

URD6-07

Balancing the Scales

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the Duchy of Urnst

Version 1

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A trail thought cold has been picked up once more and adventurers are needed to track down someone they have faced many times before and failed to capture. Can you succeed this time? A one-round Regional adventure set in the Duchy of Urnst for characters level 1-14 (APLs 2-12) that is a sequel to URD4-02 *Breakfast of Champions*, URD5-07 *Tears of the Sun* and URD6-04 *Heart of the Sun*. This adventure is of particular interest to followers of Pelor and members of the Strong Hart and White Hart factions.

Resources for this adventure [and the authors of those works] include URD4-02 *Breakfast of Champions* [Jon Thompson] and URD5-07 *Tears of the Sun* [Denise Mauldin].

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

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To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs

and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

Living Greyhawk LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Duchy of Urnst. Characters from the Duchy of Urnst pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 adventure.

A character that 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 DC 20 Survival check, 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*.

ADVENTURE BACKGROUND

For a number of years, Sarnin, a powerful cleric of Syrul, has been on a quest for power in the Duchy. Told by his

goddess of secret rites that could be used to tap into the power of ancient artifacts for personal gain, Sarnin set out to locate items he could tap.

In URD4-02 Breakfast of Champions, Sarnin was hoping to drain a magical abnormality present in the temple. Knowing that others would soon arrive to investigate the temple, he summoned minions to ambush those who would come. His minions took care of many adventurers, but due to Uther Meissel's hiring of adventurers, he had to abandon his base before he could complete his rites.

Subsequently Sarnin relocated to Pontyrel and infiltrated the Church of Pelor with two goals. He sought to repay the meddling of Uther Meissel. Sarnin was also interested in the recently recovered relics of Pelor that had been retrieved from the Jade Chapel. He constructed a secret ritual that would drain the relics of some of their power and allow him to harness it for his own devices. To further his plans, he replaced some clerics of Pelor with his own followers and tried to corrupt others that seemed naïve to his purposes.

In URD5-07 Tears of the Sun a band of rogues and a group of adventurers discovered Sarnin's secret temple in the basement of the Temple of Pelor. The rogues interrupted the ritual and stole the relics, while the adventurers faced off the remains of the secret temple security and caught up with Sarnin. Sarnin's Word of Recall took him to a sanctuary outside Pontyrel.

Subsequently Sarnin traveled north along the border of the Cairn Hills ministering as a traveling 'priest of Pelor'. He began following rumors that the orcs that invaded the Vale several years ago had been bringing a powerful magical item to help support their invasion but had lost it before it could be used.

Aloria was a student of Sarnin's from the orphanage. She believed him innocent of the crimes heaped upon him after he disappeared and after retrieving several objects from his private quarters in the Temple of Pelor, she sought to rejoin him. Aloria traced Sarnin's steps and met up with him in the town of Berenad. She had been one of Sarnin's brightest students in the orphanage and he had particularly enjoyed his relationship with her. Even Sarnin's cold heart was gladdened by her confidence in him and her beauty made her a suitable replacement for the loss of his previous companion in the Temple of Pelor. Thus Sarnin accepted her company and they traveled north together.

Sarnin and Aloria eventually ended up in the small village of Sudbury, which had recently lost its resident cleric of Pelor. Since Sudbury was in the area where he had last heard of the magic item, Sarnin set himself up as the replacement Cleric of Pelor "Adarn" with Aloria as his apprentice.

During the early spring months Sarnin performed many divinations and sent Aloria searching through the hills nearby. He eventually determined that the object

he was seeking had been taken by a local tribe of kobolds. Preferring the protection of the kobolds to his disguise among the townspeople, Sarnin used an illusion to bend the kobolds to his will. He created a separate area for himself near the kobold lair using *stone shape* and watched them until he determined how to gain access to the object. He convinced them that he was an avatar of their god, Kurtulmak and set up a ritual surrounding the altar to Kurtulmak in their temple. As the PCs enter the kobold's warrens, he is concluding the ritual. At low APLs he is unable to complete the ritual before the PCs arrive on the scene. At higher APLs he concludes the ritual just as the PCs enter the room.

ADVENTURE SUMMARY

Introduction

Lord Jolen Lorinar is well known to be sympathetic to the different churches in the Duchy. While he is a member of the Church of Lendor and often shows preference to the Churches of the Suloise pantheon, he also believes that the other churches perform valuable functions in the Duchy and is on especially friendly terms with the Church of Saint Cuthbert and the Church of Pelor.

He has received information from the Church of Pelor that Aloria, one of their young priestesses, disappeared soon after the flight of Sarnin, the false priest of Pelor. The clerics of the Temple of Pelor, particularly Shayne (who was deceived by Sarnin in URD5-07), are concerned that either she was kidnapped or that she was another orphan corrupted by Sarnin. Jolen made some inquiries through the Ducal Diplomatic Corps and found rumors of her in the village of Sudbury. He is using the White Hart faction (who believe Jolen should be Regent instead of Ellis Lorinar) to hire the PCs as an extraction team.

Lord Ellis (head of the Strong Hart faction) is interested in Sarnin and his acquisition after receiving a tip that a well-known Syrulite that has eluded capture twice is in the village of Sudbury. He is interested in retrieving this priest to learn what he knows of the southern temple of WeeJas site that was secured by Lord Rochard Lorinar in URD4-02 Breakfast of Champions.

The PCs can be recruited by either of the factions depending on their favors. If both factions are in play, the White Harts will provide their recruits a counterfeit letter so they can join up with the Strong Hart's recruits.

Encounter One

The PCs head to Miesselburg to gather information about Sarnin and/or Aloria. They experience the tensions in Miesselburg regarding the split in House Meissel (recently made worse by their house's treatment of its new Halfling clients).

Encounter Two

The PCs arrive in Sudbury and determine how to approach the church. This encounter details the village members and buildings and the information that can be learned.

Encounter Three

This encounter details the church. Aloria is present making stew and can be convinced to talk to the PCs about what is going on.

Encounter Four

Aloria can lead the PCs to the area near the kobold lair although she cannot take them to the lair or tell them exactly where it is. The PCs must either be able to track or set up watch until they can follow a kobold patrol back to the lair.

Encounter Five

This encounter details the beginning of the lair, with a variety of traps set by the kobolds.

Encounter Six

The PCs fight their way into the kobold lair, encountering some kobold miners.

Encounter Seven

The PCs fight their way through a set of crafty kobold sorceresses and their summoned defenders.

Encounter Eight

The PCs finally reach the Temple to Kurtulmak that contains several clerics and the entrance to Sarnin's sanctuary. At APL 2-8 the ritual is still in progress and Sarnin chooses to flee after delivering a warning to the PCs. At APL 10-12 Sarnin will fight until the battle turns against him.

Conclusion

The PCs have the opportunity to bring Aloria back with them and must decide what to do with Sarnin and/or the spear.

PREPARATION FOR PLAY

- 1) Look at the PC's character sheets to see if any of the PCs have Forgery as a skill (or use their Intelligence modifier if they do not have the skill) and write down their modifier.
- 2) Two pre-rolled Listen checks to use to calculate when the PCs hear the kobold miners in Encounter 6 as they approach that area in Encounter 5.
- 3) Note if any of the PCs speak Draconic and would be able to understand the kobolds in Encounters 4 through 8.
- 4) You will need to determine whether the PCs will be recruited by the Strong Harts or the White Harts. The Ducal Loyalists do not have an interest in this adventure.

Have them check to see if they have any of the following:

Strong Harts

Will recruit characters with:

- Strong Hart Faction certificate
- URD4-02 Favor of Lord Rochard Lorinar
- URD5-104 An Empty Throne – Backed the winning faction
- Favors with Lord Ellis Lorinar

White Harts

Will recruit characters with:

- White Hart Faction certificate
- URD5-07 Favor of the Pontyrel Temple
- Favors with Duke Karll
- Favors with Jolen or Broden Lorinar

Won't recruit characters with:

- Enmity of the Pontyrel Temple (from URD5-07) – counts as White Hart*
- Major Enmity of Uthor Meissel (from URD4-02)

* Characters can overcome enmities by spending two Favors with the appropriate faction. White Hart Houses: Amelung, Burlondin, Eisener, Fealdon, Gaerlot, Kruske, Meissel – Uther, Reede, Sallavarian, Sidae, Tarnel. Strong Hart Houses: Arginar, Baerglund, D'argin, Durnix, Gaebech, Holomaer, Kaste, Kilbourne, Meissel, Nelaera, Pontirun, Ruen, Saevil, Samaris, Szabo, U'Moraer, Vaer, Verle, Wolfheart, Xiotha.

Faction certificates take precedence over the other favors or enmities. If the PCs do not have faction certificates, they can ultimately choose which faction they wish to work for. The Strong Harts and White Harts will approach PCs with favors listed above.

If the PCs are neutral, allow them to choose the faction they would like to be recruited by. In general the Strong Harts have more money and control the Ducal Guard while the White Harts have control of the Ducal Diplomatic Corps if the PCs need advice in choosing. Other PCs at the table may also recruit them if desired.

If the PCs would not be recruited by either faction, they must choose to buy off one of the factions in order to participate with that character in this module. Otherwise, they can switch characters.

INTRODUCTION

If the characters are not all being contacted by the same faction, you will need to do the following two introductions separately.

STRONG HART INTRODUCTION

Read to those characters who are being recruited by the Strong Harts (see Preparation for Play above).

Leukish in the winter is a beautiful place. Snow covers the streets of the noble's district and evergreen boughs decorate the lamps while the smell of hot mulled cider drifts from carriages traveling along the streets. As you go about your business, you are stopped by a page, who asks your name and gives you a message. Lord Rochard Lorinar wishes to speak with you in the offices associated with the Honorable Chamber tomorrow at noon.

The PCs have the remainder of the day to find other PCs, prepare, shop, etc. If the PCs leave the noble's district, they find that the rest of Leukish is filled with dirty snow and garbage lies in the mouth of every alleyway.

When you arrive at the offices of Lord Rochard Lorinar, you are shown into a conference chamber with refreshments.

Have the PCs introduce themselves.

Shortly a young fair-haired man with a cheerful smile wearing the Black Hart livery enters bearing a folder of papers. He sets the papers down on the table and shakes everyone's hand before sitting. "Greetings all. Thank you for coming. Several years ago I discovered an abandoned temple of Wee Jas in the Abbor-Alz Hills. Though I was able to convince certain others to keep its discovery quiet while we studied the magical effect contained within, eventually the word got out. Duke Karll ordered it sealed." He sounds a bit disgruntled.

"Before I took possession of the site there was another man there – a Syrul cleric named Sarnin who had fiends killing those who came upon the site while he studied the area. His servants were overcome by a group of adventurers but he was able to escape the site before I arrived. He is a very crafty man and subsequently infiltrated Church of Pelor in Pontyrel before being discovered (and fleeing) again. We would like you to retrieve him so that we can discover what information he has on the site and whether or not he can shed light on some of what has happened there."

"We received a tip from an anonymous source that Sarnin has been seen with a companion in the area around Miesselburg. We'd like you to head there, find him, and bring him back to answer our questions. He is very powerful, but tends to choose flight over combat. If he is too strong for your party or escapes, find something that is important to him such that we can track him down or bargain for his services."

Lord Rochard will indicate that Sarnin is likely too strong for any party below APL 10 but reassure the characters again that Sarnin has been shown to be a coward.

Lord Rochard offers up front pay for taking on the mission of 200gp per APL to Strong Hart characters and 150 gold per APL to non-Strong Hart characters. If PCs

wish to join the Strong Harts in order to receive the higher amount of pay, he is happy to accept their allegiance.

If all members of the party speaking to Lord Rochard are members of the Strong Hart faction (including those who just joined), Lord Rochard will reveal that he has tracked down the anonymous tip as coming from someone higher up in House Lorinar. Please report to the triad in your critical events summary (at doutriad@yahogroups.com if this information ends up in the hands of the Strong Hart faction by the end of the adventure.

If the PCs do not have a means to get to Miesselburg themselves, Lord Rochard will arrange for them to travel to Nyrstran aboard a ship of the Ducal Navy.

WHITE HART INTRODUCTION

Read to those players who are being recruited by the White Harts (see Preparation for Play above).

The city of Pontyrel is relatively warm even though Needfest approaches. The population of the city has grown with the influx of nobles from Leukish that seek to avoid the cold weather of the north. There are many parties, activities, and boutiques filled with goods from all over the Flanaess. While you are going about your business in Pontyrel, you are approached by a page, who asks your name and gives you a request to meet with Lord Jolen Lorinar at the Lorinar's Winter Estate tomorrow morning at nine bells.

The PCs have the remainder of the day to find other PCs, prepare, shop, etc.

When you arrive at the Lorinar Estate, you are shown into a lavishly appointed study with several deeply upholstered chairs and a tidy desk containing only a quill, ink container and stack of parchment.

Have the PCs introduce themselves.

After perhaps a quarter of an hour a young man opens the door and enters. He is rather short, perhaps only 5' 2" and wears silver robes with a white hart upon a circle of black. His hair is immaculately trimmed, his blue eyes are contemplative and seem to look beyond you for a moment before focusing.

A DC 15 Knowledge (Religion) will know that clergy of Lendor often wear silver robes. PCs looking for Jolen's holy symbol and making a DC 15 Spot check will notice a holy symbol of Lendor (Crescent moon in front of a full moon surrounded by 14 stars).

"Greetings." His voice is quiet and his tone is calm and contemplative. "Thank you for coming. My friends at the church of Pelor have asked me to contact a few of you in order to help with a problem."

"Last year the Pelorite temple here in Pontyrel had the relics recovered from Pelor's Jade Chapel stolen and discovered a profane temple of the Night Hag. At the same

time, one of the young priestesses of Pelor disappeared. The clerics are unsure whether or not she was kidnapped or whether she was part of the infiltration of their church. Either way, they are not leaving anything to chance."

"Through patience we have discovered that she was last seen in the company of an older Suloise man dressed as a cleric of Pelor. We believe this to be the man who had disguised himself and infiltrated the church last year and who disappeared at the time the relics did. He needs to be brought to justice."

"We're hoping that you can solve both situations with one mission by rescuing the young priestess and bringing this man to justice. If he is too strong for your party let him go after disrupting his current plans as I'm sure we will have other opportunities."

If the party is below APL 10, Lord Jolen will indicate that Sarnin is likely too strong for them but reassure the characters that Sarnin has been shown to be a coward. If possible they should disrupt his current plans in the hopes that it will disadvantage him and make him easier to capture in the future.

Lord Jolen offers up front pay of 150 gold per APL if they are members of the White Hart faction. He will offer PCs 100 gold per APL if they are not members of the White Hart faction. If PCs wish to join the White Hart faction to receive the higher amount of pay, he is willing to accept their allegiance.

If all party members speaking to Jolen are members of the White Hart Faction or willing to swear allegiance to the White Hart faction, he will reveal that his investigations have so far led him to believe that Duke Karll was last seen in the Abbor-Alz hills and there has been quite a bit of Strong Hart activity in that area. They're investigating what the Strong Harts are doing there. Please report to the triad in your critical events summary (at doutriad@yahogroups.com if this information ends up in the hands of the Strong Hart faction by the end of the adventure.

If the party does not have any means of their own to travel to Miesselburg, Jolen will arrange for passage by a series of boats as far as Nyrstran (with transfers in Seltaren and Leukish).

MULTIPLE FACTIONS

If the party ends up split between the White Harts and Strong Harts missions, each faction is going to end up cooperating together and possibly competing depending on the dedication of the PCs to their faction.

Lord Broden Lorinar, more actively opposes the Strong Harts than his brother, Jolen. He has uncovered that the Strong Harts are interested in Sarnin and that it might have something to do with their activities in the Abbor-Alz Hills. Broden decides to quietly task those on the White Hart mission to meet up with the Strong Hart party in Nyrstran.

For PCs working for the White Harts only:

The trip from Pontyrel to Seltaren is swift and uneventful. In order to reach Leukish, you must exit your current ship and find the next one that is waiting for you at the base of the falls to continue your journey. As you pass through the Draw that separates Upper and Lower Seltaren, a man wearing a chain shirt and longsword approaches you. His features are unremarkable and his blue eyes watch you and the surroundings cautiously as he approaches.

“Greetings <name of PC’s “leader”>. May I accompany you during your walk up the Draw? My name is Broden and I have heard of your mission from my brother.”

A DC 10 Knowledge (Local) check determines that Jolen’s brother is indeed Broden Lorinar and recognizes Broden’s face from social functions around Leukish.

Assuming the PCs agree to have him accompany them, he will walk with them. If they start asking him too many questions, he will take them to a more secure location in a bar nearby. Otherwise he will continue to speak softly as the party continues up the Draw, relying on the Seltaren hawkers and other busy city sounds to conceal the nature of the conversation.

“I have spoken with the man in charge.” Broden scowls and shakes his head slightly, then continues. “He has sent out some people of his own to look into this issue. I have a letter here from him to his personnel to command them to work with you. I would like you to cooperate with them in order to accomplish this mission. While my brother is interested solely in the return of the girl, I am hoping that you could return whatever they are seeking to us. Anything the Strong Harts are interested in is of interest to the White Harts.

To aide you in this I am arranging for the placement of some highly skilled allies. If you cannot convince the members of the Strong Harts to give what you find to us, simply contact my allies in Nyrstran or Miesselburg and we will arrange a substitution. At a last resort you could negotiate with them for us to have access to question this man. Do not mention my involvement in this and try not to leave the letter I am providing in their possession.”

Broden is willing to share the following information:

- He can supply an agent that will duplicate Sarnin and is willing to go into Strong Hart custody.
- He can also see that other items could be duplicated if needed.
- He will not condone any plan that would involve combat with the Strong Harts or with other PCs.
- He can supply up to 6 team members that could be used to cause distractions or otherwise aid in the switch.
- He gives them pass phrases and contact information to use with the agents.

Once the PCs have no further questions, Broden will hand them the note and disappear into the crowds in upper Seltaren. He subsequently uses his hat of disguise to change appearances and evades any attempt to follow him.

Meeting Up

The two groups meet up with each other in Nyrstran (if they both take the offered transportation) or Miesselburg (if not). Have them introduce themselves and inform the Strong Hart characters that the ones joining them have a letter from Lord Ellis.

Forgery Detected?

A DC 40 Forgery check (the judge should roll it secretly if any PCs have at least a +20 modifier) will identify the letter as a forgery. If a PC recognizes that it is a forged document pass her a secret note. If the character lets the party know, they may need to work through any conflicts. The could decide whether they still want to work together based on their common mission, or they could check back with Lord Rochard via purchasing a *Sending* spell, sending a note via the Ducal Navy ship that conducted the Strong Hart party to Nyrstran, or through any other means the party has available.

Negotiations?

Negotiations with the Strong Harts and/or the White Harts could occur now, or at the end of the adventure. It is likely that early negotiations will be over the disposition of Sarnin, while post adventure negotiations will be about the kobold’s spear (except possibly at APL 10-12).

Contacting Lord Rochard: The PCs will need to use Diplomacy with Lord Rochard to convince him of anything. Give them a bonus or penalty depending on their arguments (up to a + or – 4) and a +5 circumstance bonus if they communicate that the Strong Harts will not get anything unless a deal is made. Lord Rochard has a +25 Sense Motive versus any attempts to Bluff him.

- **Strong Hart Possession:** A DC 25 Diplomacy check is required for Lord Rochard to agree to give the White Harts access to Sarnin (or the spear) as long as he is returned to the Strong Harts.
- **White Hart Possession:** A DC 50 Diplomacy check is required for Lord Rochard to agree to have the White Hart faction hold possession of Sarnin (or the spear) while the Strong Harts have the right to question Sarnin once negotiations have been completed.
- **Failure:** If the PCs fail, Lord Rochard will insist that the PCs bring Sarnin or the spear back to the Strong Harts and will make no guarantees about the White Harts having access to question him (though he will make vague statements about considering the option

to allow the White Harts to question him and other such statements).

Contacting Lord Jolen: Lord Broden was responsible for the forged papers; he did it in hopes of avoiding complications and encouraging a speedy retrieval. If contacted, Lord Jolen does not know anything about Lord Broden's plans beforehand but does not seem surprised by them. He will suggest negotiating some sort of deal with the Strong Harts that provides for White Hart access to Sarnin. If necessary, however, he will understand if the PCs must return Sarnin to the Strong Harts and will comment that "Patience is a gift from Lendor", meaning that he'll negotiate for access to Sarnin later.

ENCOUNTER 1: MEE-SAL OR MY-SAL?

Miesselburg is one of the larger towns in the west part of the Duchy. It is positioned advantageously where a spur heads to the Vale. Miesselburg has several inns and is the headquarters of House Meissel, which has gem and electrum mines in the Cairn Hills near Miesselburg.

Miesselburg is located at the junction of the road southwest from Nyrstran and northwest to the Vale. Recently House Meissel made a trade agreement with the newly annexed Vale merchants and you can see many Halfling caravans as you enter town. The town itself is constructed of granite with buildings both of human and Halfling construction. As you enter town there are bustling merchants on every corner.

Have the PCs make a DC 15 Spot check. Read the following to those PCs that succeed.

Traveling through the town, you notice that there is a certain pattern to how the merchants move and who they speak to and who they avoid. The merchants all wear subtle signs of allegiance. The signs of one side tend to wear black, such as a black lantern pin or polished black cufflinks, whereas the other side wears the same signs in silver. There are fewer members that wear the black symbols than those that wear the silver.

A DC 15 Knowledge (Local-NMR) or Knowledge (Nobility and Royalty) will let the character know that House Meissel has two factions within the House. The smaller faction follows Uther Meissel, a devout cleric of Pelor, while the larger faction follows Wefreid Meissel and Aldor Meissel. Members and employees of House Meissel know this information automatically.

There are five inns in Miesselburg: Dellin's Judgement, Lantern's Rest, Silver Stein, Traveler's Settle, and The Shattered Jug. The Silver Stein and Lantern's Rest are run by House Meissel and cater to Aldor Meissel's faction. The Shattered Jug is a dive that caters to the dregs of the town, whereas Dellin's Judgement is the upscale inn in town. Traveler's Settle is run by Halflings and has a reputation for the best luncheon in town. At

any of these inns they can find the following information with a DC 15 Gather Information check or by buying rounds at the inn. In a home setting, you can take the time to reveal the information below through interaction with various NPCs. With a limited time slot you will want to present the information relatively quickly (as the combats with the kobolds can run long).

- Tensions between the two factions within House Meissel have been increasing lately, having to do with the contract with the Halfling merchants.
- Many of the members of Aldor's faction are taking advantage of the Halflings and those that do not agree with this strategy are switching to follow Uther's faction instead.
- The factions have had barfights in the different inns. This is unheard of and many are surprised that things have come to this level.
- There is a Priest of Pelor that came to town during the first week of the month for several months to pick up packages that contained heavy objects. The name he gave was Adarn and he never stayed for more than a day. He hasn't been back or had any packages for several months. He came from the south road and traveled light.
- While some Halflings have been cooperative with the annexation of the Vale and have welcomed the increased distribution of their goods, many others have resisted and some have even taken up arms.
- One of the trips into town, the Priest of Pelor brought a young woman who seemed not to speak and was very subservient to the Priest. They both ministered to the poor before traveling back south.

Temple of Pelor: There is a good sized Pelorite temple in Miesselberg (supported by Uther Meissel). If the PCs ask about a priest and or young woman, the priests at the temple know nothing of them. If the ask about news of priests to they South, those at the temple can tell them that most towns and villages have a priest serving them. They will mention that the little town of Sudbury in the hills has been missing its priest for a bit but no replacement has arrived yet from Pontyrel (they don't know that Sarnin is pretending to be the replacement there).

Developments: The PCs should have time to rest and then travel 5 miles south to the next nearest town, Merrimack, where they will discover that the priest came from further south still. South another 15 miles takes them to Groton, where the PCs can find out that the "Ardan" and Aroria are the replacements for a priest who died in the village of Sudbury about a year ago. The PCs will need to travel another 15 miles, head west towards the Cairn Hills and south once they reach the foothills. Proceed to Encounter 2 when the party arrives at the village of Sudbury.

ENCOUNTER 2: SMALL TOWN GOSSIP

The village of Sudbury is situated where the land begins to slope upwards into the Cairn Hills. It is a small village of perhaps 50 wooden and thatch houses with a central square that contains several larger buildings. Smoke rises from most of the houses and fallow fields cradle the village in brown swaddling. There is a grazing area for sheep and pigs that dominates the center of town and the streets are muddy with winter rains.

As you enter into the central square, there are several signs that indicate an inn, a general store, a blacksmith, a butcher, and a common barn, as well as the distinctive architecture of a Church of Pelor.

Sudbury is a small village of perhaps 500 people. They are farmers who provide much of the grain and sausage that the miners in the local cairn hills eat. There is one inn, the Pig's Respite (Building A), with a sign that shows a pig lying back in a bed with a fan and a tray of grapes. There is a blacksmith that also forges standard weapons with a shop called The Dirty Iron (Building F). The general store is called Fornin's Fine Wares (Building B) and is prominently placed in the village square. The butcher shows a sign with a pig's haunch upon it and the name 'Yorlon' (Building E) while the common barn seems to be tended by several bright eyed children (Building D).

The Church of Pelor (Building C) is detailed in Encounter 3. If they choose to gather information in town or arrange for rooms first, use details provided in this encounter.

A - The Inn – Pig's Respite

It is a fairly generic inn, with a portly innkeeper named Sam, his wife (Tamrah), and daughters (Feriana and Madryn). The food is hearty and there are large quantities of it, but don't expect it to be too tasty or for them to have the finest of ale. There is a fairly good light amber ale that is prepared locally, but they do not carry any exotic brews. There is a lake to the southeast of Sudbury which provides for a weekly fish dish on Waterday. As it is winter, they are currently serving fish stews of dried fish. Any of the family knows that Adarn arrived around a year ago after being dispatched from the Church of Pelor to replace their ailing priest. Their old priest, Marin, died before Adarn arrived and they were very relieved when he finally made his appearance. There was a gap of about two months between the death of the priest and Adarn's arrival. He has a young apprentice named Aloria who has finished her training and is traveling on 'walkabout' with Adarn before being assigned her own parish.

Feriana and Madryn are fairly friendly with Aloria and know that she misses the Temple of Pelor. She speaks a lot of her history growing up in the Temple of Pelor as an orphan and of her training, but does not speak

much of Adarn or their travels from the Temple to Sudbury.

Feriana and Madryn also know that she has a locket that has a gold moon on a field of black and red. It is very distinctive and was the only thing that was left with her as a child. She only took it out of its hiding spot when she left the orphanage because several of the younger children tried to steal it when she was around 4 or 5. They are very proud to be the first people that she trusted enough to show the locket to. A DC 20 Knowledge (local) check will determine that this is the symbol of an important family in House Baerglund. A DC 16 Knowledge (nobility) check will note that the colors (but not the symbol) match those of House Baerglund. Members of House Baerglund reduce the DCs by 10 (which means they can use an intelligence check to determine them).

If the PCs show interest in Aloria or Adarn, Feriana and Madryn will take the first opportunity to slip off and run to the church to tell Aloria about the neat strangers that were asking questions about her and Adarn. This will generally happen when the PCs are shown their rooms or while they finish their meal or drink.

B - Fornin's Fine Wares

Fornin's Fine Wares is a general store run by a Halfling named Fornin and his wife, Fonka. They are consistently upbeat and willing to gossip about everyone in town. They sell all simple weapons on Table 7-5 in the Player's Handbook, all light armors from table 7-6, and all adventuring gear, special substances and items, and tools and skill kits from table 7-8.

Gossip:

- Sam and Tamrah are a happy couple with ok food (not quite hafling quality mind you) and large portions.
- Feriana (the daughter of the innkeeper) has been sneaking out to work with the blacksmith, though they're not sure if that has to do with the trade or with the blacksmith's son.
- Madryn has been spending way too much time with that Pelorite girl, Aloria, and they theorize that she'll end up with the Church.
- That new cleric Adarn is nice enough, but he likes going out in the hills far too frequently for the likes of them. Despite being a priest of Pelor, Fonka confides that she sometimes feels a sense of darkness around him, though she can never tell why.
- The butcher and his wife are having troubles and they speculate that it's because his wife fancies a tinker that passes through town every other month and that the tinker fancies her – otherwise there's no reason to come by that frequently!

- A variety of gossip about the farmers trading insults over pigs or fields and the usual drivel about who's pregnant and who just had a baby.

E - The Butcher – Yorlon

The butcher is a cranky older man named Yorlon who runs a squeaky clean shop and has a slovenly wife named Mirska. The PCs often enter this shop to interrupt arguments between Yorlon and Mirska, though they will not speak of the arguments to the PCs. Although he is cranky and speaks sourly to almost everyone, Yorlon is unfailingly polite and very skilled as a butcher. He has a variety of meat for sale including pork, venison (deer), badger, squirrel, and lamb (sheep). He'll indicate that he can get rarer meats from the nearby hills if the PC's tastes run to exotic, such as kobold and bugbear.

F - The Blacksmith – The Dirty Iron

The blacksmith, Karlan, is a half Suloise half Flan mix who grew up near the Kingdom of Dumadan in the south and learned from the House Reede smiths. He wasn't quite good enough to get a position in the House Reede smithies. Frustrated, he left town and packed north til he found a place to his liking. Sudbury hadn't had a blacksmith until then and had to take all their ironwork out to Groton on the main road. They were willing to pay for much of the setup of his shop in order to entice him to stay in town, but it was really his wife, Kirsten, that convinced him to settle down here. Karlan has a son named Erik that helps him with the creation of farm implements.

Karlan and Kirsten are closed mouthed about the other villagers other than to say that they are nice people. They'll recommend the inn as having good hearty fare though Karlan will say that he wishes sometimes for some good hearty dwarven ale once more.

The Dirty Iron sells mostly plowshares, oxen harnesses, mining implements and the like. In addition, he has the ability to craft any martial weapon from table 7-5 of the Player's Handbook and has longswords, dwarven waraxes, and guisarmes of masterwork quality available.

ENCOUNTER 3: SWEET AND LIGHT

Sarnin headed out to his sanctuary (amidst the kobolds) and only Aloria remains. Aloria is a non-combatant and does not fight no matter what is happening around her, preferring to hide or cower instead. Adjust the following description if the PCs visit the church at night or during the sunrise and sunset services (sunrise is well attended by farmers and sunset by others).

The Church of the Sun Father in the small village of Sudbury is a small building made of native stone. It has been whitewashed on the outside so that it shines dully in the morning sun. A golden circle has been embellished

above the door and there are many windows that let in the morning light and allow you to see within. Services seem to be over and you cannot see anyone in the sanctuary although smoke rises from a chimney near the rear of the building.

The Church of Pelor is a modest sized church that could hold roughly 50 people per sermon. There is a large kitchen and three small apartments for resident and visiting clergy.

When the PCs arrive Aloria is in the kitchens cooking up a large pot of stew for the local needy peasants that had poor harvests this year. It is a pork stew with root vegetables such as potatoes and turnips.

Aloria looks to be in her early 20s with long blonde hair and cornflower blue eyes set in an oval shaped face with a sharp nose. She wears the yellow robes of a priestess of Pelor and has a sun medallion around her neck.

Aloria is wary of the PCs to begin with until they assure her who they are and what their purpose is. Even then it will take a DC 15 Diplomacy, a DC 20 Intimidate check, or really good roleplaying for her to truly open up and "confide" in the PCs that she was kidnapped by Adarn and brought here against her will. She fears him and believes that he will track her down no matter where she goes. This is a lie and a sense motive could detect that she is hiding something (see her bluff below), If called on her lie, she will confide that originally she sought him out because she thought he had been wrongfully accused; he had always been kind as her tutor. If there are no children at the table, elaborate that they became lovers and she feels now that she owes him her continued devotion despite growing suspicions at his purpose here and absences.

Once the PCs have gained Aloria's confidence, they can ask where Adarn is. She does not know him as Sarnin, but can describe him such that characters who have heard a description or who have played either URD4-02 Breakfast of Champions or URD5-07 Tears of the Sun can recognize him. She was almost always left in town to tend to the chapel and perform the real duties of a cleric of Pelor, but several times he took her out into the nearby hills when he had goods that were too much for him to carry alone. She can give directions to a coyote shaped rock where she was left while Sarnin took the goods elsewhere. She was blindfolded for approximately five hours, so she does not know where he went. She spent her time in meditation on the glories of the Sun Father. All of this information is true as Adarn did not trust her anymore than he had to despite his relationship with her.

All APLs

☛ **Aloria:** female Suloise clr8; hp 60. Bluff +13.

Development: The PCs should know where to find the rock in the hills where Adarn left Aloria when he took

her near his sanctuary. When they leave town to head to the rock, go to Encounter 4.

ENCOUNTER 4: WHERE AM I AGAIN?

Finding the Spot: The PCs will need to head out into the wilderness to try and find the spot that Aloria described. It is a rock in the shape of a coyote up the hills eastward from Sudbury and takes about 2 hours to reach. A successful DC 17 Knowledge (Geography) or a DC 15 Survival check will succeed. If the PCs do not make the check, they wander for several hours in the Cairn Hills without finding it. If they make a DC 15 Knowledge Geography or DC 15 Survival check they can find their way back to the village; if not, they spend another 1d4 hours wandering until they happen across the road. They can convince Aloria to take them to the spot with a DC 15 Diplomacy check, or hire a ranger by the name of Markus to lead them to the spot for the paltry sum of 1 gold per hour.

Tracks: PCs with the Track feat that succeed at a DC 17 Survival check can follow a trail away from the clearing further into the hills and identify at least three sets of tracks that head this way. The tracks are fairly fresh, perhaps a few hours old. A DC 11 Knowledge (Local) will identify two of the sets of tracks as kobold and the other set of traps as human.

If the PCs do not have the Track feat, they can still find the tracks with Search checks, but they cannot follow them. They can identify the tracks with the same knowledge checks.

If they have no tracker, the PCs can return to Sudbury and hire a ranger by the name of Markus to follow the tracks for them, for a fee of 1 gold per hour.

Kobold Patrol: Alternatively, the PCs might decide to wait and see if the kobolds return: after 2 hours a kobold patrol will come by (see below). If the PCs are stealthy, they can follow the patrol back to the cave entrance. If they manage to capture a kobold, they can use Diplomacy or Intimidation to have the kobold lead them to the cave entrance per usual PHB rules.

Even if the PCs do not wait for the patrol to come along (they hire Markus or have a tracker) they will encounter the patrol along the way. The maximum encounter distance in the hills is 2d10x10 feet. Sporadic light undergrowth provides concealment (and increases the DC of tumble and move silent checks by 2). Roll spot checks for both groups.

ALL APLs (EL 2)

➔**Tozruk and Moruk:** male kobold bb1; hp 12 each; Appendix 1 All APLs. Listen +4, Spot +0.

Tactics: Tozruk and Moruk are somewhat fanatical followers of their religion. They will rage and charge the PCs.

Should the PCs capture Tozruk or Moruk alive, they can question them. Neither is particularly bright and both refer constantly to the fact that their god, "Stingtail," has come directly to them at their lair and he will punish the PCs (in various horrible ways). A DC 15 Knowledge (Religion) check determines that Stingtail is another name for Kurtulmak, the god of the kobolds. If successfully won over through Diplomacy or Intimidate, they will take the PCs to the mines (where they figure their god will rescue them soon enough).

Development: It takes about 2 hours to follow the tracks to the kobold's lair (moving at half speed). A PC or kobold that knows the way can find the kobold den in a little under one hour.

When the PCs reach the entrance to the kobold's lair, they can find that the human footprints enter into the lair, though they have been hidden and require a DC 24 Survival check.

ENCOUNTER 5: INTO THE DARKNESS

The kobold's cavern complex is a mining shaft that was abandoned in the past and since taken over by the kobolds. Sarnin has created an additional hidden room near the temple of Kurtulmak that gives him ready access to the magical spear he is seeking to corrupt (Map 3 – area 8).

The kobolds make use of the medium sized portions of the cave (DM's Map 3 – area 1), but have hollowed out additional warrens and found more ore (Map 3 – areas 2-7).

Terrain: The entire complex has gravel floors and crumbling walls with piles of dirt scattered around. The corridors around areas 2-8 are small sized: medium creatures must squeeze while in them and large creatures will have to use the escape artist skill (see below).

Every place on the map that has a pile of dirt inside the kobold tunnels (Areas 2 & 5) is a choke point. Medium size characters must make a DC 20 Escape Artist check to pass. Large creatures (and medium ones that fail their escape artist), will need to spend a full round action to clear the passage.

Areas 6, 7 and 8 are large enough that medium and large creatures can move comfortably.

Squeezing (PH148): Characters who are squeezing take a -4 to attack and -4 to AC and each square counts as two for the purposes of movement. Areas that are too narrow for squeezing require a DC 20 Escape Artist check and each square counts as four for the purposes of movement (these effects are reduced due to the looseness

of the stone). While in an area that requires them to make an escape artist check, creatures can not attack, take -4 to AC, and lose any Dexterity bonus to AC.

AREA 1 - ENTRANCE

The remains of a wooden cart system exit the darkness of the cave ahead. Once you enter, the cave opens out in multiple directions with piles of dirt and rubble lying against the walls.

The cart system is beyond repair and upon closer examination it looks as if materials have been scavenged from it, including most of the metal braces. The tunnel labeled 2 is fairly well concealed behind a low pile of dirt although there are kobold tracks running through it. Once the PCs find the tunnel, read the following:

A small tunnel lies partially concealed behind a pile of mine tailings and dirt. It is perhaps 3 feet wide and slightly taller, but it is evident that medium creatures will have to squeeze to enter its dark confines. The walls are rough and it is evident that this has been crudely scraped from the rock.

AREA 2 – TRAPPED TUNNELS (including traps at 3 and 4)

The tunnel you were following originally splits into several more tunnels, each small and windy. The walls contain evidence of exploratory mining with many pockets and crevices slightly deeper than arm length. Sound echoes strangely in here and noises seem to come from different directions.

Area 2 is a tunnel that leads into the kobold warrens. The kobolds have rigged rocks to fall from the ceiling at area 3 and a pit trap at area 4.

At APLs 8 through 12 the traps are linked: triggering the first one (the square labeled 3) causes a landslide that carries the victim forward into the second trap (the square labeled 4). As per the DMG pg 69 (2nd top left paragraph) there is no reflex save to avoid this occurring (trap ELs have been increased to account for it).

Use the pre-rolled Listen checks to determine when the PCs hear the kobold chanting. The listen check is base DC 10 and modified by a -2 per 10 feet of distance due to the echoes in the warren. Anyone with profession miner or a similar profession or craft can recognize the sounds as the rhythmic chink of picks.

APL 2 (EL 2)

✎ **Rocks from Ceiling:** CR 2; mechanical; touch trigger; repair reset; Atk +10 melee (2d6, rocks); Search DC 20; Disable Device DC 20; Market value 800 gp.

✎ **Pit Trap:** CR 1; mechanical; location trigger; automatic reset; DC 14 Reflex save avoids; 20ft deep (2d6, fall); Search DC 20; Disable Device DC 21; Market value 1,100 gp.

APL 4 (EL 5)

✎ **Rocks from Ceiling:** CR 4; mechanical; touch trigger; repair reset; Atk +12 melee (3d6, rocks); Search DC 25; Disable Device DC 25; Market value 3,200 gp.

✎ **Pit Trap:** CR 2; mechanical; location trigger; automatic reset; DC 16 Reflex save avoids; 20ft deep (2d6, fall); Search DC 17; Disable Device DC 25; Market value 1,800 gp.

APL 6 (EL 6)

✎ **Rocks from Ceiling:** CR 5; mechanical; touch trigger; repair reset; Atk +14 melee (5d6, rocks); Search DC 25; Disable Device DC 25; Market value 3,600 gp.

✎ **Pit Trap:** CR 3; mechanical; location trigger; automatic reset; DC 18 Reflex save avoids; 20ft deep (2d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+1 each); Search DC 17; Disable Device DC 24; Market value 2,000 gp.

APL 8 (EL 8) – Linked Traps

✎ **Rocks from Ceiling:** CR 6; mechanical; touch trigger; repair reset; Atk +16 melee (5d6, rocks); Search DC 26; Disable Device DC 26; Market value 4,400 gp.

✎ **Pit Trap:** CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 40ft deep (4d6, fall); pit spikes (Atk +12 melee, 1d4 spikes per target for 1d4+1 each); Search DC 20; Disable Device DC 24; Market value 2,800 gp.

APL 10 (EL 12) – Linked Traps

✎ **Rocks from Ceiling:** CR 10; mechanical; touch trigger; repair reset; Atk +18 melee (6d6, rocks); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); Search DC 28; Disable Device DC 28; Market value 7,100 gp.

✎ **Pit Trap:** CR 8; mechanical; location trigger; automatic reset; DC 25 Reflex save avoids; 40ft deep (4d6, fall); pit spikes (Atk +16 melee, 1d4 spikes per target for 1d4+2 each); Search DC 23; Disable Device DC 28; Market value 6,600 gp.

APL 12 (EL 14) – Linked Traps

✎ **Rocks from Ceiling:** CR 12; mechanical; touch trigger; repair reset; Atk +20 melee (8d6, rocks); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); Search DC 29; Disable Device DC 29; Market value 7,900 gp.

✎ **Pit Trap:** CR 8; mechanical; location trigger; automatic reset; DC 27 Reflex save avoids; 40ft deep (4d6, fall); pit spikes (Atk +18 melee, 1d4 spikes per target for 1d4+3 plus poison each); poison (blue whinnis, DC 14 Fortitude save resists, 1Con, unconsciousness (1d3 hours)); Search DC 25; Disable Device DC 29; Market value 8,420 gp.

Development: If the “Rocks from Ceiling” trap is set off, the kobolds will hear and stop mining. Mention an “eerie silence in the mine” and don’t have them make any further listen checks.

AREA 5 – NARROW TUNNELS

These tunnels twist and wind through the stone taking the easiest path. The miners weren’t particularly careful and piles of stone have been heaped in convenient looking spots that reduce the passage to a foot or so in width. It appears that some of their contents could be shifted further in the corridor to make more space.

These are tunnels that the kobolds plan to hollow out into breeding areas and are using currently to lure invaders into so that they can keep them trapped in the tunnels while they attempt to slowly wear them down.

ENCOUNTER 6: CHANTING

AREA 6 - MINING

The kobolds are mining in this area. They work in darkness and will be able to tell if the PCs approach carrying light. They will not hear the PCs over their work unless they set off the “Rocks from Ceiling” trap in encounter 5. If they see the light or hear the trap, they will stop mining and hide so as to attack the intruders from surprise. Otherwise have them make listen and spot checks (with a -5 for distraction) when the PCs enter the room and to resolve the surprise round as normal.

If the PCs have heard the mining previously, and the kobolds are aware of them, mention that they can’t hear it anymore. If they haven’t heard it yet, use their second listen check: It is a DC 10 Listen check to hear the miners just before entering the room.

Anyone with profession miner or a similar profession or craft can recognize the sounds as the rhythmic chink of picks. Anyone that speaks Draconic can make out a kobold chanting prayers to Stingtail. A DC 15 Knowledge (Religion) check determines that Stingtail is another name for Kurtulmak, the god of the kobolds.

This appears to be the major site of mining in these twisty tunnels – you have found where the high pitched chanting is coming from. Picks, shovels, rope and other mining equipment litters the floor and several kobolds stand in nooks around the room where they are delving deeper into the walls.

If the kobolds notice the PCs:

Several of the kobolds turn beady eyes in your direction and squeal, chattering in Draconic “Invaders! We will feed their entrails to Stingtail! Stingtail is here, perhaps he will come and kill them himself?”

The kobolds start in low nooks that provide cover to medium creatures attacking them (much like a low wall

but from above). At higher APLs add kobolds in the eastern corridor (see map for kobold locations – two kobolds per marked spot on the map).

APL 2-4 (EL 2)

➤ **Orn and Soth:** male kobold exp4; hp 22 each; Appendix 1 All APLs. Spot +7.

APL 6 (EL 4)

➤ **Orn, Soth, and miners (4):** male kobold exp4; hp 22 each; Appendix 1 All APLs. Spot +7.

APL 8-12 (EL 6)

➤ **Orn, Soth, and miners (7):** male kobold exp4; hp 22 each; Appendix 1 All APLs. Spot +7.

Tactics: The kobold miners have swarmfighting so will usually group up with two kobolds (the max allowed) per square. Since they get a +1 morale bonus to hit for each of up to 2 other kobolds threatening their opponent, they will try to stay close together. They will also try to set up flanks as long as they can avoid being flanked themselves. When enough of the kobolds have been slain so that they cannot easily utilize their swarmfighting, they will retreat into the corridors (At APLs 2-4 the kobolds will stay in the corridors. At higher APLs they will try to retreat into area 7.)

At APLs 10 and 12, Baz and Zath, the clerics from Encounter 8 will cast *insignia of healing* (all the kobolds carry holy symbols of Kurtulmak) if the miners shout ‘Kurtulmak aid us’.

If the fight isn’t silenced, the kobolds will immediately call out to Flick and Click (in Area 6) to come help them (in Draconic). If the fight is silenced, roll Listen checks for Flick and Click. If they succeed at a DC 15 Listen check, they realize that the miner’s chanting from Area 5 has stopped. If forewarned, Flick and Click will begin casting their preparatory spells. Determine the number of rounds it will take them to finish casting from their power up suites (Appendix 1). Give PCs DC 15 Listen checks each round to hear them casting. At APL 4+, Flick and Click will move up and assist the miners 1 round after finishing casting. You may use your best judgment on this; if you have a weak or 4 person party have Flick and Click remain in Area 6.

ENCOUNTER 7: LIGHT IN THE DARKNESS

AREA 7 – LIVING AREA

This room shows the first signs of care in the complex to date. The walls are smoother and the shape of the room is more aesthetically pleasing. Stylized carvings of kobolds and other creatures decorate the walls, including the barest outline of a huge fortress. Nests of feathers, tree branches,

strips of leather and other material line hollows in the walls.

This is the kobold living area and contains many nests of material. The walls are very crudely carved and PCs can make a DC 20 Knowledge (Local) check to determine from the amount of carving that this is a fairly recent warren. [Kobolds continually carve the walls of their warren from the beginning of inhabitancy.] There are foodstuffs in alcoves in this area.

APL 2 (EL 3)

➔ **Flick and Click:** female kobold sor2; hp 9 each; Appendix 1.

APL 4 (EL 5)

➔ **Flick and Click:** female kobold sor3; hp 16 each; Appendix 1.

APL 6 (EL 6)

➔ **Flick and Click:** female kobold sor4; hp 26 each; Appendix 1.

APL 8 (EL 8)

➔ **Flick and Click:** female kobold sor6; hp 30 each; Appendix 1.

APL 10 (EL 11)

➔ **Flick and Click:** female kobold sor9; hp 40 each; Appendix 1.

APL 12 (EL 13)

➔ **Flick and Click:** female kobold sor11; hp 47 each; Appendix 1.

Tactics: If Flick and Click have advance warning of danger (see Encounter 6), they will cast their preparatory spells. See their Power Up Suites in Appendix 1 to determine the amount of time it takes for them to finish and/or the order in which they cast. At APL 2, after finishing their casting, they cower in the corners of this room, though they will approach if the PCs are attempting to wait them out. At APL 4+, Flick and Click will pause for 1 round after finishing before attempting to head up the southern passage into Area 5 (with summoned creatures in front).

Flick will concentrate on summoning creatures until he is in danger from the full round casting time. At APL 10 & 12 Flick can alternate summoning creatures with using mobile spellcasting to cast a standard action spell and double move (perhaps using it to move up, cast, and move back into a safe location). She will try to use the summoned creatures to keep the PCs trapped in the tunnels (choosing multiple medium or small sized creatures over large creatures). See Appendix 2 for his favourite options (with his Augment Summoning feat

factored in). Remember the choke points on the map as they will slow the party down.

Click will use her ranged attack spells. She will try to avoid catching the summoned creatures in her area affect spells if they are in between her and the party.

At APLs 8-12, Baz and Zath, the clerics from Encounter 8 will cast *insignia of healing* (using the holy symbols of Kurtulmak that all the kobolds carry) if either Click or Flick call out for their aid.

Baz and Zath have ordered all the kobolds to stay out of the temple while the ritual is going on and to prevent it being interrupted at all costs. None of the kobolds will retreat down the corridor to the temple.

ENCOUNTER 8: SOME OF ALL THINGS

AREA 8 – THE TEMPLE

This is the kobold's Temple to Kurtulmak, the god of kobolds.

The tiny tunnels here open out into a far larger room than any you have seen in the warrens. The walls are smooth, though it is obvious in some places that this area is still under construction. Intricate carvings line the entrance to this area and against the far wall is an altar that contains a statue of a kobold with a spear thrust triumphantly upwards. The altar is covered in a red cloth of some type and surrounded by piles of crudely cut gems, blocks of poorly shaped gold and even nuggets in their natural form. In front of the altar is a circle that pulses with magical energy and swirls with a blackish mist. At the center of all the activity floats a crudely made little spear, only 3 feet in length.

If the PCs see through the disguise with a DC 20 Spot check, read the following:

A man in blackened full plate stands behind the altar, scrutinizing the circle and the statue. He appears to be waiting, his brow furrowed in concentration. Two kobolds, also wearing full plate, stand between you and the magical circle, spears drawn.

Otherwise read:

A large vaguely kobold-like creature wearing full plate stands behind the altar, scrutinizing the circle and the statue. It appears to be waiting, its strange scaly features contorted. Two kobolds, also wearing full plate, stand between you and the magical circle, spears drawn.

At APLs 2-8 read the following:

The kobold-like thing [man] looks up abruptly, noticing you, and a frown crosses its [his] face. "The ritual is not yet complete. Disrupt it at your peril. Though I leave it to your tender care, think not to use it else should great disaster befall you."

At APLs 10-12 instead read the following:

Before you have time to do anything, the circle gives off a blinding flash of light and the periphery of the room dims as black mist flows seemingly from nowhere. The man in black plate smiles and laughs cruelly. "You are too late, my friends. The ritual is complete. Let me show you how the Night Hag deals with such as you."

A DC 15 Knowledge (religion) reveals the Night Hag to be a reference to Syrul. Two kobold clerics stand in the room ready to defend their treasures from harm. A DC 17 Spot check will reveal caltrops on the floor in front of them. (see PH page 126 for the description of caltrops).

At APLs 10 and 12 Sarnin is also part of the combat (at lower APLs he uses *word of recall* to leave on his first initiative count).

APL 2 (EL 3)

➔ **Baz:** male kobold clr 2; hp 9; Appendix 1.

APL 4 (EL 5)

➔ **Baz and Zath:** male kobold clr 2; hp 9 each; Appendix 1.

APL 6 (EL 6)

➔ **Baz and Zath:** male kobold clr 4; hp 24 each; Appendix 1.

APL 8 (EL 8)

➔ **Baz and Zath:** male kobold clr 6; hp 36 each; Appendix 1.

APL 10 (EL 13)

➔ **Baz and Zath:** male kobold clr 8; hp 54 each; Appendix 1.

➔ **Sarnin:** male clr 12; hp 90; Appendix 1.

APL 12 (EL 15)

➔ **Baz and Zath:** male kobold clr 10; hp 83 each; Appendix 1.

➔ **Sarnin:** male clr 14; hp 105; Appendix 1.

Tactics: Baz and Zath will wait in the temple of Kurtulmak to defend the ritual against any invaders. All other kobolds have been forbidden entry here (and will not approach closer than room 7). They are fanatical in their faith and believe Sarnin is an avatar of their god. This means that they will not retreat or surrender unless Sarnin is undeniably revealed as a fraud.

At APL 8+ each of them have an *insignia of healing* spell prepared (all the kobolds carry a holy symbol of Kurtulmak which can be used as its focus). At APLs 8 and above they will use it if Flick or Click call for healing. At APLs 10 and 12 they will use it if they hear the miners shout 'Kurtulmak aid us'.

Baz and Zath will not both use their Divine Metamagic Quicken on the same round, instead one will save it until an Insignia of Healing or other useful spell is needed.

Sarnin will attempt to use his spells to take out PCs and stay behind the altar to prevent himself from being flanked, etc. If he drops to 1/3 or less hit points and it does not look like he can cure himself enough to keep ahead of the damage the PCs are dealing, he will flee using his *word of recall* spell. His spell is keyed to his previous sanctuary near the Temple of Pelor in Pontyrel. Immediate scrying or other methods of tracking will only show him as being in a dark square room. He will heal and stay there until dark, after which he will depart under the cover of night.

Developments: A DC 20+APL Search check will show the secret door that heads into area 9.

At APLs 2-8 it takes another 30 minutes for the ritual to complete, after which there is a flash of light and the spear in the center of the circle starts subtly oozing a black mist. At this point a Knowledge (Arcana) check should determine that it is safe to take the spear. If the spear is taken out before the ritual completes a black pulse passes through the room leaving a blackened, non-magical spear in its wake. Make sure to note the status of the spear on PC's ARs.

AREA 9- SARNIN'S QUARTERS

The walls of this area are unnaturally smooth although they are not straight. There is a bed covered with a plush blanket and an armoire with several books on top. On the other side of the room are several tables that contain a variety of ritualistic implements, such as small animal skulls and powders.

This area is Sarnin's private quarters where he stayed as he planned how to take over the kobolds. A DC 15 Knowledge (Arcana) check determines that this area was likely created through the use of *stone shape*. He often uses *stone shape* on the cliff outside to get into these quarters and closes it after himself. The PCs can find the the following books on the armoire here:

Articles of Faith: A book on ancient relics and religious artifacts. Certain relics have been circled and notated in ink: Ones at the Jade Temple (with a crossed out note saying "Now at Pontyrel!"). A kobold spear said to be in the Cairn Hills near the Vale ("Moved due to Orcs?").

Transcendence: A book on religions with a discussion of avatars and divine servants. One of Kurtulmak's Avatars is circled ("Perfect!").

Development: If the PCs have Sarnin or the spear they will need to determine what they are going to do with him/it. On the way back through town they will need to decide what to do with Aloria. The Conclusion deals with these issues.

CONCLUSION

If the PCs failed in their mission, they will gain no influence or enmities, other than the disappointment of those who overestimated their abilities. If the PCs managed to capture Sarnin, or attain the kobold spear that he is interested in, they must choose who to turn them over to. Whether Sarnin is dead or alive and/or whether the spear is magical or not will not affect the rewards offered by the factions. **If the party has Sarnin, the conclusion and rewards should be based entirely on what they do with him (not the spear).**

One Faction: If only one faction is represented in the group, have an NPC from the other faction approach them while in Nyrstran. The NPC suggests that the opposing faction is interested in getting its hands on what they have attained (including Aloria if they have her with them). They would happily pay whatever they have been previously offered, and would certainly owe a debt to the characters....

Conflict: The decision could easily become a point of conflict in the party; let them discuss the pros and cons but feel free to point out that each faction is known for rewarding those who support their views even if the character has been outvoted by others. Also point out that the factions are not in open conflict and would universally frown on violent resolution of the conflict (not to mention the requisite loss of a player's character if she attacks another PC).

Keep track of who each character argues for as the position they support has an impact on the favors and enmities they receive.

Negotiations: If the PCs want to negotiate an agreement between the factions, Lord Rochard is the one they must convince. If the PCs have previously successfully bargained with him in regards to Sarnin, give the main negotiator a +10 circumstance bonus. If the PCs insist that the Strong Harts will not get Sarnin/the spear unless he agrees, give the main negotiator +5 circumstance bonus. Use the DC listed in the introduction, but if Sarnin/the spear is present when the negotiations occur, add 10 to all DCs (since he is within legal rights to take them into custody even if the PCs disagree).

Broden's Switch: If the White Hart group want to use Broden's offer to switch out Sarnin or the kobold spear, have them describe their plan to you and proceed (see the Introduction for details). As long as the PCs do not have any special protections in place, and the plan seems workable, you are encouraged to just declare it successful. If discovered or revealed the plan will be abandoned.

If successful, no one will know that the switch occurred: proceed with the conclusion appropriate to whoever they give the counterfeit Sarnin/spear too.

There is no need to tell the players at the table that they were cheated.

Report Results: The final destination of Sarnin and/or the spear he is interested in will have an impact on important plots in the Duchy. If you run this adventure before April 2006, please send this information (as well as the ending status of the spear and Sarnin) to the Triad at doutriad@yahoo.com.

Neither Faction

The PCs might choose to take Sarnin and/or the spear to someone besides the Strong Harts or White Harts.

- If the PCs return them to the Ducal Guard, they get the same results as in the **Strong Hart Conclusion** (unless they know of and deliberately seek out a White Hart Ducal Guardsman in which case use the White Hart Conclusion results).
- If the PCs return them to the Ducal Diplomatic Corps treat it as if they had returned them to the White Hart faction. Use the White Hart Conclusion results.
- The Church of Pelor is interested in Sarnin but not the spear. If Sarnin is returned to them they get the same results as in the **White Hart Conclusion**.

Otherwise:

- If the ritual was completed, the spear could be sold as a curiosity on the black market for 100 gp per PC.
- The College of Sages and Sorcery would be very interested to get its hands on the spear, but are not interested in the cleric. They will pay 200 gold per PC for the spear if the ritual was completed, but only 20 gp per PC if it was not. (This forsakes any payment from either faction.)
- If the PCs wish to contact the Ducal Loyalist faction, ask them who specifically they are trying to contact (for later reporting to the triad). Their contact will advise them to keep the spear away from both factions (unless it is made clear that it is needed to capture Sarnin in which case they will advise to give it to the Strong Harts). In the case of Sarnin, they advise turning him over to the Strong Harts, but to attempt to negotiate an access agreement for the White Harts (see the Introduction for Diplomacy DCs). They will not offer any award for following their advice.

STRONG HART CONCLUSION

If the PCs return Sarnin/ the spear to the Strong Harts (including fake versions provided by Broden), read the following:

Another meeting is set up with Lord Rochard once you return to Leukish. You are shown into his offices once more and he rises to greet you, a smile on his face. "Greetings, did you succeed in your mission? What did you find out there?"

If they brought the kobold spear:

Lord Rochard nods attentively as you explain then accepts the goods you retrieved. "Very interesting, perhaps we can ransom this to him in exchange for information."

If they brought Sarnin:

Lord Rochard nods attentively as you explain, then calls his guards to take custody of Sarnin.

All:

The Strong Harts are in your debt for pursuing this tip and bringing us additional bargaining chips in these troubled times." Lord Rochard shakes your hand and initials an order for your payment to be distributed. "We'll call on you in the future when we need strong arms and hearts."

WHITE HART CONCLUSION

If the PCs bring Sarnin/the spear to Lord Jolen, read the following:

You are met in Pontyrel by agents of the White Hart faction. They show you proper identification and take custody of your prisoner/the goods. A Suloise man dressed in a courtier's outfit in the Lorinar White Hart colors waits to lead you back to the Lorinar Winter Estate. You are taken to luxurious rooms and allowed to refresh yourselves, then provided with a courtier's outfit in the Lorinar White Hart colors. A page waits outside your room to conduct you to Lord Jolen.

While you wait for Lord Jolen in his study, you are plied with various sweetmeats and the finest wines. After half an hour, Lord Jolen enters the room, dressed similarly to before. He walks in a measured pace towards your group, pauses to shake your hand one by one, then sits in a leather armchair beside you.

"Thank you for your efforts on behalf of the White Harts. Your actions have bought us more time and additional bargaining chips in these troubled times. We believe that we have some idea where our father has gone and that it may require many such bargaining chips before the Strong Harts give us access to pursue him."

If any PCs ask if he believes that the Strong Harts are responsible for the disappearance of Duke Karl:

Jolen shakes his head slowly and pauses to consider while he sips from his wine glass. "We do not yet have all the facts, but we believe that we are closer. I am not sure that anyone is at fault, but certainly the Strong Harts are taking advantage of the situation."

Continue:

"As we are a family here in the White Harts, I wished to invite you to dine with myself and my brother as well as other members of the White tonight."

Assuming the PCs agree, they are conducted to a marvelous dining room filled with other members of the White Hart faction and with those that the White Harts

are courting. The food is excellent and the wine is spectacular and the PCs are invited to speak with the faction members before being taken back to their rooms.

RESCUING ALORIA

If the PCs retrieve Aloria they will need to decide where to take her. She will eventually be cleared of guilt and confirmed to have been kidnapped by Sarnin. Subsequently Aloria is recognized as a missing child of House Baerlund (in the custody of the Strong Harts or White Harts if the PCs returned her to either of those factions).

Results:

- If Aloria was rescued, all PCs are considered a **Friend of House Baerlund.**

FACTION FAVORS AND ENMITIES:

The favors and enmities received are mostly dependent upon each individual character's actions. The exceptions to this rule are listed last (under outcomes). Multiple enmities from the same NPC are not cumulative. Please read through all of the following cases before assigning favors and enmities:

* If Sarnin was captured, determine the favors and enmities by what was done with him instead of the spear. In this case, the PCs may do as they wish with the spear without negative consequences (see "Neither Faction" above).

Positions Taken: If the party put things to a vote, determine the following depending upon their vote. Otherwise use the position they took in any debate that occurred. If there was no debate, assume that they all agreed upon whatever the outcome was.

If the character argued/voted/accepted that:

- The spear* should be given to Lord Rochard/the Strong Harts = Favor of Lord Rochard and Enmity of Lord Broden.
- The spear* should be given to Brodin, Jolen, and/or the White Harts = Favor of Lord Broden and Enmity of Lord Rochard.
- The spear* should be given to someone other than a faction = Enmity of Lord Broden if the PC was working for the White Harts or Enmity of Lord Rochard if the PC was working for the Strong Harts.
- Aloria should be returned to Jolen or the White Harts = Favor of Lord Jolen.

Missions Accepted: Having paid them ahead of time, the factions expect that an effort will be made to carry out their mission:

- PCs that **accepted payment from Rochard** and did not make an honest effort to bring him back the spear* receive the Enmity of Lord Rochard.
- PCs who **accepted payment from Jolen** and did not make an honest effort to capture/kill Sarnin and bring back Aloria receive the Enmity of Lord Jolen.

Outcomes: The following results adjust the Enmities given above for all PCs (unless otherwise noted):

- **Convincing Lord Rochard to give the White Harts access to the spear*** = Enmity of Lord Broden is not received by those who vote Sarnin/the spear should go to the Strong Harts.
- **Convincing Lord Rochard to give the spear* to the White Harts in return for access to it** = Enmity of Lord Rochard is not received by those who vote Sarnin/the spear should go to the White Harts.
- **If Broden's Switch is attempted**, those who supported the switch gain the Favor of Lord Broden (and not his Enmity) no matter what they voted for (unless they sabotaged it in some way).
- **If Broden's Switch** (or the plans for it) **was deliberately revealed** to Strong Hart supporters, those who revealed it gain the Enmity of Lord Broden.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4

Defeat the patrol

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	0 XP
APL 10	0 XP
APL 12	0 XP

Encounter 5

Disarm or trigger traps

APL 2	90 XP
APL 4	150 XP

APL 6	180 XP
APL 8	240 XP
APL 10	360 XP
APL 12	420 XP

Encounter 6

Defeat the kobold miners

APL 2	60 XP
APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	0 XP
APL 12	0 XP

Encounter 7

Defeat the kobold sorcerers

APL 2	90 XP
APL 4	150 XP
APL 6	180 XP
APL 8	240 XP
APL 10	330 XP
APL 12	390 XP

Encounter 8

Defeat the kobold clerics

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Defeat the kobold clerics and Sarnin

APL 10	390 XP
APL 12	450 XP

Discretionary roleplaying award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total possible experience:

APL 2	450 XP
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APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

APL 6: Loot: 0 gp; Coin: 300-600 gp; Magic: 0 gp
APL 8: Loot: 0 gp; Coin: 400-800 gp; Magic: 0 gp
APL 10: Loot: 0 gp; Coin: 500-1000 gp; Magic: 0 gp
APL 12: Loot: 0 gp; Coin: 600-1200 gp; Magic: 0 gp

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.

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

Encounter 1: Introduction

APL 2: Loot: 0 gp; Coin: 100-200 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 200-400 gp; Magic: 0 gp

Encounter 4:

APL 2: Loot: 3.8 gp; Coin: 3.7 gp; Magic: 0 gp

APL 4: Loot: 3.8 gp; Coin: 3.7 gp; Magic: 0 gp

APL 6: Loot: 3.8 gp; Coin: 3.7 gp; Magic: 0 gp

APL 8: Loot: 3.8 gp; Coin: 3.7 gp; Magic: 0 gp

APL 10: Loot: 3.8 gp; Coin: 3.7 gp; Magic: 0 gp

APL 12: Loot: 3.8 gp; Coin: 3.7 gp; Magic: 0 gp

Encounter 6:

APL 2: Loot: 3.8 gp; Coin: 3.7 gp; Magic: 0 gp

APL 4: Loot: 3.8 gp; Coin: 3.7 gp; Magic: 0 gp

APL 6: Loot: 7.7 gp; Coin: 7.4 gp; Magic: 0 gp

APL 8: Loot: 13.4 gp; Coin: 13 gp; Magic: 0 gp

APL 10: Loot: 13.4 gp; Coin: 13 gp; Magic: 0 gp

APL 12: Loot: 13.4 gp; Coin: 13 gp; Magic: 0 gp

Encounter 7:

APL 2: Loot: 2.2 gp; Coin: 2 gp; Magic: 0 gp

APL 4: Loot: 2.2 gp; Coin: 14 gp; Magic: 0 gp

APL 6: Loot: 2.2 gp; Coin: 8.6 gp; Magic: 0 gp

APL 8: Loot: 2.2 gp; Coin: 4 gp; Magic: 333 gp – *amulet of health* +2 (333 gp each)

APL 10: Loot: 2.2 gp; Coin: 4 gp; Magic: 667 gp – *amulet of health* +2 (333 gp each) (2)

APL 12: Loot: 2.2 gp; Coin: 4 gp; Magic: 667 gp – *amulet of health* +2 (333 gp each) (2)

Encounter 8:

APL 2: Loot: 128 gp; Coin: 152.8 gp; Magic: 0 gp

APL 4: Loot: 256.2 gp; Coin: 112.6 gp; Magic: 0 gp

APL 6: Loot: 256.2 gp; Coin: 310.4 gp; Magic: 0 gp

APL 8: Loot: 256.2 gp; Coin: 220.8 gp; Magic: 0 gp

APL 10: Loot: 389.5 gp; Coin: 170.4 gp; Magic: 333 gp – *periapt of wisdom* +2 (333 gp each)

APL 12: Loot: 389.5 gp; Coin: 170.4 gp; Magic: 1333.3 gp – *strand of prayer beads lesser* (800 gp each), *periapt of wisdom* +2 (333 gp each)

Total Possible Treasure

The treasure in this module is set up that if you get the lowest White Hart payment plus the rest of the treasure you will get the gold cap. If you get the higher White Hart payment or either of the Strong Hart payments, you will have that much over cap.

APL 2: Loot: 137.8 gp; Coin: 262.2-362.2 gp; Magic: 0 gp; Total: 400 gp

APL 4: Loot: 266 gp; Coin: 334-534 gp; Magic: 0 gp; Total: 600 gp

APL 6: Loot: 269.9 gp; Coin: 530.1-930.1 gp; Magic: 0 gp; Total: 900 gp

APL 8: Loot: 275.5 gp; Coin: 641.5-1041.5 gp; Magic: 333 gp; Total: 1250 gp

APL 10: Loot: 408.9 gp; Coin: 691.1-1191.1 gp; Magic: 1000 gp; Total: 2100 gp

APL 12: Loot: 408.9 gp; Coin: 791.1-1391.1 gp; Magic: 1800 gp; Total: 3000 gp

Special

Favor of Lord Rochard: As long as Lord Ellis is Regent, this favor may be used to remove "Wanted by the Duchy" OR it may be used to upgrade a suit of armor or shield by +1 up to a maximum of +3. Until used, Lord Rochard provides regional access to items marked with a †. Used on AR# __.

Favor of Broden Lorinar: As long as the character does not have an enmity with the White Hart faction, Broden will make sure this character is not apprehended by members of the Ducal Diplomatic Corps. It may be used to free the character from imprisonment in the Duchy once. Until used, Lord Broden provides regional access to the Alchemical Capsules on Table 4-3 (CA) and the items marked with a *. Used on AR# __.

Favor of Jolen Lorinar: You are given a suit of courtier's clothing in the White Hart colors. In addition, this favor may be expended for either (check one): Free Luxury upkeep for 5 adventures of your choice. OR For Jolen to arrange for access to divine spells from the Spell Compendium. Any two of (*Delay Disease*, *Faith Healing*, *Close Wounds*, *Spawn Screen*) OR *Wall of Light*, OR *Panacea*. You must pay 200 gp per spell level as a donation plus an additional 200 gp donation for *Wall of Light* or *Panacea*.

Enmity of (check as appropriate) **Lord Rochard**, **Lord Jolen**, or **Lord Broden:** A character with this enmity may not use any favors of the appropriate faction or its allies until it has been removed by expending two influences with the faction. AR Removed __.

Friend of House Baerglund: See the Houses of the Duchy meta-org for details.

Stingtail's Spear: This is a small sized spear. Only one may exist in any party (roll off if necessary). Cost 500 gp if magic or 100 gp if not (see below).

Spear Status: Check the appropriate box: Sarnin's ritual was completed. It detects as overwhelming magic but has no discernable powers. If shown to a cleric of Syrul, the cleric will do everything in his power to take it for himself. It was removed before Sarnin's ritual was completed and is blackened and non-magical.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *“Stingtail's Spear”* (Adventure; Unique, see above)
- *Wand of cure light wounds* (Adventure; DMG; 750 gp)*
- *Everlasting Rations* (Adventure; HB; 350 gp)†

APL 4 (all of APL 2 plus the following):

- *Pearl of Power 2nd level* (Adventure; DMG; 4,000 gp)†
- *Healing Salve* (Adventure; HB; 2,250 gp)*
- *Stone Salve* (Adventure; DMG; 4,000 gp)†

APL 6 (all of APLs 2-4 plus the following):

- *Headband of Conscious Effort* (Adventure; CA; 4,000 gp)*
- *Sacred Scabbard* (Adventure; CW; 4,400 gp)*
- *Bracers of Archery, Lesser* (Adventure; DMG; 5,000 gp)†

APL 8 (all of APLs 2-6 plus the following):

- *Pearl of Power 3rd level* (Adventure; DMG; 9,000 gp)*
- *Necklace of Adaptation* (Adventure; DMG; 9,000 gp)†

APL 10 (all of APLs 2-8 plus the following):

- *Mantle of Hidden Faith* (Adventure; Fr; 15,000 gp)*
- *Standard of Courage* (Adventure; CW; 15,000 gp)†

APL 12 (all of APLs 2-10 plus the following):

- *Sign of the Favored – Pelor, Suel Pantheon* (Adventure; HB; 16,200 gp)*
- *Rod of Arming* (Adventure; HB; 15,000 gp)†
- *Strand of Prayer Beads, Lesser* (Adventure; DMG; 9,600 gp)

APPENDIX 1: ALL APLS

ENCOUNTER 4

Tozruk and Moruk: Male Kobold Bbn1; CR 1; Small Humanoid (Dragonblood,Reptilian); HD 1d12+4; hp 12; Init +2; Spd 30 ft/x4; AC 17 (+3 armor, +2 dex, +1 size, +1 natural), touch 13, flat-footed 15; Base Atk/Grapple +1/-2;

Full Atk +3 melee (1d4+1;20/x2, shortspear) or +3 melee (1d4+1; 19-20/x2, short sword);

SA&SQ Fast Movement (Ex), Illiteracy, Rage;

AL CN; SV Fort +3, Ref +2, Will +0; Str 12(+1), Dex 14(+2), Con 12(+1), Int 10(+0), Wis 10(+0), Cha 9(-1);

Skills and Feats: Climb +0, Jump +0, Listen +4, Survival +4. Toughness.

Possessions: small shortspear, small short sword, leather armor, 2 days of rations, holy symbol of Kurtulmak, 1 gold and 85 silver.

Rage: Atk +5 melee (1d4+4; 20/x2, shortspear) AC 15; Will +2; hp 18; 6 Rounds.

ENCOUNTER 6

Orn and Soth (and any additional miners in Area 5): Male Kobold Exp4; CR 1; Small Humanoid (Dragonblood,Reptilian); HD 4d6+4; hp 22; Init +2; Spd 30 ft/x4; AC 16 (+2 armor, +2 dex, +1 size, +1 natural), touch 13, flat-footed 14; Base Atk/Grapple +3/+0;

Full Atk +5 melee (1d4+1;20/x2, shortspear) (+3 BAB, +1 Str, +1 size) or +1 melee (1d4+1;19-20/x2, short sword);

AL N; SV Fort +2, Ref +3, Will +4; Str 13(+1), Dex 14(+2), Con 12(+1), Int 10(+0), Wis 10(+0), Cha 9(-1);

Skills and Feats: Climb +4, Craft (Trapmaking) +5, Escape Artist +3, Hide +13, Jump +4, Knowledge (geology) +3, Move Silently +9, Profession (Miner) +7, Spot +7, Use Rope +5. Dodge (1), Swarmfighting (3).

Possessions: small shortspear, small short sword, leather armor, 2 days of rations, holy symbol of Kurtulmak, 1 gold and 85 silver.

APL 2

See “ALL APLS” for Encounter 4 & 6.

AC 22 (+4 armor). 20% miss chance on ranged attacks.

ENCOUNTER 7

Flick and Click: Female Kobold Sor2; CR 2; Small Humanoid (Dragonblood, Reptilian); HD 2d4+5; hp 8; Init +2; Spd 30 ft/x4; AC 14 (+2 dex, +1 size, +1 natural), touch 13, flat-footed 12; Base Atk +1; Grapple -6;

Full Atk -1 melee (1d3-3; 19-20/x2, Dagger) or +4 ranged touch (spells);

AL CE; SV Fort +1, Ref +2, Will +4; Str 4(-3), Dex 15(+2), Con 12(+1), Int 10(+0), Wis 12(+1), Cha 15(+2);

Skills and Feats: Concentration +6, Spellcraft +5. Toughness.

Spells Known (6/5; base DC = 12 + spell level): 0— [acid splash, daze, prestidigitation, touch of fatigue]; 1st— [orb of acid, lesser[†], summon monster I]. [†]See Appendix 3.

Possessions: small dagger, holy symbol of Kurtulmak, spell component pouch (2), 1 gold.

ENCOUNTER 8

Baz: Male Kobold Clr2; CR 2; Small Humanoid (Dragonblood, Reptilian); HD 2d8; hp 12; Init +0; Spd 20 ft/x3; AC 20 (+8 armor, +1 size, +1 natural), touch 11, flat-footed 20; Base Atk +1; Grapple -3;

Full Atk +2 melee (1d6;20/x3, Spear) or +2 melee (1d4; 20/x3, shortspear);

SA&SQ Spontaneous Casting (inflict), Restricted Spells, Rebuke Undead(Su);

AL CE; SV Fort +3, Ref +0, Will +5; Str 10(+0), Dex 10(+0), Con 11(+0), Int 10(+0), Wis 15(+2), Cha 12(+1);

Skills and Feats: Concentration +3, Knowledge (religion) +4, Spellcraft +3. Combat Casting.

Spells Prepared (4/3; base DC = 12 + spell level): 0— [create water, cure minor wounds (2), mending]; 1st— [entropic shield*, cure light wounds(2), shield of faith].

*Domain spell. Deity [Kurtulmak]; *Domains:* [Luck (You have good fortune, useable once per day. When you use this ability, you may reroll any one roll that you have just made. You must abide by the new roll.); Trickery (Bluff, Disguise, and Hide have been added as class skills.)].

Possessions: full plate armor, silver holy symbol of Kurtulmak, spell component pouch (2), wooden holy symbol of Kurtulmak, shortspear, 2 gold and 80 silver.

Power Up Suite: (Prepared – Entropic shield, shield of faith).

See “ALL APLS” for Encounter 4 & 6.

ENCOUNTER 7

Flick: Female Kobold Sor3; CR 3; Small Humanoid (Dragonblood, Reptilian); HD 3d4+6; hp 10; Init +2; Spd 30 ft/x4; AC 14 (+2 dex, +1 size, +1 natural), touch 13, flat-footed 12; Base Atk +1; Grapple -6;

Full Atk -1 melee (1d3-3; 19-20/x2, Dagger) or +3 ranged (spells);

AL CE; SV Fort +2, Ref +3, Will +4; Str 4(-3), Dex 15(+2), Con 12(+1), Int 10(+0), Wis 12(+1), Cha 15(+2);

Skills and Feats: Concentration +7, Spellcraft +6. Spell Focus (Conjuration), Toughness.

Spells Known (5/6; base DC = 12 + spell level, *conjuration DC = 13 + spell level): 0—[acid splash*, daze, prestidigitation, touch of fatigue]; 1st—[burning hands, orb of acid, lesser*†, summon monster I*]. † See Appendix 3.

Possessions: small dagger, holy symbol of Kurtulmak, spell component pouch (2), scroll of mage armor, 7 gold.

Power Up Suite: (Items, Spontaneous— scroll of mage armor, scroll of false life, summon monster I);

Hp 19 (10 plus 9 temporary); AC 18.

Click: Female Kobold Sor3; CR 3; Small Humanoid (Dragonblood, Reptilian); HD 3d4+6; hp 10; Init +2; Spd 30 ft/x4; AC 14 (+2 dex, +1 size, +1 natural), touch 13, flat-footed 12; Base Atk +1; Grapple -6;

Full Atk -1 melee (1d3-3; 19-20/x2, Dagger) or +4 ranged (spells);

AL CE; SV Fort +2, Ref +3, Will +4; Str 4(-3), Dex 15(+2), Con 12(+1), Int 10(+0), Wis 12(+1), Cha 15(+2);

Skills and Feats: Concentration +7, Spellcraft +6. Spell Focus (Evocation), Toughness.

Spells Known (5/6; base DC = 12 + spell level, evocation DC = 13 + spell level): 0—[daze, prestidigitation, ray of frost*, touch of fatigue]; 1st—[burning hands*, orb of acid, lesser†, magic missile*]. † See Appendix 3.

Possessions: small dagger, holy symbol of Kurtulmak, spell component pouch (2), scroll of mage armor, 7 gold.

Power Up Suite: (Items, Spontaneous – scroll of mage armor, scroll of false life, summon monster I);

Hp 19 (10 plus 9 temporary); AC 18.

ENCOUNTER 8

Baz and Zath: Male Kobold Clr2; CR 2; Small Humanoid (Dragonblood, Reptilian); HD 2d8; hp 12; Init +0; Spd 20 ft/x3; AC 20 (+8 armor, +1 size, +1 natural), touch 11, flat-footed 20; Base Atk +1; Grapple -3;

Full Atk +2 melee (1d6; 20/x3, Spear) or +2 melee (1d4; 20/x3, shortspear);

SA&SQ Spontaneous Casting (inflict), Restricted Spells, Rebuke Undead(Su);

AL CE; SV Fort +3, Ref +0, Will +5; Str 10(+0), Dex 10(+0), Con 11(+0), Int 10(+0), Wis 15(+2), Cha 12(+1);

Skills and Feats: Concentration +3, Knowledge (religion) +4, Spellcraft +3. Combat Casting.

Spells Prepared (4/3; base DC = 12 + spell level): 0—[create water, cure minor wounds (2), mending]; 1st—[entropic shield*, cure light wounds(2), shield of faith].

*Domain spell. Deity [Kurtulmak]; *Domains:* [Luck (You have good fortune, useable once per day. When you use this ability, you may reroll any one roll that you have just made. You must abide by the new roll.); Trickery (Bluff, Disguise, and Hide have been added as class skills.)].

Possessions: full plate armor, silver holy symbol of Kurtulmak, spell component pouch (2), wooden holy symbol of Kurtulmak, shortspear, 6 gold and 30 silver.

Power Up Suite: (Prepared – Entropic shield, shield of faith).

AC 22 (+4 armor). 20% miss chance on ranged attacks.

See "ALL APLS" for Encounter 4 & 6.

ENCOUNTER 7

Flick: Female Kobold Sor4; CR 4; Small Humanoid (Dragonblood, Reptilian); HD 4d4+4; hp 11; Init +2; Spd 30 ft/x4; AC 14 (+2 dex, +1 size, +1 natural), touch 13, flat-footed 12; Base Atk +2; Grapple -5;

Full Atk +0 melee (1d3-3; 19-20/x2, Dagger) or +5 ranged (spells);

AL CE; SV Fort +2, Ref +3, Will +5; Str 4(-3), Dex 15(+2), Con 12(+1), Int 10(+0), Wis 12(+1), Cha 16(+3);

Skills and Feats: Concentration +8, Spellcraft +7. Augment Summoning, Spell Focus (Conjuration).

Spells Known (6/7/4; base DC = 13 + spell level, *conjuration DC = 14 + spell level): 0—[acid splash*, daze, ghost sound, prestidigitation, touch of fatigue]; 1st—[burning hands, orb of acid, lesser*, summon monster I*]; 2nd—[ice knife*†]. † See Appendix 3.

Possessions: small dagger, holy symbol of Kurtulmak, spell component pouch (2), scroll of mage armor, scroll of false life, 4 gold and 30 silver.

Power Up Suite: (Items, Spontaneous – scroll of mage armor, scroll of false life, summon monster I);

Hp 20 (11 plus 9 temporary); AC 18.

Click: Female Kobold Sor4; CR 4; Small Humanoid (Dragonblood, Reptilian); HD 4d4+4; hp 11; Init +2; Spd 30 ft/x4; AC 14 (+2 dex, +1 size, +1 natural), touch 13, flat-footed 12; Base Atk +2; Grapple -5;

Full Atk +0 melee (1d3-3; 19-20/x2, Dagger) or +5 ranged (spells);

AL CE; SV Fort +2, Ref +3, Will +5; Str 4(-3), Dex 15(+2), Con 12(+1), Int 10(+0), Wis 12(+1), Cha 16(+3);

Skills and Feats: Concentration +8, Spellcraft +7. Point Blank Shot, Spell Focus (Evocation).

Spells Known (6/7/4; base DC = 13 + spell level, evocation DC = 14 + spell level): 0—[daze, flare*, prestidigitation, ray of frost*, touch of fatigue]; 1st—[burning hands*, orb of acid, lesser†, magic missile*]; 2nd—[ice knife†]. † See Appendix 3.

Possessions: small dagger, holy symbol of Kurtulmak, spell component pouch (2), scroll of mage armor, scroll of false life, 4 gold and 30 silver.

Power Up Suite: (Items – scroll of mage armor, scroll of false life);

Hp 20 (11 plus 9 temporary); AC 18.

ENCOUNTER 8

Baz and Zath: Male Kobold Clr4; CR 4; Small Humanoid (Dragonblood, Reptilian); HD 4d8; hp 24; Init +0; Spd 20 ft/x3; AC 20 (+8 armor, +1 size, +1 natural), touch 11, flat-footed 20; Base Atk +3; Grapple -1;

Full Atk +4 melee (1d4; 20/x3, shortspear);

SA&SQ Spontaneous Casting (inflict), Restricted Spells, Rebuke Undead(Su);

AL CE; SV Fort +4, Ref +1, Will +7; Str 10(+0), Dex 10(+0), Con 11(+0), Int 10(+0), Wis 16(+3), Cha 12(+1);

Skills and Feats: Concentration +5, Knowledge (religion) +4, Spellcraft +5. Combat Casting, Quicken Spell.

Spells Prepared (5/4/3; base DC = 13 + spell level): 0—[create water, cure minor wounds (2), mending, resistance]; 1st—[entropic shield*, cure light wounds (2), divine favor, shield of faith]; 2nd—[aid*, bear's endurance, cure moderate wounds, silence].

*Domain spell. Deity [Kurtulmak]; Domains: [Luck (You have good fortune, useable once per day. When you use this ability, you may reroll any one roll that you have just made. You must abide by the new roll.); Trickery (Bluff, Disguise, and Hide have been added as class skills.)].

Possessions: full plate armor, silver holy symbol of Kurtulmak, spell component pouch (2), wooden holy symbol of Kurtulmak, shortspear, 6 gold and 10 silver.

Power Up Suite: (Prepared – bear's endurance, shield of faith, divine favor, aid, entropic shield).

Hp 40 (+8 aid.+8 bear); AC 22 (+8 armor, +1 size, +2 deflection, +1 natural), touch 13, flat-footed 22; 20% miss chance on ranged attacks.

Full Atk +7 melee (1d4+2; 20/x3, shortspear) (+3 BAB, +2 luck, +1 size, +1 morale) (dmg:+2 luck)

Fort +6 (F+4, con +2), Will +8 vs fear.

APL 8

See “ALL APLS” for Encounter 4 & 6.

ENCOUNTER 7

Flick: Female Kobold Sor6; CR 6; Small Humanoid (Dragonblood, Reptilian); HD 6d4+6; hp 16; Init +2; Spd 30 ft/x4; AC 14 (+2 dex, +1 size, +1 natural), touch 17, flat-footed 16; Base Atk +3; Grapple -4;

Full Atk +1 melee (1d3-3; 19-20/x2, Dagger) or +6 ranged (spells);

AL CE; SV Fort +3, Ref +4, Will +6; Str 4(-3), Dex 15(+2), Con 12(+1), Int 10(+0), Wis 12(+1), Cha 16(+3);

Skills and Feats: Concentration +10, Spellcraft +9. Augment Summoning, Point Blank Shot, Spell Focus (Conjuration).

Spells Known (6/7/6/4; base DC = 13 + spell level, *conjuration DC = 14 + spell level): 0—[acid splash*, daze, detect magic, ghost sound, prestidigitation, read magic, touch of fatigue]; 1st—[burning hands, expeditious retreat, swift†, orb of acid, lesser*, shield]; 2nd—[ice knife*, summon monster II*]; 3rd—[summon monster III*]. † See Appendix 3.

Possessions: small dagger, holy symbol of Kurtulmak, spell component pouch (2), scroll of mage armor, scroll of false life, 2 gold.

Power Up Suite: (Items, Spontaneous – scroll of mage armor, scroll of false life, shield, summon monster III, summon monster II);

Hp 25 (16 plus 9 temporary); AC 22 (+4 armor).

Click: Female Kobold Sor6; CR 6; Small Humanoid (Dragonblood, Reptilian); HD 6d4+12; hp 20; Init +2; Spd 30 ft/x4; AC 14 (+2 dex, +1 size, +1 natural), touch 17, flat-footed 16; Base Atk +3; Grapple -4;

Full Atk +1 melee (1d3-3; 19-20/x2, Dagger) or +6 ranged (spells);

AL CE; SV Fort +3, Ref +4, Will +6; Str 4(-3), Dex 15(+2), Con 14(+2), Int 10(+0), Wis 12(+1), Cha 16(+3);

Skills and Feats: Concentration +10, Spellcraft +9. Point Blank Shot, Precise Shot, Spell Focus (Evocation).

Spells Known (6/7/4/4; base DC = 13 + spell level, *evocation DC = 14 + spell level): 0—[acid splash, daze, detect magic, flare*, prestidigitation, ray of frost*, touch of fatigue]; 1st—[burning hands*, expeditious retreat, swift†, orb of acid, lesser†, magic missile*]; 2nd—[blast of force*, false life]; 3rd—[fireball*]. † See Appendix 3.

Possessions: small dagger, holy symbol of Kurtulmak, spell component pouch (2), amulet of health +2, scroll of mage armor, 2 gold.

Precast: false life;

Power Up Suite: (Items, Spontaneous – scroll of mage armor, shield);

Hp 32 (20 plus 12 temporary); AC 22.

ENCOUNTER 8

Baz and Zath: Male Kobold Clr6; CR 6; Small Humanoid (Dragonblood, Reptilian); HD 6d8; hp 36; Init +0; Spd 20 ft/x3; AC 20 (+8 armor, +1 size, +1 natural), touch 11, flat-footed 20; Base Atk +4; Grapple +0;

Full Atk +5 melee (1d4;20/x2, shortspear);

SA&SQ Spontaneous Casting (inflict), Restricted Spells, Rebuke Undead(Su);

AL CE; SV Fort +5, Ref +2, Will +8; Str 10(+0), Dex 10(+0), Con 11(+0), Int 10(+0), Wis 16(+3), Cha 12(+1);

Skills and Feats: Concentration +7, Knowledge (religion) +5, Spellcraft +6. Extra Turning, Quicken Spell, Divine Metamagic (Quicken Spell) – 1 quicken.

Spells Prepared (5/5/5/4; base DC = 12 + spell level): 0—[create water, cure minor wounds (2), mending, resistance]; 1st—[entropic shield*, cure light wounds (2), divine favor, shield of faith]; 2nd—[aid*, bear's endurance, cure moderate wounds, silence, spiritual weapon]; 3rd—[protection from energy*, cure serious wounds, dispel magic, insignia of healing†].

*Domain spell. † See Appendix 3. Deity [Kurtulmak]; Domains: [Luck (You have good fortune, useable once per day. When you use this ability, you may reroll any one roll that you have just made. You must abide by the new roll.); Trickery (Bluff, Disguise, and Hide have been added as class skills.)].

Possessions: full plate armor, silver holy symbol of Kurtulmak, wooden holy symbol of Kurtulmak, shortspear, 2 gold and 10 silver.

Power Up Suite: (Prepared – protection from energy, bear's endurance, entropic shield, shield of faith, divine favor, aid).

hp 58 (+12 bear, +10 aid); AC 23 (+8 armor, +1 size, +3 deflection, +1 natural), touch 14, flat-footed 23;

Full Atk +9 melee (1d4+3;20/x2, shortspear)
SQ 72 points of fire absorption. 20% miss chance on ranged attacks.

SV Fort +7, Ref +2, Will +9 vs fear effects; Str
10(+0), Dex 10(+0), Con 15(+2), Int 10(+0), Wis 16(+3),
Cha 12(+1);

Concentration +9

See “ALL APLS” for Encounter 4 & 6.

ENCOUNTER 7

Flick: Female Kobold Sor9; CR 9; Small Humanoid (Dragonblood, Reptilian); HD 9d4+18; hp 45 (30 plus 15 temporary); Init +3; Spd 30 ft/x4; AC 19 (+3 dex, +1 size, +1 natural, +4 armor), touch 18, flat-footed 16; Base Atk +4; Grapple -3;

Full Atk +2 melee (1d3-3; 19-20/x2, dagger) or +8 ranged (spells);

AL CE; SV Fort +5, Ref +6, Will +7; Str 4(-3), Dex 16(+3), Con 14(+2), Int 10(+0), Wis 12(+1), Cha 16(+3);

Skills and Feats: Concentration +14, Spellcraft +12. Augment Summoning, Point Blank Shot, Precise Shot, Spell Focus (Conjuration).

Spells Known (6/6/6/7/4; base DC = 13 + spell level, *conjuration DC = 14 + spell level): 0—[acid splash*, daze, detect magic, flare, ghost sound, prestidigitation, read magic, touch of fatigue]; 1st—[expeditious retreat, swift†, mage armor, orb of acid, lesser*†, shield, summon monster I*]; 2nd—[glitterdust*, ice knife*†, false life, summon monster II*]; 3rd—[dispel magic, stinking cloud*, summon monster III*]; 4th—[orb of cold*†, summon monster IV*]. † See Appendix 3.

Possessions: small dagger, holy symbol of Kurtulmak, spell component pouch (2), amulet of health +2, scroll of mage armor, 2 gold.

Precast: false life, mage armor.

Power Up Suite: (Spontaneous – shield, summon monster IV, summon monster III); AC 24 (+4 shield, +1 haste).

Click: Female Kobold Sor9; CR 9; Small Humanoid (Dragonblood, Reptilian); HD 9d4+18; hp 45 (30 plus 15 temporary); Init +3; Spd 30 ft/x4; AC 19 (+3 dex, +1 size, +1 natural, +4 armor), touch 18, flat-footed 16; Base Atk +4; Grapple -3;

Full Atk +2 melee (1d3-3; 19-20/x2, dagger) or +8 ranged (spells);

AL CE; SV Fort +4, Ref +6, Will +7; Str 4(-3), Dex 16(+3), Con 14(+2), Int 10(+0), Wis 12(+1), Cha 16(+3);

Skills and Feats: Concentration +14, Spellcraft +12. Point Blank Shot, Precise Shot, Spell Focus (Evocation), Mobile Spellcasting.

Spells Known (6/6/6/7/4; base DC = 13 + spell level, *evocation DC = 14 + spell level): 0—[acid splash, daze, detect magic, flare*, prestidigitation, ray of frost*, read magic, touch of fatigue]; 1st—[burning hands*, expeditious retreat, swift†, orb of acid, lesser†, magic missile*, shield]; 2nd—[blast of force*†, fireburst*†, false life*, scorching ray*]; 3rd—

[fireball*, haste, lightning bolt*]; 4th—[defenestrating sphere*†, wall of fire*]. † See Appendix 3.

Possessions: small dagger, holy symbol of Kurtulmak, spell component pouch (2), amulet of health +2, scroll of mage armor, 2 gold.

Precast: false life, mage armor

Power Up Suite: (Spontaneous – shield, haste (after summons are up); AC 24 (+4 shield, +1 haste).

ENCOUNTER 8

Baz and Zath: Male Kobold Clr8; CR 8; Small Humanoid (Dragonblood, Reptilian); HD 8d8+8; hp 54; Init +0; Spd 20 ft/x3; AC 20 (+8 armor, +1 size, +1 natural), touch 11, flat-footed 20; Base Atk +6; Grapple +2;

Full Atk +7/+2 melee (1d4;20/x2, Shortspear);

SA&SQ Spontaneous Casting (inflict), Restricted Spells, Rebuke Undead(Su);

AL CE; SV Fort +7, Ref +2, Will +9; Str 10(+0), Dex 10(+0), Con 12(+1), Int 10(+0), Wis 16(+3), Cha 12(+1);

Skills and Feats: Concentration +10, Heal +7, Knowledge (religion) +5, Spellcraft +6. Extra Turning, Quicken Spell, Divine Metamagic (Quicken Spell) – 1 quicken.

Spells Prepared (6/6/5/5/3; base DC = 13 + spell level): 0—[create water, cure minor wounds (2), mending, resistance(2)]; 1st—[entropic shield*, cure light wounds (2), divine favor, magic weapon, shield of faith]; 2nd—[aid*, bear’s endurance, cure moderate wounds, silence, spiritual weapon]; 3rd—[protection from energy*, cure serious wounds, dispel magic, insignia of healing†, searing light]; 4th—[confusion*, divine power, recitation†].

*Domain spell. † See Appendix 3. Deity [Kurtulmak]; Domains: [Luck (You have good fortune, useable once per day. When you use this ability, you may reroll any one roll that you have just made. You must abide by the new roll.); Trickery (Bluff, Disguise, and Hide have been added as class skills.)].

Possessions: full plate armor, silver holy symbol of Kurtulmak, wooden holy symbol of Kurtulmak, shortspear, 2 gold 80 silver.

Power Up Suite: (Prepared – protection from energy, bear’s endurance, entropic shield, shield of faith, divine favor, divine power, aid).

hp 90 (+8 dp, +16 bear, +12 aid); Init +0; Spd 20 ft/x3; AC 23 (+8 armor, +1 size, +3 deflection, +1 natural), touch 14, flat-footed 23; Base Atk +8; Grapple +2;

Full Atk +15/+10 melee (1d4+6; 20/x2, shortspear); SQ 72 points of fire absorption. 20% miss chance on ranged attacks.

SV Fort +9, Ref +2, Will +9 (+10 vs fear); Str 16(+3) (+6 dp), Dex 10(+0), Con 16(+3), Int 10(+0), Wis 16(+3), Cha 12(+1);

With Recitation:

AC 26 (+8 armor, +1 size, +3 deflection, +3 luck, +1 natural), touch 17, flat-footed 26;

Full Atk +16/+11 melee (1d4+6; 20/x2, shortspear);

SV Fort +12, Ref +5, Will +12 (+13 vs fear); Str 16(+3), Dex 10(+0), Con 16(+3), Int 10(+0), Wis 16(+3), Cha 12(+1);

Sarnin: human male (Suel) Clr12; CR 12; medium humanoid; HD 12d8+24; hp 90; Init +0; Spd 20 ft.; AC 26 (+11 armor, +5 shield), touch 10, flat-footed 26; Base Atk: +9; Grapple: +11;

Atk +14 melee (1d8+5, heavy mace +3) or +9 ranged (1d8;19-20, light crossbow);

Full Atk +14/+9 melee (1d8+5, heavy mace +3) or +9 ranged (1d8;19-20, light crossbow);

SA rebuke undead; SQ.

AL N; SV Fort +10, Ref +6, Will +14; Str 14(+2), Dex 10(+0), Con 14(+2), Int 12(+1), Wis 22(+6), Cha 12(+1).

Skills and Feats: Bluff +6, Concentration +20, Diplomacy +8, Disguise +1 (+3 to act in character), Intimidate +3, Knowledge (Arcana) +6, Knowledge (History) +6, Knowledge (Religion) +6, Knowledge (the planes) +6, Listen +6, Sense Motive +11, Spellcraft +8; Extend Spell, Lightning Reflexes, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (concentration).

Turn Undead (Su): Sarnin can rebuke, command, or bolster undead. He can turn undead 4/day as a 12th level cleric.

Spells Prepared (6/8/7/6/5/5/4; base DC = 16 + spell level, channels negative energy): 0—[create water, cure minor wounds (2), detect magic, mending, ~~read magic~~]; 1st—[protection from good*, bane, bless, ~~comprehend languages~~, cure light wounds, divine favor, obscuring mist, shield of faith]; 2nd—[invisibility*, align weapon, cure moderate wounds, lesser restoration, silence, sound burst, spiritual weapon]; 3rd—[~~nondetection~~*, bestow curse, cure serious wounds (2), dispel magic, invisibility purge]; 4th—[confusion*, ~~extended magic vestment~~ (2), divine power, freedom of movement]; 5th—[quicken protection from good*, ~~extended freedom of movement~~, ~~extended greater magic weapon~~, quickened divine favor, righteous might]; 6th—[mislead*, harm, ice flowers[†], word of recall].

*Domain spell. † See Appendix 3. **Deity:** Syrul; **Domains:** Evil (cast evil spells at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Heavy mace, light crossbow with 20 bolts, full plate, heavy steel shield, *peripart of wisdom* +2, backpack, silver holy symbol of Syrul, wooden holy symbol of Syrul, spell component pouch, traveler's clothes, waterskin, 14 gold 80 silver.

Precast: Greater Magic Weapon. Magic Vestment (2). Freedom of Movement (extended). Nondetection.

Power Up Suite: (Prepared – shield of faith, divine favor, righteous might, divine power, bless).

Large humanoid, hp 114 (+12 dp, +12 rm); AC 31 (+11 armor, +5 shield, +4 deflection(sf), +2 natural (rm), -1 size), touch 13, flat-footed 27; Base Atk: +12 (dp); Grapple: +23;

Full Atk +25/+20/+15 melee (2d6+13, heavy mace +3) or +17 ranged (2d6+5; 19-20, light crossbow);

Space/Reach 10ft./10ft.; SQ. DR 6/evil;

SV Fort +11, Ref +6, Will +14 (+15 vs fear); Str 24, Dex 10, Con 16, Int 12, Wis 22, Cha 12.

With Recitation:

AC 33 (+11 armor, +5 shield, +4 deflection, +2 natural armor, -1 size, +2 luck), touch 15, flat-footed 33;

SV Fort +13, Ref +8, Will +16 (+17 vs fear);

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See “ALL APLS” for Encounter 4 & 6.

ENCOUNTER 7

Flick: Female Kobold Sor11; CR 11; Small Humanoid (Dragonblood, Reptilian); HD 11d4+22; hp 53 (37 plus 16 temporary); Init +3; Spd 30 ft/x4; AC 19 (+3 dex, +1 size, +1 natural, +4 armor), touch 18, flat-footed 16; Base Atk +5; Grapple -2;

Full Atk +3 melee (1d3-3; 19-20/x2, Dagger) or +9 ranged (spells);

AL CE; SV Fort +5, Ref +6, Will +8; Str 4(-3), Dex 16(+3), Con 14(+2), Int 10(+0), Wis 12(+1), Cha 16(+3);

Skills and Feats: Concentration +16, Spellcraft +14. Augment Summoning, Point Blank Shot, Precise Shot, Spell Focus (Conjuration).

Spells Known (6/6/6/7/6/4; base DC = 13 + spell level, *conjuration DC = 14 + spell level): 0—[acid splash*, daze, detect magic, flare, ghost sound, mage hand, prestidigitation, read magic, touch of fatigue]; 1st—[burning hands, expeditious retreat, swift†, mage armor, orb of acid, lesser*, shield]; 2nd—[false life, glitterdust*, ice knife*, melf's acid arrow*, summon monster II*]; 3rd—[dispel magic, protection from energy, stinking cloud*, summon monster III*]; 4th—[blast of flame*, orb of cold*, summon monster IV*]; 5th—[arc of lightning*, summon monster V*]. † See Appendix 3.

Possessions: small dagger, holy symbol of Kurtulmak, spell component pouch (2), 2 gold.

Precast: mage armor, false life

Power Up Suite: (Spontaneous – shield, summon monster IV, summon monster V) AC 23 (+4 shield).

Click: Female Kobold Sor11; CR 11; Small Humanoid (Dragonblood, Reptilian); HD 11d4+22; hp 53 (37 plus 16 temporary); Init +3; Spd 30 ft/x4; AC 19 (+3 dex, +1 size, +1 natural, +4 mage armor), touch 18, flat-footed 16; Base Atk +5; Grapple -2;

Full Atk +3 melee (1d3-3; 19-20/x2, Dagger) (+5 BAB, -3 str, +1 size) or +9 ranged (spells) (+5 BAB, +3 dex, +1 size);

AL CE; SV Fort +4, Ref +6, Will +8; Str 4(-3), Dex 16(+3), Con 12(+1), Int 10(+0), Wis 12(+1), Cha 16(+3);

Skills and Feats: Concentration +16, Spellcraft +14. Point Blank Shot, Precise Shot, Spell Focus (Evocation), Mobile Spellcasting.

Spells Known (6/6/6/7/6/4; base DC = 13 + spell level, *evocation DC = 14 + spell level): 0—[acid splash, daze, flare*, prestidigitation, ray of frost*, touch of fatigue];

1st—[burning hands*, expeditious retreat, swift†, orb of acid, lesser†, magic missile*, shield]; 2nd—[blast of force*, false life, fireburst*, scorching ray*]; 3rd—[fireball*, haste, lightning bolt*]; 4th—[defenestrating sphere*, wall of fire]; 5th—[bigby's interposing hand*, cone of cold*]. † See Appendix 3.

Possessions: small dagger, holy symbol of Kurtulmak, spell component pouch (2), 2 gold.

Precast: mage armor, false life

Power Up Suite: (Spontaneous – shield, bigby's interposing hand) AC 23.

ENCOUNTER 8

Baz and Zath: Male Kobold Clr10; CR 10; Small Humanoid (Dragonblood, Reptilian); HD 10d8+30; hp 83; Init +0; Spd 20 ft/x3; AC 20 (+8 armor, +1 size, +1 natural), touch 11, flat-footed 20; Base Atk +7; Grapple +3;

Full Atk +8/+3 melee (1d4;20/x2, Shortspear);

SA&SQ Spontaneous Casting (inflict), Restricted Spells, Rebuke Undead(Su);

AL CE; SV Fort +8, Ref +3, Will +10; Str 10(+0), Dex 10(+0), Con 12(+1), Int 10(+0), Wis 16(+3), Cha 12(+1);

Skills and Feats: Concentration +12, Heal +7, Knowledge (religion) +5, Spellcraft +8. Augment Healing, Extra Turning, Quicken Spell, Divine Metamagic (Quicken Spell) - 1 quicken.

Spells Prepared (6/6/6/5/4/3; base DC = 13 + spell level): 0—[create water, cure minor wounds (3), mending, resistance(2)]; 1st—[entropic shield*, cure light wounds (2), divine favor, magic weapon, shield of faith]; 2nd—[aid*, bear's endurance, cure moderate wounds, shield other, silence, spiritual weapon]; 3rd—[protection from energy*, cure serious wounds, dispel magic, insignia of healing†, searing light]; 4th—[confusion*, cure critical wounds, divine power, recitation†]; 5th—[break enchantment*, flamestrike, righteous might].

*Domain spell. † See Appendix 3. Deity [Kurtulmak]; Domains: [Luck (You have good fortune, useable once per day. When you use this ability, you may reroll any one roll that you have just made. You must abide by the new roll.); Trickery (Bluff, Disguise, and Hide have been added as class skills.)].

Possessions: full plate armor, silver holy symbol of Kurtulmak, spell component pouch (2), wooden holy symbol of Kurtulmak, shortspear, 2 gold 80 silver.

Power Up Suite: (Prepared – protection from energy, bear's endurance, entropic shield, shield of faith, divine favor, divine power, aid, righteous might).

Medium humanoid; hp 137; AC 25 (+8 armor, +4 deflection, +3 natural), touch 14, flat-footed 25; Base Atk +10; Grapple +15;

Full Atk +19/+14 melee (1d6+10; 20/x2, shortspear);

SQ 120 points of fire absorption; 20% miss chance ranged attacks; DR 3/good;

SV Fort +11, Ref +3, Will +10 (+11 vs fear); Str 20 (+5), Dex 10(+0), Con 18 (+4), Int 10(+0), Wis 16(+3), Cha 12(+1);

With Recitation:

AC 28 (+8 armor, +4 deflection, +3 natural, +3 luck), touch 17, flat-footed 28;

SV Fort +14, Ref +6, Will +13 (+14 vs fear); Str 20 (+5), Dex 10(+0), Con 18 (+4), Int 10(+0), Wis 16(+3), Cha 12(+1);

Sarnin: human male (Suel) Clr14; CR 14; male humanoid; HD 14d8+28; hp 105; Init +0; Spd 20 ft.; AC 26 (+11 armor, +5 shield), touch 10, flat-footed 26; Base Atk: +10; Grapple: +12;

Atk +15 melee (1d8+5, heavy mace +3) or +10 ranged (1d8/19-20, light crossbow);

Full Atk +15/+10 melee (1d8+5, heavy mace +3) or +10/+5 ranged (1d8/19-20, light crossbow);

SA rebuke undead;

AL N; SV Fort +11, Ref +6, Will +15; Str 14, Dex 10, Con 14, Int 12, Wis 22, Cha 12.

Skills and Feats: Bluff +15, Concentration +22, Diplomacy +10, Disguise +1 (+3 to act in character), Intimidate +3, Knowledge (Arcana) +6, Knowledge (History) +6, Knowledge (Religion) +6, Knowledge (the planes) +6, Listen +6, Sense Motive +1, Spellcraft +10; Extend Spell, Lightning Reflexes, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (concentration).

Turn Undead (Su): Sarnin can rebuke, command, or bolster undead. He can turn undead 4/day as a 14th level cleric.

Spells Prepared (6/8/8/6/6/5/5/3; base DC = 16 + spell level, channels negative energy): 0—[create water, cure minor wounds (2), detect magic, mending, ~~read magic~~]; 1st—[protection from good*, bane, bless, ~~comprehend languages~~, cure light wounds, divine favor, obscuring mist, shield of faith]; 2nd—[invisibility*, align weapon, cure moderate wounds, invisibility, lesser restoration, silence, sound burst, spiritual weapon]; 3rd—[~~nondetection~~*, bestow curse (2), cure serious wounds, dispel magic, invisibility purge]; 4th—[confusion*, ~~extended magic vestment~~

(~~2~~), divine power, freedom of movement, ~~spell immunity~~ (enervation, fireball, ray of enfeeblement)]; 5th—[quickened protection from good*, ~~extended freedom of movement, extended greater magic weapon~~, quickened divine favor, righteous might]; 6th—[mislead*, harm, heal, ice flowers†, word of recall]. *Domain spell. † See Appendix 3.

Deity: Syrul; **Domains:** Evil (cast evil spells at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Heavy mace, light crossbow with 20 bolts, full plate, heavy steel shield, *periapt of wisdom* +2, *strand of prayer beads, lesser*, backpack, silver holy symbol of Syrul, wooden holy symbol of Syrul, spell component pouch, traveler's clothes, waterskin, 14 gold 80 silver.

Precast: Greater Magic Weapon. Magic Vestment (2). Freedom of Movement. Nondetection. Spell immunity (enervation, fireball, ray of enfeeblement)

Power Up Suite: (Prepared – shield of faith, divine favor, righteous might, divine power, bless).

Large humanoid; hp 133; AC 31 (+11 armor, +5 shield, +4 deflection, +2 natural, -1 size), touch 13, flat-footed 31; Base Atk +14; Grapple: +25;

Full Atk +27/+22/+18 melee (2d6+13, heavy mace +3) or +18 ranged (2d6+5; 19-20, light crossbow);

SQ DR 6/good

SV Fort +12, Ref +6, Will +15; Str 24 (+7), Dex 10, Con 16, Int 12, Wis 22, Cha 12.

With Recitation:

AC 33 (+11 armor, +5 shield, +4 deflection, +2 natural, +2 luck, -1 size), touch 15, flat-footed 33;

SV Fort +14, Ref +8, Will +17; Str 24, Dex 10, Con 16, Int 12, Wis 22, Cha 12.

APPENDIX 2 – SUMMONED CREATURES

SUMMON MONSTER I

Fiendish Monstrous Scorpion, Small: CR 1/2; Small Magical Beast; HD 1d8+2; **hp 6; Init +0; Spd** 30 ft.; **AC** 14 (+1 size, +3 natural), touch 11, flat-footed 14; Base Atk +0; Grp -4;

Atk Claw +1 melee (1d3-1);

Full Atk 2 claws +1 melee (1d3-1) and sting -4 melee (1d3-1 plus poison);

SA Constrict 1d3-1, improved grab, poison, smite good; **SQ** Darkvision 60 ft., tremorsense 60 ft., vermin traits, Darkvision 60 ft, resistance to cold 5 and fire 5,SR 6;

AL NE; **SV Fort +4, Ref +0, Will +0;** Str 9, Dex 10, Con 14, Int -, Wis 10, Cha 2

Skills and Feats: Climb +3, Hide +8, Spot +4. Weapon Finesse

Constrict(Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab(Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison(Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion's size, as follows. The save DCs are Constitution- based. For DC 12, 1d2 Con initial and secondary.

Smite Good(Su): Once per day a fiendish creature can make a normal melee attack to deal +1 extra damage against a good foe.

SUMMON MONSTER I - AUGMENTED

Fiendish Monstrous Scorpion, Small: CR 1/2; Small Magical Beast; HD 1d8+4; **hp 8; Init +0; Spd** 30 ft.; **AC** 14 (+1 size, +3 natural), touch 11, flat-footed 14; Base Atk +0; Grp -2;

Atk Claw +3 melee (1d3+1);

Full Atk 2 claws +3 melee (1d3+1) and sting -2 melee (1d3+1 plus poison);

SA Constrict 1d3+1, improved grab, poison, smite good; **SQ** Darkvision 60 ft., tremorsense 60 ft., vermin traits, Darkvision 60 ft, resistance to cold 5 and fire 5,SR 6; **AL** NE; **SV Fort +6, Ref +0, Will +0;** Str 13, Dex 10, Con 18, Int -, Wis 10, Cha 2

Skills and Feats: Climb +5, Hide +8, Spot +4. Weapon Finesse.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion's size, as follows. The save DCs are Constitution- based. For small: DC 14, 1d2 Con initial and secondary.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +1 extra damage against a good foe.

SUMMON MONSTER II - AUGMENTED

Fiendish Monstrous Scorpion, Medium: CR 1; Medium Magical Beast; HD 2d8+4; **hp 12; Init +0; Spd** 40 ft.; **AC** 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +4;

Atk Claw +4 melee (1d4+3);

Full Atk 2 claws +4 melee (1d4+3) and sting -1 melee (1d4+1 plus poison);

SA Constrict 1d4+3, improved grab, poison, smite good; **SQ** Darkvision 60 ft., tremorsense 60 ft., vermin traits, Darkvision 60 ft, resistance to cold 5 and fire 5,SR 7;

AL NE; **SV Fort +5, Ref +0, Will +0;** Str 13, Dex 10, Con 14, Int -, Wis 10, Cha 2

Skills: Climb +5, Hide +4, Spot +4.

Constrict(Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab(Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison(Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion's size, as follows. The save DCs are Constitution- based. For DC 15, 1d3 Con initial and secondary

Smite Good(Su): Once per day a fiendish creature can make a normal melee attack to deal +2 extra damage against a good foe.

SUMMON MONSTER III - AUGMENTED

Fiendish Dire Weasel: CR 2; Medium Magical Beast; HD 3d8+6; **hp 19; Init +4; Spd** 40 ft.; **Space/Reach** 5 ft./5 ft.; **AC** 16 (+4 Dex, +2 natural), touch 14, flat-footed 12; Base Atk +2; Grp +6;

Atk Bite +8 melee (1d6+5); **Full Atk** Bite +8 melee (1d6+5);

SA Attach, blood drain, smite good; **SQ** Low-light vision, scent, Darkvision 60 ft, resistance to cold 5 and fire 5,SR 8;

AL LE; **SV Fort +5, Ref +7, Will +4**; Str 18, Dex 19, Con 14, Int 2, Wis 12, Cha 11

Skills and Feats: Hide +8, Listen +3, Move Silently +8, Spot +5. Alertness, Stealthy, Weapon Finesse.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +3 extra damage against a good foe.

SUMMON MONSTER IV - AUGMENTED

Fiendish Monstrous Spider, Large: CR 3; Large Magical Beast; HD 4d8+12; **hp 33; Init +3; Spd** 30 ft., climb 20 ft.; **Space/Reach** 10 ft./5 ft.; **AC** 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11; Base Atk +3; Grp +11;

Atk Bite +6 melee (1d8+5 plus poison);

Full Atk Bite +6 melee (1d8+5 plus poison);

SA Poison, web, smite good; **SQ** Darkvision 60 ft., tremorsense 60 ft., vermin traits, Darkvision 60 ft, resistance to cold 5 and fire 5, Dr 5/magic, SR 9;

AL CE; SV Fort +5, Ref +4, Will +1; Str 19, Dex 17, Con 16, Int -, Wis 10, Cha 2

Skills: Climb +11, Hide +3*, Jump +2*, Spot +4*

Poison (Ex): A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. Fort DC 15, 1d6 Str initial and secondary.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. Web-spinners often create sheets of sticky webbing from 5 to 60 feet square,

depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/-. A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web. Escape DC 15; Break DC 19; HP 12

Smite Good(Su): Once per day a fiendish creature can make a normal melee attack to deal +4 extra damage against a good foe.

SUMMON MONSTER V - AUGMENTED

Fiendish Monstrous Scorpion, Large: CR 4; Large Magical Beast; HD 5d8+20; **hp 42; Init +0; Spd** 50 ft.; **Space/Reach** 10 ft./5 ft.; **AC** 16 (-1 size, +7 natural), touch 9, flat-footed 16; Base Atk +3; Grp +11;

Atk Claw +8 melee (1d6+6);

Full Atk 2 claws +8 melee (1d6+6) and sting +3 melee (1d6+3 plus poison);

SA Constrict 1d6+6, improved grab, poison, smite good; **SQ** Darkvision 60 ft., tremorsense 60 ft., vermin traits, Darkvision 60 ft, resistance to cold 5 and fire 5, DR 5/magic, SR 10;

AL NE; SV Fort +8, Ref +1, Will +1; Str 23, Dex 10, Con 18, Int -, Wis 10, Cha 2.

Skills: Climb +10, Hide +0, Spot +4

Constrict(Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion's size, as follows. The save DCs are Constitution-based. Fort DC 16, 1d4 Con initial and secondary.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +5 extra damage against a good foe.

APPENDIX 3 – NEW RULES ITEMS

NEW SPELLS

Arc of Lightning

Reference: *Spell Compendium*, page 15.

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Blast of Flame

Reference: *Spell Compendium*, page 31.

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Blast of Force

Reference: *Spell Compendium*, page 31.

Evocation [Force]

Level: Force 3, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. A *blast of force* deals 1d6 points of damage per two caster levels (maximum 5d6). In

addition, a successful hit forces the subject to make a Fortitude save or be knocked prone (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

Defenestrating Sphere

Reference: *Spell Compendium*, page 62.

Evocation [Air]

Level: Sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10ft./level)

Effect: 2-ft.-radius sphere

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

When you cast this spell, you create a violently swirling sphere of air. As a move action, you can make the sphere travel up to 30 feet per round and strike a creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of its winds. In addition, Medium or smaller creatures must succeed on a Fortitude save or be knocked prone. Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8X10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal. If a window is within range, the subject is automatically thrown in that direction.

If some obstacle prevents the subject creature from reaching the expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20-foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground.

The sphere can affect a maximum of one creature or object per round and winks out if it exceeds the spell range.

Focus: A gray pearl worth at least 100 gp.

Fireburst

Reference: *Spell Compendium*, page 93.

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material component: A bit of sulfur.

Expeditious Retreat, Swift

Reference: *Spell Compendium*, page 85.

Transmutation

Level: Bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Duration: 1 round

This spell functions like *expeditious retreat* (PH 228), except as noted above.

Ice Flowers

Reference: *Spell Compendium*, page 119.

Transmutation [Cold]

Level: Cleric 6, druid 5

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This spell causes moisture in the ground at a point you designate to freeze into a mound of solid ice covered by a layer of soil, which bursts violently through the surface. This flings dangerous ice shards and small stones throughout the area, turning the surface of the ground in the spell's area into dense rubble (DMG 90). The shards and stones deal 1d6 points of damage per caster level (maximum 15d6). Half the damage is cold damage. The origin point of the spell must be on the ground. This spell has no effect in desert terrain or on solid stone.

Ice Knife

Reference: *Spell Compendium*, page 119.

Conjuration (Creation) [Cold]

Level: Assassin 2, sorcerer/wizard 2

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40ft./level)

Effect: one icy missile

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex half; see text

Spell Resistance: Yes

You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage and 2 points of Dexterity damage (a successful Fortitude save negates the Dexterity damage). Creatures that have immunity to cold also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see *Missing with a Thrown Weapon*, PH 158, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area (Reflex half).

Material component: A drop of water or piece of ice.

Insignia of Alarm

Reference: *Races of Destiny*, page 166.

Abjuration

Level: Bard 2, cleric 2, paladin 2

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 400 ft. + 40 ft./level spread, centered on you

Target: All wearers of special insignia within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell alerts all wearers of a specific insignia (see below) within range. Such creatures hear a single mental "ping" (as the alarm spell, page 197 of the *Player's Handbook*) when this spell is cast.

This spell requires significant preparation.

Before using this spell you must forge specially crafted insignias. These can be crafted in the form of amulets, badges, rings, or any similar object, but each one must bear the same logo, crest, or symbol. Each insignia costs 10 gp. Militias, guilds, or churches within a city use this spell to call all its members together.

Focus: A specially prepared insignia (see above).

Insignia of Healing

Reference: *Races of Destiny*, page 166.

Conjuration (Healing)

Level: Bard 3, cleric 3

Components: V, S, F

Casting Time: 1 standard action

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

This spell works just like insignia of alarm except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds.

Any undead creature can apply spell resistance and attempt a Will save to take half damage.

Orb of Acid

Reference: *Spell Compendium*, page 150.

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4

Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Orb of Cold

Reference: *Spell Compendium*, page 151.

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 4
Effect: One orb of cold

This spell functions like *orb of acid*, except that it deals cold damage. In addition, a creature struck by an *orb of cold* must make a Fortitude save or be blinded for 1 round instead of being sickened.

Recitation

Reference: *Spell Compendium*, page 170

Conjuration (Creation)
Level: Cleric 4, Purification 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies. The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

NEW FEATS

Augment Healing [General]

Reference: *Complete Divine*, page 79.

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

Divine Metamagic [Divine]

Reference: *Complete Divine*, page 80.

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a holy smite he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Mobile Spellcasting

Your focused concentration allows you to move while casting a spell.

Prerequisite: Concentration 8 ranks.

Benefit: You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively. You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25 + spell level.

Swarmfighting

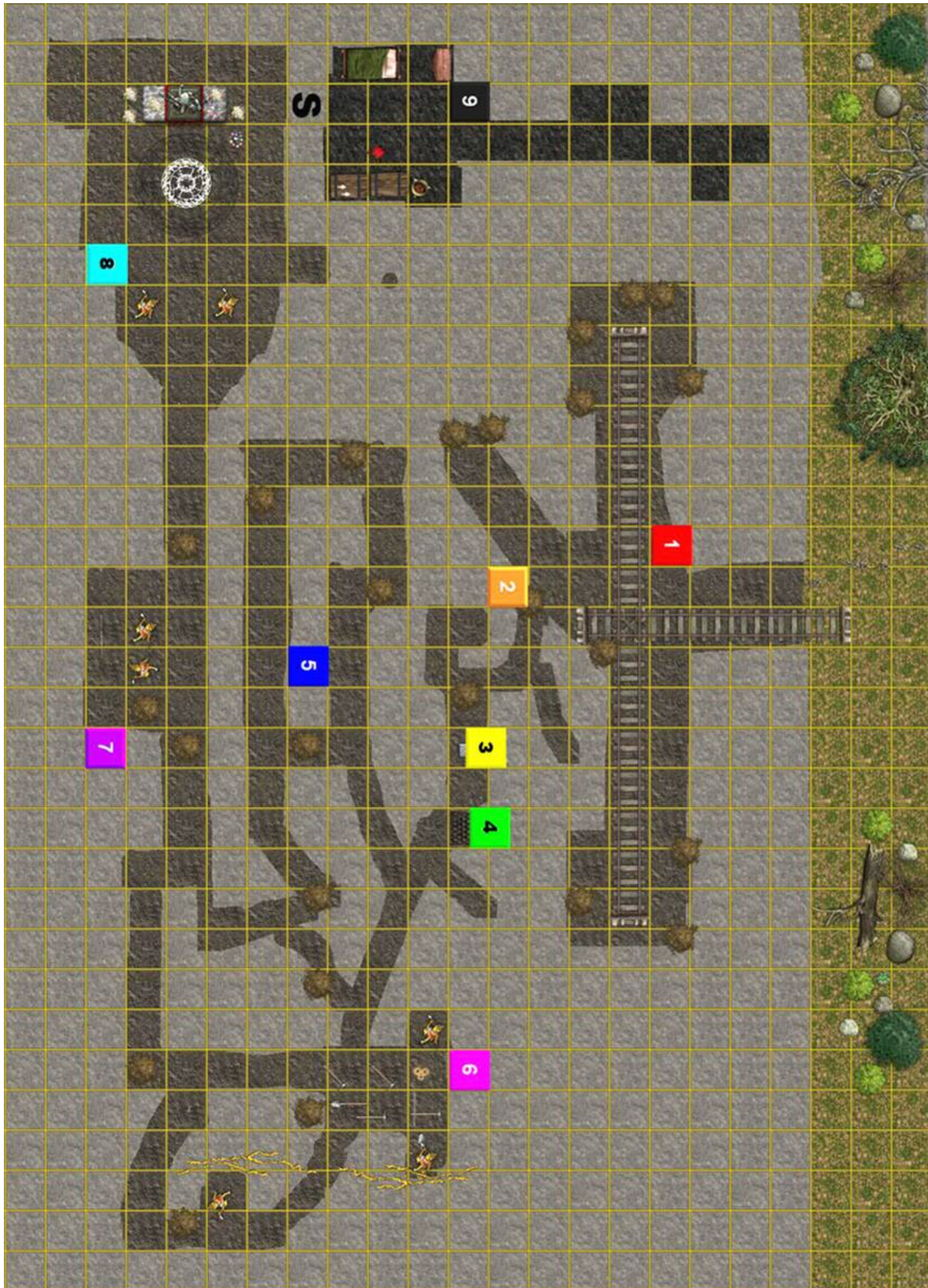
Reference: *Complete Warrior*, page 105.

You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

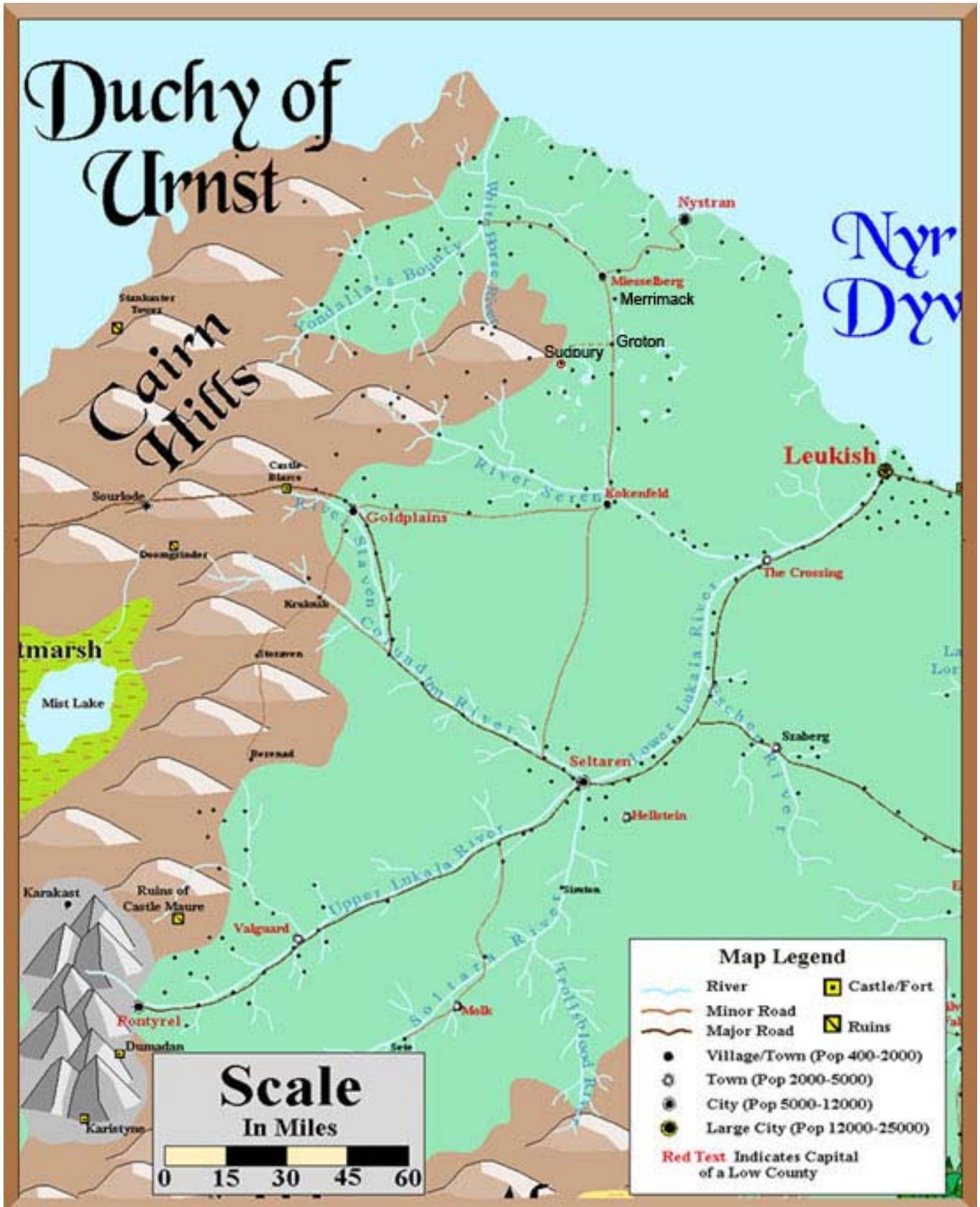
Prerequisites: Small size, Dex 13, base attack bonus +1.

Benefit: You can occupy the same 5-foot square in combat with any other allied Small creature that also possesses the Swarmfighting feat at no penalty. When you engage a Medium or larger creature in melee, and at least one other ally with the Swarmfighting feat threatens the target, you gain a +1 morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

DM MAP 1 – THE KOBOLD MINES



PLAYER HANDOUT 1 – THE WESTERN DUCHY



PLAYER HANDOUT 2 – SUDBURY’S VILLAGE SQUARE

