1 chain shirt barding), touch 10, flat-footed 18; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +5, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <300 lbs, medium 301-600 lbs, heavy 601-900 lbs, drag 4,500 lbs.

Lord's Fist Mage: Male Human Wiz13 (1); CR 13; Medium humanoid (human), HD 13d4+13; hp 53; Init +6 (+4 Improved Initiative); Spd 30 ft; AC 22 (*bracers of armor +6, ring of protection +4*), touch 16, flat-footed 20; Base Atk +6/+1; Grp +5; Atk +8 melee (1d4+2, +3 dagger) or +11 ranged (1d4+2, +3 dagger); Full Atk +5/+0 melee (1d4+2, +3 dagger) or +8/+3 ranged (1d4+2, +3 dagger); SA —; SQ —; AL LN; SV Fort +10, Ref +11, Will +21; Str 8, Dex 14, Con 12, Int 26 (*headband of intellect +6*), Wis 10, Cha 8.

Skills and feats: Concentration +17, Knowledge (arcana/nobility/planes) +19, Knowledge (history) +5, Knowledge (religion) +5, Ride +13, Spellcraft +19, Spot +11 (+3 familiar); Alertness (familiar should not be within arm's reach for the purposes of this adventure), Augment Summoning, Combat Casting, Craft Wondrous Item, Energy Substitution (Sonic), Eschew Materials, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation).

Prohibited Schools: Necromancy and Enchantment.

Wizard spells prepared: (4+1 conj+1 evoc /6+1 conj+1 evoc /6+1 conj+1 evoc /6+1 conj+1 evoc /4+1 conj+1 evoc /3+1 conj+1 evoc /2+1

conj+1 evoc; Save DC = 18 + spell level; 19 + spell level conjuration/evocation): 0—*acid splash (2), detect magic, resistance (2), ray of frost*; 1st—*burning hands, enlarge (3), mage armor, shield, summon monster I (2)*; 2nd—*indifference, invisibility (3), summon monster II (2), shatter, web*; 3rd—*fireball (3), fly, greater magic weapon, lightning bolt, summon monster III (2)*; 4th—*haste, improved invisibility (3), stonewall, summon monster IV (2), wall of ice*; 5th—*animal growth, cone of cold, dominate person, summon monster V (2), wall of force*; 6th—*chain lightning, globe of invulnerability, summon monster VI (2), true seeing*; 7th—*Mordenkein's sword, power word blind, summon monster VII (2)*.

Spellbook: Not present; back at camp.

Possessions: +3 dagger, bracers of armor +6, brooch of shielding, vest of resistance +5, figurine of wondrous power: golden lions, headband of intellect +6, Heward's handy haversack, ring of protection +4, rod of extend lesser, wand of magic missiles (25 charges), +1 chain shirt barding, military saddle, light war horse, spell component pouch, 250gp diamond dust, hawk (day)/owl (night) familiar (flying at 600 ft.).

Wiz13 / Light warhorse: (1) CR 1; Large animal, HD 3d8+9; hp 22; Init +1; Spd 60; AC 19 (-1 size, +1 Dex, +4 natural, +1 chain shirt barding), touch 10, flat-footed 18; Base Atk +2; Grp +9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach: 10 ft./10 ft (LG variant); SA —; SQ Low light vision, scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and feats: Listen +4, Spot +4; Endurance, Run.

Other: A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: light <230 lbs, medium 231-460 lbs, heavy 461-690 lbs, drag 3,450 lbs.

Appendix 2: New Items

Equerry's Armor (*Masters of the Wild and Defenders of the Faith*): This armor appears to be finely crafted full plate specifically cut for those who fight from atop a mount of some sort. In addition to providing a +2 enhancement bonus to Armor Class (in addition to its +8 armor bonus, for a total bonus of +10), this armor provides a +1 competence bonus on all Ride checks for the rider, a +2 enhancement bonus to Dexterity for the mount, and gives the mount's speed a competence bonus of +10 feet.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor; *Market Price:* 10,670 gp.

Vest of Resistance (*Tome and Blood*): These garments offer magic protection in the form of a +1 to +5 resistance modifier to all saving throws (Fortitude, Reflex, Will),

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *resistance*, *caster level* must be three times that of the cloak's bonus; *Market Price:* 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), or 25,000 gp (+5); *Weight:* 1 lb.

Holy Bane of the Devils: This greater holy symbol gives clerics and paladins the ability to Censure Demons (SU described below).

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, ability to censure demons as a 1st level Knight of the Chalice, participation of a celestial, fiend, or other outsider servant of a deity; *Market Price:* 10,080 gp; *Weight:* 1 lb.

Censure Devils (SU): This ability gives a cleric or paladin (anyone who can Turn Undead) the ability to censure devils, much as clerics turn undead. Rather than channeling positive energy, the cleric channels energy from the celestial planes of lawful good. The wielder makes a Charisma check and consults table 8-16, page 140 of the *Player's Handbook*. Instead of using his class level, however, he uses his cleric or paladin level, (plus any divine power granting prestige classes) to determine the most powerful devil he can censure. He then rolls 2d6+ his cleric level + his Charisma modifier for censuring damage. Using his cleric or paladin level in this manner means that he is more likely to affect a single powerful devil, but unlikely to turn more than one of them. A censured demon is

stunned by the wielder's holy power. Stunned creatures lose their Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 circumstance bonus to hit stunned creatures. If the wielder attacks the censured devil, it can act normally on its next turn. If the wielder's associated levels are twice the devil's Hit Dice, he banishes the devil back to its home plane. The wielder can make a number of censuring devil checks equal to 3 + Charisma modifier.

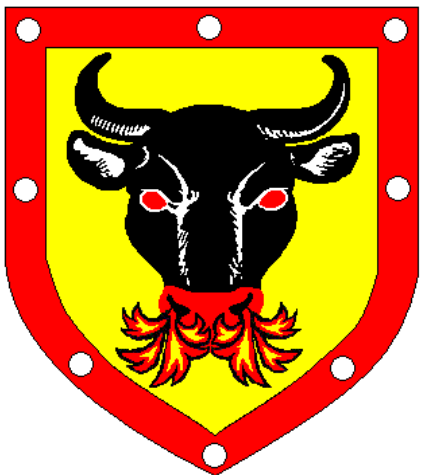
Stone of Quickness: This stone grants the bearer the ability to move and react with blinding speed. The wielder of this object gains a +2 to their initiative rolls as well as +1 to their reflex saves.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *Caster* must also have both the feats Lightning Reflexes and Improved Initiative, Haste; *Market Price:* 10,080 gp; *Weight:* –

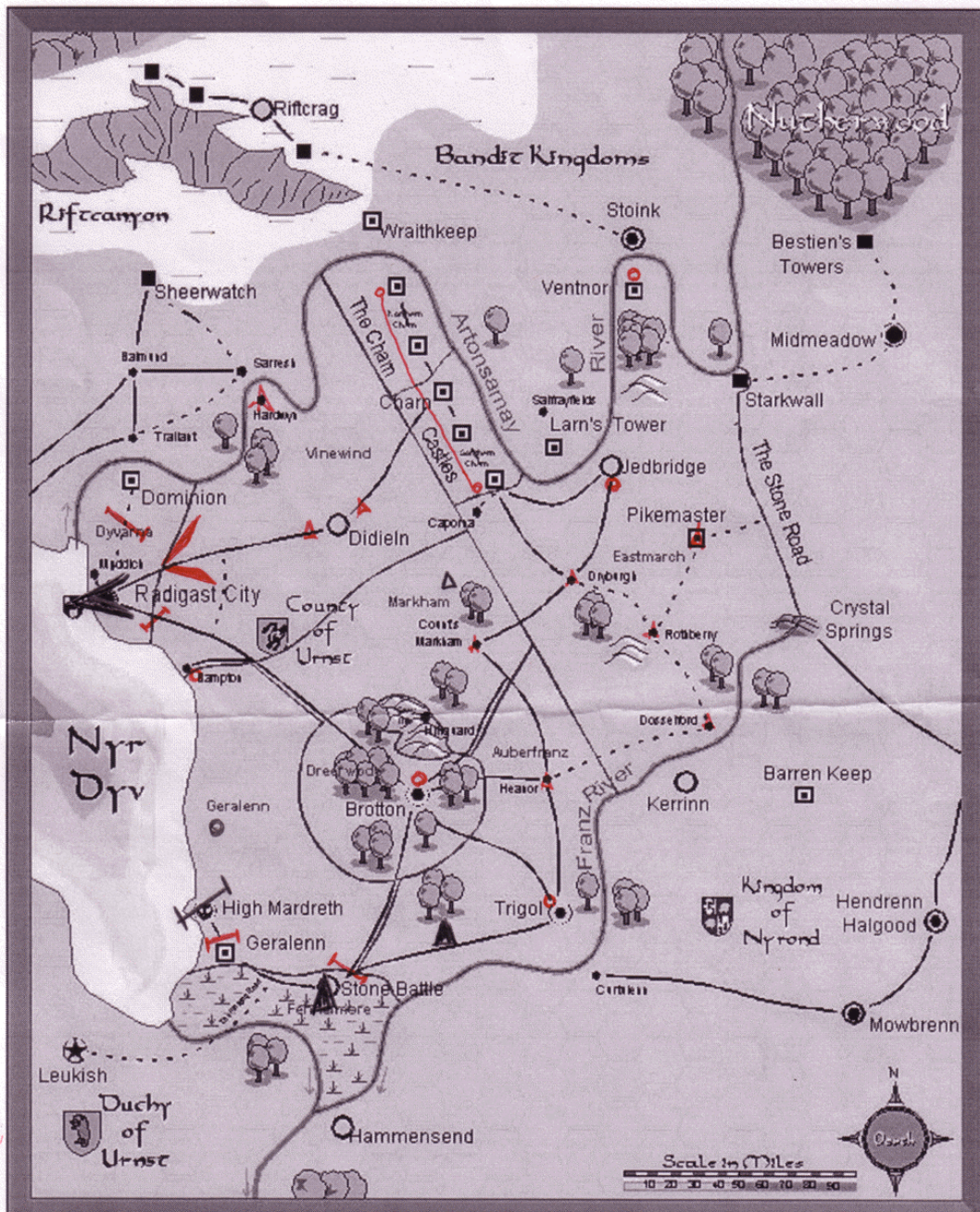
Player Handout #1



Player Handout #2



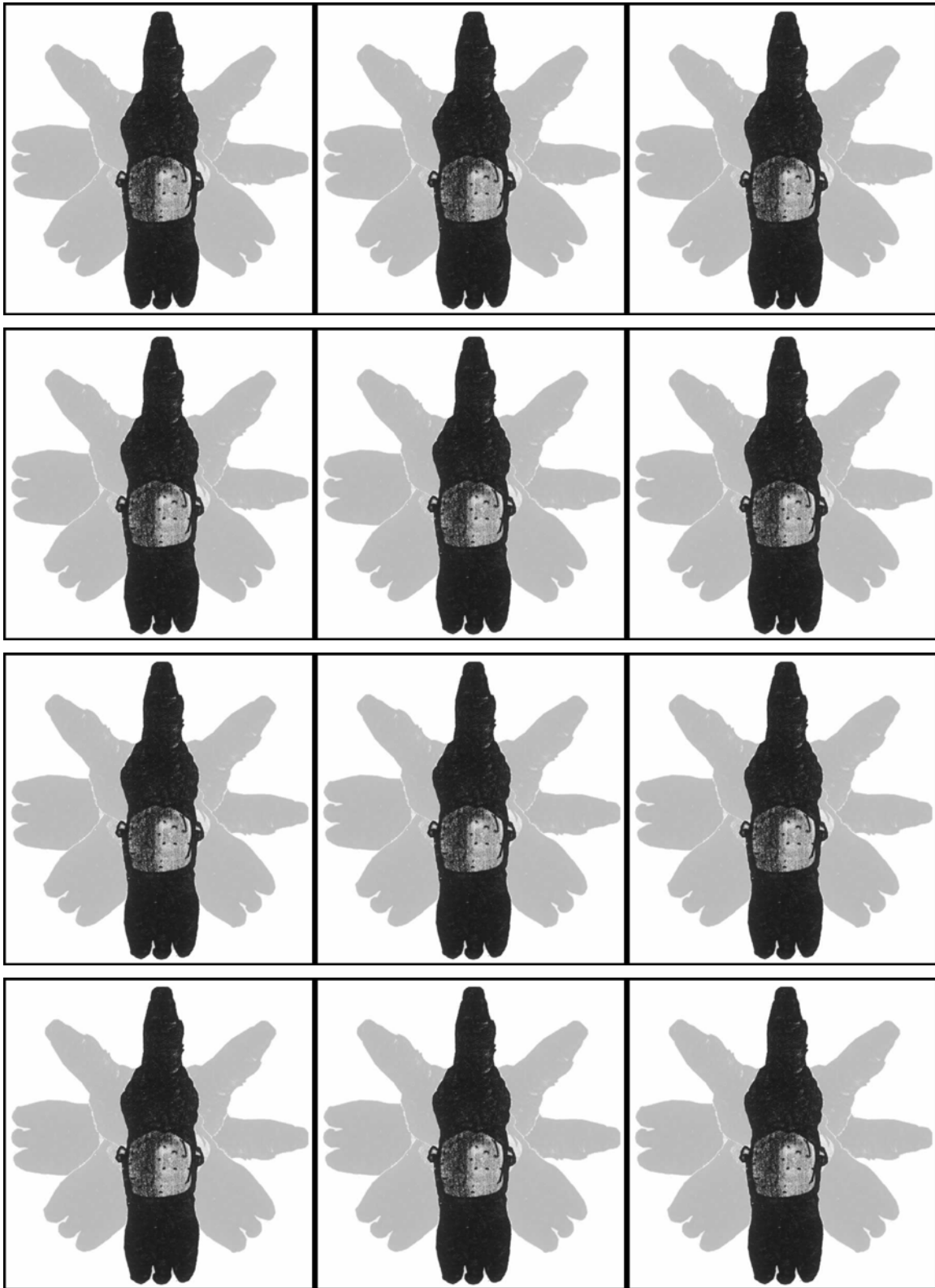
Player Handout #3 — Map in Captain's Tent



O = 2000
 Δ = ~~1800~~
 H = 4000
 ○ = 1000
 ← = 3000
 = 10,800 Troops

○ = 1000 Troops
 Δ = 200 Troops
 ○ = 400 Troops
 ← = 1000 Troops
 ← = 3000 Troops
 3000

DM Tools / Player Handout #4



Player Handout #5

Warhorse, Medium Urnstian

Large Animal

Hit Dice: 4d8+8 (26hp)

Initiative: +1

Speed: 60 ft.

Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +3/+11

Attack: Hoof +6 melee (1d6+4)

Full Attack: 2 hooves +6 melee (1d6+4) and bite (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +5, Will +3

Abilities: Str 18, Dex 13, Con 15, Int 2, Wis 14, Cha 6

Skills: Listen +8, Spot +8

Feats: Endurance, Run

Environment: Temperate plains

Organization: Domesticated

Challenge Rating: 2

Advancement: —

Level Adjustment: —

Carrying Capacity: light < 300 lbs, med. 301–600 lbs., hvy. 601-900, drag 4,500 lbs

Cost: 400 gp

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Large Animal

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Initiative: +1

Speed: 60 ft.

Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

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Abilities: Str 18, Dex 13, Con 15, Int 2, Wis 14, Cha 6

Skills: Listen +8, Spot +8

Feats: Endurance, Run

Environment: Temperate plains

Organization: Domesticated

Challenge Rating: 2

Advancement: —

Level Adjustment: —

Carrying Capacity: light < 300 lbs, med. 301–600 lbs., hvy. 601-900, drag 4,500 lbs

Cost: 400 gp

Please mail this form to the Triad c/o Jeanne Scharfenberg, 10602 W. 62nd Place, Arvada, CO 80004-4823, or email the information as in-line text to coutriad@yahogroups.com

The following player(s) either refused to choose sides in the conflict, or refused to accept a tattoo, and is being reported herein to the County of Urnst Triad as a mercenary without loyalty, a bandit unworthy of trust:

Player Name	RPGA#	Character Name

The following player(s) were caught and tried for espionage having been put to the inquisition, paid an additional 6 TUs, and are banished from the County. They have been transported across the border (as noted) and may not participate in any other adventure set in the County of Urnst without obtaining campaign documentation from the Triad that their banishment has been rescinded.

Player Name	RPGA#	Character Name	BK	Nyrond

The following clerics accepted service as a medic for the army (as noted) for one week and have paid an additional 1 TU. The player will contact the Triad for additional information on benefits earned.

Player Name	RPGA#	Character Name	CoU	Lord of the East

Please submit this information to the Triad immediately following the play of this adventure.