URC5-01

Bounties over Brotton

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

Version 1.5

by David Morgan

Illustrations by David Morgan

Belts are tightening across the land as the County begins to face a severe food shortage. It's time to attack the problems at their source! The area around Brotton is rich enough in farmland to feed a dozen Counties. Why do the fields lie untended? Why are no caravans filled with food coming out of the city? APL 2-12.

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 record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First 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, an RPGA scoring packet, 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.

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

Playing the Game

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

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 judge) 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 judge 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or

heavy, with him in the adventure and it will not count toward the APL calculation.

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.

4. 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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

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

2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
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

(CR of Animal)

any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the County of Urnst. Characters native to 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Author's Notes to the DMs

Be sure to read the stat blocks on encounters. Several of the creatures have Spell Resistance as well as other resistances or immunities.

Acknowledgements

Adventure Background

During the recent civil war, five permanent gates from the Nine Hells into the County of Urnst stood open for several months. These gates, built into the ancient Tovags throughout the County allowed the entry of hundreds of devils into the County of Urnst. With the conclusion of the war, a powerful ally of Countess Belissica was able to banish most of the infernal army back to the planes they came from, but two of the Tovags are still open and many devils still remain at large in the County, infesting certain regions and causing havoc. One of these areas is the farmland surrounding the walled city of Brotton.

Additionally, two of the Tovags are still allowing devils to enter the region, though they do so at a rate greatly reduced than from before. This pair of Tovags was twisted out of phase when the huge *dimensional anchor* was placed on the Administrator's Circle the night Countess Belissica and Terard Duncombe first disappeared just before the Civil War. Shortly thereafter, all of the Tovags were opened, creating a massive *dimensional anchor* that extended across the County from border to border. When the Tovags were destroyed, the two nearest Radigast, because of their phase difference, were only damaged on the physical plane, their stones splintered like the others. However, their gates remained open.

Adventurers are constantly working to correct the problem, killing or banishing the evil outsiders, but it is a slow process. The Contessa and the Council are unaware the remaining gates were not destroyed with the others. It is rumored that Warnes Starcoat and Dennen Astralstaff had been investigating the continuing devil problem when the Contessa pulled them from the project to direct the magical construction of the Stone Wall.

Right now the greatest problem facing the County is a possible famine. Brotton has the food available to feed the populace, and more, but its local devil problems prevent it from doing so. House Dane has requested the aid of the Council and several thousand gold pieces have been put forward to address the problem. What's needed now are heroes to implement the solution.

Preparation for Play

Permitting non-standard use of influence during this scenario is up to the DM's discretion. The influence spent in this way must be appropriate for the entity granting the influence and that entity's region of influence. The cost for a single non-standard use is a minimum of 3 influence points, as per *Favors and Influence in the County of Urnst Regional Living Greyhawk Campaign*. The DM is required to email the Triad at coutriad@yahoogroups.com to report the non-standard use for evaluation to be included in subsequent revisions of that document.

Concerning URC3-08 Winds of Change

In Lordmaker 11: URC3-08 *Winds of Change*, characters were asked to choose sides in the civil war between Countess Belissica and Lord Terarde Duncombe, the Lord of the East. Based on these choices they either received a tattoo of a Swan, showing themselves loyal to the Countess or of a Bull declaring themselves loyal to the Lord Duncombe.

This module can be played without any reference to the tattoos. But if a player should have a tattoo, the roleplaying effects of the tattoos in this module are as follows:

Any character with a Bull tattoo will gain a +4 circumstance bonus on any Charisma-based skill checks when dealing with any of the devils.

The tattoos radiate magically and are easily detected as such. Tattoos may be covered up, but since they are magical, they are impossible to hide; Disguise DC 15.

Concerning URC4-03 Crossroads

In Lordmaker 15: URC4-04 *Lordmaker*, depending on the final decision of the party, a character may have received the "Crossroads Curse" which normally grants a −10 reputation modifier to all Charisma-based skills. This curse will be apparent to all devils in this scenario and will grant the character a +10 reputation modifer to all Charisma-based skills when dealing with them.

For their part, during combat the devils will not initially target characters with the curse, considering them allies, or at the very least, neutral. Once it is apparent that the cursed PCs are truly allied with attacking party members, the devils' attitudes will shift to consider them enemies.

Player Handouts

The "Wanted-Dead or Banished" pictures of the 15 devils (4 illustrations per page)

Adventure Summary

Introduction: in which the players learn the details of the current situation and why they've come to the walled city of Brotton.

Encounter One – The Registration Desk: in which the party learns where to sign up for the job.

Encounter Two – Invitation to Engage: in which the party is offered the job of hunting devils, is warned that it could be dangerous and is allowed to choose their first target.

Encounter Three – The First Bounty (player choice): the first mission (party choice).

Encounter Four – Interlude: an interlude during which the party is paid for the first mission, is offered a second, and where they may find out information on future modules.

Encounter Five – The Second Bounty: the second mission (party choice).

Encounter Six – A Special Mission: in which the party is paid again, and then offered a freelance mission to investigate a rumored sighting to the northwest.

Encounter Seven – I Saw the Whole Thing: in which the party learns of the location of another devil from an old cleric of Pholtus.

Encounter Eight – The Devil's Lair: in which the party either fights the devil or else finds a very curious story

Encounter Nine – The Mob Rules: in which the party may have to defend the devil from a pack of vigilante villagers, led by the old Pholtan cleric.

Conclusion: in which the party is either paid a bounty on the devil they killed or on the cleric they defeated.

Introduction

Have you heard the songs the bards are singing? Songs of those heroes, common adventurers it is said, who risked all they had to save the County from its woes? But though that danger is past, there are always new problems on the horizon. It seems that heroes may once more be needed to aid the County in extraordinary ways.

You see, with the end of the civil war, a new enemy has arisen that few have the resources to combat, let alone defeat. And that enemy is Famine. The new Contessa has asked for the aid of the noble houses of the County to try and resolve this crisis. The nobility have responded by relaxing their tariffs and have granted the humble farmers of the County incentives to hire more help and increase the acreage that they sow, but while this will help in future years, surviving the year to come will be extremely difficult. Even with the continuing assistance of the County's druidic orders, more will still be needed.

It is for this reason that attention is being focused on the special needs of the major farming areas around the County. One such area, near Brotton, is having more than its fair share of difficulties, being especially cursed by remnants of the war. House Dane, the County and the local temple of Ehlonna have combined their resources to offer gold to any who can give assistance. For when the spell was cast banishing the devils back to the Hells, it seems a few of them slipped the net...

Encounter One: The Registration Desk

With belts tightening across the County, there are still those occasional problems requiring the judicious use of spells and swords. The call has gone out to adventurers interested in aiding the land in exchange for a lucrative commission, and you and your companions have each chosen to respond to that call for whatever your personal reasons might be.

Thus you find yourselves entering into the walled city of Brotton, and being directed to the Fountain Square in the Merchants' Quarter.

Plastered on every tree trunk, free standing pole and in every window are colorful signs with these words in large bold print: *WANTED – BRAVE AND BOLD BOUNTY HUNTERS!*

If a party member stops to read the sign, in smaller letters below this: *Rewards vary.* The next line is almost as large as the headline: *SPONSORED BY HOUSE DANE.* And at the bottom, in print so small it is nearly unreadable: *Also sponsored by the Church of Ehlonna and the County of Urnst.*

Allow the party to introduce themselves and take whatever 'entering a new city, walking the streets, etc.' roleplaying actions they wish. Once they enter the Fountain Square read,

Even before reaching the Square, the sound of a huge crowd can be heard up ahead. But upon turning the final corner, the sight is beyond any you could have expected. The Square is roughly 120 feet from side to side and is fronted on all sides with inns, taverns, and temporary merchants stalls selling all manner of adventuring equipment. There even seem to be a few stalls offering magical scrolls, potions, and other mystical items. In the center of the Square is a huge stone fountain formed by the shapes of three unicorns rearing on their hind legs and shooting streams of water from their horns and hooves. But it must be a slow week for adventurers elsewhere in the County, because the entire square is otherwise packed solid with renowned heroes from across the land.

There's Lazarus Stormborn arguing with Sigut Frost. Merezus, Wye Lee, Kidan, Milo Willowby, Galen Lightning Fist, Umeomaru, Richard Martin, Malchor Trueshaft, Elbereth, the Iron Mouse, Eldryn, Arthur, Shamil Turen, Tharivol Rianneth, Durmast, Samara, Helex, Celest, T'zith, Alanon Starblade, Ilsa Greywolf, Jak Smallsole, Thamior, Dallan Dawnrider, Chechaboo, Galen Aramin, Triston, Ionus Shadowwwood, Falco Ironcross, Thorin, Callis, Ezrak of the Rage, Tabun, Tornarr, Surya, Sorn, Nie Evee (still pronounced naive),

Grimer, Mellaureiom, Lumin Ammara, Arsaga, Jazan, Bator, Nir Stoutrazor, Sir Alden Underhill, Bruce Vaine, Marcus Vespasian, Farel Iflien, Gorbulus Danderfluff Cattoy, Barret, Ed, Neala, Kenshin, Kyle, Smidgen, Niche, Rok, Jayce, Lilliana, Helga, Linux, Myrna, Rocklass, Ellyjoybell, Throkmore, Calvin, Griffo, Brother Grump, Brother Mendicus, Taeon, Eliset, Lylgol, Amaryllis Tealeaf, Dane, Nuidra, Milesovas, Seth, Mariokoli, Maximus, Kur Blackheart, Gurzag, Cathroy, Drey, Theodane, Lyntil, Roland Ashvin, Waxford, Deker, Og, Ook, Robert Gawaine, Feras Lakholm, Siobhan, Alhandra, Draca Bloodaxe, Dustin, Sharn, Edrin, Jen (still not used to her being a him), Cromwell, Jynna, Kaydriss, V'to Agnacy, Antiria, Moodoka, Sir Palus, Selina, William Yalon, Tempest, Tortha, both of the Xanders, Akeaka, Jadelle, and many, many more.

Oh, and Baldrock, Bejorn Thunderaxe and Ghartolz are off in a corner by themselves with a very large keg. Yes it seems there's quite a party going on. And it's a very loud party.

DM NOTE: This only takes about 2 minutes to read. Using hand gestures to point out various characters in the Square during the reading of the list reminds the players of the size of the crowd and how easily recognizable famous adventurers are.

As the adventurers move into the Square, have them make spot checks every few minutes (DC 16) to notice,

At a small table by the fountain, almost obscured by the crowd is seated a middle aged man wearing the livery of House Dane.

The party can purchase any item from the stalls allowed them by prior ARs or per the basic rules. When they approach the table, the man, Codiet, will stare at them with a scowl of disapproval.

⚔ **Codiet:** Com4, LN, 18hp.

Codiet started out the morning by trying to provide an orderly information process for those interested in working for the bounties being offered. He's quite flustered by all the (to his eyes insane) adventurers filling the Square, and has long since given up on trying to offer information to anyone. The party will have to shout to make themselves heard over the din, and must make a Diplomacy check (DC 16) to get him to open up to them enough to ask them if they are here to register for the bounties being offered this week.

If the party investigates the merchants and stalls, they will also find a kiosk that has been set up by the local temple of Ehlonna. The temple has opened some of its treasure rooms to offer assistance to the heroes currently engaged in "special" service to the County. As long as they can offer proof that they have actually taken a contract (Bandarin's signature will suffice), the players

can buy any items listed under "The Favor of a Church" on the AR for THIS adventure, appropriate to their APL. This is because the local temple is taking a proactive approach; the heroes will need support today more than they will need a reward tomorrow. (And hopefully this will also reduce the eventual number of *Raise Dead* spells required at the end of the week.)

DM NOTE: Failed checks to spot Codiet can be re-attempted as often as needed until they are successful. Interacting with Codiet is a roleplaying opportunity and if the players try talking with him at a normal, table-talk volume, the DM should shout *"What? I'm sorry, I can't hear you over the crowd!"* Have fun with it.

If the party makes the Diplomacy check and responds in the affirmative that they're here for the bounties, Codiet will (yelling) **direct them to go to the Elks Head Tankard, a tavern across the Square, behind the fountain for registration and sign up.** (It *should take the party several minutes just to push their way to the entrance of the tavern, the Square being that crowded.*)

DM Note: If any party members engage the other heroes in the square in conversation, play it by ear with that hero spinning an embellished tale of devilish enemies he or she's already defeated and collected the bounty on.

Potential Humor Note: If one of your players sitting at the table actually has their name mentioned above, don't worry about it. But keep in mind, one of the things players delight in is the possibility of trying to "break" a module. If one of them should ask a question like, 'How can I be there and here at the same time?', reply to them, *"Maybe it was done with mirrors? Or maybe doppelgangers? Perhaps you have a twin (brother or sister) you weren't aware of?"*

If they persist, and state that they are going to try to 'find themselves' in the crowd, tell them the following.

"Well, this is really getting a bit more existential than the module writer intended, but oh well. How many minutes do you wish to spend trying to find yourself?"

Upon entering the Elks Head tavern, it's standing room only, with all available seating at both the tables and at the bar already taken. A barmaid will push her way through the crowd and explain *"Sorry, but we're closed. We only have room for the County's bounty hunters today."* If the party explains that they're here for the bounties, *"Oh, then you'll need to talk to Bandarin over there."*

⚔ **Bandarin:** Ftr7, LG, 60hp.

Bandarin will cheerfully greet the adventurers, ask them their names, then act as if he's known each of them for a long time. Like Codiet, he wasn't expecting the huge

turnout, but since he himself is an adventurer, he's not quite so overwhelmed.

Despite the over-abundance of heroes, there's still plenty of evil things to go around. So as soon as the players ask for some details about the bounties, Bandarin will move straight to business and explain the details. (Remember to smile.)

"First, you each need to sign a standard waiver of responsibility and contract. It basically states that you realize that fighting infernal creatures from the lower planes is a hazardous sort of task and that your dependents and heirs won't hold the government of the County <clear throat and whisper> *(or the Triad)* <normal voice again> *responsible if your soul gets accidentally sucked into a void or eaten or anything like that. But on the positive side, since you are acting in the interests of the County in a time of crisis, we have come up with a special deal just for brave individuals such as yourselves. If you should happen to take an accidental dirt nap, we've arranged with the local temple of Ehlonna to get Raise Dead spells cast at a 20% discount. Now, won't that come in handy?"*

The players will each need to state verbally that they agree to the contract and that they sign it. (Alternately, a player handout of the contract can be made available to sign, but why waste paper?).

Encounter Two: Invitation to Engage

"Excellent! Well here are the bounties currently available. It's really up to you which one you want to go after, so I'm just going to give you all of the ones we currently have up for grabs. Hmm. I suppose I should mention though that first of all, you did just sign the waivers. If you bite off more than you can handle, I have the utmost faith in you to die in as heroic a manner as possible, befitting your status as a hero of our fair County. Secondly, as a fellow adventurer, let me also remind you of certain, ah, "restrictions" which might later apply to your rewards... <cough> *"Gold Piece & XP limits"* <cough-and clear throat>. *Are we clear on that? Excellent! Now which bounty do you think you'd like to go for?"*

Hand the players the bounty sheets (Adventurer Handouts 1-15) and let them choose for themselves which one they want to go after first. They will need to select their own mission. Bandarin will explain the background of any bounty selected, but only after the party chooses one or two to decide from. (read appropriate box text for the encounter). Otherwise, too much time will be wasted in planning.

DO NOT inform the players that each of the bounties is set at a fixed EL. They have already been warned that death is a very real option in this module *and* that they can't exceed normal gold and xp limits for the module. Let them decide what types of bounties their group will be able to handle based on their own experiences. If a party tries for a mission that is wildly beyond their capabilities (EL+4 or worse), you might ask them *"Are you sure? That's an awfully tough one there…"* But otherwise they should be allowed complete freedom to choose.

After they make a decision, Bandarin will give them a chit for a free stay at The Red Wyrm's Nest, a small inn nearby and wish them them a good night's rest. At this time he will also give them a voucher for the Temple of Ehlonna stall *if they ask for one*. Good luck tomorrow!

Encounter Three: The First Bounty

See Appendix A: The Bounties.

Encounter Four: Interlude

Upon returning from the first bounty hunt, the party will be feted and cheered by the crowd of heroes in the Square. Wine, beer and ale will flow freely, musicians will sing songs, and a generally good time will be had by all. But after about an hour of celebration, Bandarin will appear, plucking at the party's elbows, *"Are you willing to try for another one? My lord Dane can really use heroes like you."*

Again, the party will be offered the remaining bounty sheets, and then given a chit for a stay The Wayfaring Farmer, another small inn. Whether they get a good night's rest or party till dawn is up to them.

DM Note: If the party takes too long on their first mission, bypass Encounters Four and Five and move directly into Encounter Six

Encounter Five: The Second Bounty

See Appendix A: The Bounties.

Encounter Six: A Special Mission

DM Note: The village of Zimm has recently seen it's population increase 1000% due to refugees fleeing Nyrond. Nyrond's new king took the country by force, using his own dark troops and devils to overtake the

kingdom. These peasants have just escaped Nyrond and have temporarily settled near the County's breadbasket, Brotton.

With a second success, the party in the Square will be even more enthusiastic than before (if that's possible). This time, Bandarin will allow them the celebration and won't approach the party until the following day. The next morning he'll knock on their doors at an ungodly early hour with a special request. When they assemble downstairs in the inn's main common room, he'll make them an offer.

"You are all truly amazing and are worth every gold piece you've earned. But now I need to make a special request of you. It's not something that's one of the standard bounties but it's still something that needs our attention.

Eight miles northwest up the main road from Brotton, is a small village called Zimm. In Zimm's Roadside Tavern is a priest named Halloran who says he's seen a devil up in the hills beyond Hillguard. If you could head up there and confirm the sighting, we can set up another bounty. And if you should happen to find an actual devil and take care of it for us, I'll guarantee your compensation. I think by now I've proven the County is good for it."

Encounter Seven: I Saw the Whole Thing

If the party accepts, the trip to Zimm and the tavern there is relatively uneventful. (Improvise as needed). Once they arrive and enter the tavern, the bartender will direct them to the priest.

🕯 **Halloran**: Clr5 of Pholtus, LG, 23 hp.

Halloran is a zealous missionary from The Pale (where the worship of Pholtus is practically a monotheism). He's getting on in years (he's in his late 60's), but his fervor for the worship of the one true god is still blazing hot. But that's not his primary concern right now and any antagonistic characters will just have to wait. He claims he saw what he'll call **"an unclean one, a spawn of the darkness"** out in the hills north of the village. If the party expresses an interest in finding the devil, he will give them detailed instructions on how to find its location.

"Go north about five miles until you clear the trees. Then as you look to the northeast, you'll see a hill in the shape of an eagle's head. Just below the 'beak' of the hill is an abandoned chapel of one of the lesser deities, Heironeous I think. That's where I saw the foul thing defiling our blessed land."

If the party follows these directions, the chapel is not difficult to locate.

Encounter Eight: The Leopard's Spots

The approach to the abandoned chapel is wide open. There is no covering terrain except for light scrub, small bushes, and knee-high grass from the treeline to the edge of the hills two miles away. Players can either choose to try to circle around (which will take about eight hours to accomplish, making it after nightfall when they arrive or just head straight for the chapel.

But upon arrival, things are not quite what the party expects. There is indeed a devil in residence here, Nrezchklarrferdgik by name ('Ferd for short, devil type determined by APL: APL 2&4 - Bearded; APL 6 - Amnizu; APL 8&10 - Malebranche; APL 12 - Barbed).

But everything is not quite what it seems.

DM Background: Nrezchklarrferdgik's Story

'Ferd was never really happy as a member of the Infernal Hierarchy. A bearded devil and one of the first members of the invading devilish horde to pour into the County through the opened tovags, once they were closed, he seized upon the opportunity to try something a little different — gardening. You see, it's almost impossible to grow flowers in the Hells, and he's continually being amazed by the variety of fragrances that different flowers can give off. Over the last few months he's cultivated several plots of wild flowers around the grounds surrounding the chapel and he was quite content to stay there alone and not bother anyone ever again.

That is, until the brigands showed up. A large band of brigands made quite a good living terrifying and robbing merchant caravans during the war by pretending to be part of the infernal horde. Just before attacking, they would paint their faces red and put on fake horns and most merchants gave in without even trying to resist. After the war ended, the band headed into the hills looking for a new hideout. When they found the chapel inhabited by Nrezchklarrferdgik, they offered him what they felt was a suitable offering; the two prisoners they had taken on their last raid, a young boy and a young woman. When 'Ferd looked into the despairing eyes of the boy, he found a second career to go with gardening. That of *Hero*. The less said of what he did to the brigands, the better. Now 'Ferd splits his time between gardening and providing for the two young humans under his care. Just a few weeks ago, black feathered wings sprang from his back over the course of a few days. They are a recent development that he is unable to explain. (See 'Ferd's encounter description for APL6 and above.)

It was on a hunting trip that he was spotted by the priest of Pholtus, but he's learned from Sareela not to immediately assume the worst from humans. So when he first spots the party while weeding his flowers, he will wave to them in greeting. If the party draws weapons or

begins to attack, a young woman will run out from the ruins and scream *"NO!"* and a young boy will start to cry from somewhere downstairs…

DM Background: Sareela's Story

While traveling with her younger brother, Marik, Sareela's caravan was attacked by the aforementioned brigands. What followed over the next few months and what she and her brother experienced at the hands of the evil band proves that you don't necessarily need to die to be in Hell. When they finally offered her up to the fiendish creature inhabiting the ruined chapel, she actually saw it as an end to her suffering. Her rescue by him instead she considers to be almost the divine intervention of Heironeous himself. Since then, 'Ferd has consistently put her and Marik's welfare first and she has come to trust him completely. She is unaware that the war has ended but doesn't want to return to 'civilization' until she and Marik are much stronger. Marik is still so traumatized by what he saw during the war that he is extremely timid and is unwilling to say more than a single word at a time (Diplomacy check DC 50 to try and get him to say more, but Sareela and 'Ferd have been working with him to get him to open up).

DM's note: Ok, granted it's a weird situation, but you've got essentially an insane devil (flowers?), and two 'horrors-of-war' traumatized refugees. The party can butcher 'Ferd (his stats are listed in Appendix B), who will viciously defend Sareela and Marik from the new 'brigands'. But a much more interesting approach will be the roleplaying of telling each of their respective stories and watching the party re-adjust their assumptions. (By the way, any paladin or spellcaster casting a *Detect Evil* spell on Ferd will still pick up faint traces of evil, but nowhere near as strong as a normal devil would reflect.)

If the party offers to escort Sareela back to Brotton (or to her home in Radigast City), she will initially refuse (fearfully). But if the party has shown itself to be honorable types, 'Ferd will actually argue in favor of an escort home, pointing out that Sareela needs to be around other good humans and Marik really needs the attention of a high ranking good clerical type. As for 'Ferd, he considers this chapel to be his home and will not willingly abandon his gardens.

Encounter Nine: The Mob Rules

If the party killed 'Ferd, skip to the Conclusion. Otherwise, as they make their way down the hill they will see the Pholtan priest Halloran, leading a very large group of villagers towards the chapel.

"Did you see it? Did you find that spawn of Evil? The true god, brilliant and almighty Pholtus, spoke to me in a vision! The creature must be submitted to the flames of purity! Stand aside for the Lord's work must be done!"

⚔ **Halloran (Lefty Llorran):** Rog5/Sor3; CR 8 (EL 0); Medium Humanoid (Human); HD 5d6+3d4-8; 23 hp; Init +3 (Dex, Impr. Init.); Spd 30 ft (6 squares); AC 9 (-1 Dex) touch 9, flat-footed 10; Grapple +4; Atk; Fist +4 melee (1d3 non-lethal); Full Atk Fist +4 melee (1d3 non-lethal); SA Evasion, Sneak attack +3d6, Spell Use, Uncanny Dodge; AL N; SV Fort +3, Ref +4, Will +5; Str 10, Dex 8, Con 8, Int 14, Wis 12, Cha 20; Spells: 0th - *Arcane Mark, Detect Magic, Mage Hand, Message, Prestidigitation,* 1st - *Charm Person, Expeditious Retreat, Reduce Person.*

Skills: Appraise +5, Bluff +11, Concentration +1, Diplomacy +13, Disguise +9, Escape Artist +7, Forgery +8, Gather Information +8, Jump +7, Knowledge: Arcana +6, Knowledge: Local +8, Listen +3, Open Lock +3, Perform: Acting +8, Perform: Oratory +8, Search +8, Sense Motive +6, Sleight of Hand +4, Spellcraft +5, Spot +5, Tumble +11, Use Magic Device +11; *Feats:* Acrobatic, Eschew Materials, Great Fortitude, Improved Initiative.

Equipment: priestly robes.

Tactics: Halloran is a cowardly rogue who disdains the use of weapons, preferring to manipulate others into fighting for him, or else fleeing from combats. He has already used up all of his spells for the day casting *Charm Persons, Mage Hands* and *Prestidigitations* to get the mob started. After his speech, Halloran will stop and let the villagers move around and past him (putting them between him and the adventurers as much as possible). If he is targeted by the heroes, he will disengage from melees (he is unarmed) using his tumbling skills and screaming that "they are in league with the evil one and must be destroyed!"

The villagers are armed with torches, timbers, pitchforks, meat cleavers etc. They have been worked into a frenzy and will do whatever Halloran directs them to do. If a fight breaks out, Halloran will shout and harangue the party and threaten them with powerful spells from his repertoire (like *Cause Critical Wounds*), but will effectively have no effect on the combat (his only remaining power is in his ability to bluff and manipulate the mob).

Moving through the mob effectively slows characters to half movement speed. It is impossible to charge through the mob.

⚔ **Unique Hazard:** Peasant Mob, Appendix B

Once the villagers are defeated, Halloran can be defeated with a simple strike to subdue (AC 9), which will knock him unconscious. He will not defend himself but will continue to harangue them, (believing he will be able to either talk his way out of the situation or escape confinement later). If the party attacks and kills him instead, they will miss out on the information gained from his interrogation at the end of the module.

Conclusion

Once the party returns, with or without Halloran in tow, they will find that the ongoing party in the Square is gone and the streets are strangely quiet. A passing merchant in the street can explain...

"It's those darned adventurers, don't ya see? They drank the city dry! There's nary a drop of Wenta's blessing anywhere within the city walls! But never you fear good sirs (and ladies). I hear tell there are no less than EIGHT large alcohol caravans headed this way, including a shipment from the Yarne winery and, of course, Torquann brandy." In a much lower voice he mutters, *"And may the Gods help us when they arrive."*

Bandarin will greet you shortly thereafter and offer yet another stay at a local inn, The Black Hound.

If they killed 'Ferd, he will pay them a bounty on the devil (set by APL in Appendix B) and wish them fair traveling and many more good adventures.

But if they killed or apprehended Halloran, Bandarin will identify him as

"Congratulations on finding Lefty Llorran! He's a renowned con man and a thief, someone the County, Duchy and the Pale have all been looking to apprehend for quite some time. He's not a devil, but there's paper on him all the same..."

(Only read the next paragraph if 'Halloran is succesfully interogated by the County's clerics.)

Later on, after the clerics finish questioning Lloran under a Zone of Truth, they tell you of an ancient relic, the White Gauntlet of Heironeous, that is said to repel creatures with evil intentions. For some reason, Lloran believes that the Gauntlet is buried somewhere beneath the chapel, but if that was so, how could there have been a devil anywhere nearby? Llorran's plan was to incite the crowd to clear out whatever creature was living there so that he'd be able to ransack the place in peace and sell it to a secret buyer, someone he only knew by the initials TY.

With thanks Bandarin pays you the final bounty. The multitude of adventurers that assembled here in the city over the last two weeks have cleared the area near Brotton of its infernal problems and now the city can once more begin shipping large exports of food to the other stricken areas of the County.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the two bounties completed and for defeating Encounter Eight or Encounter Nine. Then assign the discretionary roleplaying experience award. Award the total value (objectives plus roleplaying) to each character.

The Bounties

Bounty One, Meow: 30xp

Bounty Two, Bad Comedy: 60 xp

Bounty Three, Infestation: 90 xp

Bounty Four, Man–Eating Cabbages: 120 xp

Bounty Five, Old Moch Dahnolt: 150 xp

Bounty Six, Whiplash: 180 xp

Bounty Seven, Messin' with the Bees: 210 xp

Bounty Eight, The Spy: 240 xp

Bounty Nine, Bridge O'er Truffled Waters: 270 xp

Bounty Ten, The Entertainer: 300 xp

Bounty Eleven, Cats in the Corn: 330 xp

Bounty Twelve, Hard Cider: 360 xp

Bounty Thirteen, Getting a Head: 390 xp

Bounty Fourteen, Three Entrepreneurs: 420 xp

Bounty Fifteen, The Bad Ones: 450 xp

Encounter Eight or Nine

Defeating the devil or the mob.

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

Discretionary roleplaying award

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

Maximum possible experience:

APL 2 450 xp; APL4 675 xp; APL6 900 xp; APL8 1125 xp; APL10 1350 xp; APL12 1575 xp;

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per 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 Three and Five: The Bounties

Bounty One, Meow:

    APL 1: L: 50 gp; C: 0 gp; M: 0 gp

Bounty Two, Bad Comedy:

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

Bounty Three, Infestation:

    APL 3: L: 150 gp; C: 0 gp; M: 0 gp

Bounty Four, Man–Eating Cabbages:

    APL 4: L: 200 gp; C: 0 gp; M: 0 gp

Bounty Five, Old Moch Dahnolt

    APL 5: L: 250 gp; C: 0 gp; M: 0 gp

Bounty Six, Whiplash:

    APL 6: L: 300 gp; C: 0 gp; M: 0 gp

Bounty Seven, Messin' with the Bees:

    APL 7: L: 350 gp; C: 0 gp; M: 0 gp

Bounty Eight, The Spy:

    APL 8: L: 400 gp; C: 0 gp; M: 0 gp

Bounty Nine, Bridge O'er Truffled Waters:

    APL 9: L: 500 gp; C: 0 gp; M: 0 gp

Bounty Ten, The Entertainer:

    APL 10: L: 600 gp; C: 0 gp; M: 0 gp

Bounty Eleven, Cats in the Corn:

    APL 11: L: 800 gp; C: 0 gp; M: 0 gp

Bounty Twelve, Hard Cider:

    APL 12: L: 1000 gp; C: 0 gp; M: 0 gp

Bounty Thirteen, Getting a Head:

    APL 13: L: 1300 gp; C: 0 gp; M: 0 gp

Bounty Fourteen, Three Entrepreneurs:

    APL 14: L: 1500 gp; C: 0 gp; M: 0 gp

Bounty Fifteen, The Bad Ones:

    APL 15: L: 1800 gp; C: 0 gp; M: 0 gp

The Conclusion: The Final Bounty or Reward

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

    APL 4: L: 200 gp; C: 0 gp; M: 0 gp

    APL 6: L: 300 gp; C: 0 gp; M: 0 gp

    APL 8: L: 400 gp; C: 0 gp; M: 0 gp

    APL 10: L: 600 gp; C: 0 gp; M: 0 gp

    APL 12: L: 1000 gp; C: 0 gp; M: 0 gp

DM Note: (*From an article posted at Wizard's Living Greyhawk website by Circle member, Steve Conforti*)

There are many things you can use the gold above the cap for:

NPC Spellcasting Services – You can use the excess gold to pay an NPC, if available, to cast spells on your behalf. This is the most common use of this excess gold.

Example: paying a local cleric to cast raise dead on your comrade at the end of the adventure.

NPC Services – You can use excess gold to pay an NPC for a room at the inn, to provide a bribe to a crooked guard or politician, to hire a tracker, or to pay a fine, for example. Example: paying the toll for your PC to cross a bridge during the adventure.

Temporary Purchase of Items – You can buy items, mundane and magical, that are available during the adventure for use during that adventure. Anything you purchase with excess gold in this way cannot be kept after the adventure ends; it converts back to gold if it hasn't been consumed. You can also use items you find during the adventure in this manner. Example: purchasing or finding a potion of invisibility during the adventure and using it in the same adventure.

Special

"**The Favor of the Church of Ehlonna in Brotton**": In order to reduce the need for later curing and to aid in the elimination of the devils from the area around the city of Brotton, the local temple of Ehlonna will make the following items (**one each per PC as per the APL**) available before the conclusion of the adventure, instead of merely at the conclusion (as is normal). PCs must have sufficient gold (minus upkeep for this adventure) on their last Adventure Record to be able to purchase any item during the scenario. This favor must be crossed off when used, or **expires** at the end of the third adventure played after this one. (*Frequencey: Adventure*)

APL2

Potion of Shield of Faith (+5) (Freq: Adv; 900 gp; DMG)

Wand of Cure Light Wounds (Freq: Adv; 750 gp; DMG)

APL4 — All of APL 2 plus:

+2 enchantment upgrade on a shield (Freq: Adv; 3,000 gp; DMG)

+2 enchantment upgrade on armor (Freq: Adv; 3,000 gp; DMG)

APL6 — All of APL 2-4 plus:

Divine scroll of 4th level (cleric: *beast claws, castigate, doomtide, energy vortex, recitation, resurgence–mass, revenance, weapon of the deity, weather eye*; druid: *bottle of smoke, camouflage–mass, chain of eyes, energy vortex, forestfold, infestation of maggots, languor, murderous mist*; ranger: *bane bow, camouflage–mass, implacable pursuer.*) (Freq: Adv; 700 gp; CD)

Wand of Searing Light (6th level) (Freq: Adv; 13,500 gp; DMG)

APL8 — All of APL 2-6 plus:

Divine scroll of 5th level (any divine scroll of 5th level from Table 7-24 in the DMG) (Freq: Adv; cost varies; DMG)

Ring of Water Walking (Freq: Adv; 15,000 gp; DMG)

APL10 — All of APL 2-8 plus:

Divine scroll of 6th level (any divine scroll of 6th level from Table 7-24 in the DMG) (Freq: Adv; cost varies; DMG)

Staff of Healing (Freq: Adv; 27,750 gp; DMG)

APL12 — All of APL 2-10 plus:

Divine scroll of 7th level (any divine scroll of 7th level from Table 7-24 in the DMG) (Freq: Adv; cost varies; DMG)

Periapt of Wisdom +6 (Freq: Adv; 36,000 gp; DMG)

Items for the Adventure Record

There are no other items other than what is available through the Favor of the Church of Ehlonna in Brotton.

Appendix A: The Bounties

#1   Meow

Picture of a cat - 50 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains, "This mission is a little bit odd. There is a merchant on the west side of town who is reporting some sort of pest problem. His name is Elderlin. He controls a warehouse where grain is stored before it is shipped out to other parts of the county. So it's still a vital mission. It's just a little... odd..."

Elderlin's warehouse is under siege by four fiendish cats. The cats have decided that rather than chasing rats and mice, they will set up rodent breeding farms, feeding them the grain stored in the warehouse. To accomplish this, they have taken to terrorizing the family that runs the warehouse and have driven away all of the normal employees there.

The warehouse has two levels, is about 40 ft wide and 80 ft long. Inside are a maze of boxes and crates, catwalks, wheelbarrows, empty sacks, etc. The cats have actually built a rat-ranch using some crates in one of the corners and if discovered, will be spotted casting grain to the 20 rats inside (like feeding chickens).

Tactics: The cats are not smart, but they are very cunning. They understand that their chances in a standup fight against adventurers are slim to none. So they will strike from cover, try to take a surprise round attack and then disappear between the boxes again, waiting for a chance at another (free) surprise attack. If the rat ranch is discovered, the cats may try to sic some of the rats on the party by sprinkling the adventurers with parmesan cheese from one of the catwalks above. Statistics for standard rats are given below, but the rats do not figure into the EL of this encounter.

Bounty: 50 GP per player.

Fiendish Cats (4)   CR _; Tiny Outsider (Evil, Extraplanar, Lawful); HD _ d8; 3 hp each; Init +2 (Dex); Spd 30 ft (6 squares); AC 14 (+2 size, +2 Dex,) touch 14, flat-footed 12; Grapple -12; Atk Claw +4 melee (1d2-4); Full Atk 2 claws +4 melee (1d2-4) and bite −1 melee (1d3-4); SA Smite Good; SQ Darkvision 60 ft, Resistance to cold and fire 5, Scent, SR 6; AL LE; SV Fort +3, Ref +4, Will +1; Str 3, Dex 15, Con 12, Int 3, Wis 12, Cha 7;

Skills: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3); *Feats:* Weapon Finesse.

Skills: Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Balance and Jump checks. They use their Dexterity modifier instead of Strength for Climb and Jump checks.

SA Smite Good: Once per day, each cat can make a normal attack that does an additional point of damage against a good foe.

Rats (20) CR 1/8; Tiny Animal; HD 1/4 d8; 1 hp each; Init +2 (Dex); Spd 15 ft (3 squares); AC 14 (+2 size, +2 Dex,) touch 14, flat-footed 12; Grapple -12; Atk Bite +4 melee (1d3-4); Full Atk Bite +4 melee (1d3-4); SA none; SQ Low-Light Vision, Scent; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2;

Skills: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10); *Feats:* Weapon Finesse.

#2 Bad Comedy

Picture of an Imp - 100 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains, "I don't know how much you understand about how these things work, but the farmers bring in the grain, it's stored in warehouses, then agents arrange for it to be shipped out of the city. One of these shipping agents, Nockwood and Sons, recently had to close their offices. It seems they have an infection of imps."

The offices of Nockwood and Sons, here in the city have been taken over by a pair of mischievous imps. The two imps, Throttle and Palsy, have covered the walls with the office's paperwork and three days ago discovered the (large) cask of good wine Rutgo Nockwood has hidden in his cellar. The office is approximately 30 ft square, with stairs leading down to a similar size cellar down below. Throttle and Palsy have set up a variety of inconveniencing traps throughout the building. Non-lethal things like removing stair steps, putting grease patches on the floor, rigging tin pails to fall on heads as people step through a doorway, etc. The traps in encounter should be highly irritating to the players as they hunt down their foes.

Bounty: 100 GP per player.

Imps (2) CR 2; Tiny Outsider (Evil, Extraplanar, Lawful); HD 3d8; 14, 13 hp; Init +3 (Dex); Spd 20 ft (4 squares), fly 50 ft (perfect); AC 20 (+2 size, +3 Dex, +5 natural) touch 15, flat-footed 17; Grapple -5; Atk Sting +8 melee (1d4+poison); Full Atk Sting +8 melee (1d4+poison); SA Posion; Spell-Like Abilities; SQ Alternate Form, Damage Reduction 5/good or silver, Darkvision 60 ft, Fast Healing 2, Immunity to poison, Resistance to fire 5; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14;

Skills: Diplomacy +8, Hide +17, Knowledge: Arcane +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); *Feats:* Dodge, Weapon Finesse.

SA Poison (Ex): Injury, Fort DC 13, 1d4 Dex/2d4 Dex. The save is Constitution based and includes a +2 racial bonus.

SA Spell-Like Abilities: At will – *Detect Good, Detect Magic, Invisibility* (self only); 1/day – *Suggestion* (DC 15), Caster level 6th. The save DC is Charisma-based.

SQ Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form. This imp can assume the form of a rat.

#3 Infestation

Picture of an Ant - 150 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains "The Farm of Gelfin Halfelven. I'm not exactly sure what's up with this one. Gelfin keeps saying it's ant problems. I've got a suspicion it's some sort of anhkeg problem and he just doesn't know what he's talking about. But the temples have confirmed a specific infernal taint to the area, so it's on the list. Gelfin's farm is about 4 miles south of the city, on the west side of the road. You can't miss it."

Gelfin's farm is infested alright, but not by giant ants or by anhkegs. Near to the fringe areas between the planes of the Hells and the planes of (Lawful Neutrality), strange things sometimes emerge. Six fiendish formorian workers slid into the County while the tovags were open. Now they are seeking to cultivate and harvest royal jelly in order to mutate one of them into a queen and initiate a conquest of the area around Brotton. To do this they need a damp, dark place and they've chosen Gelfin's water well as an ideal location.

Gelfin knows he's got a problem. He's seen the damned things, but only from a distance or in dim light. He just doesn't know where on his farm they're hiding. If asked to describe them, he'll say *"Dog sized. They look sort of like ants, but they're upright too."* Gelfin has a farm house, a barn, a horse stable, a well, and extensive fields. Let the party investigate the different parts of the farm before perhaps spotting tracks or strange scratch marks around the well.

Down the well, the water is 25 ft. below ground level. 20 ft. down are three side tunnels that have been dug into the walls of the well. Each leads to a small series of rooms with interconnecting tunnels between the rooms. When the party finds one of the 'ants', the others should come at them from all sides.

Bounty: 150 GP per player.

Fiendish Formorian Workers (6) CR 1/2; Small Outsider (Evil, Extraplanar, Lawful); HD 1d8+1; 5 hp each; Init +6 (Dex, Improved Init); Spd 40 ft (8 squares); AC 17 (+1 size, +2 Dex, +4 Natural) touch 13, flat-footed 15; Grapple -2; Atk Bite +3 melee (1d4+1); Full Atk Bite +3 melee (1d4+1); SA Smite Good; SQ Darkvision 60 ft, Hive Mind, Immunity to poison, petrification, and cold, Resistance to electricity, fire and sonic 10, SR 6; AL LE; SV Fort +3, Ref +4, Will +2; Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9;

Skills: Climb +10, Craft (Farming) +3, Hide +6, Listen +4, Search +2, Spot +4); *Feats:* Improved Initiative.

SA Cure Serious Wounds: Eight workers together can heal a creature's wounds as though using a *Cure Serious Wounds* spell. Unfortunately, there are only 6 in this scenario.

SA Make Whole: Three workers together can repair an object as if using a *Make Whole* Spell cast at 7th level. This is a full round action for the workers.

SA Smite Good: Once per day, each formorian can make a normal attack that does an additional point of damage against a good foe.

#4 Man-Eating Cabbages

Picture of a Garden - 200 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains "You know, we don't just raise grain around here. There are a lot of farmers who raise all kinds of produce. Lady Vespa is one such farmer. She normally runs a spice shop just a few blocks from here. But she's so masterful with her extensive private garden that she actually produces enough to help feed many of the families here within the city. Hmm. It says here she thinks her garden hates her. You'll have to ask her for the details.

Lady Vespa has a problem. A half-fiend assassin vine has taken up residence in her garden and lurks just below the surface of the soil. It's especially crafty in that it has consumed all the normal vegetables present, and replaced them with pseudo-vegetables instead. If a carrot or cabbage or other tasty morsel is harvested, it's attached to an assassin vine tendril which immediately goes for a choke attack on the harvester.

The garden itself is a walled in enclosure, open to the sunlight and rectangular, 50 ft. by 80 ft. Lady Vespa, a middle aged matron, only knows that something feels wrong about her garden and that there are hungry families nearby who need what her garden has produced. Can't the heroes help her out?

Tactics: The vine has large leafy bat-like wings and its vines are black. Unless a player tries to pick one of its 'pseudo-vegetables', it will remain hiding under the top soil until it can entangle as many characters as it can, then it will attack.

Bounty: 200 GP per player.

Half-fiend Assassin Vine (1) CR 4; Large Outsider (Evil, Extraplanar, Lawful); HD 4d8+16; 36 hp; Init +2 (Dex); Spd 5 ft (1 squares), Fly 5 ft (1 square), average maneuverability; AC 18 (-1size, +2 Dex, +7 Natural) touch 11, flat-footed 16; Grapple +14; Atk Slam +9 melee (1d6+9); Full Atk 2 Thorny Tendrils +9 melee (1d6+9), Slam +9 melee (1d6+9); SA Constrict 1d6+9, Entangle, Improved Grab, Spell-Like Abilities, Smite Good; SQ Blindsight 30 ft, Camouflage, Darkvision 60 ft, Immunity to electricity and poison, Plant Traits, Resistance to acid, cold, electricity, and fire 10, SR 14; AL LE; SV Fort +8, Ref +3, Will +2; Str 24, Dex 14, Con 18, Int 7, Wis 13, Cha 11;

Skills: Climb +13, Hide +10, Jump +15, Listen +9, Move Silently +10, Spot +9, Tumble +4; *Feats:* none.

SA Entangle: An assassin vine can animate plants within 30 ft of itself as a free action (Reflex DC 13 partial) similar to an *Entangle* spell. The effect lasts until the vine dies or decides to end it. The save is Wisdom-based.

SA Spell-Like Abilities: Darkness 3/day, Desecrate 1/day.

SA Smite Good: Once per day, the assassin vine can make a normal attack that does an additional 4 points of damage against a good foe.

SQ Blindsight: Assassin vines can ascertain all foes within 30 ft using sound, scent and vibration.

SQ Camouflage: Since the vine is mostly beneath the soil, it looks like a peaceful garden when at rest. It takes a Spot check DC 20 to notice it before it attacks. Anyone with Knowledge: Nature, Knowledge: the Planes, or Survival can use those skills instead of Spot to notice the plant.

#5 Old Moch Dahnolt

American Gothic Infernus - 250 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains, "Most things relating to farming and growing crops, we're familiar with. But this particular case goes far beyond anything we've ever seen. Can you imagine a field of grain which grows from seed to harvest overnight? Normally this would be a good thing. But this particular bumper crop oozes blood and ichor, and when the moon is full, the pods of grain howl like the damned. And even if you destroy the plants, nothing will grow in the ground there until it's been consecrated by a cleric. Please head southwest. These fields are springing up all over the place down there and whatever is planting them needs to be stopped."

Moch Dahnolt the Elder is a bearded devil sowing a new field every 3 or 4 days. The plants are something that he brought in from the Hells. Locals can give the party enough clues to figure out that he'll be sowing a new field tonight or tomorrow and roughly where it will be located. The crops themselves are a minor hazard, being also carnivorous in nature. The tainted fields will also need to be cleared by the party.

Hazard—The Hell Fields: these weeds look like a 6 ft tall cross between cornstalks and the plant from "The Little Shop of Horrors". They have a dark red shaft with green and black striations. They ooze blood and ichor and their leaves are covered with tiny hairy thorns, like a hairy cactus. Moving through fields of these plants are a Hazard, causing 1 point of damage per minute for every point of AC below 20. For example a fighter with a chain shirt and a 14 Dex would have an AC of 16. 20 minus 16 is 4, so he would take 4 points of damage for every minute he spent moving through the hell fields. The plants are immune to acid, cold, electricity and fire. If they are chopped down, each plant has a tough stalk (Damage Resistance 3/-), but only have 1 hp each. But when a plant is killed, a poison exudes through the plant's roots, effectively casting a permanent *Desecrate* spell in a 10 ft radius.

Bounty: 250 GP per player.

Old Moch Dahnolt, Bearded Devil CR 5; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 6d8+18; 45 hp; Init +6 (Dex, Improved Init); Spd 40 ft (8 squares); AC 21 (+2 Dex, +7 natural, +2 armor) touch 12, flat-footed 19; Grapple +8; Atk Claw +8 melee (1d6+2); Full Atk 2 Claws +8 melee (1d6+2); SA Infernal Wound, Beard, Battle Frenzy, Summon Baatezu; SQ Damage Reduction 5/silver or good, Darkvision 60 ft, Immunity to fire and poison, Resistance to acid and cold 10, See in Darkness, SR 17, Telepathy 100 ft; AL LE; SV Fort +8, Ref +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10;

Skills: Climb +11, Craft: Farming +2, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; *Feats:* Improved Initiative, Power Attack, Skill Focus: Craft-Farming.

Equipment: Leather armor, a bag of Hell Seeds.

SA Battle Frenzy (Ex): Twice per day, Moch Dahnolt can enter a battle frenzy similar to a barbarian's Rage (+4 Strength, +4 Constitution, +2 Morale bonus on Will saves, -2 AC penalty). The Frenzy lasts for 6 rounds, after which the bearded devil suffers no ill effects.

SA Beard: If Moch Dahnolt hits a single opponent with both claw attacks, he automatically hits with his beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a disease known as Devil Chills (incubation period 1d4 days, damage 1d4 Strength). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fort saves, the disease is magically cured, or the creature dies.

SA Infernal Wound (Su): The damage a bearded devil causes with its glaive causes a persistent wound. Unfortunately, Moch Dahnolt traded his glaive long ago for the hell seeds he's been planting.

SA Summon Baatezu (Sp): Once per day, Moch Dahnolt can summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success.

SQ Spell-Like Abilities: At will – *Greater Teleport (of itself + 50 lbs).*

#6 Whiplash

Picture of a Kyton - 300 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains, "Ah, a nasty situation this one. It turns out that a caravan that was headed east just yesterday was attacked only a couple of miles past the city gates. We think the culprit was the nasty thing in that picture. The wreckage of the wagons needs to be moved off the road and the thing that destroyed them itself needs to be destroyed."

A straight up fight, except that one of the merchants was transporting several hundred feet of light metal chains in his wagon, which the devil will bring into play. The wreckage of four wagons will need to be cleared after the fight.

Tactics: 40 ft from the wreckage is a small bramble of thorny bushes. The kyton will be watching the road and the wreckage from within these bushes when the characters arrive. The four chains from the caravan it has left in the wagons, in order to try and flank any opponents.

Bounty: 300 GP per player.

Chain Devil (Kyton) (1) CR 6; Medium Outsider (Evil, Extraplanar, Lawful); HD 8d8+16; 52 hp; Init +6 (Dex, Improved Init); Spd 30 ft (6 squares); AC 20 (+2 Dex, +8 natural) touch 12, flat-footed 18; Grapple +10; Atk Chain +10 melee (2d4+2/19-20); Full Atk 2 Chains +10 melee (2d4+2/19-20); Reach 10 ft with chains; SA Dancing Chains, Unnerving Gaze; SQ Damage Reduction 5/silver or good, Darkvision 60 ft, Immunity to cold, Regeneration 2, SR 18; AL LE; SV Fort +8, Ref +8, Will +6; Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12;

Skills: Climb +13, Craft: Blacksmithing +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2; *Feats:* Improved Critical (chain), Improved Initiative.

SA Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 ft as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chain's lengths by up to 15 ft and cause them to sprout razor-edged barbs. These chains act as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the Chain devil's control over that chain. If the save is successful, the kyton cannot attempt to control that chain again for 24 hours. A chain devil can climb chains it controls at its normal movement speed without making climb checks.

SA Unnerving Gaze (Su): Range 30 ft, Will DC 15 negates. A chain devil can make its face resemble one of an opponents departed loved ones or hated enemies. Those who fail their saves take a -2 penalty to attacks for 1d3 rounds. The save is Charisma based.

#7 Messin' with the Bees

Picture of a Wasp - 350 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains, "Wheat-fields and vegetables are not the only type of harvests that Brotton is famous for. The surrounding forests are home to a variety of fruit orchards as well. To the east, just outside the city walls there are numerous cherry trees owned by a local halfling family, the Understones. Their eldest daughter, Blossom Understone came to us yesterday and reported that they may have some sort of infestation going on in their orchard. If you can clear this matter up, you'll be well rewarded.

An Advespa is attempting to breed half-fiend giant wasps. It has dominated 4 giant wasps and is nesting in one of the Understones' cherry trees. The nest tree itself is almost unrecognizable, because of the size of the nest (the branches above the trunk are almost completely covered by mud and paper).

Tactics: the advespa and its four wasps have already laid eggs in the nest. They will be watching the party's actions from nearby trees, but will try to avoid conflict since it might hurt the nest. They will attack if the nest is threatened, the advespa using its flyby attacks while the wasps close to melee.

Bounty: 350 GP per player.

Advespa (Baatezu) (1) CR 3; Large Outsider (Evil, Extraplanar, Lawful); HD 4d8+12; 30 hp; Init +5 (Dex, Improved Init); Spd 30 ft (6 squares), Fly 40 ft (good); AC 17 (-1 size, +1 Dex, +7 natural) touch 10, flat-footed 16; Grapple +13; Atk Claw +8 melee (1d6+5); Full Atk 4 Claws +18 melee (1d6+5) and Sting +3 Melee (1d4+2+poison); SA Improved Grab, Poison, Spell-Like Abilities; SQ Damage Reduction 5/good, Darkvision 60 ft, Immunity to fire and poison, Regeneration 2, Resistance to cold 20, SR 15, Telepathy 100 ft; AL LE; SV Fort +7, Ref +5, Will +4; Str 20, Dex 13, Con 17, Int 8, Wis 11, Cha 10;

Skills: Hide +4, Listen +5, Spot +13,Move Silently +5, Search +4, Spot +7; Feats: Flyby Attack, Improved Initiative.

SA Improved Grab (Ex): If an advespa hits an opponent that is at least one size category smaller than itself with 2 claws, it deals normal damage and attempts to start a grapple as a free action. If it gets a hold, it automatically hits with its sting. Thereafter, each successful grapple check it makes automatically does damage from the claws and the sting.

SA Poison (Ex): The advespa injects a poison (Fortitude DC 15) with each successful sting attack for 1d4 Strength initial and secondary damage.

SA Spell-Like Abilities (Sp): 3/day - alter self, command, scorching ray, pyrotechnics. Caster level 4th.

SA Summon Baatezu (Sp): Once per day the advespa can attempt to summon 1d2 additional advespas with a 30% chance of success.

Giant Wasps (4) CR 3; Large Vermin; HD 5d8+10; 32 hp; Init +1 (Dex); Spd 20 ft (4 squares), Fly 60 ft (good); AC 14 (-1 size, +1 Dex, +4 natural) touch 10, flat-footed 13; Grapple +11; Atk Sting +6 melee (1d3+6 plus poison); Full Atk Sting +6 melee (1d3+6 plus poison); SA Poison; SQ Darkvision 60 ft, Vermin Traits; AL N(LE); SV Fort +6, Ref +2, Will +2; Str 18, Dex 12, Con 14, Int -, Wis 13, Cha 11;

Skills: Spot +9, Survival +1; Feats: none.

SA Poison (Ex): Injury, Fortitude save DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution based.

SQ Vermin Traits (Ex): Mindless, immune to all mind affecting effects.

#8 The Spy

Picture of an Erinyes - 400 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin apologizes, "I'm sorry, I thought that one was taken care of. Here, let me find you a good one." and he begins shuffling papers. Then he whispers "Meet me out by the fountain in 10 minutes." Pulling out a sheet of parchment he hands it to you, and exclaims loudly "Everything you'll need to know is right here! Off with you now!" and he turns to help the next group of adventurers. Glancing down, the parchment he handed you seems to be a blank sheet.

Nella is paying close attention to the group's next action. Hopefully the party will be on their toes and realize that Bandarin wants to keep this one a bit covert. If they don't, it could quickly lead to a sticky situation, and a failed mission.

Meeting the group out at the fountain ten minutes later, Bandarin will lead the party to a quiet alleyway and explain,

"Did you see her? Nella? She is the barmaid who greeted you when you first came into the tavern. Devils aren't chaotic creatures. We have a lot of them out there trying to organize in small ways, but Nella is different. She's an erinyes, a shape-shifter, and we're almost positive she's reporting on every bounty we are sending out to some more powerful fiend outside the city. We've thought about trying to take her out, but the Tavern is always filled and the crowd outside isn't much better. Innocent bystanders could be injured, and that's unacceptable. What we need are heroes who can finesse the situation, get her away from the crowds protecting her, verify that she is in fact a powerful evil creature, and if necessary, take care of a dangerous spy in our midst. Are you up to the task?"

The actions the party takes to complete this mission could take almost any form. Therefore the DM will need to improvise and adapt to their plans accordingly. Any reasonably well thought out plan that the party puts into play should be successful in the end. Again, this mission should be concluded in 40 minutes to an hour, so don't let the players get *too* involved in planning.

Bounty: 400 GP per player.

Nella, the Erinyes CR 8; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 9d8+45; 86 hp; Init +5 (Dex); Spd 30 ft (6 squares), Fly 50 ft (good); AC 23 (+5 Dex, +8 natural) touch 15, flat-footed 18; Grapple +14; Atk Longsword +14 melee (1d8+5/19-20) or +1 Flaming Composite Longbow (+5 Strength bonus) +15 Ranged (1d8+6/x3 plus 1d6 fire) or rope +14 ranged (entangle); Full Atk Longsword +14/+9 melee (1d8+5/19-20) or +1 Flaming Composite Longbow (+5 Strength bonus) +15/+10 Ranged (1d8+6/x3 plus 1d6 fire) or rope +14 ranged (entangle); SA Entangle, Spell-Like Abilities, Summon Baatezu; SQ Damage Reduction 5/good, Darkvision 60 ft, Immunity to fire and poison, Regeneration 2, Resistance to acid and cold 10, See in Darkness, SR 20, Telepathy 100 ft, True Seeing; AL LE; SV Fort +11, Ref +11, Will +10; Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20;

Skills: Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (any two) +14, Listen +16, Move Silently +17, Search +14, Sense Motive +16, Spot +16, Survival +4, Use Rope +5, ; *Feats:* Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

Equipment: Longsword, +1 Flaming Composite Longbow (+5 Strength)

SA Entangle (Ex): Nella has a stout 50 ft rope close by that can entangle a creature of any size like an *animate rope* spell.

SA Spell-Like Abilities (Sp): at will - *greater teleport* (self plus 50 lbs), *charm monster* (DC 19), *mirror images* (DC 17), *unholy blight* (DC 19). Caster level 12th, the save DC is Charisma based.

SA Summon Baatezu (Sp): once per day, Nella can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success.

SQ True Seeing (Su): Erinyes continuously use true seeing as the spell (caster level 14th).

#9 Bridge Over Truffled Waters

Picture of an Osyluth - 500 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains, "We've had a report from one of the local farmers, Regas Thornwhistle, about a devil problem. Regas is a truffle farmer, and a good one too. He recently harvested several wagon loads of truffles and needs to bring them to market before they spoil. The problem is that there's a stone bridge over a gully on the road between his farm and the city. And a osyluth seems to have taken up residence under the bridge."

The gully is 15 ft deep and 30 ft across. It is filled with thorny brambles and a trickle of a stream down its length. The ground down there is a gooey mud. This combined with the brambles reduce character movement rates by 10 ft. If players try to move faster than that, they will take 1d4 points of damage from the thorns for each round they move.

Tactics: the osyluth will probably hear the party approaching unless they are very careful. It will create a *major image* of itself sleeping under the bridge, while it itself becomes *invisible*. If the party uses a ranged attack on the illusion, it will manipulate the illusion, having it lift an imaginary stone and crawl into an illusionary cave below. Then it will position itself for an attack, advantageously using its *wall of ice* to split the group.

Bounty: 500 GP per player.

Bone Devil (Osyluth) (1) CR 9; Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 10d8+50; 100 hp; Init +9 (Dex, Improved Init); Spd 40 ft (8 squares); AC 25 (-1 size, +5 Dex, +11 natural) touch 14, flat-footed 20; Grapple +19; Atk Bite +14 melee (1d8+5); Full Atk Bite +14 melee (1d8+5) and 2 Claws +12 melee (1d4+2) and Sting +12 melee (3d4+2+poison); Space/Reach 10ft/10 ft; SA Fear Aura, Poison, Spell-Like Abilities, Summon Baatezu; SQ Damage Reduction 10/good, Darkvision 60 ft, Immunity to fire and poison, Resistance to acid and cold 10, See in Darkness, SR 21, Telepathy 100 ft, AL LE; SV Fort +12, Ref +12, Will +11; Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14;

Skills: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2, Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2; *Feats:* Alertness, Improved Initiative, Iron Will, Multi Attack.

SA Fear Aura (Su): Bone devils can radiate a 5 ft radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *fear* spell (caster level 7th). A creature that saves cannot be affected for another 24 hours. Other baatezu are immune to the effect.

SA Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Strength, secondary damage 2d6 Strength. The save is Constitution based.

SA Spell-Like Abilities (Sp): At will - *greater teleport* (self plus 50 lbs), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*, (caster level 12th). The save is Charisma based.

SA Summon Baatezu (Sp): once per day, bone devils can attempt to summon 2d10 lemures with a 50% chance of success or another bone devil with a 35% chance of success.

#10 The Entertainer

Picture of a Guitar - 600 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains, "Have you ever heard of a bard calling himself 'G'Nibor the Magnificent'? Neither had anyone else up until a few weeks ago. About a day's ride on the road to the northeast is a Tavern called the Rotten Apple. This G'Nibor character has been going around to all the farmhouses in the area, and 'singing' until they pay him to stop. He might have slipped beneath our notice, except that he seems to like the Rotten Apple's ale, and from all reports, his appearance is that of a devilish type. We need you to deal with the situation. The farmers from that area are complaining that he's bleeding them dry by forcing his hellish concerts upon them, and he's affecting the entire region's morale negatively, which in turn is hurting the harvest. We'd also appreciate it if you can figure out why his songs are so disturbing."

Asking for information on the nature of the songs is an attempt to prevent the party from making a single strike assassination of G'Nibor as he's sitting in the tavern enjoying the day. G'Nibor is an 8th level half-fiend Barbarian. His eerie, disturbing singing is actually his method of casting his innate *Desecrate* spell (Spellcraft DC to figure this out). The subconscious effects of the spell are what's breaking the farmers' morale. Players walking in to the Rotten Apple and expecting a fight with a bard are likely in for a rude shock.

G'Nibor is quite pleased with the situation. Now that the higher levels of the devil hierarchy are gone, he's well on the way to establishing his own personal little fiefdom. Even though his class is barbarian, G'Nibor should act and behave as a bard would, wearing a frilly silk scarf, a hat with a feather and brightly colored armor. He's also quite a good singer and plays a variety of musical instruments. What he most craves is an audience for his "art", and he will cheerfully welcome and converse with the heroes if they attempt to speak with him first.

Tactics: G'Nibor considers himself to be an entertainer and if the party threatens him, he will offer to perform for them before resorting to combat. If allowed to perform, he will work his innate *Desecrate, Unholy Blight* and *Poison* abilities into his act in order to try and weaken the party. Once in combat, when he *rages* he gains **+16 hit points** and his attacks go to Atk; Rapier **+16 melee** (1d6+8/15-20); Full Atk Rapier **+16/+11 melee** (1d6+8/15-20). His Saves become **Fort +14, Ref +4, Will +6**, while his AC will drop **to AC 18**.

He will rage for 10 rounds. Then he will use his *darkness* and flying abilities to disengage long enough to recover from the rage and possibly use his two *potions of cure moderate wounds*. Then he will go back into combat, raging again. His Die Hard feat will allow him to fight all the way down to -9 hit points.

Bounty: 600 GP per player.

G'Nibor CR 10; Medium Outsider (Evil, Extraplanar, Lawful); HD 8d12+40; 101 hp; Init +3 (Dex); Spd 40 ft (8 squares), Fly 40 ft (average); AC 20 (+3 Dex, +1 natural, +1 magic, +4 Armor, +2 Shield) touch 13, flat-footed 15; Grapple +13; Atk; Rapier +14 melee (1d6+6/15-20); Full Atk Rapier +14/+9 melee (1d6+6/15-20) SA Rage 3/day, Smite Good, Spell-Like Abilities; SQ Damage Reduction 5/magic plus 1/-, Darkvision 60 ft, Immunity to poison, Improved Uncanny Dodge, Resistance to acid, cold, electricity and fire 10, SR 18, Trap Sense +2; AL NE; SV Fort +12, Ref +6, Will +4; Str 20, Dex 16, Con 20, Int 14, Wis 12, Cha 12;

Skills: Climb +4, Handle Animal +2, Jump +6, Listen +8, Perform: -Act +3, -Comedy +2, -Stringed Instr. +4, -Singing +5, -Wind Instr. +2; Ride +2, Survival +6, Swim +4; *Feats:* Endurance, Die Hard, Improved Critical (rapier), Power Attack.

Equipment: Chain Shirt, Heavy Steel Shield, +1 Rapier, Ring of Protection +1, Cloak of *Resistance +1, 2 potions of Cure Moderate Wounds.*

SA Rage (Ex): 3 times per day, G'Nibor can *Rage* as the Barbarian ability.

SA Smite Good (Su): Once per day, G'Nibor can make a normal attack that does an additional 8 points of damage against a good foe.

SA Spell-Like Abilities (Sp): *1/day - desecrate, unholy blight; 3/day - darkness, poison*

#11 Cats in the Corn

Picture of a Cornfield - 800 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains, "To the south of the city lies one of the largest cornfields in the entire County. The corn is ripe and we need to be harvesting it so it can be shipped to other cities, but for the last two weeks, anyone who has entered the cornfield hasn't come back out again. No one has been able to determine what's actually going on out there, so I don't have a lot more information to give you than that. Good hunting."

The cornfields lie approximately 5 miles to the south of the city. Once the players arrive, if they investigate it's obvious that several attempts have been made to start harvesting the corn, but each was stopped very quickly. Rangers may be able to detect the signs of something having dragged the farmers deeper into the rows, but nothing can be seen from the edge of the fields.

4 hellcats have taken over the fields. Even without their innate invisibility powers, they are still almost undetectable within the cornfield until they're already on top of you. The cats are intelligent and will stalk anyone who enters the fields, waiting for an opportunity to strike at an individual. The fields themselves are larger than any battle mat, being roughly 3x4 miles across.

The surviving farmers are impatient to continue the harvest. They will give the characters as much cooperation as they can, but they really don't know anything of value. All they know is that it's death to walk between the rows...

Bounty: 800 GP per player.

Hellcats (Bezekira) (4) CR 7; Large Outsider (Evil, Extraplanar, Lawful); HD 8d8+24; 60 hp each; Init +9 (Dex, Improved Init); Spd 40 ft (8 squares); AC 21 (-1 Size, +5 Dex, +7 natural) touch 14, flat-footed 16; Grapple +18; Atk Claw +13 melee (1d8+6); Full Atk 2 Claws +13 melee (1d8+6) and Bite +8 melee (2d8+3); Space/Reach 10 ft/5 ft; SA Improved Grab, Pounce, Rake (1d8+3); SQ Damage Reduction 5/good, Darkvision 60 ft, Invisible in Light, Resistance to fire 10, Scent, SR 19, Telepathy 100 ft;; AL LE; SV Fort +9, Ref +11, Will +8; Str 23, Dex 21, Con 17, Int 10, Wis 14 Cha 10;

Skills: Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17; *Feats:* Dodge, Improved Initiative, Track.

SA Improved Grab (Ex): To use this ability, a hellcat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

SA Rake (Ex): Attack bonus +13, damage 1d8+3.

SQ Invisible in Light (Ex): A hellcat is invisible in any area well lit enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low light vision). Magical darkness smothers the glow and conceals the outline.

#12 Hard Cider

Picture of an Apple Tree - 1000 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains "I don't know if you know this, but north of the hills lies the village of Appleby, renowned for its apple cider and apple mead. Our cider presses aren't quite as famous as all of that, but apples are still a major cash crop in the woods just north of the city. Unfortunately, one of the largest apple orchards, owned by a man named Naxiar Kandlton, is having an unusual spate of bad winter weather. This is particularly odd, since it's currently late summer. According to Naxiar, more of his apple trees are freezing each day with the fruit falling to the ground and then quickly rotting. Something needs to be done."

The orchards themselves are quite extensive (600x800 yds). The entire area is fenced in by a low stone wall and Naxiar's main house is near the front gate. His family and his five 'pickers' all live there. The frost has killed about a third of his trees so far and he is getting desperate to find out what's causing it and make it go away.

An ice devil is slowly destroying the orchards. Unlike most of the other devils in this module that are currently trying to establish their own territories, this fiend is actually obeying the orders it was issued several months ago, to destroy the harvests so that the County would starve. After it finishes here, it will move on to other farming areas until all the crops around the city are destroyed or it is.

Unknown to Naxiar Kandlton, during the day, the devil has a lair in the cellar of an abandoned storage barn near the northern edge of the orchards. It comes out at night to ravage the trees.

Bounty: 1000 GP per player.

Ice Devil (Gelugon) (1) CR 13; Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 14d8+84; 148 hp; Init +5 (Dex); Spd 40 ft (8 squares); AC 32 (-1 size, +5 Dex, +18 natural) touch 14, flat-footed 27; Grapple +24; Atk Spear +20 melee (2d6+9/x3 plus slow) or Claw +19 melee (1d10+6); Full Atk Spear +20/+15/+10 melee (2d6+9/x3 plus slow) and Bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow); or 2 Claws +19 melee (1d10+6) and Bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow); Space/Reach 10ft/10 ft; SA Fear Aura, Slow, Spell-Like Abilities, Summon Baatezu; SQ Damage Reduction 10/good, Darkvision 60 ft, Immunity to fire and poison, Resistance to acid and cold 10, Regeneration 5, See in Darkness, SR 25, Telepathy 100 ft, AL LE; SV Fort +15, Ref +14, Will +15; Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20;

Skills: Bluff +22, Concentration +23, Diplomacy +9, Disguise +5, Intimidate +24, Jump +27, Knowledge (any three) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6; *Feats:* Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (Spear).

SA Fear Aura (Su): An ice devil can radiate a 10 ft radius fear aura as a free action. Affected creatures must succeed on a DC 22 Will save or be affected as though by a *fear* spell (caster level 13[h]). A creature that saves cannot be affected for another 24 hours. Other baatezu are immune to the effect.

SA Slow (Su): A hit from an ice devil's tail or spear induces a numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save is Constitution based.

SA Spell-Like Abilities (Sp): At will - *cone of cold* (DC 20) *fly, greater teleport* (self plus 50 lbs), *ice storm* (DC 19), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice*, (caster level 13th). The save is Charisma based.

SA Summon Baatezu (Sp): once per day, ice devils can attempt to summon 2d10 lemures, 1d6 bearded devils, or 2d4 bone devils with a 50% chance of success or another ice devil with a 20% chance of success.

#13 Getting a Head

Picture of a Snake - 1250 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains "This one is a challenge. There are no major rivers that pass near to Brotton. Therefore we are forced to rely on rainfall, wells and natural springs to water our fields. Were it not for an extensive system of reservoirs, floodgates and irrigation, there would be no way that we could feed as much of the County as we do. One of the larger reservoirs lies near the road to High Mardreth, 15 miles to the southwest. But now we're currently unable to access its much needed water. It seems that some sort of devilish snake creatures have moved into the reservoir and they eat anyone who tries to open the floodgates. No water means no crops. Therefore dealing with these snake things is a critical mission."

Bandarin will give the party directions and it shouldn't be difficult to find. The last person tending the area was eaten two days ago, so no one is around to give any extra information. An 11 headed half-fiend hydra has moved into the reservoir used to irrigate the surrounding fields. The reservoir is about 100 feet wide and roughly circular it is also very deep (20+ ft) even near the edge. All around the edge are extensive waterworks with pipes, gates, sluices, channels, etc, as well as a stream entering and leaving the reservoir.

Tactics: The hydra is sleeping under water at the center of the reservoir. It will remain submerged until something disturbs the water, then one head will rise to the surface to check things out. It should not be obvious to a party that they are facing a hydra until, all of the heads burst from the water when it attacks.

The hydra can be killed by killing the main body or by severing all of its heads. To sever a head, a character must make a Sunder attack (possibly drawing attacks of opportunity) with an edged weapon. Each head has **12 hit points**. Losing a head does 6 points of damage to the hydra's body. Each time a head is severed, two new heads spring forth in 1d4 rounds unless 5 points of fire or acid damage are done to the stump. A flaming weapon deals its energy damage to the stump in the same round as the sever attack. Fire or acid damage from an area effect spell will burn multiple stumps at once, as well as damaging the main body. Of course, the half-fiend's innate ability to ignore the first 10 points of fire or acid damage will make it much more difficult to prevent its heads from regenerating. The hydra can have at most 22 heads at a time and within a day, any extras beyond 11 will wither and die.

Any attack not specifically an attempt to sever a head only strikes the body. Targeted magical effects cannot sever hydra heads unless they are slashing damage and can be used to make sunder attempts.

Feats: A hydra's Combat Reflexes allow it to use ALL of its heads for attacks of opportunity.

Bounty: 1250 GP per player.

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Half-fiend Eleven-Headed Hydra (1) CR 10; Huge Magical Outsider (Evil, Extraplanar, Lawful); HD 11d8+69; 132 hp (12 hp per head); Init +3 (Dex); Spd 20 ft (4 squares), Swim 20 ft, Fly 20 ft (average); AC 24 (-2 size, +3 Dex, +13 Natural) touch 9, flat-footed 21; Grapple +27; Atk 11 Bites +18 melee (1d10+8); Full Atk 11 Bites +18 melee (1d10+8) and 2 Claws +17 melee (1d8+8); Space/Reach 15 ft/10 ft; SA Spell-Like Abilities, Smite Good; SQ Damage Reduction 5/magic, Darkvision 60 ft, Fast Healing 21, Immunity to poison, Low Light Vision, Resistance to acid, cold, electricity, and fire 10, Scent, SR 21; AL LE; SV Fort +13, Ref +10, Will +5; Str 27, Dex 16, Con 22, Int 6, Wis 10, Cha 11;

Skills: Listen +9, Spot +9, Swim +14; *Feats:* Blind Fight, Combat Reflexes, Iron Will, Toughness, Weapon Focus (Bite).

SA Spell-Like Abilities: 3/day - *darkness, poison* (DC 19), 1/day - *desecrate, unholy blight, contagion, blasphemy.*

SA Smite Good: Once per day, the half fiend hydra can each make a normal attack that does an additional 11 points of damage against a good foe.

SQ Fast Healing (Ex): Each round the hydra heals 21 points of damage.

SQ Scent (Ex): A hydra can detect approaching enemies or sniff out hidden foes and track by sense of smell.

#14 Three Entrepreneurs

Picture of a Fortress - 1500 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains, "It's all about the trade and the caravans. We can grow tons of food for the County, but unless we can get that food to other markets in a timely manner, none of it makes a difference. I cannot describe how much this angers me, but it seems that on the road to Radigast City, at the border of the Dreerwode and Geralenn Baronies, a toll gate is being constructed demanding 50% of all goods to pass through. Actually, it's more of a toll-fortress if reports are accurate. The merchants have already come to me and explained that if this thing goes into operation, they will change their routes to avoid it. Without the caravans of food, this will mean hunger and starvation in Bampton, Holbrook, Radigast City and beyond. With so many of the County's armed forces reassigned to the borders because of the situation in Nyrond, we haven't been able to gather enough willing and able bodies to stop the construction. This is intolerable."

Three barbed devils have conscripted local farmers as forced labor. They are using their innate powers to gate in overseers to do the work for them and are building a tollgate and fortress across the road between Brotton and Radigast City. Construction has only just begun on the nearby fortress, but the road is already blocked by a cruel-looking, 20 ft spiked black stone gate. The devils have already begun collecting 50% tolls from any who approach. Anyone choosing not to pay is slain and 'exhibited' as an example to the next caravan.

Tactics: One of the first caravans they hit had three sets of Bracers of Armor +1, as well as a potion of Bull's Strength, a potion of Bear's Endurance and a potion of Cat's Grace. If there is a fight, they will drink their potions, one having an additional +2 to hit and +2 on damage; one will have +2 AC and +2 Reflex; and the last will have an extra 24 hit points.

The three devils are always nearby watching the road or the construction and quickly teleport in to help each other.

Bounty: 1500 GP per player.

Barbed Devil (Hamatula) (3) CR 11; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 12d8+72; 126 hp each; Init +6 (Dex); Spd 30 ft (6 squares); AC 29 (+6 Dex, +13 natural) touch 16, flat-footed 23; Grapple +22; Atk Claw +18 melee (2d8+6 plus fear); Full Atk 2 Claws +18 melee (2d8+6 plus fear); Space/Reach 5 ft/5 ft; SA Fear, Improved Grab, Impale 3d8+9, Spell-Like Abilities, Summon Baatezu; SQ Barbed Defense, Damage Reduction 10/good, Darkvision 60 ft, Immunity to fire and poison, Resistance to acid and cold 10, See in Darkness, SR 23, Telepathy 100 ft, AL LE; SV Fort +14, Ref +14, Will +12; Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18;

Skills: Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (any one) +16, Listen +19, Move Silently +22, Search +16, Sense Motive +17, Spot +19, Survival +2; *Feats:* Alertness, Cleave, Improved Grapple, Iron Will, Power Attack.

SA Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as a *fear* spell (caster level 9th). Whether or not the save is successful, that creature cannot be affected by that same devil's fear ability for 24 hours.

SA Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent from a successful grapple check.

SA Improved Grab (Ex): To use this ability, the barbed devil must hit with a claw attack. It can then attempt to start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can do Impaling damage.

SA Spell-Like Abilities (Sp): At will - *greater teleport* (self plus 50 lbs), *hold person* (DC 16), *major image* (DC 17), *scorching rays* (2 rays) 1/day - *order's wrath* (DC18), *unholy blight* (DC 18) (caster level 12th). The save is Charisma based.

SA Summon Baatezu (Sp): once per day, ice devils can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success.

SQ Barbed Defense (Su): Any creature striking a barbed devil with handheld or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Only ranged weapons or weapons with reach do not endanger their users this way.

#15 The Big Bads

Picture of an Elephant - 1800 GP

This encounter should run in approximately 40-60 minutes of game time. At the conclusion of a successful hunt, Bandarin will immediately pay each character the stated bounty.

Bandarin explains, "Mostly the area around the city is known for all the varieties of crops we grow, but there are a few small cattle ranches in the region as well. Lately we've received dozens of complaints from the local ranchers about..." he *stops and looks extremely embarrassed before he continues, "...Carnivorous, flying elephants."* (Give the party a chance to respond.)

After a moment he will continue. "Yeah, when we first heard about these things, we all laughed our heads off. The problem is that the last four parties we sent out never came back. At all. We've had to raise the bounties on these things repeatedly and now it's the highest paying contract of them all. But even for that much gold, everyone's afraid of these pachyderms and it's said that trying to bring them down is a suicide mission. If you want to back out of this one and pick a different contract, I'll certainly understand."

If the party chooses to continue,

"The ranchers say that the 'devil - phants keep flying down out of the sky and stampeding their herds, picking off stragglers at their leisure. If these things' depradations aren't stopped, we may all be on a straight vegetable diet for a long time to come."

There are a total of eight cattle ranches scattered around the city and all of the owners are currently in Brotton, over at the Besotted Stallion tavern. When the party arrives, each of the owners will immediately want the heroes to guard and protect *their* herds more than the rest, but a little information gathering will reveal that the herds of Meacham Manybulls are the ones being hardest hit. His ranch lies near to southeastern edge of the brown hills where they meet the trees of the Dreerwode. He is losing 2-3 head of cattle each week and has the most likely location to find the elephants.

The two elephants have built a nest in a large cavern near the crest of one of the nearby hills. They consider the local ranches to be their private hunting preserves. They are very territorial, a consideration that might be used against them.

If a character with Track wants to try and hunt flying creatures, the DC is a base 35 to "track a falcon on a cloudy day", or in this case a flying pachyderm. Due to their size and that there are two of them, the modified DC is 30.

Tactics: The elephants will prefer to fly down, trample and fly away again, unless they are taking lots of ranged fire damage. Then they will close in, use some of their spell-like abilities and maneuver in to crush their foes.

If they use their monster summoning ability, one will summon 1d4+1 (3) fiendish megaraptors while the other will bring forth a colossal fiendish monstrous spider.

Bounty: 1800 GP per player

Half-fiend Dire Elephants (2) CR 13; Gargantuan Outsider (Evil, Extraplanar, Lawful); HD 20d8+220; 310 hp each; Init -2 (-4 Size, Dex); Spd 30 ft (6 squares), Fly 30 ft (average); AC 13 (-4 size, +2 Dex, +5 Natural) touch 8, flat-footed 11; Grapple +28; Atk Slam +28 melee (2d8+17); Full Atk Slam +28 melee (2d8+17) and 2 Stamps +23 melee (2d8+9) or Gore +28 melee (4d6+24); Space/Reach 20 ft/10 ft; SA Trample (4d6+24), Spell-Like Abilities, Smite Good; SQ Damage Reduction 10/magic, Darkvision 60 ft, Immunity to poison, Low Light Vision, Resistance to acid, cold, electricity, and fire 10, Scent, SR 30; AL LE; SV Fort +22, Ref +14, Will +14; Str 44, Dex 15, Con 32, Int 6, Wis 15, Cha 9;

Skills: Climb +23, Jump +23Intimidate +23, Listen +23, Spot +23, Survival +23; *Feats:* none.

SA Spell-Like Abilities: 3/day - *darkness, poison* (DC 19), *unholy aura,* 1/day *desecrate, unholy blight, contagion, blasphemy, unhallow, horrid wilting, summon monster IX* (only fiendish creatures), *destruction.*

SA Smite Good: Once per day, the half fiend dire elephants can each make a normal attack that does an additional 20 points of damage against a good foe.

SA Trample (Ex): As a standard action during its turn, a dire elephant can trample opponents at least one size class smaller than itself. This attack does 4d6+24 points of damage. A trampled opponent can either attempt an attack of opportunity at a -4 penalty or a Reflex save DC 35 for half damage.

SQ Scent (Ex): A dire elephant can detect approaching enemies or sniff out hidden foes and track by sense of smell.

Fiendish Megaraptor (0-3) CR 8; Huge Outsider (Evil, Extraplanar, Lawful); HD 8d8+43; 79 hp each; Init +2 (Dex); Spd 60 ft (12 squares); AC 16 (-2 size, +2 Dex, +6 Natural) touch 10, flat-footed 14; Grapple +19; Atk Talons +9 melee (2d8+5); Full Atk Talons +9 melee (2d8+5) and 2 Foreclaws +4 melee (1d4+2) and bite +4 melee (2d6+2); Space/Reach 15 ft/10 ft; SA Pounce, Smite Good; SQ Damage Reduction 5/magic, Darkvision 60 ft, Resistance to cold and fire 10, Scent, SR 13; AL LE; SV Fort +10, Ref +8, Will +4; Str 21, Dex 15, Con 21, Int 3, Wis 15, Cha 10;

Skills: Hide +5, Jump +27, Listen +12, Spot +12, Survival +12; *Feats:* Run, Toughness, Track.

SA Pounce (Ex): If a megaraptor charges it may make a full attack.

SA Smite Good (Su): Once per day, a fiendish megaraptor can make a normal attack that does an additional 8 points of damage against a good foe.

Fiendish Monsterous Spider (0-1) CR 11; Colossal (Evil, Extraplanar, Lawful); HD 32d8+64; 208 hp; Init +2 (Dex); Spd 30 ft (6 squares), Climb 20 ft; AC 22 (-8 size, +2 Dex, +18 Natural) touch 4, flat-footed 20; Grapple +50; Atk Bite +26 melee (4d6+15 plus poison); Full Atk Bite +26 melee (4d6+15 plus poison); SA Poison, Smite Good, Web; SQ Damage Reduction 5/magic, Darkvision 60 ft, Resistance to cold and fire 10, Tremorsense 60 ft, Vermin Traits, SR 13; AL LE; SV Fort +20, Ref +12, Will +10; Str 31, Dex 15, Con 14, Int -, Wis 10, Cha 2;

Skills: Climb +16, Hide -10, Jump +10, Spot +7; *Feats:* none.

SA Poison (Ex): The spider has a poisonous bite. The Fortitude save DC is28, the initial and secondary damage are both 2d8 Strength. The saves are Constitution based.

SA Smite Good (Su): Once per day, a fiendish megaraptor can make a normal attack that does an additional 8 points of damage against a good foe.

SA Web (Ex): Web-spinners can throw a web up to 8 times per day. This is similar to an attack with a net, but it has a maximum range of 50 ft and a range increment of 10 ft. An entangled creature can escape with a successful Escape Artist check (DC 28) or burst it with a Strength check (DC 32). Both are standard actions.

SQ Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature within 60 ft of itself on the ground.

SQ Vermin Traits (Ex): Mindless, immune to all mind affecting effects.

Appendix B: Nrezchklarrferdgik and the Peasant Mob

Nrezchklarrferdgik, Encounter 8

APL 2 (EL 4)

At APL2, 'Ferd will <u>not</u> gate in reinforcements or use his frenzy ability for fear that they or he might accidentally hurt Sareela or Marik. He threw away his glaive after watching Sareela's reaction to its effects on the brigands. His Strength, Dexterity and Con are also reduced 2 each. He has vestigial black feathered wings, but he is unable to fly.

Nrezchklarrferdgik, Bearded Devil (1) CR 4; Medium Outsider (Baatezu, Extraplanar, Lawful); HD 6d8+12; 39 hp; Init +5 (Dex, Improved Init); Spd 40 ft (8 squares); AC 18 (+1 Dex, +7 natural) touch 11, flat-footed 17; Grapple +7; Atk Claw +7 melee (1d6+1); Full Atk 2 Claws +7 melee (1d6+1); SA Beard; SQ Damage Reduction 5/silver or good, Darkvision 60 ft, Immunity to fire and poison, Resistance to acid and cold 10, See in Darkness, SR 17, Telepathy 100 ft; AL LG (evil); SV Fort +7, Ref +6, Will +5; Str 13, Dex 13, Con 15, Int 6, Wis 10, Cha 10;

Skills: Climb +11, Craft: Farming +2, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; *Feats:* Improved Initiative, Power Attack, Skill Focus: Craft-Farming.

SA Beard: If Ferd hits a single opponent with both claw attacks, he automatically hits with his beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a disease known as Devil Chills (incubation period 1d4 days, damage 1d4 Strength). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fort saves, the disease is magically cured, or the creature dies.

SQ Spell-Like Abilities: At will – *greater teleport* (of itself + 50 lbs).

APL 4 (EL 6)

At APL4, 'Ferd has access to all of his devilish abilities and in the first round of battle will teleport to a safe location. There he will summon 12 lemures as reinforcements and then charge back in to defend his charges. He has vestigial black feathered wings, but he is unable to fly.

Nrezchklarrferdgik, Bearded Devil CR 5; Medium Outsider (Baatezu, Extraplanar, Lawful); HD 6d8+18; 45 hp; Init +6 (Dex, Improved Init); Spd 40 ft (8 squares); AC 19 (+2 Dex, +7 natural) touch 12, flat-footed 17; Grapple +8; Atk Glaive +9 (1d10+5 plus

infernal wound) or Claw +8 melee (1d6+4); Full Atk Glaive +9/+4 (1d10+3 plus infernal wound) or 2 Claws +8 melee (1d6+2); SA Infernal Wound, Beard, Battle Frenzy, Summon Baatezu; SQ Damage Reduction 5/silver or good, Darkvision 60 ft, Immunity to fire and poison, Resistance to acid and cold 10, See in Darkness, SR 17, Telepathy 100 ft; AL LG (evil); SV Fort +8, Ref +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10;

Skills: Climb +11, Craft: Farming +2, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; *Feats:* Improved Initiative, Power Attack, Skill Focus: Craft-Farming.

SA Battle Frenzy (Ex): Twice per day, 'Ferd can enter a battle frenzy similar to a barbarian's Rage (+4 Strength, +4 Constitution, +2 Morale bonus on Will saves, -2 AC penalty). The Frenzy lasts for 6 rounds, after which the bearded devil suffers no ill effects.

SA Beard: If 'Ferd hits a single opponent with both claw attacks, he automatically hits with his beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a disease known as Devil Chills (incubation period 1d4 days, damage 1d4 Strength). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fort saves, the disease is magically cured, or the creature dies.

SA Infernal Wound (Su): The damage a bearded devil causes with its glaive causes a persistent wound. An injured creature loses 2 additional hit points per round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can only be stopped by a Heal check DC 16, a *cure* spell, or a *heal* spell. However, a character attempting to use a cure or heal spell on a wound inflicted by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect. A successful Heal check stops the continuing hit point loss. The infernal wound is an ability of the devil, not the weapon and the DC checks are Constitution based.

SA Summon Baatezu (Sp): Once per day, 'Ferd can summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success.

SQ Spell-Like Abilities: At will – *greater teleport* (of itself + 50 lbs).

Lemures (12) CR 1; Medium Outsiders (Baatezu, Evil, Extraplanar, Lawful); HD 2d8; 9 hp each; Init +0 (Dex); Spd 20 ft (4 squares); AC 14 (+4 natural) touch 10, flat-footed 14; Grapple +2; Atk Claw +2 melee (1d4); Full Atk 2 Claws +2 melee (1d4); SA none; SQ Damage

Reduction 5/silver or good, Darkvision 60 ft, Immunity to fire and poison, Mindless, Resistance to acid and cold 10, See in Darkness; AL LE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 5;

Skills: none; *Feats:* none.

SQ Mindless (Ex): Lemures are immune to mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

APL 6 (EL8)

At APL6 and above, 'Ferd comes into his own as a possible plot device for future modules. It is no mistake that he is living in an abandoned temple of Heironeous, unknowingly guarding an artifact that is a powerful ward against evil creatures. Although he wasn't "born" into it, at this point in time he is an unknowing agent of Heironeous and is effectively a half-celestial with a level of paladin. He also still has access to all of his devilish abilities and in the first round of battle will teleport to a safe location. There he will summon 12 "lemures" as reinforcements and then charge back in to defend his charges.

Nrezchklarrferdgik, Half-Celestial Bearded Devil, Pal1 CR 8; Medium Outsider (Baatezu, Extraplanar, Lawful); HD 7d8+1d10+40; 77 hp; Init +7 (Dex, Improved Init); Spd 40 ft (8 squares), fly 80 ft (good, black feathered wings); AC 21 (+3 Dex, +8 natural) touch 12, flat-footed 18; Grapple +11; Atk Glaive +12 (1d10+5 plus infernal wound) or Claw +11melee (1d6+4); Full Atk Glaive +12/+7 (1d10+5 plus infernal wound) or 2 Claws +11 melee (1d6+4); SA Infernal Wound, Beard, Battle Frenzy, Spell-Like Abilities, Smite Evil, Summon Baatezu; SQ Damage Reduction 5/silver or magic, Darkvision 60 ft, Immunity to disease, fire and poison, Resistance to acid and cold 10, See in Darkness, SR 18, Telepathy 100 ft; AL LG (evil); SV Fort +10, Ref +8, Will +7; Str 19, Dex 17, Con 21, Int 8, Wis 14, Cha 14;

Skills: Climb +11, Craft: Farming +2, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; *Feats:* Improved Initiative, Power Attack, Skill Focus: Craft-Farming.

SA Battle Frenzy (Ex): Twice per day, 'Ferd can enter a battle frenzy similar to a barbarian's Rage (+4 Strength, +4 Constitution, +2 Morale bonus on Will saves, -2 AC penalty). The Frenzy lasts for 6 rounds, after which the bearded devil suffers no ill effects.

SA Beard: If 'Ferd hits a single opponent with both claw attacks, he automatically hits with his beard. The affected creature takes 1d8+4 points of damage and must succeed on a DC 16 Fortitude save or be infected with a disease known as Devil Chills (incubation period 1d4 days, damage 1d4 Strength). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fort saves, the disease is magically cured, or the creature dies.

SA Infernal Wound (Su): The damage a bearded devil causes with its glaive causes a persistent wound. An injured creature loses 2 additional hit points per round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can only be stopped by a Heal check DC 16, a *cure* spell, or a *heal* spell. However, a character attempting to use a cure or heal spell on a wound inflicted by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect. A successful Heal check stops the continuing hit point loss. The infernal wound is an ability of the devil, not the weapon and the DC checks are Constitution based.

SA Smite Evil: Once per day, 'Ferd can make a normal attack that does an additional 8 points of damage against against an evil foe. He can make a second attack once per day adding +2 to hit that does an additional 1 point of damage.

SA Summon Baatezu (Sp): Once per day, 'Ferd can summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success.

SA Spell-Like Abilities: At *will – greater teleport* (of itself + 50 lbs), *daylight, detect evil,* 3/*day* - *protection from evil,* 1/*day* - *bless, aid, cure serious wounds, neutralize poison, holy smite, cure disease.*

"Lemures" (12) CR 1; Medium Outsiders (Baatezu, Extraplanar, Lawful); HD 2d8; 9 hp each; Init +0 (Dex); Spd 20 ft (4 squares); AC 14 (+4 natural) touch 10, flat-footed 14; Grapple +2; Atk Claw +2 melee (1d4); Full Atk 2 Claws +2 melee (1d4); SA none; SQ Damage Reduction 5/silver Darkvision 60 ft, Immunity to fire and poison, Mindless, Resistance to acid and cold 10, See in Darkness; AL LN; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 5;

Skills: none; *Feats:* none.

SQ Mindless (Ex): Lemures are immune to mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

APL 8 (EL 10)

At APL6 and above, 'Ferd comes into his own as a possible plot device for future modules. It is no mistake that he is living in an abandoned temple of Heironeous, unknowingly guarding an artifact that is a powerful ward against evil creatures. Although he wasn't "born" into it, at this point in time he is an unknowing agent of Heironeous and is effectively a

half-celestial with three levels of paladin. He also still has access to all of his devilish abilities and in the first round of battle will teleport to a safe location. There he will summon 15 "lemures" as reinforcements and then charge back in to defend his charges.

Nrezchklarrferdgik, Half-Celestial Bearded Devil, Pal3 CR 8; Medium Outsider (Baatezu, Extraplanar, Lawful); HD 7d8+3d10+50; 99 hp; Init +7 (Dex, Improved Init); Spd 40 ft (8 squares), fly 80 ft (good, black feathered wings); AC 21 (+3 Dex, +8 natural) touch 12, flat-footed 18; Grapple +13; Atk Glaive +14 (1d10+5 plus infernal wound) or Claw +13 melee (1d6+4); Full Atk Glaive +14/+9 (1d10+5 plus infernal wound) or 2 Claws +13 melee (1d6+4); SA Infernal Wound, Beard, Battle Frenzy, Spell-Like Abilities, Smite Evil, Summon Baatezu; SQ Aura of Courage, Damage Reduction 5/silver or magic, Darkvision 60 ft, Divine Grace, Immunity to disease, fire and poison, Lay on Hands (6 pts), Resistance to acid and cold 10, See in Darkness, SR 20, Telepathy 100 ft; AL LG (evil); SV Fort +13, Ref +11, Will +10; Str 19, Dex 17, Con 21, Int 8, Wis 14, Cha 14;

Skills: Climb +11, Craft: Farming +2, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; *Feats:* Improved Initiative, Power Attack, Skill Focus: Craft-Farming.

SA Battle Frenzy (Ex): Twice per day, 'Ferd can enter a battle frenzy similar to a barbarian's Rage (+4 Strength, +4 Constitution, +2 Morale bonus on Will saves, -2 AC penalty). The Frenzy lasts for 6 rounds, after which the bearded devil suffers no ill effects.

SA Beard: If 'Ferd hits a single opponent with both claw attacks, he automatically hits with his beard. The affected creature takes 1d8+4 points of damage and must succeed on a DC 16 Fortitude save or be infected with a disease known as Devil Chills (incubation period 1d4 days, damage 1d4 Strength). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fort saves, the disease is magically cured, or the creature dies.

SA Infernal Wound (Su): The damage a bearded devil causes with its glaive causes a persistent wound. An injured creature loses 2 additional hit points per round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can only be stopped by a Heal check DC 16, a *cure* spell, or a *heal* spell. However, a character attempting to use a cure or heal spell on a wound inflicted by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect. A successful Heal check stops the continuing hit point loss. The infernal wound is an ability of the devil, not the weapon and the DC checks are Constitution based.

SA Smite Evil: Once per day, 'Ferd can make a normal attack that does an additional 10 points of damage against an evil foe. He can make a second attack once per day adding +2 to hit that does an additional 3 points of damage.

SA Summon Baatezu (Sp): Once per day, 'Ferd can summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success.

SA Spell-Like Abilities: At *will – greater teleport* (of itself + 50 lbs), *daylight, detect evil,* 3/day - *protection from evil,* 1/day - *bless, aid, cure serious wounds, neutralize poison, holy smite, cure disease, dispel evil.*

SQ Aura of Courage (Su): 'Ferd is immune to fear effects and all allies within 10 ft gain a +4 morale bonus on saving throws against fear effects.

"Lemures" (15) CR 1; Medium Outsiders (Baatezu, Extraplanar, Lawful); HD 2d8; 9 hp each; Init +0 (Dex); Spd 20 ft (4 squares); AC 14 (+4 natural) touch 10, flat-footed 14; Grapple +2; Atk Claw +2 melee (1d4); Full Atk 2 Claws +2 melee (1d4); SA none; SQ Damage Reduction 5/silver Darkvision 60 ft, Immunity to fire and poison, Mindless, Resistance to acid and cold 10, See in Darkness; AL LN; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 5;

Skills: none; *Feats:* none.

SQ Mindless (Ex): Lemures are immune to mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

APL 10 (EL 12)

At APL6 and above, 'Ferd comes into his own as a possible plot device for future modules. It is no mistake that he is living in an abandoned temple of Heironeous, unknowingly guarding an artifact that is a powerful ward against evil creatures. Although he wasn't "born" into it, at this point in time he is an unknowing agent of Heironeous and is effectively a half-celestial with five levels of paladin. He also still has access to all of his devilish abilities and in the first round of battle will teleport to a safe location. There he will summon 18 "lemures" as reinforcements and then charge back in to defend his charges.

Nrezchklarrferdgik, Half-Celestial Bearded Devil, Pal5 CR 8; Medium Outsider (Baatezu, Extraplanar, Lawful); HD 7d8+5d10+72; 133 hp; Init +7 (Dex, Improved Init); Spd 40 ft (8 squares), fly 80 ft (good, black feathered wings); AC 21 (+3 Dex, +8 natural) touch 12, flat-footed 18; Grapple +15; Atk Glaive +16 (1d10+5 plus infernal wound) or Claw +15 melee (1d6+4); Full Atk Glaive +16/+11/+6 (1d10+5 plus infernal wound) or 2 Claws +15 melee (1d6+4); SA Infernal Wound, Beard, Battle Frenzy, Spell-Like Abilities, Smite Evil, Summon Baatezu, Turn Undead; SQ Aura of Courage, Damage Reduction 10/silver or

magic, Darkvision 60 ft, Divine Grace, Immunity to disease, fire and poison, Lay on Hands (6 pts), Resistance to acid and cold 10, See in Darkness, SR 22, Telepathy 100 ft; AL LG (evil); SV Fort +13, Ref +11, Will +10; Str 19, Dex 17, Con 22, Int 8, Wis 14, Cha 14;

Skills: Climb +11, Craft: Farming +2, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9,Spot +9; *Feats:* Improved Initiative, Power Attack, Skill Focus: Craft-Farming.

SA Battle Frenzy (Ex): Twice per day, 'Ferd can enter a battle frenzy similar to a barbarian's Rage (+4 Strength, +4 Constitution, +2 Morale bonus on Will saves, -2 AC penalty). The Frenzy lasts for 6 rounds, after which the bearded devil suffers no ill effects.

SA Beard: If 'Ferd hits a single opponent with both claw attacks, he automatically hits with his beard. The affected creature takes 1d8+4 points of damage and must succeed on a DC 16 Fortitude save or be infected with a disease known as Devil Chills (incubation period 1d4 days, damage 1d4 Strength). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fort saves, the disease is magically cured, or the creature dies.

SA Infernal Wound (Su): The damage a bearded devil causes with its glaive causes a persistent wound. An injured creature loses 2 additional hit points per round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can only be stopped by a Heal check DC 16, a *cure* spell, or a *heal* spell. However, a character attempting to use a cure or heal spell on a wound inflicted by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect. A successful Heal check stops the continuing hit point loss. The infernal wound is an ability of the devil, not the weapon and the DC checks are Constitution based.

SA Smite Evil: Once per day, 'Ferd can make a normal attack that does an additional 10 points of damage against an evil foe. He can make a second smite attack twice per day adding +2 to hit that does an additional 5 points of damage.

SA Summon Baatezu (Sp): Once per day, 'Ferd can summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success.

SA Spell-Like Abilities: A*t will – greater teleport* (of itself + 50 lbs), *daylight, detect evil, 3/day - protection from evil, 1/day - bless, aid, cure serious wounds, neutralize poison, holy smite, cure disease, dispel evil, holy word.*

Note: Though he is mostly a good creature, 'Ferd still has enough residual evil that if he uses his *holy word* ability, he himself is deafened for a single round.

SQ Aura of Courage (Su): 'Ferd is immune to fear effects and all allies within 10 ft gain a +4 morale bonus on saving throws against fear effects.

"Lemures" (18) CR 1; Medium Outsiders (Baatezu, Extraplanar, Lawful); HD 2d8; 9 hp each; Init +0 (Dex); Spd 20 ft (4 squares); AC 14 (+4 natural) touch 10, flat-footed 14; Grapple +2; Atk Claw +2 melee (1d4); Full Atk 2 Claws +2 melee (1d4); SA none; SQ Damage Reduction 5/silver Darkvision 60 ft, Immunity to fire and poison, Mindless, Resistance to acid and cold 10, See in Darkness; AL LN; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 5;

Skills: none; *Feats:* none.

SQ Mindless (Ex): Lemures are immune to mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

APL 12 (EL 14)

At APL6 and above, 'Ferd comes into his own as a possible plot device for future modules. It is no mistake that he is living in an abandoned temple of Heironeous, unknowingly guarding an artifact that is a powerful ward against evil creatures. Although he wasn't "born" into it, at this point in time he is an unknowing agent of Heironeous and is effectively a half-celestial with seven levels of paladin. He also still has access to all of his devilish abilities and in the first round of battle will teleport to a safe location. There he will summon 20 "lemures" as reinforcements and then charge back in to defend his charges.

Nrezchklarrferdgik, Half-Celestial Bearded Devil, Pal7 CR 8; Medium Outsider (Baatezu, Extraplanar, Lawful); HD 7d8+7d10+84; 157 hp; Init +7 (Dex, Improved Init); Spd 40 ft (8 squares), fly 80 ft (good, black feathered wings); AC 21 (+3 Dex, +8 natural) touch 12, flat-footed 18; Grapple +17; Atk Glaive +18 (1d10+5 plus infernal wound) or Claw +17 melee (1d6+4); Full Atk Glaive +18/+13/+8 (1d10+5 plus infernal wound) or 2 Claws +17 melee (1d6+4); SA Infernal Wound, Beard, Battle Frenzy, Spell-Like Abilities, Smite Evil, Summon Baatezu, Turn Undead; SQ Aura of Courage, Damage Reduction 10/silver or magic, Darkvision 60 ft, Divine Grace, Immunity to disease, fire and poison, Lay on Hands (6 pts), Resistance to acid and cold 10, See in Darkness, SR 24, Telepathy 100 ft; AL LG (evil); SV Fort +13, Ref +11, Will +10; Str 19, Dex 17, Con 22, Int 8, Wis 14, Cha 14;

Skills: Climb +11, Craft: Farming +2, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9,Spot +9; *Feats:* Improved Initiative, Power Attack, Skill Focus: Craft-Farming.

SA Battle Frenzy (Ex): Twice per day, 'Ferd can enter a battle frenzy similar to a barbarian's Rage (+4 Strength, +4 Constitution, +2 Morale bonus on Will

saves, -2 AC penalty). The Frenzy lasts for 6 rounds, after which the bearded devil suffers no ill effects.

SA Beard: If 'Ferd hits a single opponent with both claw attacks, he automatically hits with his beard. The affected creature takes 1d8+4 points of damage and must succeed on a DC 16 Fortitude save or be infected with a disease known as Devil Chills (incubation period 1d4 days, damage 1d4 Strength). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fort saves, the disease is magically cured, or the creature dies.

SA Infernal Wound (Su): The damage a bearded devil causes with its glaive causes a persistent wound. An injured creature loses 2 additional hit points per round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can only be stopped by a Heal check DC 16, a *cure* spell, or a *heal* spell. However, a character attempting to use a cure or heal spell on a wound inflicted by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect. A successful Heal check stops the continuing hit point loss. The infernal wound is an ability of the devil, not the weapon and the DC checks are Constitution based.

SA Smite Evil: Once per day, 'Ferd can make a normal attack that does an additional 10 points of damage against an evil foe. He can make a second smite attack twice per day adding +2 to hit that does an additional 7 points of damage.

SA Summon Baatezu (Sp): Once per day, 'Ferd can summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success.

SA Spell-Like Abilities: At *will* – *greater teleport* (of itself + 50 lbs), *daylight, detect evil, 3/day - protection from evil, holy aura, 1/day - bless, aid, cure serious wounds, neutralize poison, holy smite, cure disease, dispel evil, holy word, hallow.*

Note: Though he is mostly a good creature, 'Ferd still has enough residual evil that if he uses his *holy word* ability, he himself is deafened for a single round.

SQ Aura of Courage (Su): 'Ferd is immune to fear effects and all allies within 10 ft gain a +4 morale bonus on saving throws against fear effects.

"Lemures" (20) CR 1; Medium Outsiders (Baatezu, Extraplanar, Lawful); HD 2d8; 9 hp each; Init +0 (Dex); Spd 20 ft (4 squares); AC 14 (+4 natural) touch 10, flat-footed 14; Grapple +2; Atk Claw +2 melee (1d4); Full Atk 2 Claws +2 melee (1d4); SA none; SQ Damage Reduction 5/silver Darkvision 60 ft, Immunity to fire and poison, Mindless, Resistance to acid and cold 10, See in Darkness; AL LN; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 5;

Skills: none; *Feats:* none.

SQ Mindless (Ex): Lemures are immune to mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

The Peasant Mob, Encounter 9

"It's always best on these occasions to do what the mob do."

"But suppose there are two mobs?" suggested Mr. Snodgrass.

"Shout with the largest," replied Mr. Pickwick.

Charles Dickens (1812 - 1870)

The mob of peasants at the command of Halloran is an unreasoning crowd of over a hundred fearful, angry and hateful people. Individually they are probably quite normal, but in their current mental state, they will do anything, using each others actions as incentive to commit other actions of destruction and violence. The priest Halloran will direct them to attack the party if he feels that they in any way oppose him.

Due to the make up of the mob's history, they are committed to sending the devil to its demise. Their country has just fallen to the fiends and they are tired of running. Their minds are easily warped by Halloran and his "ringleaders".

If any member of the party "killed" any of the peasant mob, excluding Holloran, then everyone in the pary will be asesed a 1 TU penalty while a local magistrate clears up the facts.

If any member(s) of the party killed 10% of the peasant mob then they will spend a total of 4 TUs hard labor in the building and/or maintaining of Elone's Wall.

If any member(s) of the party killed 50% of the peasant mob then they will spend a total of 26 TUs imprisonment in The Citadel's dungeon.

If any member(s) of the party killed 100% of the peasant mob then their character(s) will be turned over to the triad for further review

APL 2 (EL 4)

Peasant Mob (1) CR 4; Medium Humanoids (Human, Neutral); HD 8d6; 28 hp; Init +4 (Dex, Improved Init); Spd 40 ft (8 squares); AC 10 (+0 natural) touch 10, flat-footed 10; Base Attack/ Grapple +2/-; Atk Mob Attack +2 melee (1d4); Full Atk Mob Attack +2 melee (1d4); SA Mob Attack; SQ Individuals, Fear Factor, Mindless; Size/Reach 40 ft/5 ft; AL N; SV Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 8;

Skills: Climb +6, Spot +4; *Feats:* Improved Inititiative.

SA Mob Attack (Ex): the mob attacks by moving into the spaces occupied by its enemies, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it is really over a dozen individuals maneuvering around and performing assists with a variety of weapons so that one to two attacks will get through each round. Each round, the mob will make a separate attack on every creature within its reach. Mobs, being made up of undisciplined commoners do not get to make attacks of opportunity.

SQ Individuals (Ex): Because a mob is made up of individual people, physical attacks that do large amounts of damage to specific targets aren't as effective against the entire mob as area effect attacks. Therefore an attack against a member of a mob that does more than 4 points of damage to that individual only does 4 points of damage to the mob itself.

SQ Fear Factor (Ex): If the party restricts their attacks to non-lethal attacks to attack the crowd or the ringleaders, the crowd's morale will break when the mob reaches 0 hit points, at which point they will flee from the combat. But if the party uses standard (lethal) attacks, the crowd will fight fearfully for its life, increasing it's hit points to max (48), its Base attack to +4 and its Damage to (1d4+2)

SQ Mindless (Ex): Being made up of multiple individuals, mobs are effectively immune to mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

SQ Ringleaders: A mob is a multi-creature organism quite different from standard creatures, therefore it is a situational hazard, rather than a standard monster encounter. While it is quite easy to 'kill' all the individuals of a mob, since mobs are made up of the nearby peasantry, it could be considered an 'evil act' to massacre large numbers of first level commoners. Fortunately, such wholesale slaughter is not necessary. The key to defeating a mob is to 'kill the brain' by identifying and neutralizing the ringleaders. These are the key individuals who keep the mob motivated and dangerous. Once these individuals are removed, a peasant mob will either fall apart or flee.

A mob has 1 ringleader per CR (CR 6 equals 6 ringleaders). To identify a ringleader, a character must be in a position to see the mob (above) or hear it (inside the mob). Then the character may make either a Spot or Listen check DC 16 to identify one of the ringleaders. Only one ringleader can be identified at a time and only one check may be made each round (although other characters can assist if they are in a position (above or inside the mob) to do so. Once identified, ringleaders are.

Number of People in Mob: 100

Ringleader (2) CR 1/2; Medium Humanoid (Human, Chaotic); HD 1/2; 3 hp; Init +0; Spd 10 ft (8 squares); AC 10 (+0 natural) touch 10, flat-footed 10; Base

Attack/Grapple +0/-; Attack none; Size/Reach 5 ft/5 ft; AL CN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10;

Skills: Craft or Profession +2

APL 4 (EL 6)

Peasant Mob (1) CR 6; Medium Humanoids (Human, Neutral); HD 12d6; 42 hp; Init +4 (Dex, Improved Init); Spd 40 ft (8 squares); AC 10 (+0 natural) touch 10, flat-footed 10; Base Attack/ Grapple +4/-; Atk Mob Attack +4 melee (1d6); Full Atk Mob Attack +4 melee (1d6); SA Mob Attack; SQ Individuals, Fear Factor, Mindless; Size/Reach 60 ft/5 ft; AL N; SV Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 8;

Skills: Climb +6, Spot +4; *Feats:* Improved Inititiative.

SA Mob Attack (Ex): the mob attacks by moving into the spaces occupied by its enemies, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it is really over a dozen individuals maneuvering around and performing assists with a variety of weapons so that one to two attacks will get through each round. Each round, the mob will make a separate attack on every creature within its reach. Mobs, being made up of undisciplined commoners do not get to make attacks of opportunity.

SQ Individuals (Ex): Because a mob is made up of individual people, physical attacks that do large amounts of damage to specific targets aren't as effective against the entire mob as area effect attacks. Therefore an attack against a member of a mob that does more than 4 points of damage to that individual only does 4 points of damage to the mob itself.

SQ Fear Factor (Ex): If the party restricts their attacks to non-lethal attacksto attack the crowd or the ringleaders, the crowd's morale will break when the mob reaches 0 hit points, at which point they will flee from the combat. But if the party uses standard (lethal) attacks, the crowd will fight fearfully for its life, increasing it's hit points to max (72), its Base attack to +6 and its Damage to (1d6+2)

SQ Mindless (Ex): Being made up of multiple individuals, mobs are effectively immune to mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

SQ Ringleaders: A mob is a multi-creature organism quite different from standard creatures, therefore it is a situational hazard, rather than a standard monster encounter. While it is quite easy to 'kill' all the individuals of a mob, since mobs are made up of the nearby peasantry, it could be considered an 'evil act' to massacre large numbers of first level commoners. Fortunately, such wholesale slaughter is not necessary.

The key to defeating a mob is to 'kill the brain' by identifying and neutralizing the ringleaders. These are the key individuals who keep the mob motivated and dangerous. Once these individuals are removed, a peasant mob will either fall apart or flee.

A mob has 1 ringleader per CR (CR 6 equals 6 ringleaders). To identify a ringleader, a character must be in a position to see the mob (above) or hear it (inside the mob). Then the character may make either a Spot or Listen check DC 16 to identify one of the ringleaders. Only one ringleader can be identified at a time and only one check may be made each round (although other characters can assist if they are in a position (above or inside the mob) to do so. Once identified, ringleaders are.

Number of People in Mob: 200

Ringleader (4) CR 1/2; Medium Humanoid (Human, Chaotic); HD 1/2; 3 hp; Init +0; Spd 10 ft (8 squares); AC 10 (+0 natural) touch 10, flat-footed 10; Base Attack/Grapple +0/-; Attack none; Size/Reach 5 ft/5 ft; AL CN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10;

Skills: Craft or Profession +2

APL 6 (EL 8)

Peasant Mob (1) CR 8; Medium Humanoids (Human, Neutral); HD 24d6; 84 hp; Init +4 (Dex, Improved Init); Spd 40 ft (8 squares); AC 10 (+0 natural) touch 10, flat-footed 10; Base Attack/ Grapple +6/-; Atk Mob Attack +6 melee (1d6+2); Full Atk Mob Attack +6 melee (1d6+2); SA Mob Attack; SQ Individuals, Fear Factor, Mindless; Size/Reach 80 ft/5 ft; AL N; SV Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 8;

Skills: Climb +6, Spot +4; *Feats:* Improved Inititiative.

SA Mob Attack (Ex): the mob attacks by moving into the spaces occupied by its enemies, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it is really over a dozen individuals maneuvering around and performing assists with a variety of weapons so that one to two attacks will get through each round. Each round, the mob will make a separate attack on every creature within its reach. Mobs, being made up of undisciplined commoners do not get to make attacks of opportunity.

SQ Individuals (Ex): Because a mob is made up of individual people, physical attacks that do large amounts of damage to specific targets aren't as effective against the entire mob as area effect attacks. Therefore an attack against a member of a mob that does more than 6 points of damage to that individual only does 6 points of damage to the mob itself.

SQ Fear Factor (Ex): If the party restricts their attacks to non-lethal attacks to attack the crowd or the

ringleaders, the crowd's morale will break when the mob reaches 0 hit points, at which point they will flee from the combat. But if the party uses standard (lethal) attacks, the crowd will fight fearfully for its life, increasing it's hit points to max (144), its Base attack to +8 and its Damage to (1d6+4)

SQ Mindless (Ex): Being made up of multiple individuals, mobs are effectively immune to mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

SQ Ringleaders: A mob is a multi-creature organism quite different from standard creatures, therefore it is a situational hazard, rather than a standard monster encounter. While it is quite easy to 'kill' all the individuals of a mob, since mobs are made up of the nearby peasantry, it could be considered an 'evil act' to massacre large numbers of first level commoners. Fortunately, such wholesale slaughter is not necessary. The key to defeating a mob is to 'kill the brain' by identifying and neutralizing the ringleaders. These are the key individuals who keep the mob motivated and dangerous. Once these individuals are removed, a peasant mob will either fall apart or flee.

A mob has 1 ringleader per CR (CR 6 equals 6 ringleaders). To identify a ringleader, a character must be in a position to see the mob (above) or hear it (inside the mob). Then the character may make either a Spot or Listen check DC 16 to identify one of the ringleaders. Only one ringleader can be identified at a time and only one check may be made each round (although other characters can assist if they are in a position (above or inside the mob) to do so. Once identified, ringleaders are.

Number of People in Mob: 300

Ringleader (6) CR 1/2; Medium Humanoid (Human, Chaotic); HD 1/2; 3 hp; Init +0; Spd 10 ft (8 squares); AC 10 (+0 natural) touch 10, flat-footed 10; Base Attack/Grapple +0/-; Attack none; Size/Reach 5 ft/5 ft; AL CN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10;

Skills: Craft or Profession +2

APL 8 (EL 10)

Peasant Mob (1) CR 10; Medium Humanoids (Human, Neutral); HD 32d6; 112 hp; Init +4 (Dex, Improved Init); Spd 40 ft (8 squares); AC 10 (+0 natural) touch 10, flat-footed 10; Base Attack/ Grapple +8/-; Atk Mob Attack +8 melee (1d8+2); Full Atk Mob Attack +8 melee (1d8+2); SA Mob Attack; SQ Individuals, Fear Factor, Mindless; Size/Reach 100 ft/5 ft; AL N; SV Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 8;

Skills: Climb +6, Spot +4; *Feats:* Improved Inititiative.

SA Mob Attack (Ex): the mob attacks by moving into the spaces occupied by its enemies, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it is really over a dozen individuals maneuvering around and performing assists with a variety of weapons so that one to two attacks will get through each round. Each round, the mob will make a separate attack on every creature within its reach. Mobs, being made up of undisciplined commoners do not get to make attacks of opportunity.

SQ Individuals (Ex): Because a mob is made up of individual people, physical attacks that do large amounts of damage to specific targets aren't as effective against the entire mob as area effect attacks. Therefore an attack against a member of a mob that does more than 6 points of damage to that individual only does 6 points of damage to the mob itself.

SQ Fear Factor (Ex): If the party restricts their attacks to non-lethal attacksto attack the crowd or the ringleaders, the crowd's morale will break when the mob reaches 0 hit points, at which point they will flee from the combat. But if the party uses standard (lethal) attacks, the crowd will fight fearfully for its life, increasing it's hit points to max (192), its Base attack to +10 and its Damage to (1d8+4)

SQ Mindless (Ex): Being made up of multiple individuals, mobs are effectively immune to mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

SQ Ringleaders: A mob is a multi-creature organism quite different from standard creatures, therefore it is a situational hazard, rather than a standard monster encounter. While it is quite easy to 'kill' all the individuals of a mob, since mobs are made up of the nearby peasantry, it could be considered an 'evil act' to massacre large numbers of first level commoners. Fortunately, such wholesale slaughter is not necessary. The key to defeating a mob is to 'kill the brain' by identifying and neutralizing the ringleaders. These are the key individuals who keep the mob motivated and dangerous. Once these individuals are removed, a peasant mob will either fall apart or flee.

A mob has 1 ringleader per CR (CR 6 equals 6 ringleaders). To identify a ringleader, a character must be in a position to see the mob (above) or hear it (inside the mob). Then the character may make either a Spot or Listen check DC 16 to identify one of the ringleaders. Only one ringleader can be identified at a time and only one check may be made each round (although other characters can assist if they are in a position (above or inside the mob) to do so. Once identified, ringleaders are.

Number of People in Mob: 400

Ringleader (8) CR _; Medium Humanoid (Human, Chaotic); HD 1/2; 3 hp; Init +0; Spd 10 ft (8 squares); AC 10 (+0 natural) touch 10, flat-footed 10; Base Attack/Grapple +0/-; Attack none; Size/Reach 5 ft/5 ft; AL CN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10;

Skills: Craft or Profession +2

APL 10 (EL 12)

Peasant Mob (1) CR 12; Medium Humanoids (Human, Neutral); HD 48d6; 168 hp; Init +4 (Dex, Improved Init); Spd 40 ft (8 squares); AC 10 (+0 natural) touch 10, flat-footed 10; Base Attack/ Grapple +10/-; Atk Mob Attack +10 melee (1d8+4); Full Atk Mob Attack +10 melee (1d8+4); SA Mob Attack; SQ Individuals, Fear Factor, Mindless; Size/Reach 120 ft/5 ft; AL N; SV Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 8;

Skills: Climb +6, Spot +4; *Feats*: Improved Inititiative.

SA Mob Attack (Ex): the mob attacks by moving into the spaces occupied by its enemies, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it is really over a dozen individuals maneuvering around and performing assists with a variety of weapons so that one to two attacks will get through each round. Each round, the mob will make a separate attack on every creature within its reach. Mobs, being made up of undisciplined commoners do not get to make attacks of opportunity.

SQ Individuals (Ex): Because a mob is made up of individual people, physical attacks that do large amounts of damage to specific targets aren't as effective against the entire mob as area effect attacks. Therefore an attack against a member of a mob that does more than 8 points of damage to that individual only does 8 points of damage to the mob itself.

SQ Fear Factor (Ex): If the party restricts their attacks to non-lethal attacksto attack the crowd or the ringleaders, the crowd's morale will break when the mob reaches 0 hit points, at which point they will flee from the combat. But if the party uses standard (lethal) attacks, the crowd will fight fearfully for its life, increasing it's hit points to max (288), its Base attack to +12 and its Damage to (1d8+6)

SQ Mindless (Ex): Being made up of multiple individuals, mobs are effectively immune to mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

SQ Ringleaders: A mob is a multi-creature organism quite different from standard creatures, therefore it is a situational hazard, rather than a standard monster encounter. While it is quite easy to 'kill' all the

individuals of a mob, since mobs are made up of the nearby peasantry, it could be considered an 'evil act' to massacre large numbers of first level commoners. Fortunately, such wholesale slaughter is not necessary. The key to defeating a mob is to 'kill the brain' by identifying and neutralizing the ringleaders. These are the key individuals who keep the mob motivated and dangerous. Once these individuals are removed, a peasant mob will either fall apart or flee.

A mob has 1 ringleader per CR (CR 6 equals 6 ringleaders). To identify a ringleader, a character must be in a position to see the mob (above) or hear it (inside the mob). Then the character may make either a Spot or Listen check DC 16 to identify one of the ringleaders. Only one ringleader can be identified at a time and only one check may be made each round (although other characters can assist if they are in a position (above or inside the mob) to do so. Once identified, ringleaders are

Number of People in Mob: 500

Ringleader (10) CR 1/2; Medium Humanoid (Human, Chaotic); HD 1/2; 3 hp; Init +0; Spd 10 ft (8 squares); AC 10 (+0 natural) touch 10, flat-footed 10; Base Attack/Grapple +0/-; Attack none; Size/Reach 5 ft/5 ft; AL CN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10;

Skills: Craft or Profession +2

APL 12 (EL 14)

Peasant Mob (1) CR 14; Medium Humanoids (Human, Neutral); HD 56d6; 196 hp; Init +4 (Dex, Improved Init); Spd 40 ft (8 squares); AC 10 (+0 natural) touch 10, flat-footed 10; Base Attack/ Grapple +12/-; Atk Mob Attack +12 melee (2d6+4); Full Atk Mob Attack +12 melee (2d6+4); SA Mob Attack; SQ Individuals, Fear Factor, Mindless; Size/Reach 140 ft/5 ft; AL N; SV Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 8;

Skills: Climb +6, Spot +4; *Feats*: Improved Inititiative.

SA Mob Attack (Ex): the mob attacks by moving into the spaces occupied by its enemies, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it is really over a dozen individuals maneuvering around and performing assists with a variety of weapons so that one to two attacks will get through each round. Each round, the mob will make a separate attack on every creature within its reach. Mobs, being made up of undisciplined commoners do not get to make attacks of opportunity.

SQ Individuals (Ex): Because a mob is made up of individual people, physical attacks that do large amounts of damage to specific targets aren't as effective

against the entire mob as area effect attacks. Therefore an attack against a member of a mob that does more than 8 points of damage to that individual only does 8 points of damage to the mob itself.

SQ Fear Factor (Ex): If the party restricts their attacks to non-lethal attacks to attack the crowd or the ringleaders, the crowd's morale will break when the mob reaches 0 hit points, at which point they will flee from the combat. But if the party uses standard (lethal) attacks, the crowd will fight fearfully for its life, increasing it's hit points to max (336), its Base attack to +14 and its Damage to (2d6+6)

SQ Mindless (Ex): Being made up of multiple individuals, mobs are effectively immune to mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

SQ Ringleaders: A mob is a multi-creature organism quite different from standard creatures, therefore it is a situational hazard, rather than a standard monster encounter. While it is quite easy to 'kill' all the individuals of a mob, since mobs are made up of the nearby peasantry, it could be considered an 'evil act' to massacre large numbers of first level commoners. Fortunately, such wholesale slaughter is not necessary. The key to defeating a mob is to 'kill the brain' by identifying and neutralizing the ringleaders. These are the key individuals who keep the mob motivated and dangerous. Once these individuals are removed, a peasant mob will either fall apart or flee.

A mob has 1 ringleader per CR (CR 6 equals 6 ringleaders). To identify a ringleader, a character must be in a position to see the mob (above) or hear it (inside the mob). Then the character may make either a Spot or Listen check DC 16 to identify one of the ringleaders. Only one ringleader can be identified at a time and only one check may be made each round (although other characters can assist if they are in a position (above or inside the mob) to do so. Once identified, ringleaders are

Number of People in Mob: 600

Ringleader (12) CR 1/2; Medium Humanoid (Human, Chaotic); HD 1/2; 3 hp; Init +0; Spd 10 ft (8 squares); AC 10 (+0 natural) touch 10, flat-footed 10; Base Attack/Grapple +0/-; Attack none; Size/Reach 5 ft/5 ft; AL CN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10;

Skills: Craft or Profession +2

Appendix C:

Credit Where Credit is Due

(I'm certainly not this inventive when it comes to names…)

Players	Characters	Players	Characters
John Amir-Fazli	Merezus Fyorr	Jonathan Graham	Drey
Steve Anderson	Lumin Ammara	Marcus Griep	Mariokoli Mianana
Matt Atwell	Jak Smallsole	Fred Guin	Og Vlaskad
Steve Bergenfeld	Durmast Boschvark	Zag Head	Eliset
Clint Bodine	Galen Lightning Fist	Ralph Hoefelmeyer	Ilsa Greywolf
Jeff Bolhassan	the Bator	Robert Hughes	Tharivol Rianneth
Ed Bond	Sorn	Bart Humphries	Bruce Vaine VIII
Bill Burch	Smidgen Rawlins	Greg Ison	Wye Lee
Van Butler	Feras Lakholm	Joe Ipson	Cromwell
Tomas Campbell	Draca Bloodaxe	Tom Japhet	Jazan
Jason Carnival	Ionus Shadowwood	Jonathan Johnson	William Yalon
Nick Carnival	Lazarus Stormborn	Charity Jones	Celest
Mari Carpenter	Amaryllis Tealeaf	Corey Jones	Calvin
Anthony Chiesi	Cathroy Gevies	Erik Keen	Griffo
Rich Clark	Jen	JT Kent	Seth Mason
John Collins	Tortha Karf	Tim Keogh	Helga Ironbossom
Mara Corti	Kaydriss Firesong	Dave Keonig	Ezrak of the Rage
Kevin Craig	Arthur Peterson	Tim Kilguss	Alanon Starblade
Calvin Curtis	Umeomaru	Nancy Kilkenny	Eldryn Amanodel
Kitty Curtis	Arsaga	Nick Kindt	Jadelle
Andy, dammit	Barret the Tenha	Daniel Knipfer	Kur Blackheart
Ken Diedrich	Samara	Rich Kohl	Nuidra
Kenneth Donaldson	Linux	John Krufoff	Sharn
Nate Doyle	Taeon Aheddran	Troy Latta	Thamior Ilphunodel
Jeff Edgington	Milo Willowby	Dan Litwhiler	Jayce Steele
Will Edgington	Sgt Lylgol	Michelle Lutz	Shamil Turen
Jerry Estal	Falco Ironcross	Teri Machacek	Alhandra Raven
Justin Fan	Tempest Fujin	Alicia Maddex	Mellaureiom
Ken Fergusen	Triston Telleroy III	Tom Maguire	Marcus Vespasian
John Fiala	V'to Agnacy	Michael Marshall	Lilliana
Tammy Fiala	Antiria of Ket	Steve Maszkiewicz	Niche Mericee
Matt Finnie	Chechaboo	Joe Meacham	Rok Orcfoe
James Freeman	Milesovas	Jeffrey Meyers	Dane Steelcutter
Kevin French	Bejorn Thunderaxe	David Morgan	the Iron Mouse
Jeff Glenny	Moodoka	Neva NLN	Kenshin

Players	Characters		Players	Characters
Patrick Ocampo	Dallan Dawnrider		Jeffery Ulberg	Rocklass the Hun
Mike Orr	EdrinCirnon		Amy Vaughan	Myrna Skygrove
Barry Oviatt	Lyntil Lustoff		Kevin Weibler	Helex Sternberg
David Parker	Ed Grubermann		Chris Wessling	Brother Mendicus
Joe Patterson	Dustin McLaud		Ryan Wendling	Robert Gawaine
Patrick Paulsen	Tabun Riskar		Cory Williamsen	Selina Gode
Jeremiah Peace	Baldrock Da Juggernaut		Frank Yount	Malchor Trueshaft
Mark Pekel	Grimer Stronghart		James Zwiers	Farel Iflie
Steve Peters	T'zith			
Eric Peterson	Callis			
Steve Picardi	Ghartolz			
Napoleon Register	Maximus Aurelius			
Ken Rehor	Deker Ironhill			
Erik Robbins	Tornarr			
D'Anne Rooney	Neala El Pa'Draigin			
Stephanie Roy	Siobhan McElwain			
Christine Russell	Jynna Untanna Prynn			
Sumit Sarkar	XanderXiloscient			
Staige Saunders	Thorin Okenshield			
Bill Scharfenberg	Sir Alden Underhill			
Jeanne Scharfenberg	Kidan Alawa			
Joe Scharfenberg	Richard Martin			
Dave Schuette	Nir Stoutrazor			
Damon Schoonover	Sir Palus Evollard			
Herb Seifert	Roland Ashvin			
Karen Shields	Elbereth			
Don Shriver	Theodane Medyck			
Gabe Sindo	Akeaka Silverspell			
Erik Skinner	Waxford Jenkins			
Keera Smith	Nie Evee			
Kirk Speer	Brother Grumpus Barrelgut			
Dennis Stalnaker	Galen Aramin			
Pat Stalnaker	Kyle			
James Stepanek	Sigut Frost			
John Swiontek	Ook			
Matt Swiontek	Gorbulus Danderfluff Cattoy			
Nancy Swiontek	Ellyjoybell Waywocket Scheppen			
Keith Symcox	Gurzag Brandybuck			
Keith Tatroe	Xander Braxton			
Paul Tayloe	Throkmore			
Bryan Thomas	Surya			

Note: This list is incomplete. It was compiled from various public sites and elists where players have registered their characters. There is no other way to determine which players play which characters, so many players will naturally not be included here.

Player Handouts: The Bounties

WANTED

★ DEAD OR BANISHED ★
50 GP

WANTED

★ DEAD OR BANISHED ★
100 GP

WANTED

★ DEAD OR BANISHED ★
150 GP

WANTED

★ DEAD OR BANISHED ★
200 GP

WANTED

★ DEAD OR BANISHED ★

250 GP

WANTED

★ DEAD OR BANISHED ★

300 GP

WANTED

★ DEAD OR BANISHED ★

350 GP

WANTED

★ DEAD OR BANISHED ★

400 GP

WANTED
★ DEAD OR BANISHED ★
500 GP

WANTED
★ DEAD OR BANISHED ★
600 GP

WANTED
★ DEAD OR BANISHED ★
800 GP

WANTED
★ DEAD OR BANISHED ★
1000 GP

WANTED

★ DEAD OR BANISHED ★

1250 GP

WANTED

★ DEAD OR BANISHED ★

1500 GP

WANTED

★ DEAD OR BANISHED ★

1800 GP