

NMR4-03

Open Market

A One-Round D&D LIVING GREYHAWK[®]

Nyrond and Her Environs Metaregional Adventure

Version 1.1

by Glyn Dewey

Trade in rare and powerful items—some of them magical—is a fact of life in Greyhawk. In the course of their violent—and often brief—lives, adventurers come into contact with a lot of them. Once they have found these items, there is another challenge: Selling them. A Living Greyhawk Nyrond and Her Environs Metaregional adventure set in the Theocracy of the Pale for APLs 2-14.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's*

Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

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

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

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

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

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

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

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

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Nyrond and Her Environs Metaregion. Characters native to the County of Urnst, the Duchy of Urnst, the Theocracy of the Pale, or the Kingdom of Nyrond pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until

the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

Several days ago, the PCs defeated a wicked foe and acquired a few magical items including a powerful flail. Markets being what they are, they were unable to immediately find a buyer willing to pay their price.

As the module begins, they put out word hoping that someone somewhere wants to buy their loot from them. This word comes to Morgan Baerth (LN male human Exp6/Ari4) of the Baerth Trading Company in Hawkburgh who does, in fact, know of such a buyer.

That buyer is Lord Brogan Astartes (LE Male human Ftr8/Ari4) of Nyrond. Recently, Lord Astartes found himself in hot water. A foolish Nyrondese follower of the Archpaladin challenged him to a duel. No more than a

week after accepting the duel, a bandit with more courage than common sense sundered his primary weapon. There is not enough time to repair the enhancements upon it before the duel so he has set out to seek another flail—one that he hopes will enable him to prevail in the duel. Contacting Morgan Baerth, he has made a very generous offer on the magical flail in order to make sure that he gets it swiftly and has traveled to Hawkburch to negotiate and inspect the goods himself. As Lord Astartes left for Hawkburch, Morgan dispatched an agent to find the PCs in Hatherleigh.

Unknown to all of these people there is someone who wants to ensure that the negotiations do not go smoothly. Elspeth D'Chagnac (CG female human Rog/Clr (Tritherion)) has always hated tyrants. She has also hated Brogan Astartes since he cheated her betrothed of his rightful inheritance a decade ago and then he killed him in a duel. Following Lord Astartes into the Pale, she learned of his difficulties and has resolved to add to them. She hopes that, with luck and a little help from her, Brogan Astartes will lose his honor and hopefully his life in the duel with the Nyrondeuse knight.

Adventure Summary

Immediate Troubleshooting

It is possible that a PC may immediately hear the properties of the flail and exclaim "I want that!" It is even possible that said PC might have the money to buy it. It is still reasonable for the PCs to investigate other options and find out what price the flail can command on the open market.

Encounter One: A Typical Sale

The PCs get a sense of the typical way that inexpensive magical items are sold when Eiyenmai Inorien and her cleric companion show up to buy the first magic item of their loot: cloak of resistance.

Encounter Two: A Generous Offer

Days pass, and just when the PCs begin to wonder if anyone will ever want to buy their magic flail, a messenger from Morgan Baerth arrives, and tells them that he has found a well-heeled buyer for the flail. He invites the PCs come to his compound outside of Hawkburch within a week and negotiate a deal.

The PCs may wish to investigate Morgan's reputation before they leave, in which case they will find that he has a sterling reputation.

Encounter Three: Riding Herd

On the road to Hawkburch—a day out of Hatherleigh—the PCs encounter a group of Pale Riders herding several thousand head of cattle to market in Hatherleigh. These

cattle block the road ahead and the PCs will have a few moments to interact with the riders before their danger becomes apparent.

Encounter Four: Cause and Effect

A chimera appears panicking the cattle and causing them to stampede over the PCs.

After avoiding the stampede, the PCs may decide to take on the cause of the stampede—a powerful chimera driven from its home in the Nutherwood. (Low APL parties will be able to leave it alone without losing XP since it is not interested in killing them but rather in eating the cattle it killed).

Encounter Five: A Typical Pale Day

Freezing rain hampers the PCs' progress toward Hawkburch.

Encounter Six: An Offer You Can't Refuse

The PCs meet Lord Astartes and Morgan and are offered much more gold than they could otherwise get for the item. The only catch is that Morgan requires a short delay for any deal he brokers to give him time to verify that the funds are real and that the item is exactly as promised.

Note to Judges: If the PCs refuse the offer, Lord Astartes will hire some less than reputable adventurers from Nyronde to attempt to steal the flail from the PCs. Elspeth will warn the PCs of this and, if their reason for refusing is an insight into Lord Astartes' character, will give them her favor even though she did not persuade them to refuse Lord Astartes' offer. If the PCs simply wish some more time to make up their minds, Lord Astartes is willing to wait until morning for their decision.

Encounter Seven: Too Good to be True

Elspeth lies her way into the compound to warn the PCs that Lord Astartes is a bad man and that the PCs should not trade with him. The PCs are likely to question her and may discover that she is a priestess of Tritherion, the god of vengeance.

Note to Judges: There are several ways the adventure could progress from here:

Encounter Eight-One: Breaking and Entry

This encounter should only be offered at APL 8+.

If the PCs have already signed the contract, but agree with Elspeth and want to abrogate the deal then Elspeth suggests that they break into Morgan's strongbox and swap Lord Astartes' letters of Marque (his payment) with forgeries. She predicts that Morgan will call off the deal when he detects the forgeries. Lord Astartes will be imprisoned for counterfeiting. Thus preventing

retribution on the PCs and pleasing Elspeth to no end. Elspeth will help by providing a distraction.

Encounter Eight-Two: Breach of Contract

If the PCs have already signed the contract but agree with Elspeth and choose to abrogate the contract directly, Lord Astartes will be very angry. Normally, he would challenge such oathbreakers to a duel, but owing to his weaponless state, he will hire thieves to steal the flail instead.

Morgan will also be displeased but can be mollified if the PCs persuasively explain how they came to their decision.

Encounter Eight-Three A: The Deal Stands

If the PCs express their intention to go ahead with the deal anyway, Elspeth will be angry and it won't take a very high Sense Motive check to tell that she intends to stop the sale herself through underhanded means.

The PCs may or may not warn Morgan and Lord Astartes about impending trouble, but they will still have to help apprehend Elspeth when she attempts to sneak into the compound to steal the flail.

Encounter Eight-Three B: Calling the Guard

The PCs go to the Hawkburgh church militant or a similar organization and get them to arrest Elspeth. (While Elspeth has not actually committed a crime, she is a priestess of Tritherion (a heathen god of vengeance and chaos) and the church militant does not need much of an excuse to hold her for a few weeks "for questioning.") She will ultimately be acquitted but not before the deal is consummated. More practically minded PCs may simply call for Morgan's guards to take away the intruder.

Making an enemy of a priestess of Tritherion, however, is risky business; after the sale goes down the PCs will be visited by some called celestials (number and levels depend upon the APL) intent upon punishing the PCs for their (at least according to Elspeth and Tritherion) ill-gotten gains.

At higher APLs, the PCs will be asked to bring Elspeth in since the church militant doesn't have anyone skilled enough to do so available at a moment's notice.

Conclusion

There are many ways this could pan out. If the PCs were caught helping Elspeth switch the letters of Marque, they will face legal consequences and Morgan Baerth will refuse to trade with them. Similarly, if the PCs abrogate their contract, Morgan Baerth may refuse to deal with them in the future as well.

If they refuse to sell the weapon to Lord Astartes, Elspeth will be grateful and will offer the services of a

friend of hers who will happily help heroes who serve good rather than coin by enhancing their weapons or items.

If the PCs switch the letters of Marque without being caught, Lord Astartes will be blamed for fraud and the PCs will gain the favor of Elspeth's friend. Morgan will apologize for the deal falling through and will offer to broker other deals for them to make up for it.

If the PCs do not abrogate the contract, or patch up their differences with Morgan after reneging on the contract, and are not caught in any illegal activities, they have made a valuable contact in Morgan Baerth. He will be willing to broker deals for them to buy many magic items he knows about (and thus the gain quite a bit of access although his contacts change regularly, so most of them will be frequency: adventure). If their actions result in Elspeth's captivity, however, they will earn the Enmity of Elspeth's Friends.

Introduction

Please read or paraphrase the following:

Yesterday, you killed a man. He should have known better than to attack you because you handily overcame him and pried his flail and other possessions from his cold, dead hands. That is how you find yourself at the north gate of Hatherleigh in the Theocracy of the Pale with a magic flail and a magic cloak in your possession.

Now is a good time to pause and ask players to give a brief physical description of their characters.

Once in Hatherleigh, you are able to get your two magic items identified without much difficulty. For the standard fee of 250gp per item, a member of the Pale's Arcanist Guild identifies your flail and cloak, places arcane marks upon them, and provides notarized certificates of identification detailing their magical properties. Such certificates let your buyers know that your goods are really what you say they are, and the arcane marks ensure that the certificates refer to the particular items. Without the certificates and corresponding marks, you would have trouble making the sale. Now the only challenge is actually selling them.

The Guild arcanist determines that the cloak is:

- +1 cloak of resistance (all APLs)

While the flail is:

- **APL 2-6:** +1 elf-bane heavy flail
- **APL 8:** +1 adamantine elf-bane heavy flail
- **APL 10:** +1 vicious elf-bane cold iron heavy flail
- **APL 12:** +2 vicious elf-bane adamantine heavy flail

- **APL 14:** +2 vicious elf-bane heavy flail of wounding

Immediate Troubleshooting:

It is possible that a PC may immediately hear the properties of the flail and exclaim “I want that!” It’s even possible that said PC might have the money to buy it. It is still reasonable for the PCs to investigate other options and find out what price the flail can command on the open market.

Note to the Judge: The 500gp spent on identifying the two items in box text should be considered a paper transaction. It is subtracted from sale prices later in the module and need not be noted on the PCs Adventure Records.

This amount is more than an identify spell would normally cost for several reasons. First, adventurers typically want multiple items identified at once and the apprentice often does not have enough spell slots available and has to use scrolls. Second, he also has to place an arcane mark on the item so that it can be matched to mark on the certificate. Third, he has to fill out the certificate and pay a notary. Finally, he knows the value of his certificate. Without it, or with a certificate written by someone without a reputation for honesty (even if the reputation is the Guild’s rather than his personally), very few people would be willing to spend thousands of gold pieces on an item the seller *claimed* was magic).

Encounter One: A Typical Sale

You have sold items before and know how to let the right people know what you have to sell. It turns out that word of a low order cloak of resistance generates some notice among the well-to-do. A young lady of the urban patriciate turned up to examine it yesterday. Helena Phillippe looked at it, heard your price, sniffed, and left muttering something about finding a cloak that would go with her summer dresses.

As luck or Pholtus would have it, today you have another shot at making the sale. A pretty elven woman dressed in a Prelatal Army cloak and a simple white tunic over a chain shirt greets you as you breakfast in the common room. A tonsured young man in the robes of a Pholtan acolyte follows her into the room as she speaks: “Hello [Insert PC name with highest gather info score here], my name is Eiyenmei; I’ve heard you’re selling a cloak.”

☞ **Eiyenmai Inorien:** Female elf Ftr4; hp 28; see Appendix One.

The PCs can barter with Eiyenmei; she will spend some time examining the certificate of identification and will ask the young priest (Lamek) to verify its enhancement. She will then offer 900 gold glories for the cloak. The PCs will probably haggle, and can talk her up

to 1100 gold glories. Either role play this briefly, or resolve it as a Sense Motive vs. Eiyenmei’s Bluff (the offer), a Bluff vs. Eiyenmei’s Sense Motive (the PC’s counteroffer), and an opposed Diplomacy check (negotiations). One success yields a price of 950 glories, two successes yields a price of 1050 glories, and three successes yields a price of 1100 glories. Three failures give Eiyenmei the cloak for 900 glories.

After all is said and done, the PCs will get about 500 gp out of the deal . . . once they figure in paying 250gp for the notarized certificate of identification, a few gold pieces to spread the word to potential buyers, the cost of the inn, and about 200gp for the Theocrat’s Fifth (collected by the priest), they will have about 500gp in profit.

Treasure

All APLs: L: 0 gp; C: 83 gp; M: 0 gp

Encounter Two: A Generous Offer

A few days pass and still nobody has inquired about the flail. It is certainly a powerful weapon—and quite a valuable one. But both of those factors work against selling it. It is not a popular weapon in this part of Oerth—and is made less popular by its association with the tyranny of Hextor. And, apparently, most people in this area who are able to afford such a weapon either already have one or have no interest in these particular enhancements. Or maybe they are waiting for you to get desperate and unload the weapon at a discount.

Well, that is how it appeared until this afternoon. As you eat your afternoon meal, a middle-aged man swathed in a greatcloak steps into the tavern. He pauses for a moment and looks around the room as he stamps his feet and hangs his cloak on a peg before walking to the bartender. A few muttered questions and answers later, he turns towards you and, reaching under his green and white tabard, pulls out a letter. “I’ve a message for you from Morgan Baerth of the Baerth Trading Company.”

☞ **Hans the messenger:** Male Human Com 3.

Provide the players with a copy of **Player Handout #1**. Morgan sent Hans to Hatherleigh primarily to deliver the message to the PCs. He does, however, have other business with some of Morgan’s other contacts, buyers, and sellers in Ogburg.

Hans is Morgan’s courier. He carries a stout mace and PCs looking outside will see a heavy crossbow hanging from his horse’s saddle. Hans can give the PCs more precise directions to Morgan’s villa south of Hawkburgh. If the PCs ask Hans nicely, he’ll give them the names of some famous personages who do business with Morgan. One of these is Bahira—a powerful and reputable wizard of the Arcanist Guild who has been honored by the Theocrat himself—who once bought

some spell components from him (though, due to recent events in the Pale, she does not remember much of her past and will not be able to tell them anything).

A Gather Information or Knowledge (Local-NMR) skill check will also give the PCs the following information:

- **DC 10:** (asking at the offices of the Pale Patrol or Church Militant) Morgan Baerth is not wanted for any crimes against the Theocracy.
- **DC 10:** The Baerth Trading Company is located near Hawkburgh and the Nyronese border.
- **DC 10:** Morgan has a reputation for absolute honesty. Well-to-do people like to deal through him because he takes all the necessary precautions to ensure that there is no deception on either side and he provides good security for both the goods and the payments. A Certificate of Identification from the Arcanist's Guild might be good enough for a thousand gold piece item but you want a little more assurance than the word of an apprentice when you're spending thirty-six thousand gold pieces on a cloak—and Morgan is the man to see if you want to deal in rare and valuable items (magical or not).
- **DC 14:** Morgan has a private villa to the south of Hawkburgh.
- **DC 16:** Many merchants find it advantageous in terms of taxes and regulations to have their main compound outside the city and maintain only a small office in the city proper.
- **DC 18:** Morgan places a very high value on honesty and etiquette.
- **DC 20:** Morgan has a number of contacts in the higher echelons of the Pale's adventuring society and has been known to use them to recover goods stolen from him.
- **DC 25:** Morgan's security is enhanced by his numerous powerful contacts. A few years ago, rumor has it that a thief stole a crystal ball he was brokering for one of the masters of the Arcanist Guild. Two days later, in Oldred, a building was consumed by fire. For almost a week after that, there were no thefts in Oldred and crime took a month to get back to normal. Most thieves know not to mess with Morgan Baerth.

Bardic Knowledge will also reveal:

- **DC 15:** Morgan is a wealthy man and has a villa south of Hawkburgh but is not an avid patron of the arts.
- **DC 15:** Morgan is known to deal in rare and valuable items both magical and mundane.

- **DC 25:** Morgan has a number of contacts in the higher echelons of the Pale's adventuring society and has been known to use them to recover goods stolen from him. A few years ago, rumor has it that a thief stole a crystal ball he was brokering for one of the masters of the Arcanist Guild. Two days later, in Oldred, a building was consumed by fire. For almost a week after that, there were no thefts in Oldred and crime took a month to get back to normal.

Characters who are members of the Pale Arcanist Guild or the Church of the One True Path meta-orgs get a +2 circumstance bonus to these rolls due to Morgan's extensive dealings with the Arcanist Guild and the Church. Characters who paid for high or luxury lifestyle may also apply their bonuses to the knowledge check. If the characters decide to go to Hawkburgh before gathering information, it will be slightly easier and they get an additional +2 Circumstance bonus on Gather Information checks.

Encounter Three: Riding Herd

The following text assumes that the PCs are using ordinary means to respond to Lord Astartes' offer, if they choose to Wind Walk, Shadow Walk, Teleport, or use other unconventional means of travel, refer to Appendix Nine: Troubleshooting and adapt this encounter as needed.

Use the "Stampede" map from Judge Map B for this Encounter and Encounter Four.

The first half of the day of travel passes by uneventfully. The cold autumn wind whips your clothes around you and though the bright sun does not warm you, no clouds block its rays. The road is wide and well maintained and you pass by farmers, merchants, an army patrol, and a small band of pilgrims on their way to Wintershiven. It is not until late in the day that you encounter difficulty. The road to Hawkburgh bends around a rocky outcropping, atop which stands a clump of great trees standing amid the landscape like the remnants of an ancient wood in now-tamed land. A stone bridge wide enough for one cart crosses a gully that issues forth from the outcropping and divides the fields to the north of the road. Unfortunately at this narrow point, the road is far from empty.

A dust cloud obscures your vision to the south as well as the distance ahead as a great herd of curve horned cattle trudge toward you along the road from the south. Rangy men on swift horses ride in and out of the herd, now and again circling back to collect an errant steer that is straying from the herd. Immediately ahead of you, a short, stocky man with a scarred face sits astride a sturdy piebald horse watching over the cattle. A whip hangs at his side and a curved bow is at his saddlehorn.

 **Chulga the Lame:** Male Human Rgr4/Exp6

☛ **Pale Riders** (12): Male Human War 1/Exp 2

☛ **Cattle** (Bison): 2000

Trail-boss Chulga is leading this drive from Newtown in Nyronde to the Eltison market via Hatherleigh. As far as he's concerned, the PCs are just going to have to wait for his herd to get onto the road and then ride through them or go east and find another way across the gully. Even if he wanted to, his herd is half way onto the road and it would take more time to turn around than to finish. Of course, if the PCs don't demand that he get his cattle out of their way, he'll be willing to have a friendly chat with them. If asked why the Pale Riders are herding Nyronde cattle, he'll explain that since they're going to a Pale market, they have to use Palish drovers to get them there.

☛ **Development:** Allow the PCs a short time to chat with Chulga before allowing a Spot check (DC 35 will notice the Chimera through the dust before the cattle do; it is diving out of the clouds toward the back of the herd; DC 20 will notice the herd beginning to panic and buy the PCs a surprise action before the herd begins to stampede).

Encounter Four: Cause and Effect

If the PCs fail their spot check to see the chimera (see the Development section of Encounter 3), they will have no warning of the following events.

Effect:

Suddenly, the chill air is filled with the bellowing of cattle and the herd turns in a sea of twisting horns and begins running. The shouts of the riders mingle with the bellowing of the herd as panicked animals begin to run every which way.

"Pholtus' Staff!" exclaims Chulga as his horse springs forward racing to match speed with the herd. "A Chimera!"

The herd is stampeding. Chulga is a cautious sort and his fellow riders follow his lead, attempting to head off and gain control of the herd before it crushes too many travelers in the mad rush to escape the chimera.

APL 2 (EL 4)

☛ **Stampeding Cattle:** CR 4; organic; location trigger; no reset; Reflex save (DC 18) half; (1d12/round trample); Multiple targets; Init +0; Handle Animal (DC 30)

☛ **Bison** (2000); see MM 269-270

Tactics: Since the cattle spread out as they charge, no more than 5 cattle will trample over any particular character in one round, meaning that characters will take 1d12 points of damage (Ref half, (DC 18)). Because only a fraction of the herd is ahead of the PCs (hundreds more

stampede towards the south and southeast), the stampede will last for 3 rounds before all of the cattle have passed the PCs position.

APL 4-14 (EL 6)

☛ **Stampeding Cattle:** CR 6; organic; location trigger; no reset; Reflex save (DC 18) half; (2d12/round trample); Multiple targets (all characters within a 30 foot path); Init +0; Handle Animal (DC 30)]

☛ **Bison** (2000); see MM 269-270

Tactics: The cattle are more closely packed together at APL 4+ and ten of them will trample over any particular character in one round, meaning that such characters will take 2d12 points of damage (Ref ½, (DC 18)). Because only a fraction of the herd is ahead of the PCs (hundreds more stampede towards the south and southeast), the stampede will last for 3 rounds before all of the cattle have passed the PCs position.

The cattle are double moving at 80 feet so a fast character might be able to keep pace with them and avoid being trampled. Even slower characters will often be able to keep pace by running. (Characters who run will need to maintain their run for two minutes until they are either able to find a safe place or Chulga and the Pale Riders get the herd under control; see PHB 144 for rules on extended running). Characters who choose to move towards the bridge in the stampede will find it more challenging to evade the cattle (-2 penalty to the reflex save) but will be able to avoid the stampede if they reach any square that (1) is not in front of the bridge and (2) would not be in the area of a cone starting at one of the bridge's corners. Characters could also avoid being trampled by flying, moving behind a rock, moving into a rope trick, using dimension door to reach safety, creating a convincing illusion (the cattle have a will save of +1) of a solid object to hide behind, or even jumping onto the cows' backs and riding them (effectively this is a DC 30 ride check to quick mount the cattle (including +5 for riding without a saddle and an additional +5 ad-hoc Circumstance modifier for riding an untrained, panicked animal not normally used as a mount) and a DC 15 ride check to remain seated on the cattle (including the above Circumstance modifiers); a character might also mount the cattle with a successful grapple check against the cows' grapple check of 11 (Grapple 13, -2 for their frightened condition)). Characters may also attempt to calm the cattle around them with a DC 20 wild empathy check (with a -10 penalty to make a hurried check in one round rather than one minute). A handle animal check would allow the PCs to calm an animal as well (treat it as pushing an animal). However, one check is insufficient to stop the herd (technically, it would effect only a single animal) so ten successful checks will be necessary in order to stop the stampede. (This is what Chulga and the Pale Riders are attempting). A *calm animals* spell will not be effective in stopping the stampede since the presence of a hungry predator (like a chimera) will break the spell.

There is a four foot tall drystone wall separating the pastures to the north of the road from the road. Every hundred feet or so, it is pierced with a stile.

Climbing over the fence requires a DC 12 climb check (give characters who are significantly taller than the wall a +2 circumstance bonus to the climb). (Climbing over a stile is DC 0). Jumping over it requires a DC 16 jump check. A character who attempts an untrained Jump check will land prone unless he or she beats the DC by five or more. A mounted character's mount will clear the wall with a DC 16 jump or ride check (whichever is better) but must succeed in a DC 15 ride check or fall off his mount as it leaps, taking at least 1d6 points of damage. (50% chance of landing on either side of the wall).

Cause:

As the dust clears, you can see a massive three-headed form standing athwart the bridge. Its giant wings are stretched out wide; their occasional beating stirs up small whirlwinds of dry leaves, dust, and pebbles. A sinister substance drips from the tooth of its green-scaled draconic head and sizzles as it strikes the stone. A lion's head tears a strip of flesh off of the smoking body of a dead steer. The goat's head reaches over and gulps down the flesh still hanging out the side of the lion mouth.

APL 2-6 (EL 7)

➤ **Chimera:** hp 77; see *Monster Manual* page 191.

APL 8 (EL 10)

➤ **Advanced Anarchic Chimera:** hp 121; see *Appendix Five*.

APL 10 (EL 12)

➤ **Advanced Anarchic Chimera:** hp 204; see *Appendix Six*.

APL 12 (EL 14)

➤ **Advanced Anarchic Chimera:** hp 236; see *Appendix Seven*.

APL 14 (EL 16)

➤ **Advanced Anarchic Chimera:** hp 283; see *Appendix Eight*.

APL 2 and 4 parties ought to avoid this encounter. The chimera has its meal and will not pursue them. If they seem about to attack it, one of the riders will yell to them "leave it be! It's beyond any of our skill." If the party insists on taking it on anyway, the chimera will be more than happy to eat them.

If the chimera wins, it will arbitrarily grab the character most responsible for the debacle in one mouth, grab cows in two other mouths, and fly off to devour his kills in peace. Chulga will stabilize any characters who are still alive two rounds after the chimera leaves.

➤ **Development:** If the PCs defeat the chimera, Chulga and the Pale Riders are suitably impressed and will tell the story in a dozen taverns on the way to Eltison. The PCs receive the favor of Chulga the Lame.

The rest of the day will pass uneventfully but the next day will be unpleasantly cold.

Encounter Five: A Typical Pale Day

On the next day, a chill wind is blowing, scattering leaves from the across the road. The sky clouds over and occasional drizzle dampens the dust of the road. That night temperatures drop precipitously and, when you wake, you find a thin crust of ice on the surface of a farmer's well and clouds loom ominously on the horizon. It was fortunate that you found shelter.

A DC 15 Survival check will tell the PCs that the temperature is likely to drop to nearly freezing levels today. It is also likely to rain sporadically. (For every five points they succeed by, they can predict the weather one more day in advance—the cold snap will last three days).

All APLs (EL 4)

➤ **Freezing Rain:** Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate. An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description). A character under the effects of Endure Elements will suffer no ill effects.

The area is sparsely populated and characters who are beginning to freeze to death will most likely be able find a farmer or rancher willing to let them share his fire for a few hours with a DC 10 Diplomacy check. Farm in this area are three to six miles apart. Characters who stop to speak with locals will be told something to the effect of "Well, this weather's likely to last out the rest of the week, so you'd best get used to it."

➤ **Development:** In the unusual event that the PCs actually fail to reach Morgan's villa in a week, Lord Astartes tires of waiting and leaves. The adventure is over and the PCs will have to sell the flail at less than its value.

Encounter Six: An Offer You Can't Refuse

At long last you find the trail described in Morgan's letter. White quartz gravel lines a path between two verdant hills leading back under the shadow of the Gamboge. You follow it for several hours and then the path ends abruptly. A massive, dark foggy mass utterly impenetrable to vision and darkvision hovers before you. Outside it, a wooden sign surrounded by a small flowerbed reads, "House Baerth Trading Company."

A DC 25 Spellcraft check can identify the mass as the effects of a *Mordenkeinen's private sanctum* spell.

At the PCs' approach, a guard steps out of the fog and asks their names. He will then summon another guard to take care of the PCs' animals and escort the PCs into the villa proper. Once inside, he will ask the PCs how many rooms they will need and show the PCs to the guest rooms on the first floor and invite them to make themselves comfortable. Inside the rooms, they will find clean robes, hot water (for bathing) and dry towels. Before he leaves, he will make sure to give them **Player Handout #2** which lists Morgan Baerth's standard terms and conditions of brokered sales.

After the PCs have a chance to rest and refresh themselves, Morgan will send a servant to invite them to take supper with him.

The sitting room upstairs is richly appointed. Ornate carvings line the pillars and the ceiling and the light refracts through crystals hanging from a massive candelabra in the center of the room and bounces off the gold leaf covering the walls. Overstuffed chairs covered in burgundy velvet dot the room and, a choice array of meats, cheeses, wine, and breads adorns a carved darkwood table. Two men rise to greet you.

The first is a tall, thin man with thinning hair. An ermine cape and golden circlet complete a costume of slashed velvet. He introduces himself as Morgan Baerth. "Before I go any further," he says, "I must warn you that this room has been consecrated to Pholtus. Should you speak any lie, I shall discern it—and you will be able to likewise discern any falsehood I or my other guest might speak. As the True Path says, true words profit a man much."

"Of course, I should introduce my other guest. This is Lord Astartes of Nyronnd, the lord who is interested in purchasing your flail."

Lord Astartes is a short, powerfully built man with reddish brown hair and an elegantly parted beard. His clothes are cut simply but are richly embroidered and he wears a mantle of argentvorax fur.

☞ **Brogan Astartes:** Male human Ftr8/Ari4; hp 86; see Appendix One.

☞ **Morgan Baerth:** Male human Exp6/Ari4; hp 57; see Appendix One.

What the PCs already may know about Lord Astartes:

Knowledge (Local-NMR):

- **DC 19:** The Astartes family is an old Aerdi family—they were never very important but their line goes back to the early days of the Great Kingdom.
- **DC 24:** Brogan Astartes is the current head of his family and has a minor fief in western Nyronnd—mostly in the Duchy of Woodwych.
- **DC 29:** Lord Astartes is reputed to be a harsh ruler and he levies heavy taxes upon his subjects.

Knowledge (Nobility and Royalty):

- **DC 15:** The Astartes family is an old Aerdi family—they were never very important but their line goes back to the early days of the Great Kingdom.
- **DC 20:** Brogan Astartes is the current head of his family and has a minor fief in western Nyronnd—mostly in the Duchy of Woodwych.
- **DC 25:** Lord Astartes is reputed to be a harsh ruler and he levies heavy taxes upon his subjects.
- **DC 26:** Lord Astartes' inheritance of his fief was initially disputed by his older cousin, but the dispute was (for some reason—perhaps bribes) initially ruled in his favor. It was decisively settled later, when he killed that cousin in a duel.
- **DC 28:** Lord Astartes' cousin was betrothed to Elspeth D'Chagnac, a young noble woman from a nearby family.
- **DC 30:** Lord Astartes' loyalty to the king is questioned in the church of Heironeous and he's been rumored to meet with some unsavory people.

Bardic Knowledge:

- **DC 15:** The Astartes family is an old Aerdi family—they were never very important but their line goes back to the early days of the Great Kingdom.
- **DC 20:** Brogan Astartes is the current head of his family and has a minor fief in western Nyronnd—mostly in the Duchy of Woodwych.
- **DC 25:** Lord Astartes' inheritance of his fief was initially disputed by his older cousin but the dispute was (for some reason—perhaps bribes) initially ruled in his favor. The dispute was

decisively settled when he killed that cousin in a duel.

- **DC 26:** Lord Astartes' cousin was betrothed to Elspeth D'Chagnac, a young noble woman from a nearby family.
- **DC 32:** The bard who first composed the song about Brogan's theft of the Astartes estate was tried for treason and executed shortly after composing it. Some people suspect that Lord Astartes framed him.

They will make some small talk, asking the PCs about their journey and a few questions about their previous adventures. Then they'll get down to brass tacks.

After a bit of small talk, Morgan turns to the matter at hand: "Since this is the first time I have had the pleasure of doing a transaction with you, I should explain how my business works. I am a broker, an intermediary... a 'magic item matchmaker' if you will... and I like to think I am one of the best in the land.

"I do two main things: first, I make it my business to know talented individuals, such as yourselves, who uncover valuable rarities, as well as those people, such as Lord Astartes, who appreciate the value of your discoveries. I hope that today is the first of many mutually-beneficial transactions.

"I bring such parties together, whereupon I perform my second major service: I do whatever is within my power to help the parties negotiate in comfort and confidence. For example, I provide this villa for discreet discussions and before any transaction is completed, I bring in the best experts to verify that both the items and the payment are exactly what they are promised to be.

"In return I charge a standard fee of 25%. I also take care of all the governmental forms, and I collect and deposit the Theocrat's fifth.

"I hope that explains my services clearly—and I hope that today's opportunity is the start of a long and profitable relationship. Before we begin, do you have any questions? If not, Lord Astartes and I have a few questions:"

- Do the PCs' have the weapon?
- To the best of their knowledge, what are its qualities?
- By what right do the PCs claim to own the weapon?

The right of the victor to the spoils or something like that is a perfectly sufficient answer—if put that way, Lord Astartes might even respond "and that is the only secure right in this world"

The PCs will probably have some questions of their own. A few of them are answered below:

- **What are the terms of the sale?**

Lord Astartes—I'm offering 120% of the item's normal market value (varies by APL—10,000gp at APLs 2-6, 13,600gp at APL 8, 24,400gp at APL 10, 42,000gp at APL 12, and 87,000gp at APL 14) in letters of marque redeemable through the church of Zilchus in Nyronnd. (They're also worth their full value in most trade transactions in the Pale or Nyronnd too since everyone knows the Zilchans are good for their money).

Lord Astartes can be negotiated up to 125% (with successful opposed Bluff vs. Sense Motive, Sense Motive vs. Bluff, and opposed Diplomacy checks as in Encounter One) of the item's value but he really doesn't want to bargain. He's making an offer he knows to be generous up front because he wants to get the weapon and leave in the morning.

- **How will the verification process work?**

Morgan—once Lord Astartes and you agree upon a price, I will send a messenger to the Arcanist Guild in Hawkburgh to fetch a senior brother. When he arrives on the morrow, he shall attempt to *dispel magic* on both the letters and the flail to eliminate any magic that might have been placed there to deceive us. Then he will cast a spell he calls *analyze dweomer* upon the both of them to ensure that they are properly and accurately identified. I will also send for an expert in documents who will carefully examine the letters of marque to ensure that they are genuine. If both analyses match what we claim here tonight—and I am sure they will—I shall first collect my fee and taxes, then Lord Astartes can have the weapon that will save his honor, and you can have the money that you deserve.

The Arcanist Guild has taught me over years of collaboration that items to be analyzed must be prepared. In particular, they must be allowed to sit undisturbed for at least a day to allow any unnatural magical auras to fade.

So once you agree upon a price we will place both the weapon and the payment in a special strongbox I acquired just for this purpose. It is made from a strange green stone some acquaintances of mine found in the Tenh. The material makes it impervious to extra-planar or dimensional infiltration. This is in addition to magic provided by some of my previous clients to render it impervious to extra-planar or dimensional infiltration. It is hallowed by its proximity to my chapel so as to keep out any summoned creatures. Furthermore, I have been able to place some rather nasty traps on it and the area in order to deter theft. It is one of the most secure areas in the region, if I do say so myself.

Secondly, it is a measure to promote trust and cooperation. Since Lord Astartes' letters of marque are there, he has an interest in defending it against any thieves. With your flail there, you will also have a similar interest in defending it. That way both you and Lord Astartes can be assured that it is defended, not only by

my guards and me, but also by each other. Finally, in case there are any magicks upon either item that are intended to disguise their nature, this will give them a chance to wear off.

- **What will happen if either the flail or the money is stolen while in your custody?**

Morgan—in that unlikely event, I will offer temporary compensation until such a time as I can ensure the recovery of the weapon and the punishment of the criminals.

- **Why do you want the weapon?**

Lord Astartes—It is a bit of an embarrassing situation. A month ago, a matter of honor came between me and one of the King's (of Nyronnd) knights. He challenged me to a duel and I had no wish to refuse for he was clearly in the wrong. We agreed to duel with magical weapons of our choice until one of us yields on a date that is now two weeks away. Unfortunately, bandits assailed me on the road—the king is not very good at keeping the countryside safe—and one of them, a hulking ogre with more skill than sense, sundered my flail. Of course, I have had it repaired but have not been able to find a wizard or priest to restore its enchantments in time for the duel.

- **Why did the knight challenge you to a duel?**

Lord Astartes—That is a rather personal matter and I'd rather not discuss it. (That's the truth; the reason the paladin challenged him was that Brogan Astartes is a harsh ruler though he had to find a point of personal honor (which was rather easy, considering the "respect" Lord Astartes accords Heironeous) in order to have an excuse to challenge him.)

If pressed, Lord Astartes will explain that Sir Vendros did not think he gave adequate respect to the state religion and challenged him to a duel over some words that passed between them.

- **Who is this knight whom you are going to duel?**

Vendros Brightshield—a young acolyte of valor with more self-righteousness and honor than sense, respect, or tact.

A skill check (Knowledge: Local-NMR DC 25 or Knowledge: Nobility and Royalty DC 20 or Bardic lore DC 28; +2 circumstance bonus for Nyronndese characters and an additional +2 circumstance bonus for Knights of the Realm, Acolytes of Valor, members of the Nyronndese, Heironean clergy, or other appropriate Nyronnd metatars) will reveal that Vendros Brightshield is a skilled half-elf warrior devoted to Heironeous. Vendros is absolutely uncompromising and has earned more than a few enemies by standing up for what he sees as right. He is also quite traditional and was a vocal opponent of the ban on dueling.

- **Do you support Prince Sewardndt?**

I am loyal to the king of Nyronnd. If that doesn't satisfy the PCs, he will say, "I have had no connection with Prince Sewardndt since he betrayed the crown and were his envoys to arrive at my castle, I would have them executed for treason."

- **Where are your holdings?**

Most of them are in the Duchy of Woodwych.

- **Do you plan to use the flail against the Celadon Elves?**

I have no desire to start a war with the elves. And, if I did, my gold would be better spent hiring mercenaries. One flail, no matter how powerful could not equal the effect of another legion on the field—or even the effect of a moderately skilled wizard or two.

- **Are you a follower of Hextor?**

Lord Astartes—I honor all the gods of the Aerdi according to their areas of authority; the divine do not like to be denied their due.

If and when there is an agreement to sell the weapon, Morgan will fetch some legal documents that constitute a contract to sell the flail to Lord Astartes. (If the PCs decide not to sell it or that they want to wait to decide, Morgan will invite them to spend the night in the guest rooms and take up the matter again in the morning.) If the PCs wish to take more time to decide, Morgan will understand but he will ask to keep the flail in the strongbox anyway so that everyone can be sure that it hasn't been tampered with in the morning and so as to better guarantee its safety. Lord Astartes needs to close the deal as soon as possible and leaving the flail in Morgan's strongbox overnight will ensure that it has had adequate time for spell durations to expire so the entire transaction can be completed tomorrow.

Troubleshooting:

If the PCs refuse to give Morgan custody of the weapon, there will be no deal. No Diplomacy check or magic short of domination will convince him to budge on this issue. (Note that attempting to *dominate* Morgan would constitute a serious criminal act—treat it as a grave assault unless the Pale Triad releases legal code specifying the penalties for *domination*.) The PCs gain the Enmity of Morgan Baerth and are politely asked to leave. If they refuse, they are asked again by Morgan's guards. Go to Encounter Eight-Two.

If the PCs are egregiously rude to Morgan or Lord Astartes, the deal is off. The PCs gain the Enmity of Morgan Baerth and are politely asked to leave. If they refuse, they are asked again by Morgan's guards. Go to Encounter Eight-Two.

If the PCs are undecided about the deal and wish to keep the flail in their rooms while they consider it,

Morgan will suggest that, given the urgency of Lord Astartes situation, they might consider leaving it in his strongbox so that the waiting period can pass while they consider. If they don't like that idea, however, they are free to keep the flail themselves but he will ask them to remain downstairs and avoid the hallway near the strongbox as a sign of courtesy to Lord Astartes. He will also station two elite guards and a dog in the hallway all night and a veteran guard by the upstairs door. If the PCs then indicate to Elspeth that they intend to go through with the deal (see Encounter Seven), she and her thugs will sneak into their chambers rather than the strongbox to steal it. Use her thugs' full abilities and there is no automatic alert if the PCs don't set watches.

Encounter Seven: Too Good to Be True

When the PCs retire to their rooms, they will meet Elspeth. Elspeth has disguised herself as one of Morgan's servants.

☞ **Elspeth:** Female human Rog8/Clr4 (Tritherion): hp 79, see *Appendix One*.

- **Personality:** Elspeth is as driven as Lord Astartes or Morgan though in a different cause. Her cause is the furtherance of her peculiar sense of justice and she will sacrifice anything in order to see it done. She is kind and courteous to those she does not know, generous to friends and those who do good, and relentless in her pursuit of villains.
- **Description:** Elspeth is an attractive blonde woman of average height and lithe build. She dresses to fit the occasion and will initially meet the PCs wearing the neat but plain uniform of one of Morgan's maids. If she attempts to break into the Baerth compound, she will replace that with close-fitting darkened studded leather armor suitable for hiding.
- **Motivation and Goals:** Elspeth wants to ensure that Lord Astartes pays for the way he rules his holdings with an iron fist. The PCs and the paladin who challenged Lord Astartes seem to be good tools toward that end. She has a personal stake in Lord Astartes' downfall as well: she was once betrothed to the former heir of Lord Astartes' fief—a man who first lost his inheritance to Lord Astartes' corrupt political maneuverings and then lost his life when he attempted to duel Lord Astartes. Note that she doesn't just want Lord Astartes dead; she wants him dishonored as well. His defeat in the duel would demonstrate him to be unjust and an accusation of fraud or forgery would stain his honor.

She will be rather cautious, she wants to speak to them about their current business, but isn't certain that they aren't being spied upon, so she will ask the PCs to go on a walk with her outside the villa. The judge should adapt the following summary of her arguments to fit the PCs' appearance and/or reputation (she may well have heard of the PCs with her knowledge of the Nyronnd Metaregion). She will appeal to the patriotism of Nyronndese, the honor of Heironeans, the intolerance of Pholtans for evil, the sense of justice of characters committed to good, etc.

On the walk, she will attempt to convince the PCs not to sell the flail to Lord Astartes. He's a villain; a selfish, corrupt ruler who abuses his position as the protector of his people to prey upon them. It's even said that he has a shrine to Hextor in his home. He wants the weapon to ensure that he prevails in his duel with Vendros Brightshield, a half-elven Acolyte of Valor who challenged him to a duel over some of his remarks about Heironeous.

She understands that it will be difficult to find another buyer for the flail but, really, it would be better to destroy it and forgo the treasure than to allow it to be put to evil use. (And really, what other kind of use is there for an elf-bane flail?)

After talking to Elspeth for a while, a character who succeeds at a Sense Motive check (DC 23) will get the idea that Elspeth probably won't take "no" for an answer; she'll do whatever is in her power to stop Lord Astartes from getting the flail.

- **You're not really one of Morgan's staff; how did you get in here?**

It's quite simple really. I told the guards at the gate I was visiting my cousin and then quickly changed into a servant's uniform and lied my way past the guards at the door and the servants in the kitchen. If you're a good liar, it's not that hard to do.

- **If you're such a good liar, how can we trust you?**

Well, you're clearly suspicious already and that makes it hard for me to put one over on you. And, I imagine you've met the Lord Astartes so you have some idea of the kind of man he is. Still, I understand your concern. Perhaps you have some truth magic that you'd like to use.

- **Isn't dueling illegal in Nyronnd?**

Well, yes, but it only recently became illegal and Lord Astartes observes the old customs—as does Vendros Brightshield. And nobody is really going to stop them—after all, Lord Astartes is the one responsible for enforcing the King's edicts on his own land.

- **Why didn't she contact the PCs before they went in?**

She found out about the flail and about Lord Astartes' interest in it a little over two weeks ago. She knew that Morgan had sent a letter to the PCs by a fast horse messenger but didn't know where it was going. She's been hiding out by Morgan's villa for a bit over a week now and has seen a couple groups of adventurers go there to buy, sell, and trade items. She stopped the first one to talk about the flail, only to find that they didn't have it. Then Lord Astartes arrived with a gang of thugs he must have hired in Nyron (the Crimson Blade). He heard what she was doing and they've been hunting for her. She only just managed to evade them long enough to slip into the villa and disguise herself as a servant. After that, she had to bluff her way into the house to get to speak with them. She can't stay too long or she'll be caught; Morgan wouldn't like people sneaking into his villa

- **Why don't you confront Lord Astartes yourself?**

It wouldn't do any good. I'm no match for him in a duel and justice wouldn't be served if I killed him like an assassin. Anyway, proper vengeance must stain his honor so that everyone will know him for what he is—that's more important than seeing him dead.

- **How do you know that Lord Astartes' replacement will be a more just ruler than he is?**

Lord Astartes has no heir so the king would appoint his replacement. King Lynwerd is a good man and would likewise appoint a just man to rule in Lord Astartes' stead.

- **Why don't you come upstairs and meet with Lord Astartes and we can match your words against his where we can all detect lies?**

Lord Astartes would invent some excuse not to come and Morgan would kick me out of his house for lying my way in—if I'm lucky. If not, Morgan might have his guards subdue me and send me to a New Dawn Camp. (Elspeth's been guilty of theft in the past, Lord Astartes knows it, and if there is one group of people Morgan hates, it is thieves).

- **Why doesn't she help the PCs break in and steal the flail?**

She'll distract the guards for a few minutes when they would normally make their regular patrol of the upstairs.

• **Development:** If, upon learning of Lord Astartes' villainy, or having it confirmed, the PCs decide to renege on their contract and refuse to sell Lord Astartes the flail, go to Encounter Eight-Two: Breach of Contract.

If the characters never committed to selling Lord Astartes the flail in the first place, use an adapted version of Encounter Eight-Two: Breach of Contract.

If the characters decide to go ahead and sell Lord Astartes the flail anyway, go to Encounter Eight-Three: The Deal Stands.

If the characters run to get Lord Astartes' guards to turn Elspeth in as a thief and a trespasser, go to Encounter Eight-Three: The Deal Stands.

• **High APL Bonus Option:** At APL 8 and above, Elspeth will suggest to a party that seems like it might be receptive and capable (i.e., a party that has a rogue) that if they could sneak into Morgan's treasure room and replace Lord Astartes' letters of marque with forgeries (and then destroy the originals so that they couldn't be located with magic), then Morgan would nullify any contract and turn Lord Astartes over to the Palish authorities for fraud. Lord Astartes certainly deserves it.

• **Development:** If the characters choose to try stealing Lord Astartes' letters of marque and replacing them with Elspeth's fakes, go to Encounter Eight-One: Breaking and Entry.

Encounter Eight-One: Breaking and Entry

If the PCs decide to follow Elspeth's APL 8 and higher only advice and break into the vault to plant false letters of marque and steal then destroy the real ones, they will have to defeat the precautions Morgan has taken in order to prevent such events.

If, at any point, the PCs are discovered and the alarm is raised, all of the guards will respond. Refer to Encounter Eight-Three for details upon how they are likely to react.

All APLs (EL 13)

Note: EL adjusted due to initial non-lethal tactics

• **House Baerth Novice Guards (4):** hp 9 each; see *Appendix One*.

• **Wardogs (2):** hp 13 each; see *Monster Manual* page 272 (Riding Dog).

• **House Baerth Guards (4):** hp 18 each; see *Appendix One*.

• **House Baerth Fighters (4):** hp 40 each; see *Appendix One*.

• **Taren Takis:** Male human Ftr9; see *Appendix One*.

• **Morgan Baerth:** Male human Exp6/Ari4; hp 57; see *Appendix One*.

• **Brogan Astartes:** Male human Ftr8/Ari 4; hp 86; see *Appendix One*.

The courtyard and the area around the house are lit by heightened (level 4) continual flame torches and patrolled by a pair of guards with a dog.

All APLs (EL 4)

🐾 **House Baerth Novice Guard (1):** hp 9; see *Appendix One*.

🐾 **House Baerth Guard (1):** hp 18; see *Appendix One*.

🐾 **Wardog (1):** hp 13; see *Monster Manual* page 272 (Riding Dog).

The hallways are patrolled by a pair of guards with a dog every fifteen minutes to half an hour. One House Baerth Novice Guard, one House Baerth Guard and one wardog patrol the halls. If the PCs asked Elspeth to help them, she will distract these guards by striking up a conversation with them about 15 when they are due to go back inside. This will extend the time the PCs have to get into and out of the chamber by 5 minutes.

All APLs (EL 4)

🐾 **House Baerth Novice Guard (1):** hp 9; see *Appendix One*.

🐾 **House Baerth Guard (1):** hp 18; see *Appendix One*.

🐾 **Wardog (1):** hp 13; see *Monster Manual* page 272 (Riding Dog).

The hallway next to the Treasure Chamber, Morgan Baerth's bedroom, and the Treasure Chamber itself are all affected by a permanent *dimensional lock* spell (caster level 16).

The entry to House Baerth's Treasure chamber locked (DC 40), *arcane locked* (caster level 5), *alarmed* (by Morgan—caster level 4 mental alarm version when the door is opened), and trapped:

APL 8 (EL 10)

🔪 **Whirling Poisoned Blades:** CR 10; mechanical; touch trigger; automatic reset; hidden lock bypass (search (DC 35), open lock (DC 40)); Atk +18 melee (1d4+4/19-20 plus poison, dagger); poison (dragon bile, Fortitude save (DC 26 resists), 3d6 str/o); multiple targets (all targets within the hallway); Search (DC 30); Disable Device (DC 30).

APL 10 (EL 12)

🔪 **Whirling Poisoned Blades:** CR 12; mechanical; touch trigger; automatic reset; hidden lock bypass (search (DC 37), open lock (DC 40)); Atk +22 melee (1d4+4/19-20 plus poison, dagger); poison (dragon bile, Fortitude save (DC 26 resists), 3d6 str/o); multiple targets (all targets within the hallway); Search (DC 32); Disable Device (DC 32).

APL 12 (EL 14)

🔪 **Whirling Poisoned Blades:** CR 14; mechanical; touch trigger; automatic reset; hidden lock bypass (search (DC 37), open lock (DC 40)); Atk +22 melee (1d4+4/19-20 plus poison, dagger); poison (dragon bile, Fortitude save (DC 26 resists), 3d6 str/o); multiple

targets (all targets within the hallway); Search (DC 34); Disable Device (DC 34).

APL 14 (EL 16)

🔪 **Whirling Poisoned Blades:** CR 16; mechanical; touch trigger; automatic reset; hidden lock bypass (search (DC 39), open lock (DC 40)); Atk +22/+22 melee (1d4+4/19-20 plus poison, dagger); poison (dragon bile, Fortitude save (DC 26 resists), 3d6 str/o); multiple targets (all targets within the hallway); Search (DC 34); Disable Device (DC 34)

The green etherstone strongbox containing Brogan Astartes' letters of marque is also locked (DC 40), Arcane Locked (caster level 8) and trapped:

APL 8 (EL 10)

🔪 **Forcecage and Summon Monster VIII trap:** CR 10; magic device; touch trigger; automatic reset; multiple traps (one *forcecage* trap and one *summon monster VIII* trap that summons a Celestial dire bear); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VIII*, 15th-level wizard, Celestial Dire Bear); Search DC 32; Disable Device DC 32.

APL 10 (EL 12)

🔪 **Forcecage, Energy Drain, and Summon Monster VIII trap:** CR 12; magic device; touch trigger; automatic reset; multiple traps (one *forcecage* trap, one *energy drain* trap, and one *summon monster VIII* trap that summons a Celestial dire bear); spell effect (*forcecage*, 13th-level wizard), spell effect (*energy drain*, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negate), spell effect (*summon monster VIII*, 15th-level wizard, Celestial Dire Bear); Search DC 34; Disable Device DC 34.

APL 12 (EL 15)

🔪 **Empowered Maximized Scorching Ray trap:** CR 15; magic device; touch trigger; automatic reset; spell 14th level caster, 3 rays at +7 ranged touch (24+(4d6)x0.5 fire each); Search DC 32; Disable Device DC 32.

APL 14 (EL 16)

🔪 **Multiple Power Word Kill, Blind, and Feeblemind trap:** CR 16; magic device; touch trigger; automatic reset; multiple traps, spell effects (*power word kill*, 17th-level wizard), effect (*power word blind*, 13th-level wizard), effect (*heightened feeblemind*, DC 20 will save negates, 13th-level wizard); multiple targets (up to 4 creatures in the treasure room); Search DC 34; Disable Device DC 34.

Morgan has also used scrolls to place mental alarms (caster level 4) on both the flail and the letters of marque.

🔪 **Development:** If the PCs attempt to keep Lord Astartes' letters of Marque, they will be discovered within a few days and will suffer all of the normal penalties for

fraud, breach of contract, and falsifying evidence of a fraud (which is the same as for fraud).

☛ **Development:** If the PCs are caught, they will face legal consequences as detailed in Appendix Ten - The Long Arm of the Law. If PCs are killed attempting to steal from Morgan, he will give them a decent burial (as per Pholtan custom) but will not hand over their bodies to be raised.

Treasure

None. PCs who stop to loot the bodies of their opponents will be likely caught.

Encounter Eight-Two: Breach of Contract

There are two ways of getting to this encounter:

1. Refusing to sell the flail to Lord Astartes.
2. Agreeing to sell the flail to Lord Astartes and then backing out of the deal.

If the PCs refuse to sell the flail to Lord Astartes, Lord Astartes will politely excuse himself to look for another flail elsewhere. Instead of doing so, however, he instructs the Crimson Blade to ambush the PCs on their way back from the villa and to take the flail from them. Morgan, on the other hand, will attempt to make some good come out of his contact with the PCs and will offer to broker some other deals with them while they are at his villa.

On the other hand, if the PCs decide to renege on the contract, Morgan will initially be rather upset and will insist that the PCs pay Lord Astartes and himself restitution equal to 25% of the value of the contract as stipulated by Pale law.

The PCs can calm him down and convince him to forgo restitution by making a case that they should not sell a powerful weapon to an evil man like Lord Astartes. This requires a DC 25 diplomacy check modified as follows: +2 if the character is an open follower of Pholtus; +4 if the character is a cleric of Pholtus; -2 if the character is a non-Pholtan cleric or invokes the name of a deity other than Pholtus; -4 if the character is a cleric of St. Cuthbert or a chaotic deity or invokes the name of such deities. (And, of course, you should assign a circumstance bonus for a player who presents his or her case well).

PCs who succeed at this check will gain access to Morgan's contacts despite having reneged on their contract to him. Morgan will also be willing to forgo the restitution to which he would otherwise be entitled. Note: If the PCs fail this check and are required to pay restitution, Morgan recognizes that they most likely do not have that kind of money on their persons and is willing to give the PCs a week or two to come up with the

money. The net effect of this is that the restitution is a paper transaction whereby $\frac{1}{4}$ the gp each PC would gain from selling the flail to Lord Astartes is deducted from the gp each PC gains from selling the flail at the reduced price.

If the PCs make this case to Morgan, Lord Astartes won't wait for them to finish. As an evil man who has offered sacrifices to Hextor in the past (even though he's not an exclusive follower of Hextor), he doesn't think the church of the One True Path will come down on his side—even in a breach of contract case. So he makes a polite excuse to avoid the proceedings and leaves to contact the Crimson Blade and instruct them to ambush the PCs on their way back to the main road.

In either case, Elspeth will be waiting just out of sight of Morgan's gates and will warn the PCs that she saw Lord Astartes riding into the forest this morning and that, when she followed him, she found him meeting with a group of adventurers known as the Crimson Blade—a group known for their questionable morality. If the PCs press Elspeth about accompanying them, she receives a *sending* from her friends in Nyronnd and has to leave on urgent business.

If the PCs set out into the forest in search of the Crimson Blade, they can find them in one day with a DC 15 Survival check. (The PCs will find them watching the road from the concealment of a copse of trees in the forest). Otherwise, the Crimson Blade will find the PCs on the road as they join the main road from Nyronnd to Hawkburgh. Use the "Crossroads" map for this encounter.

The Crimson Blade:

APL 2 (EL 4)

☛ **Hired Thugs (2):** hp 11 each; see Appendix Two.

☛ **Crimson Blade Leader:** hp 20; see Appendix Two.

☛ **Crimson Blade Cleric:** hp 8; see Appendix Two.

APL 4 (EL 6)

☛ **Hired Thugs (2):** hp 11 each; see Appendix Three.

☛ **Crimson Blade Leader:** hp 36; see Appendix Three.

☛ **Crimson Blade Cleric:** hp 17; see Appendix Three.

APL 6 (EL 8)

☛ **Hired Thugs (2):** hp 26 each; see Appendix Four.

☛ **Crimson Blade Leader:** hp 61; see Appendix Four.

☛ **Crimson Blade Cleric:** hp 38; see Appendix Four.

APL 8 (EL 10)

☛ **Hired Thugs (2):** hp 29 each; see Appendix Five.

☛ **Crimson Blade Bard:** hp 28; see Appendix Five.

➤ **Crimson Blade Leader:** hp 75; see *Appendix Five*.

➤ **Crimson Blade Cleric:** hp 38; see *Appendix Five*.

APL 10 (EL 12)

➤ **Hired Thugs (2):** hp 41 each; see *Appendix Six*.

➤ **Crimson Blade Bard:** hp 38; see *Appendix Six*.

➤ **Crimson Blade Leader:** hp 89; see *Appendix Six*.

➤ **Crimson Blade Cleric:** hp 45; see *Appendix Six*.

APL 12 (EL 14)

➤ **Hired Thugs (2):** hp 48; see *Appendix Seven*.

➤ **Crimson Blade Bards (2):** hp 45 each; see *Appendix Seven*.

➤ **Crimson Blade Leader:** hp 89; see *Appendix Seven*.

➤ **Crimson Blade Cleric:** hp 75; see *Appendix Seven*.

APL 14 (EL 16)

➤ **Hired Thugs (3):** hp 62 each; see *Appendix Eight*.

➤ **Crimson Blade Bards (2):** hp 45 each; see *Appendix Eight*.

➤ **Crimson Blade Leader:** hp 105; see *Appendix Eight*.

➤ **Crimson Blade Cleric:** hp 77; see *Appendix Eight*.

Tactics: All of these individuals have worked together before and they act in concert to defeat the PCs. The cleric will cast such hour/level and ten minute/level buffs as he has upon the leader first and himself second before attacking. The bards will sing and buff their allies or target enemies as appropriate. If they have silence, they may ready to disrupt PC spellcasting with it. If there are two bards (as at APL 12 and 14), one of them will always ready to disrupt PC spellcasting with silence unless the PCs do not appear to have any spellcasters.

At the Camp: If the PCs walk through the forest to find them, they will find them all armed but not particularly prepared in the camp area—except one who has climbed a tree near the camp and is watching the trail for the PCs. He makes Spot checks at -2 to notice any PCs sneaking up on him because he is focused on the trail.

On the Road: At APLs 2 and 4, the entire group remains by the area where the road to Morgan's villa meets the main road, jumping from the underbrush on the southern side of the trail like a posse in a Western movie when the PCs reach about 20-25 feet from them (the end of the turn in the trail). They demand the flail and react violently when it is not handed over immediately.

PCs may spot them earlier (20 feet before the turn in the road) with a spot check of DC 15 at APL 2 or 12 at APL 4. (Note that this is based on the villains' hide check penalties rather than scaling on the APL).

At APL 6 and above, the crimson blades' leader is keeping watch from the undergrowth at the top of the northern hill (spot check DC 27 to notice him). When he spots the PCs (which he will do unless the PCs take special care to hide as they travel back from Morgan's villa; if they do attempt to hide, see his stats for his spot check). When he spots the PCs, he will signal the hired thugs (and bards if present) who will move to the undergrowth on the southern side of the trail. The cleric will move to the top of the hill and cast spells upon himself and the leader as appropriate for their APL. (At higher APLs, he will have a number of long-duration spells precast). The leader will then conceal himself in the northeastern section of undergrowth and the cleric will conceal himself by lying prone a bit further up the hill behind a tree. The spot DC to notice the members of the Crimson Blade is (APL 6-23, APL 8-26, APL 10-27, APL 12-28, APL 14-28—note that the cleric will not take any action during the surprise round and will have to stand up in the first normal rounds so that he has line of sight to the PCs; he knows that he would be unable to hide effectively so he made sure that he couldn't be seen from the trail; unfortunately for him, it also meant that he couldn't see when the PCs arrived and take advantage of the ambush in the same way that his allies do).

If the Crimson Blade win, they will stabilize any PCs still alive with cure minor wounds spells or heal checks, strip them of their gear, and sell them into slavery in the North Kingdom. The PCs are assumed to escape 1d6+4 TUs later and may re-equip themselves with the charity of friends rule as per the LGCS.

Once the fight is over, clever PCs will be able to spot a clear trail (search or track DC 10) leading to their camp behind the northern hill.

In the camp, there are a few tents, a firepit, and some bedrolls and backpacks with rations. A single ornate chest with a red scimitar emblazoned on a brass panel that must hold all of their valuables.

Trapped Chest:

APL 2 (EL 4)

➤ **Poison Needle Trap:** CR 4; mechanical; touch trigger; manual reset; Atk +5 ranged touch (nitharit poison), Nitharit (contact DC 13, 0/3d6 con); Search DC 22; Disable Device DC 20.

APL 4 (EL 6)

➤ **Poison Needle Trap:** CR 6; mechanical; touch trigger; manual reset; Atk +7 ranged touch (nitharit poison), Nitharit (contact DC 13, 0/3d6 con); Search DC 25; Disable Device DC 22.

APL 6 (EL 8)

➤ **Poison Needle Trap:** CR 8; mechanical; touch trigger; manual reset; Atk +15 ranged (1 plus wyvern poison), wyvern poison (injury DC 17, 2d6 con/2d6 con); Search DC 26; Disable Device DC 24.

APL 8 (EL 10)

➤ **Poison Needle Trap:** CR 10; mechanical; touch trigger; manual reset; multiple traps; Atk +15 ranged (1 plus wyvern poison), wyvern poison (injury DC 17, 2d6 con/2d6 con) and +7 ranged touch (nitharit poison), Nitharit (contact DC 13, 0/3d6 con); Search DC 29; Disable Device DC 28.

APL 10 (EL 12)

➤ **Poison Needle Trap:** CR 12; mechanical; touch trigger; manual reset; Atk +7 ranged touch (black lotus extract), black lotus extract (contact DC 20, 3d6 con/3d6 con); Search DC 29; Disable Device DC 28.

APL 12 (EL 14)

➤ **Poison Needle Trap:** CR 14; mechanical; touch trigger; manual reset; Atk +7 ranged touch (black lotus extract), black lotus extract (contact DC 20, 3d6 con/3d6 con); Search DC 32; Disable Device DC 32.

APL 14 (EL 16)

➤ **Poison Needle Trap:** CR 14; mechanical; touch trigger; manual reset; multiple traps; Atk +7/+7 ranged touch (black lotus extract), black lotus extract (contact DC 20, 3d6 con/3d6 con); Search DC 34; Disable Device DC 34.

Inside the chest, the PCs will find a logbook detailing some of their nefarious activities in Nyron—extortion, highway robbery, etc—as well as the recent deaths of several members to licensed adventurers and the recruitment of replacements. They also reflect a standing offer from Lord Astartes to pay 125% of the normal market value for the flail that the PCs refused to sell him.

Treasure

APL 2: L: 58 gp; C: 0 gp; M: 8 gp (4 gp – *potion of cure light wounds*; 2 gp – *scroll of cure light wounds*; 2 gp – *scroll of bless*).

APL 4: L: 105 gp; C: 0 gp; M: 122 gp (83 gp – +1 *cloak of resistance*; 25 gp – *potion of cure moderate wounds*; 12 gp – *scroll of cure moderate wounds*; 12 gp – *potion of cure light wounds* (x3); 2 gp – *scroll of bless*).

APL 6: L: 309 gp; C: 0 gp; M: 228 gp (83 gp – +1 *cloak of resistance*; 62 gp – *potion of cure serious wounds*; 50 gp – *potion of cure moderate wounds* (x2); 31 gp – *scroll of cure serious wounds*; 2 gp – *scroll of bless*).

APL 8: L: 389 gp; C: 0 gp; M: 561 gp (333 gp – +2 *cloak of resistance*; 83 gp – +1 *cloak of resistance*; 62 gp – *potion of cure serious wounds*; 50 gp – *potion of cure moderate wounds* (x2); 31 gp – *scroll of cure serious wounds*; 2 gp – *scroll of bless*).

APL 10: L: 369 gp; C: 0 gp; M: 665 gp (333 gp – +2 *cloak of resistance*; 104 gp – +1 *chain shirt*; 83 gp – +1 *cloak of resistance*; 62 gp – *potion of cure serious wounds*; 50 gp – *potion of cure moderate wounds* (x2); 31 gp – *scroll of prayer*; 2 gp – *scroll of cure light wounds*).

APL 12: L: 429 gp; C: 0 gp; M: 1323 gp (386 gp – +1 *rapier* (x2); 333 gp – +2 *cloak of resistance*; 249 gp – +1 *cloak of resistance* (x3); 208 gp – +1 *chain shirt* (x2); 62 gp – *potion of cure serious wounds*; 62 gp – *scroll of haste* (x2); 50 gp – *potion of cure moderate wounds* (x2); 31 gp – *scroll of prayer*; 4 gp – *scroll of cure light wounds* (x2)).

APL 14: L: 394 gp; C: 500 gp; M: 2,188 gp (579 gp – +1 *rapier* (x3); 333 gp – +2 *cloak of resistance*; 249 gp – +1 *cloak of resistance* (x3); 312 gp – +1 *chain shirt* (x3); 194 gp – +1 *heavy flail*; 167 gp – *amulet of natural armor* (+1); 124 gp – *potion of cure serious wounds* (x2); 62 gp – *scroll of haste* (x2); 75 gp – *potion of cure moderate wounds* (x3); 58 gp – *scroll of cure critical wounds*; 31 gp – *scroll of prayer*; 4 gp – *scroll of cure light wounds* (x2)).

Encounter Eight-Three A: The Deal Stands

If the PCs decide to go through with the deal despite Elspeth's warning, but do not have Elspeth arrested by the Church militant or House Baerth guards, Elspeth will attempt to break into Morgan's villa and ruin the deal. Specifically, her plan is to replace the flail in the strongbox with the masterwork Nystul's Magical Aura flail that she has carried. If the PCs will deal with evil, she thinks they should not be rewarded for it.

If the PCs capture Elspeth or cause her to be captured, they will earn the Enmity of Elspeth's Friends on the Adventure Record.

If the PCs set up a watch, resolve it using normal opposed spot vs. hide rolls; Elspeth and/or her helpers will use bluff checks if necessary to create diversions to move by PCs. Elspeth and her allies climb over the wall by the garden and leave ropes there to facilitate a swift exit, enter the library through the garden door, sneak up the stairs and into the passageway. They will use their sleep poison bolts at low APLs. At higher APLs, they will have a silence spell active and will attempt to sap the PCs before an alarm can be raised. At all APLs, they will use additionally use spells in order to nonlethally take out any PCs standing in front of the doorway. They will then Take 20 searching the door to the treasure chamber, dispel the *alarm* spell and the *arcane lock*, Take 20 opening the lock, disarm the trap, and move into the treasure chamber. (They leave the door slightly ajar—this can be noticed with a DC 20 spot check if the PCs are patrolling). They then move to the strongbox, take 20 searching it, find the traps, disarm the magic trap, place the fake flail, and then set off the mental alarm by taking the flail.

At APLs 2 through 6, Elspeth keeps watch for her assistants and fights off the named NPCs while the PCs deal with the assistants. This may mean that her placement varies depending upon when the PCs interrupt her plot. Don't worry about it, her hide skill is good enough to evade detection at these APLs (as long as she rolls well and she is assumed to roll well).

If the PCs did not set any kind of watch, the following is a round by round breakdown of the default occurrences:

Round 1

- Elspeth closes the strongbox and moves into the hallway.
- Her allies move into the hallway; one retrieves a scroll of *hold portal*.
- Morgan wakes up, stands up, and pulls the alarm cord, ringing bells in the PCs rooms, Lord Astartes' room, and the guard chambers.

Round 2

- One of Elspeth's allies attempts to read the scroll of *hold portal* to lock Morgan's door. Elspeth and her allies move out of the hallway to the entry of Morgan's sitting room.
- Morgan draws his sword, and moves to his room's door.
- Lord Astartes stands up and calls his armor to him.
- Taren wakes up, stands up, and grabs his heavy poleaxe.
- The guards on patrol (2 novice guards and 2 normal House Baerth guards) open the front doors.
- Two House Baerth fighters stand up and move into the courtyard. (One was already standing and opened the door of the guard chamber).
- The off-duty guards (2 more Novice Guards, 2 normal House Baerth guards, 2 house Baerth fighters, wake up and grab their weapons)

Round 3

- Elspeth and her assistants move to the windows at the back of the sitting room.
- Morgan attempts to open his door and move out into the sitting room (and probably fails).
- Lord Astartes grabs his flail and moves to the end of his hallway (adjacent to the staircase)
- Taren opens his door and moves to the Eastern edge of the house.
- The guards at the entrance charge up the stairs and into the sitting room.
- The house Baerth fighters run into the entry hall.

- The off duty guards move and open the doors to the courtyard.

Round 4

- Elspeth and her assistants attempt a fighting withdrawal by jumping out of the sitting room windows.
- Morgan continues to attempt to open his door or joins the guards in attacking Elspeth and her allies.
- Lord Astartes moves into the sitting room.
- The on-duty guards move to attack Elspeth and her companions.
- The House Baerth Fighters move up the stairs and join the melee.
- Taren moves around behind the house to cut off Elspeth and her companions' escape.
- The off duty guards either run into the house and up the stairs or move around the house to aid Taren depending upon the situation.

Round 5

- Elspeth and her assistants attempt to escape by climbing over the wall in the back of the villa.
- Everyone else tries to stop them.

If the PCs choose not to interfere at all, one of her assistants is captured but Elspeth and the assistant carrying the flail will get away. If the PCs interfere, modify the above reactions to account for the PCs actions and to allow them to be the heroes who stop the thief with the flail.

Note: The ELs listed below have been reduced for nonlethal tactics and NPC assistance.

APL 2 (EL 4)

👉 **Hired Help:** hp 33; see *Appendix Two*.

👉 **Hired Assistant (2):** hp 13 each; see *Appendix Two*.

APL 4 (EL 7)

👉 **Hired Help (4):** hp 33 each; see *Appendix Three*.

APL 6 (EL 8)

👉 **Competent Hired Help (3):** hp 38 each; see *Appendix Four*.

APL 8 (EL 10)

👉 **Elspeth:** hp 79; see *Appendix One*.

👉 **Competent Hired Help (2):** hp 38 each; see *Appendix Five*.

APL 10 (EL 12)

➤ **Elspeth:** hp 79; see *Appendix One*.

➤ **Competent Hired Help (2):** hp 41 each; see *Appendix Six*.

APL 12 (EL 14)

➤ **Elspeth:** hp 79; see *Appendix One*.

➤ **Competent Hired Help (2):** hp 67 each; see *Appendix Seven*.

APL 14 (EL 16)

➤ **Elspeth:** hp 79; see *Appendix One*.

➤ **Extremely Competent Hired Help (2):** hp 93 each; see *Appendix Eight*.

Treasure

APL 2: L: 253 gp; C: 0 gp; M: 0 gp

APL 4: L: 326 gp; C: 0 gp; M: 0 gp

APL 6: L: 245 gp; C: 0 gp; M: 0 gp

APL 8: L: 245 gp; C: 0 gp; M: 924 gp (348 gp – +2 studded leather armor; 194 gp – +1 rapier; 126 gp – potion of cure serious wounds (x2); 98 gp – +1 buckler; 63 gp – scroll of dispel magic (x2); 50 gp – potion of invisibility (x2); 25 gp – potion of cure moderate wounds; 12 gp – scroll of silence; 8 gp – oil of bless weapon).

APL 10: L: 245 gp; C: 0 gp; M: 924 gp (348 gp – +2 studded leather armor; 194 gp – +1 rapier; 126 gp – potion of cure serious wounds (x2); 98 gp – +1 buckler; 63 gp – scroll of dispel magic (x2); 50 gp – potion of invisibility (x2); 25 gp – potion of cure moderate wounds; 12 gp – scroll of silence; 8 gp – oil of bless weapon).

APL 12: L: 245 gp; C: 0 gp; M: 924 gp (348 gp – +2 studded leather armor; 194 gp – +1 rapier; 126 gp – potion of cure serious wounds (x2); 98 gp – +1 buckler; 63 gp – scroll of dispel magic (x2); 50 gp – potion of invisibility (x2); 25 gp – potion of cure moderate wounds; 12 gp – scroll of silence; 8 gp – oil of bless weapon).

APL 14: L: 245 gp; C: 0 gp; M: 924 gp (348 gp – +2 studded leather armor; 194 gp – +1 rapier; 126 gp – potion of cure serious wounds (x2); 98 gp – +1 buckler; 63 gp – scroll of dispel magic (x2); 50 gp – potion of invisibility (x2); 25 gp – potion of cure moderate wounds; 12 gp – scroll of silence; 8 gp – oil of bless weapon).

Encounter Eight-Three B: Calling the Guard

If the PCs choose to stir up legal trouble for Elspeth (simply going to Hawkburgh and telling the church militant something to the effect that “there’s a cleric of Tritherion running around the woods near the Baerth villa and she seems like she might try to steal something

(you know how Tritherionites are)” would be sufficient to have her detained for “questioning” for a few weeks), Elspeth’s allies catch word of this and summon some planar creatures to take vengeance on the PCs for both hurting Elspeth and for giving an evil man an effective weapon. Similarly, if the PCs simply call for Morgan’s guards to subdue Elspeth, her allies summon celestials to take vengeance. In all such cases, the PCs earn the Enmity of Elspeth’s Friends.

At most APLs, the Celestials will only appear if the PCs have turned Elspeth over to the Palish authorities. They will strike when the PCs go to another merchant or a temple to cash in their letters of marque. Since this encounter is in a city, the battlefield will be a wide street with tall steps going up to the temple or merchant house where the PCs go to redeem their letters.

At APL 10+, parties which choose to stir up legal trouble for Elspeth are asked to bring her in to the church (all of their agents able to handle someone of such power are currently on assignment) and will have to face the foes from Encounter Eight-Three A. Then, a few days’ later, Elspeth’s allies find out what happened and summon planar creatures to take vengeance. When the PCs visit the temple of Zilchus to cash in their letters of marque is a good time for the celestials to strike.

They will stride confidently towards the PCs in fully buffed with these words: “You have been judged; because of your greed and misplaced honor, a good man will die and a good woman suffers in prison. Prepare to feel the Summoner’s wrath.” At APL 14, the Eladrin will teleport to the PCs’ location rather than walking but will introduce the encounter with the same words.

APL 2 (EL 5)

➤ **Aasmar Avenger Caster:** hp 24; see *Appendix Two*.

➤ **Aasmar Avenger Fighter:** hp 28; see *Appendix Two*.

APL 4 (EL 7)

➤ **Bralani Eladrin:** hp 45; see *Monster Manual* page 93 (equipped with masterwork weapons).

➤ **Aasmar Avenger Fighter:** hp 36; see *Appendix Three*.

APL 6 (EL 8)

➤ **Bralani Eladrin (2):** see *Monster Manual* page 93 (equipped with masterwork weapons).

APL 8 (EL 10)

➤ **Advanced Bralani Eladrin (2):** hp 104 each; see *Appendix Five*.

APL 10 (EL 12)

➤ **Advanced Bralani Eladrin Fighters (2):** hp 139 each; see *Appendix Six*.

APL 12 (EL 14)

➤ **Advanced Bralani Eladrin Fighters (2):** hp 139 each; see *Appendix Seven*.

➤ **Tritherionite Ghaele Eladrin:** hp 65; see *Appendix Seven*.

APL 14 (EL 16)

➤ **Ghaele Eladrin Cleric:** hp 97; see *Appendix Eight*.

➤ **Ghaele Eladrin Fighter:** hp 99; see *Appendix Eight*.

If the PCs immediately volunteer to hand over their ill-gotten gains, the celestials will accept the letters of marque and leave (giving the money to the poor and/or worthy NPCs in Nyronnd).

If the characters went through with the deal only because they had given their word and stopped Elspeth as she was trying to steal the flail, the outsiders will make a good faith attempt to avoid killing the PCs (i.e., if they don't have merciful weapons, they'll deal some nonlethal damage when they think they can get away with it and hope the PCs drop unconscious rather than dying). If, on the other hand, the PCs turned Elspeth over to the church militant so they could get their money, the outsiders will be out for blood. Tritherion is, after all, a god of vengeance and retribution. Either way, if the Celestials win, they will stabilize PCs who are still alive and bleeding out (using *Cure Minor Wounds* spells if available and heal checks or *Lay on Hands* if *Cure Minor Wounds* is not available, starting with good characters; lawful neutral characters will be the last ones stabilized and if they bleed out before the celestials get there, oh well). They will then take the money the party earned from the sale of the elf-bane flail and from possibly the sale of Elspeth's equipment (if the PCs actually fought her), and leave.

Tactics:

APL 2: The caster attempts to stun as many PCs as possible with his sound bursts, leaving it to the fighter to deal a bit of nonlethal damage to ensure that the PCs don't die. Both Aasmar will wield longswords to get attacks of opportunity as their foes close and then the fighter will switch to longsword and buckler.

APLs 4-8: The Bralani prepare for battle with *blur* and *mirror image*.

APL 10: The Bralani prepare for battle with *bles*, *blur*, and *mirror image*.

APL 12: The Eladrin opens up with *word of chaos* (followed by a *quicken* *shatter* spell targeted next to any PC openly carrying potions or vials of alchemist's fire) and follows up the next round with *holy word*. Meanwhile, the Bralani will attack those remaining. Should the PCs begin to mount an effective resistance to the Bralani, the Eladrin will divide them with *wall of force* or let loose with *prismatic spray* or *chain lightning*.

APL 14: The Eladrin buff with *bull's strength*, *protection from law*, *shield of faith*, *spell immunity*, *spell resistance*, etc. In the first round, the fighter will cast *word of chaos* and the cleric *holy word* (followed by a *quicken* *shatter* spell using the area version to destroy potions that the party might use and light any PCs carrying vials of alchemist's fire on fire). They will then subdue anyone left with a combination of *Tritherion's clenched fist*, *righteous might*, *quicken* *divine favor*, and *Improved Trip*. Should the PCs begin to effectively resist dealing lethal damage; the Eladrin will divide the battlefield with *walls of force* and hit the PCs with *prismatic spray* and *chain lightning* spells. If any wizard or lightly armored PC is present, he will be targeted by the Eladrin Fighter's *quicken* *spiritual weapon*.

Treasure

APL 2: L: 47 gp; C: 0 gp; M: 0 gp

APL 4: L: 126 gp; C: 0 gp; M: 0 gp

APL 6: L: 252 gp; C: 0 gp; M: 0 gp

APL 8: L: 77 gp; C: 0 gp; M: 720 gp (720 gp – +1 *merciful scimitar* (x2)).

APL 10: L: 2 gp; C: 0 gp; M: 1,202 gp (720 gp – +1 *merciful scimitar* (x2), 482 gp – +1 *mighty* [+4] *composite longbow* (x2)).

APL 12: L: 12 gp; C: 0 gp; M: 1,562 gp (1,080 gp – +1 *merciful scimitar* (x3), 482 gp – +1 *mighty* [+4] *composite longbow* (x2)).

APL 14: L: 17 gp; C: 0 gp; M: 720 gp (720 gp – +1 *merciful scimitar* (x2)).

Conclusion

There are many ways this could pan out.

Captured!

If the PCs were caught helping Elspeth switch the letters of marque, they will face legal consequences and Morgan Baerth will refuse to trade with them. They earn the Greater Enmity of Morgan Baerth and a stay in the New Dawn Camp whose length will depend upon whether or not they were caught before taking the letters of marque, and whether or not they injured or killed any guards in the process of their attempted theft. (See *Appendix Ten - The Long Arm of the Law* and apply all applicable penalties). If they are caught with the letters of marque, the TU penalty for Grand Theft (normally dependent upon the value of the items stolen) will be capped at 52 TU. If they have not reached the letters of marque when they are captured, they will not be charged with Grand Theft instead.

Your trial is swift and the verdict is not in your favor. With the crack of a gavel upon his bench the priest declares the sentence: Guilty on all counts. From now on, you may

mark the days of your sentence in charcoal on the side of the drafty bunkhouses of a New Dawn Camp. The monotony of the landscape and the dull backbreaking labor are punctuated only by meals of strong stew and enthusiastic sermons inculcating respect for the law, Pholtus, and the One True Path. Months later, you are released and only time will tell what impact the events have had upon you.

Virtue Has Its Rewards

If they refuse to sell the flail to Brogan Astartes, Elspeth will be grateful and will offer the services of a friend of hers who will happily help heroes who serve good rather than coin by enhancing their weapons or items.

Elspeth is true to her word and the friend she referred to turns out to be a powerful priest of Tritherion in Nyronnd. As some point in the future, his skill in magic may prove useful to you.

Buyer's Market

Since Lord Astartes is the only person in this part of the Flanaess who appears to be interested in the weapon, however, the PCs will have to settle for selling it at a reduced price. Such is the life of the conscientious adventurer.

Unfortunately, after the deal with Lord Astartes falls through, you are unable to find another who both desires the elf-bane flail and is willing to pay for it. Eventually you sell it at a substantial discount to a wizard who plans to distil Arcane Quintessence from it to power his spells or some such nonsense. At least selling it for less means you don't pay as much in taxes.

Crime Pays (But Not Too Well)

If the PCs switch the letters of marque without being caught, Lord Astartes will be blamed for fraud and the PCs will gain the favor of Elspeth's friend. Morgan will apologize for the deal falling through and will offer to broker other deals for them to make up for it.

Vitamin C: Connections

If the PCs do not abrogate the contract, or patch up their differences with Morgan after reneging on the contract, and are not caught in any illegal activities, they have made a valuable contact in Morgan Baerth—he will be willing to broker deals for them to buy many magic items he knows about (and thus the gain quite a bit of access—although since his contacts change regularly, most of them will be frequency: adventure).

If the PCs abrogate their contract, Morgan Baerth may refuse to deal with them in the future as well. Check the conditions of the Enmity of Morgan Baerth entry on the Adventure Record.

If nothing else, however, you have gained a valuable contact in Morgan Baerth and his trading company.

Though he does not maintain a large stock of any sort of items, he seems to know everything that is going on in Nyronnd, the Pale, the Urnst States, and even Ratik and the Bone March. Consequently, he is able to broker many deals for you that would otherwise not be possible. Perhaps you will even take advantage of his services some time in the future.

Treasure

Selling the Flail to Brogan Astartes

APL 2: L: 0 gp; C: 917 gp; M: 0 gp

APL 4: L: 0 gp; C: 917 gp; M: 0 gp

APL 6: L: 0 gp; C: 917 gp; M: 0 gp

APL 8: L: 0 gp; C: 1247 gp; M: 0 gp

APL 10: L: 0 gp; C: 2237 gp; M: 0 gp

APL 12: L: 0 gp; C: 3850 gp; M: 0 gp

APL 14: L: 0 gp; C: 7975 gp; M: 0 gp

Selling the Flail at a Discount

APL 2: L: 0 gp; C: 347 gp; M: 0 gp

APL 4: L: 0 gp; C: 347 gp; M: 0 gp

APL 6: L: 0 gp; C: 347 gp; M: 0 gp

APL 8: L: 0 gp; C: 472 gp; M: 0 gp

APL 10: L: 0 gp; C: 847 gp; M: 0 gp

APL 12: L: 0 gp; C: 1513 gp; M: 0 gp

APL 14: L: 0 gp; C: 3014 gp; M: 0 gp

Awarding Items on the Adventure Record

Access to many items on the Adventure Record is obtained through Morgan Baerth and his contacts. The following items on the Adventure Record should only be awarded at the appropriate APLs and only if the PCs did not incur either the Enmity of Morgan Baerth or the Greater Enmity of Morgan Baerth:

- Masterwork Heavy Poleaxe
- Masterwork Composite Greatbow
- Ring of Feather Falling
- Hat of Disguise
- Phylactery of Undead Turning
- Figurine of Wondrous Power: Bronze Griffon
- Heward's Handy Haversack
- Cape of the Monteback
- Boots of Speed
- Adamantine Fullplate

- Ring of Freedom of Movement
- Sunblade

The following is only obtainable if the PCs defeat the Crimson Blade Leader in Encounter Eight-Two:

- Masterwork Warmace

The following is only obtainable at APL 8 and higher if the PCs defeat the creatures in Encounter Eight-Three B:

- +1 Merciful Scimitar

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 Four: Cause and Effect

Surviving the stampede

APL2 120 xp

APL4-APL14 180 xp

Defeating the Chimera

APL2-APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

APL 14 450

Encounter Five: A Typical Pale Day

Surviving the Inclement Weather

APL2-APL14 120 xp

Encounter Eight-One: Breaking and Entry

Evading the guards on patrol

APL2-APL14 120 xp

Defeating the traps on the treasure room door

APL2-APL6 240 xp

APL8 300 xp

APL 10 360xp

APL 12 420xp

APL 14 480xp

Defeating the traps on etherstone strongbox

APL2-APL6 240 xp

APL8 300 xp

APL 10 360xp

APL 12 450xp

APL 14 480xp

Encounter Eight-Two: Breach of Contract

Defeating the Crimson Blade adventurers

APL 2 120 xp

APL 4 180xp

APL 6 240xp

APL 8 300xp

APL 10 360xp

APL 12 420xp

APL 14 480xp

Defeating the trapped chest

APL 2 120 xp

APL 4 180xp

APL 6 240xp

APL 8 300xp

APL 10 360xp

APL 12 420xp

APL 14 480xp

Encounter Eight-Three A: The Deal Stands

Defeating Elspeth

APL 2 120 xp

APL 4 210xp

APL 6 240xp

APL 8 300xp

APL 10 360xp

APL 12 420xp

APL 14 480xp

Encounter Eight-Three B: Calling the Guard

Thwarting the revenge of Elspeth's allies

APL 2 150 xp

APL 4 210xp

APL 6 240xp

APL 8 300xp

APL 10 360xp

APL 12 420xp

APL 14 480xp

Discretionary roleplaying award

APL2 90 xp

APL4 130 xp

APL6 180 xp

APL8 225 xp

APL 10 270 xp

APL 12 315 xp

APL 14 360 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1,125 xp

APL 10 1,350 xp

APL 12 1,575 xp

APL 14 1,800

Note: The totals are less than the sum of all possible experience awards above. This reflects the fact that some parties will skip some of the encounters and that players choices directly impact the shape of Encounter Eight.

Treasure Summary

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

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

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

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

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

Note: The section “Awarding Items on the Adventure Record” in the Conclusion will be helpful in determining to which items the PCs have obtained access.

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

Encounter One:

All APLs: L: 0 gp; C: 83 gp; M: 0 gp

Encounter Eight-Two: Breach of Contract

APL 2: L: 58 gp; C: 0 gp; M: 8 gp

APL 4: L: 105 gp; C: 0 gp; M: 122 gp

APL 6: L: 309 gp; C: 0 gp; M: 228 gp

APL 8: L: 389 gp; C: 0 gp; M: 561 gp

APL 10: L: 369 gp; C: 0 gp; M: 665 gp

APL 12: L: 429 gp; C: 0 gp; M: 1,323 gp

APL 14: L: 394 gp; C: 500 gp; M: 2,188 gp

Encounter Eight-Three A: The Deal Stands

APL 2: L: 253 gp; C: 0 gp; M: 0 gp

APL 4: L: 326 gp; C: 0 gp; M: 0 gp

APL 6: L: 245 gp; C: 0 gp; M: 0 gp

APL 8: L: 245 gp; C: 0 gp; M: 924 gp

APL 10: L: 245 gp; C: 0 gp; M: 924 gp

APL 12: L: 245 gp; C: 0 gp; M: 924 gp

APL 14: L: 245 gp; C: 0 gp; M: 924 gp

Encounter Eight-Three B: Calling the Guard

APL 2: L: 47 gp; C: 0 gp; M: 0 gp

APL 4: L: 126 gp; C: 0 gp; M: 0 gp

APL 6: L: 252 gp; C: 0 gp; M: 0 gp
APL 8: L: 77 gp; C: 0 gp; M: 720 gp
APL 10: L: 2 gp; C: 0 gp; M: 1,202 gp
APL 12: L: 12 gp; C: 0 gp; M: 1,562 gp
APL 14: L: 17 gp; C: 0 gp; M: 720 gp

Conclusion: Selling the Flail to Brogan Astartes

APL 2: L: 0 gp; C: 917 gp; M: 0 gp
APL 4: L: 0 gp; C: 917 gp; M: 0 gp
APL 6: L: 0 gp; C: 917 gp; M: 0 gp
APL 8: L: 0 gp; C: 1247 gp; M: 0 gp
APL 10: L: 0 gp; C: 2237 gp; M: 0 gp
APL 12: L: 0 gp; C: 3850 gp; M: 0 gp
APL 14: L: 0 gp; C: 7975 gp; M: 0 gp

Conclusion: Selling the Flail at a Discount

APL 2: L: 0 gp; C: 347 gp; M: 0 gp
APL 4: L: 0 gp; C: 347 gp; M: 0 gp
APL 6: L: 0 gp; C: 347 gp; M: 0 gp
APL 8: L: 0 gp; C: 472 gp; M: 0 gp
APL 10: L: 0 gp; C: 847 gp; M: 0 gp
APL 12: L: 0 gp; C: 1513 gp; M: 0 gp
APL 14: L: 0 gp; C: 3014 gp; M: 0 gp

Total Possible Treasure

APL 2: 450gp
APL 4: 650 gp
APL 6: 900 gp
APL 8: 1300 gp
APL 10: 2300 gp
APL 12: 3300 gp
APL 14: 6600 gp

Special

☛ **Studying the Elfbane Flail:** You studied the flail that you won. You have access to craft the following weapon properties:

APL 2+: Elfbane
APL 10+: Vicious
APL 12+: +2 Enhancement bonus
APL 14+: Wounding

☛ **Favor of Elspeth D'Chagnac:** Elspeth has contacts in the clergy of Tritherion who will reward adventurers

who value right more than gold. The PC may use this to make one of the following upgrades at normal cost:

- **Weapon upgrade:** Holy (DMG)
- **Armor upgrade:** +3 enhancement bonus (DMG)
- **Belt of Giant Strength upgrade:** +4 to +6 (DMG)
- **Amulet of Health upgrade:** +2 to +4 (DMG)
- **Periapt of Wisdom upgrade:** +2 to +4 (DMG)
- **Cloak of Resistance:** +1, +2 or +3 to +3, +4 or +5

Mark this favor "Used" and strike it through after it has been redeemed.

☛ **Commendation of Chulga the Lame:** You aided Chulga and his riders by defeating a monstrous menace. This confers a +1 Circumstance bonus to Diplomacy, Gather Information, and Intimidate checks to influence ranchers and herdsmen in the Pale.

☛ **Enmity of Morgan Baerth:** You have reneged on your contract with Morgan or otherwise insulted him (and not mollified him afterwards). Morgan will not deal with you in the future. This may be removed by gaining the favor of Morgan in a future scenario or by spending four favors of the Pale church of Pholtus getting influential people to speak on your behalf.

☛ **Greater Enmity of Morgan Baerth:** You were caught attempting to steal from Morgan and are lucky to have lived through the experience. Morgan will not deal with or help you under any circumstances. This may not be removed by normal favors.

☛ **Enmity of Elspeth's Friends:** Your actions resulted in the imprisonment of Elspeth D'Chagnac. Her friends have long memories but exactly what they will do next remains to be seen.

Items for the Adventure Record

Note: The section "Awarding Items on the Adventure Record" in the Conclusion will be helpful in determining to which items the PCs have obtained access.

APL 2:

- Wand of Cure Light Wounds (Adventure; DMG; 750 gp)
- Masterwork Heavy Poleaxe (Metaregional; Complete Warrior; 320 gp)
- Masterwork Warmace (Metaregional; Complete Warrior; 325 gp)

- Masterwork Composite Greatbow (Metaregional; Complete Warrior; 500 gp)
- Pearl of Power I (Adventure; DMG; 1,000 gp)

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

- Ring of Feather Falling (Adventure; DMG; 2,200 gp)
- Hat of Disguise (Adventure; DMG 1,800 gp)

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

- Phylactery of Undead Turning (Adventure; DMG; 11,000 gp)

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

- Figurine of Wondrous Power: Bronze Griffon (Adventure; DMG; 10,000 gp)
- +1 Merciful Scimitar (Adventure; DMG; 8,315 gp)

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

- Heward's Handy Haversack (Adventure; DMG; 2,000 gp)
- Cape of the Montebank (Metaregional; DMG; 10,080 gp)

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

- Boots of Speed (Metaregional; DMG; 12,000 gp)
- Adamantine Fullplate (Adventure; DMG; 16,300 gp)

APL 14 (all of APLs 2-12 plus the following):

- Ring of Free Action (Metaregional; DMG; 40,000 gp)
- Sunblade (Metaregional; DMG; 50,335 gp)

Appendix One – Untiered NPCs

Encounter One: A Typical Sale

☛ **Eiyenmai Inorien:** Female elf Ftr4; HP 28; Init +4; AC 18 (+4 dex, +4 chain shirt); BAB: +4; Grap: +7; Atk +7 (1d6+4 quarterstaff) or +9 (1d8+6 masterwork doublesword); Full Atk: +5/+5 (1d6+3/1d6+1 quarterstaff as double weapon) or +7/+7 (1d8+5/1d8+3 masterwork doublesword); SQ: Elven Qualities; AL: NG (LG); SV: Fort +4, Ref +5, Will +0; Str 16, Dex 18, Con 10, Int 11, Wis 9, Cha 13.

Skills and Feats: Bluff: +1, Diplomacy: +4, Handle Animal: +6, Knowledge: Religion +1, Ride +7, Sense Motive -1; Exotic Weapon Proficiency: Double Sword, Power Attack, Two Weapon Fighting, Weapon Focus: Double Sword, Weapon Specialization: Double Sword.

Equipment: Masterwork Chain Shirt, Masterwork doublesword, quarterstaff, kukri, longbow, 20 arrows, cold weather outfit, Prelatal Army cloak, wooden holy symbol of Pholtus, potion of cure moderate wounds, 2 potions of cure light wounds, oil of bless weapon, 1200gp.

History: Eiyenmai is a curious contradiction. An elf from the Gamboge forest, she came to the Theocracy of the Pale seeking adventure and found some by joining the Prelatal Army during the Greyhawk wars. Fortune favored her during those wars and she emerged from them without suffering any serious injuries but, after her discharge from the army, as she made her way back to Wintershiven, she was attacked and slain by trolls from the fens. Upon being brought back from the dead by a Pholtan priest, she decided to show her thanks by abandoning all other gods and exclusively following Pholtus.

Eiyenmai came to Ogburg a year ago to learn more about her new faith and has just taken up the adventuring life once more. She recently completed an assignment for the Pale Patrol and has saved enough money to buy a cloak to protect her from hostile magic.

Personality: Eiyenmai is friendly and adventurous though recent events have made her more cautious.

Description: Eiyenmai is about five foot two inches tall with golden hair and green eyes. She dresses simply and usually carries a simple staff when she's in town. Today is different. Since she's carrying most of her savings, she decided to bring her doublesword just in case.

Motivation and Goals: Eiyenmai wants to buy a cloak of resistance that will give her a chance of resisting the magic she knows she will face in her future adventures. She would also like to have enough money left over to buy some platinum rings for when she travels with a cleric.

Encounter Six: An Offer You Can't Refuse

☛ **Brogan Astartes:** Male human Ftr8/Ari4; CR 11; Medium-size Humanoid; HD 4d8+8d10+12; hp 86; Init +1; Spd 20 ft; AC 24 (touch 13, flat-footed 23) [+1 Dex, +11 fullplate, +2 deflection]; BAB +11; Grap +15; Atk: +18 melee (1d10+8/17-20 Heavy Flail), or +13 ranged (1d4+5 dagger); Full Atk: +18/+13/+8 (1d10+8/17-20 heavy flail); AL LE*; SV Fort +10, Ref +6, Will +11; Str 18, Dex 12, Con 12, Int 13, Wis 13, Cha 12.

Skills and Feats: Appraise +8, Bluff +10, Diplomacy +12, Handle Animal +6, Intimidate +20, Ride +17, Sense Motive +16; Combat Expertise, Greater Weapon Focus: Heavy Flail, Improved Critical: Heavy Flail, Improved Trip, Iron Will, Mounted Combat, Ride By Attack, Spirited Charge, Skill Focus: Sense Motive, Weapon Focus: Heavy Flail, Weapon Specialization: Heavy Flail.

Equipment: Heavy Warhorse with military saddle, masterwork heavy flail, Ring of Mind Shielding, signet ring, +3 called fullplate of light fortification, +2 ring of protection, +2 cloak of resistance, +1 dagger, Noble's outfit.

Personality: Lord Astartes is arrogant and extremely conscious of class and appearances. He is, however, capable of appearing kind, reasonable and diplomatic and does so when dealing with people he considers his equals or people who (like the PCs) have something he wants. He is somewhat shorter than average and despite his strength, is sensitive about this. He is unlikely to forget a debt he owes—whether it is a debt of gratitude or of vengeance—and pursues grudges past the point of reason.

Description: Lord Astartes is a short, stocky man and is at ease in his armor. He has an elegantly parted full beard and reddish brown hair.

Motivation and Goals: Lord Astartes wants to attain a weapon that will enable him to prevail in his upcoming duel against the Nyronese acolyte of valor. He is prepared either to pay extravagantly for such a weapon or to do whatever else is necessary to get it.

*Special: Although Brogan is lawful evil, his ring of Mind Shielding prevents him from being detected as either lawful or evil.

☛ **Morgan Baerth:** Male human Exp6/Ari4; CR 9; Medium-size Humanoid; HD 6d6+4d8; hp 57; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); BAB +7; Grap +8; Atk: +9 melee (1d8+2/17-20 longsword), or +8 ranged (1d4+2 dagger); Full Atk: +9/+4 (1d8+2/17-20 longsword); AL LN; SV Fort +3, Ref +3, Will +14; Str 13, Dex 10, Con 11, Int 16, Wis 16, Cha 13 (15).

Skills and Feats: Appraise +18, Bluff +20, Decipher Script +6, Diplomacy +24, Gather Information +20, Handle Animal +10, Knowledge Local-NMR +16, Intimidate +20, Profession: Merchant +19, Ride +2, Sense Motive +21, Spellcraft +4, Use Magic Device +14; Diligent, Iron Will, Negotiator, Skill Focus: Profession Merchant, Skill Focus: Sense Motive.

Equipment: Greater Amulet of Proof against Detection and Location, Ring of Mind Shielding, circlet of persuasion, +2 cloak of charisma, +1 keen longsword, +1 dagger, scroll of Detect magic, scroll of Identify.

Languages: Common, Draconic, Dwarven, Elven, Flan, Suloise

Personality: Morgan is an intense and driven but somewhat cold man. He cultivates a well-deserved reputation for absolute honesty and discretion. He is also rather non-judgmental, seeing people neither as good nor bad but simply as clients.

Description: Morgan is slightly taller than average and his hair has thinned to a Picard-like fringe around the sides and back. He dresses the part of a successful merchant wearing a slashed black velvet doublet an ermine cape, and gold accoutrements. (A cloak of charisma, circlet of persuasion, and ring of mind-shielding are all part of this get-up).

Motivation and Goals: Morgan quite simply wants to sell the PCs' item for a good price and to ensure that the bargain is kept honestly by all sides and that his reputation as an honest broker is not tarnished.

Encounter Seven: Too Good to Be True

☞ **Elspeth D'Chaganac:** Female human Rog8/Clr4; CR 12; Medium-size Humanoid; HD 8d6+4d8+24; hp 79; Init +8; Spd 30 ft; AC 21 (touch 14, flat-footed 21) [+4 Dex, +5 fullplate, +2 buckler]; BAB +9; Grap +10; Atk: +14 melee (1d6+2/18-20 Rapier), or +14 ranged (1d4 plus poison hand crossbow); Full Atk: +14/+9 (1d6+2/18-20 rapier); SA: Sneak attack +4d6; SQ: Evasion, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +2, Turn Undead 4/day; AL CG; SV Fort +8, Ref +11, Will +10; Str 13, Dex 18, Con 14, Int 14, Wis 14, Cha 12.

Skills and Feats: Bluff +14, Diplomacy: +11, Disable Device +15, Gather Information +14, Hide +15, Knowledge: Local-NMR +13, Knowledge: Arcana +3, Knowledge: Religion +7, Listen +13, Move Silently +15, Open Lock +17, Search +13, Sense Motive +13, Spellcraft +7, Spot +13; Dodge, Elusive Target, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Equipment: Noble's outfit, signet ring, masterwork cold iron dagger, masterwork sap, +1 rapier, masterwork covered hand crossbow with 3 poison arrows (Drow sleep poison DC 13 1 min

unconsciousness/2d4 hours unconsciousness). +2 studded leather armor, +1 buckler, potion of cure serious wounds x2, potion of cure moderate wounds, oil of bless weapon, potion of invisibility x2, scroll of silence, 2 scrolls of Dispel Magic, masterwork thieves' tools, holy symbol of Tritherion.

Spells Prepared (5/4+1/3+1 base DC 12+spell level): 0-Detect Magic, Guidance (3), Light; 1st—Commandx2, Entropic Shield, Obscuring Mist, Protection from Law*; 2nd—Fog Cloud, Hold Person, Shatter*, Silence.

*Domain Spell; Chaos and Good domains (Casts Chaos and Good spells at +1 clvl)

Personality: Elspeth is as driven as Lord Astartes or Morgan though in a different cause. Her cause is the furtherance of her peculiar sense of justice and she will sacrifice anything in order to see it done. She is kind and courteous to those she does not know, generous to friends and those who do good, and relentless in her pursuit of villains.

Description: Elspeth is an attractive blonde woman of average height and lithe build. She dresses to fit the occasion and will initially meet the PCs wearing somewhat elegant clothes suitable for traveling aristocracy. If she attempts to break into the Baerth compound, she will replace that with close-fitting darkened studded leather armor suitable for hiding.

Motivation and Goals: Elspeth wants to ensure that Lord Astartes pays for the way he rules his with an iron fist. The PCs and the paladin who challenged Lord Astartes seem to be good tools toward that end. She has a personal stake in Lord Astartes' downfall as well: she was once betrothed to the former heir of Lord Astartes' fief—a man who first lost his inheritance to Lord Astartes' corrupt political maneuverings and then lost his life when he attempted to duel Lord Astartes. Note that she doesn't just want Lord Astartes dead, she wants him dishonored as well. His defeat in the duel would demonstrate him to be unjust and an accusation of fraud or forgery would stain his honor.

Encounter Eight-One: Breaking and Entry

☞ **Brogan Astartes:** See above in Encounter Six.

☞ **Morgan Baerth:** See above in Encounter Six.

☞ **House Baerth Novice Guard:** Human War1/Com1; CR 1; Medium-size Humanoid; HD 1d8+1d4+2; hp 9; Init +1; Spd 20 ft; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 breastplate]; BAB +1; Grap +2; Atk/Full Atk: +3 melee (1d8+1/19-20 longsword), or +4 melee (1d6+1 nonlethal, sap), or +4 ranged (1d8/19-20, light crossbow), or +0 ranged touch (net); AL LN or LG; SV Fort +4, Ref +1, Will +1; Str 13, Dex 12, Con 12, Int 10, Wis 13, Cha 11.

Skills and Feats: Handle Animal +5, Listen +7, Sense Motive +1, Spot +7; Alertness, Weapon Focus (longsword).

Equipment: Breastplate, longsword, sap, dagger, light crossbow, bull's-eye lantern, 20 bolts, 2 pints of oil, net, tube of glowpowder.

🗡️ **House Baerth Guard:** Human War2/Com2; CR 3; Medium-size Humanoid; HD 2d8+2d4+4; hp 18; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 breastplate]; BAB +3; Grap +4; Atk/Full Atk: +6 melee (1d8+1/19-20 longsword), or +4 melee (1d6+1 nonlethal, sap), or +4 ranged (1d8/19-20, light crossbow), or +0 ranged touch (net); AL LN or LG; SV Fort +4, Ref +1, Will +1; Str 13, Dex 12, Con 12, Int 10, Wis 13, Cha 11.

Skills and Feats: Handle Animal +7, Listen +9, Sense Motive +4, Spot +9; Alertness, Skill Focus: Sense Motive, Weapon Focus (longsword).

Equipment: Breastplate, masterwork longsword, sap, dagger, light crossbow, bull's-eye lantern, 20 bolts, 2 pints of oil, net, 2 tubes of glowpowder.

🗡️ **House Baerth Fighters:** Human Ftr4; CR 4; Medium-size Humanoid; HD 4d10+12; hp 40; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+2 Dex, +5 chain shirt, +1 deflection]; BAB +4; Grap +7; Atk/Full Atk: +9 melee (2d4+7/18-20 Falchion), or +8 melee (1d6+3 nonlethal, sap), or +7 ranged (1d8+3, composite longbow), or +2 ranged touch (net); AL LN or LG; SV Fort +8, Ref +4, Will +5; Str 16, Dex 14, Con 16, Int 11, Wis 13, Cha 9.

Skills and Feats: Handle Animal +4, Jump +3, Intimidate +6, Ride +11; Close Quarters Fighting, Dodge, Iron Will, Power Attack, Weapon Focus: Falchion, Weapon Specialization: Falchion.

Equipment: +1 chain shirt, +1 falchion, masterwork sap, kukri, +1 ring of protection, everburning torch, mighty [+3] composite longbow, 20 masterwork arrows, net, oil of Bless Weapon, potion of cure moderate wounds, potion of cure light wounds, 2 tubes of glowpowder.

🗡️ **Taren Takis:** Male human Ftr9; CR 9; Medium-size Humanoid; HD 9d10+18; hp 76; Init +2; Spd 30 ft.; AC 20 (touch 13, flat-footed 18) [+2 Dex, +6 chain shirt, +1 deflection, +1 natural]; BAB +9; Grap +13; Atk: +15 melee (2d6+9/19-20 x3 Heavy Poleaxe), or +12 ranged (1d8+4 composite longbow); Full Atk: +15/+10 (2d6+9/19-20 x3 heavy poleaxe) or +12/+7 (1d8+4 composite longbow); AL LN; SV Fort +9, Ref +6, Will +6; Str 18, Dex 14, Con 15, Int 11, Wis 10, Cha 12.

Skills and Feats: Craft Weaponsmithing +3, Diplomacy +6, Intimidate +10, Profession: Soldier +3, Ride +5, Sense Motive +6; Combat Reflexes, Dodge, Exotic Weapon Proficiency: Heavy Poleaxe, Improved Critical: Heavy Poleaxe, Iron Will, Mobility, Spring

Attack, Weapon Focus: Heavy Poleaxe, Weapon Specialization: Heavy Poleaxe.

Equipment: +1 heavy poleaxe, +1 amulet of natural armor, +2 chain shirt, +1 ring of protection, +1 cloak of resistance, masterwork dagger, masterwork mighty [+4] composite longbow, 20 arrows, holy symbol of Pholtus, potion of cure serious wounds, potion of fly, potion of invisibility purge, cold weather outfit.

Personality: Taren is gruff and assertive. His take-charge manner is abrasive to some people. He is also an ascetic of sorts. He sleeps in his armor—even when at home, rises an hour before dawn to pray, and refuses any alcoholic drink or rich food. He's been known to volunteer his own time and money equipping and training the militias of small towns but has not asked for a leave of absence to do so in the last year.

Description: Taren is a tall, well muscled man rapidly approaching middle age. His hair is thinning at the temples and his close-trimmed beard is grizzled. He bears the scars of a hard campaigner and his sleeveless chain shirt reveals the tattoos of a former sergeant in the Prelatal Army.

Motivation and Goals: Taren is loyal to Morgan who pays him well to lead his guards. He wants to ensure that Morgan, Morgan's family, and Morgan's contracts and possessions are safe. He also enjoys every opportunity he gets to beat on a thief.

Appendix Two – APL 2

Encounter Eight-Two: Breach of Contract

➤ **Hired Thug:** Male human War1; CR 1/2; Medium-size Humanoid; HD 1d8+5; hp 11; Init +1; Spd 30 ft; AC 16 (touch 11, flat-footed 15) [+1 Dex, +3 studded leather, +2 heavy wooden]; BAB +1; Grap +3; Atk/Full Atk: +4 melee (1d6+2/18-20 Scimitar), or +2 ranged (1d4+2 light hammer); AL NE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Jump +6, Ride +5; Toughness, Weapon Focus: Scimitar.

Equipment: Studded Leather Armor, Kukri, Scimitar, heavy wooden shield, 2 light hammers.

➤ **Crimson Blade Leader:** Male human Ftr2; CR 2; Medium-size Humanoid; HD 2d10+4; hp 20; Init +2; Spd 20 ft; AC 18 (touch 12, flat-footed 16) [+2 Dex, +5 Chain Mail, +2 heavy shield, -1 warmace]; BAB +2; Grap +4; Atk/Full Atk: +6 melee 1d12+2 warmace or +4 ranged 1d6+2 javelin; AL LE; SV Fort +4, Ref +4, Will +1; Str 15, Dex 15, Con 14, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb +10, Intimidate +8, Jump +8, Swim +5; Close Quarters Fighting, Exotic Weapon Proficiency: Warmace, Lightning Reflexes, Weapon Focus: Warmace.

Equipment: Masterwork Warmace, Chain Mail, Heavy Wooden Shield, kukri, 3 javelins, potion of cure light wounds.

➤ **Crimson Blade Cleric:** Male human Clr1 (Hextor); HD 1d8+2; hp 8; Init +0; Spd 20 ft; AC 14 (touch 10, flat-footed 14) [+4 Scale Mail]; BAB +0, Grap +3; Atk/Full Atk: +4 melee (1d10+4 Heavy Flail); SQ: Command Undead 3/day; AL LE; SV Fort +4, Ref +0, Will +4; Str 16, Dex 11, Con 14, Int 10, Wis 14, Cha 11. Height 5 ft. 11 in.

Skills and Feats: Concentration +6, Knowledge: Religion +4, Spellcraft +4; Cleave, Martial Weapon: Heavy Flail, Power Attack, Weapon Focus (Heavy Flail).

Spells Prepared (3/2+1); base DC = 12 + spell level): 0—Cure Minor Wounds x2, Guidance; 1st—Cure Light Wounds, Enlarge Person*, Protection From Good.

*Domain spell. *Domains:* [Strength (+1 enhancement bonus to strength for 1 round/day); War (Weapon Proficiency and Focus: Heavy Flail)].

Equipment: Heavy Flail, Scale Mail, dagger, (un)holy symbol, backpack, bedroll, waterskin, 2 days' rations, scroll of cure light wounds, scroll of bless.

Encounter Eight-Three A: The Deal Stands

➤ **Hired Help:** Male human Rog3/Exp2; CR 4; Medium-size Humanoid; HD 5d6+10; hp 33; Init +3; Spd 30 ft; AC 17 (touch 13, flat-footed 17) [+3 Dex, +3 studded leather, +1 buckler]; BAB +3; Grap +4; Atk/Full Atk: +7 melee (1d6+1/18-20 Rapier), or +7 melee (1d6+1 sap); SA: Sneak attack +2d6; SQ: Evasion, Trap Sense +1; AL CN; SV Fort +2, Ref +6, Will +6; Str 13, Dex 16, Con 14, Int 10, Wis 11, Cha 14.

Skills and Feats: Bluff: +8, Climb +9, Disable Device +12, Hide +9, Listen +6, Move Silently +9, Open Lock +15, Search +8, Spot +6, Tumble +11; Iron Will, Nimble Fingers, Weapon Finesse.

Equipment: Masterwork Rapier, Masterwork Sap, dagger, Masterwork studded leather armor, masterwork thieves' tools. Masterwork heavy flail with Nystul's magic aura cast upon it.

➤ **Hired Assistant:** Male human Rog1/Exp2; CR 1; Medium-size Humanoid; HD 2d6+4; hp 13; Init +3; Spd 30 ft; AC 17 (touch 13, flat-footed 17) [+3 Dex, +3 studded leather, +1 buckler]; BAB +0; Grap +2; Atk/Full Atk: +2 melee (1d6+2/19-20 shortsword), or +2 melee (1d6+1 sap); SA: Sneak attack +1d6; AL CN; SV Fort +2, Ref +5, Will +2; Str 13, Dex 16, Con 14, Int 10, Wis 11, Cha 14.

Skills and Feats: Bluff: +8, Climb +9, Disable Device +12, Hide +9, Listen +6, Move Silently +9, Open Lock +15, Search +8, Spot +6, Tumble +11; Iron Will, Nimble Fingers, Weapon Finesse.

Equipment: Masterwork Rapier, Masterwork Sap, dagger, Masterwork studded leather armor, masterwork thieves' tools.

Encounter Eight-Three B: Calling the Guard

➤ **Aasmar Avenger Caster:** Male Aasmar Clr3 (Tritherion); CR 3; Medium-size Outsider; HD 3d8+6; hp 24; Init +0; Spd 20 ft; AC 16 (touch 10, flat-footed 16) [+6 banded mail]; BAB +2; Grap +4; Atk/Full Atk: +4 melee (1d8+3/x3 longspear), or +4 melee (1d8+3 Heavy Mace); SA: Daylight, Turn Undead 4/day; SQ: Darkvision 60', Domain Abilities, Resistance to acid 5, cold 5, and electricity 5; AL CN; SV Fort +5, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +11, Knowledge (Religion) +5, Listen +6, Spellcraft +1, Spot +6; Skill Focus: Concentration, Spell Focus: Evocation.

Spells Prepared (4/3+/2+11); base DC = 14 + spell level; 15+spell level Evocation): 0—Detect Magic, Guidance(x2), Virtue; 1st—Bless, Divine Favor,

Protection from Law*, Shield of Faith; 2nd—Bull's Strength, Sound Burst(x2).

*Domain spell. *Domains:* [Strength (+3 enhancement bonus to strength for 1 round/day); Chaos (+1 clvl on [chaotic] spells)].

Equipment: Wooden Holy symbol of Tritherion, dagger, javelin, heavy mace, long spear, banded mail, spell component pouch.

Daylight (Sp): An aasimar can use *daylight* once per day as a 1st-level caster or a caster of his class levels, whichever is higher.

Skills: An aasimar has a +2 racial bonus on Spot and Listen checks.

☛ **Aasimar Avenger Fighter:** Male Aasimar Ftr3; CR 3; Medium-size Outsider; HD 3d10+6; hp 28; Init +1; Spd 20 ft; AC 18 (touch 11, flat-footed 17) [+6 banded mail, +1 dex, +1 buckler]; BAB +3; Grap +6; Atk/Full Atk: +5 melee (1d8+4 long spear), or +7 melee (1d8+3 long sword), or +6 melee (1d6+3 sap), or +4 ranged (1d6+3 javelin); SA: Daylight, Turn Undead 4/day; SQ: Darkvision 60', Domain Abilities, Resistance to acid 5, cold 5, and electricity 5; AL CN; SV Fort +5, Ref +2, Will +4; Str 16, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Intimidate +7, Jump +9, Listen +5, Spot +5; Cleave, Combat Reflexes, Power Attack, Weapon Focus: Long sword.

Equipment: Wooden Holy symbol of Tritherion, dagger, javelin, long spear, long sword, sap, buckler, banded mail.

Daylight (Sp): An aasimar can use *daylight* once per day as a 1st-level caster or a caster of his class levels, whichever is higher.

Skills: An aasimar has a +2 racial bonus on Spot and Listen checks.

Appendix Three – APL 4

2 days' rations, scroll of bless, scroll of cure moderate wounds.

Encounter Eight-Two: Breach of Contract

☛ **Hired Thug:** Male human War1; CR 1/2; Medium-size Humanoid; HD 1d8+5; hp 11; Init +1; Spd 30 ft; AC 16 (touch 11, flat-footed 15) [+1 Dex, +3 studded leather, +2 heavy wooden]; BAB +1; Grap +3; Atk/Full Atk: +4 melee (1d6+2/18-20 Scimitar), or +2 ranged (1d4+2 light hammer); AL NE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Jump +6, Ride +5; Toughness, Weapon Focus: Scimitar.

Equipment: Studded Leather Armor, Kukri, Scimitar, heavy wooden shield, 2 light hammers, potion of cure light wounds.

☛ **Crimson Blade Leader:** Male human Ftr4; CR 4; Medium-size Humanoid; HD 4d10+8; hp 36; Init +2; Spd 20 ft; AC 18 (touch 12, flat-footed 16) [+2 Dex, +5 Breastplate, +2 heavy shield, -1 warmace]; BAB +4; Grap +7; Atk/Full Atk: +9 melee 1d12+5 warmace or +7 ranged 1d6+3 javelin; AL LE; SV Fort +7, Ref +6, Will +3; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb +10, Intimidate +8, Jump +8, Swim +5; Close Quarters Fighting, Exotic Weapon Proficiency: Warmace, Lightning Reflexes, Prone Attack, Weapon Focus: Warmace, Weapon Specialization: Warmace.

Equipment: Masterwork Warmace, Breastplate, Heavy Wooden Shield, kukri, 3 javelins, +1 cloak of resistance, potion of cure moderate wounds, potion of cure light wounds.

☛ **Crimson Blade Cleric:** Male human Clr2 (Hextor); HD 2d8+4; hp 17; Init +0; Spd 20 ft; AC 16 (touch 10, flat-footed 16) [+6 Splint Mail]; BAB +1, Grap +4; Atk/Full Atk: +6 melee (1d10+4 Heavy Flail); SQ: Command Undead 3/day; AL LE; SV Fort +5, Ref +0, Will +5; Str 16, Dex 11, Con 14, Int 10, Wis 14, Cha 11. Height 5 ft. 11 in.

Skills and Feats: Concentration +7, Knowledge: Religion +4, Spellcraft +4; Cleave, Martial Weapon: Heavy Flail, Power Attack, Weapon Focus (Heavy Flail).

Spells Prepared (4/3+1); base DC = 12 + spell level):
0—Cure Minor Wounds x2, Detect Magic, Guidance;
1st—Cure Light Woundsx2, Enlarge Person*, Protection From Good.

*Domain spell. *Domains:* [Strength (+2 enhancement bonus to strength for 1 round/day); War (Weapon Proficiency and Focus: Heavy Flail)].

Equipment: Masterwork Heavy Flail, Splint Mail, dagger, (un)holy symbol, backpack, bedroll, waterskin,

Encounter Eight-Three A: The Deal Stands

☛ **Hired Help:** Male human Rog3/Exp2; CR 4; Medium-size Humanoid; HD 5d6+10; hp 33; Init +3; Spd 30 ft; AC 17 (touch 13, flat-footed 17) [+3 Dex, +3 studded leather, +1 buckler]; BAB +3; Grap +4; Atk/Full Atk: +7 melee (1d6+1/18-20 Rapier), or +7 melee (1d6+1 sap); SA: Sneak attack +2d6; SQ: Evasion, Trap Sense +1; AL CN; SV Fort +2, Ref +6, Will +6; Str 13, Dex 16, Con 14, Int 10, Wis 11, Cha 14.

Skills and Feats: Bluff: +8, Climb +9, Disable Device +12, Hide +9, Listen +6, Move Silently +9, Open Lock +15, Search +8, Spot +6, Tumble +11; Iron Will, Nimble Fingers, Weapon Finesse.

Equipment: Masterwork Rapier, Masterwork Sap, dagger, Masterwork studded leather armor, masterwork thieves' tools. One of them also has a masterwork heavy flail with Nystul's magic aura cast upon it.

Encounter Eight-Three B: Calling the Guard

☛ **Aasmar Avenger Fighter:** Male Aasmar Ftr4 (Tritherion); CR 4; Medium-size Outsider; HD 4d10+8; hp 36; Init +1; Spd 20 ft; AC 18 (touch 11, flat-footed 17) [+6 banded mail, +1 dex, +1 buckler]; BAB +4; Grap +7; Atk/Full Atk: +5 melee (1d8+4 lonspear), or +7 melee (1d8+5 longsword), or +6 melee (1d6+3 sap), or +4 ranged (1d6+3 javelin); SA: Daylight, Turn Undead 4/day; SQ: Darkvision 60', Domain Abilities, Resistance to acid 5, cold 5, and electricity 5; AL CN; SV Fort +6, Ref +2, Will +4; Str 17, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Intimidate +7, Jump +9, Listen +5, Spot +5; Cleave, Combat Reflexes, Power Attack, Weapon Focus: Longsword, Weapon Specialization: Longsword

Equipment: Wooden Holy symbol of Tritherion, dagger, javelin, lonspear, longsword, sap, buckler, banded mail.

Daylight (Sp): An aasimar can use daylight once per day as a 1st-level caster or a caster of his class levels, whichever is higher.

Skills: An aasimar has a +2 racial bonus on Spot and Listen checks.

Appendix Four – APL 6

Encounter Eight-Two: Breach of Contract

👉 **Hired Thug:** Male human Rog2/War1; CR 2; Medium-size Humanoid; HD 2d6+1d8+11; hp 26; Init +7; Spd 30 ft; AC 17 (touch 13, flat-footed 17) [+3 Dex, +3 studded leather, +1 buckler]; BAB +3; Grap +4; Atk/Full Atk: +7 melee (1d6+1/18-20 Rapier), or +7 ranged (1d6+1 composite shortbow); SA: Sneak attack +1d6; SQ: Evasion, Trap Sense +1; AL NE; SV Fort +4, Ref +6, Will +0; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +7, Disable Device +7, Hide +9, Listen +5, Move Silently +8, Open Lock +10, Search +5, Spot +5, Tumble +8; Improved Initiative, Toughness, Weapon Finesse.

Equipment: Masterwork Rapier, Masterwork Buckler, Mighty [+1] composite shortbow, 20 masterwork arrows, dagger, Masterwork studded leather armor, masterwork thieves' tools, potion of cure moderate wounds.

👉 **Crimson Blade Leader:** Male human Ftr4/Rgr2/War1; CR 6; Medium-size Humanoid; HD 4d10+3d8+14; hp 61; Init +3; Spd 30 ft; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 Chain Shirt]; BAB +7; Grap +9; Atk: +11 melee 1d6+5 quarterstaff or +12 ranged 1d6+2 javelin; Full Atk: +11/+6 melee (1d6+5 quarterstaff), or +9/+4 melee (1d6+4 quarterstaff) and +9/+4 (1d6+3 quarterstaff) two weapon fighting, or +10/+10/+5 ranged (1d8+2 composite longbow); SA: Favored Enemy: Human +2; SQ: Wild Empathy; AL LE; SV Fort +15, Ref +10, Will +5; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb +6, Hide +7, Jump +6, Listen +6, Move Silently +7, Search +5, Spot +6, Survival +6 (+8 tracking), Tumble +10; Cleave, Endurance (ranger), Improved Two Weapon Fighting, Iron Will, Power Attack, Rapid Shot (ranger), Track, Two Weapon Fighting, Weapon Focus: Quarterstaff, Weapon Specialization: Quarterstaff,

Equipment: Masterwork Quarterstaff, masterwork Chain Shirt, 2 throwing axes, 20 arrows, masterwork mighty [+2] composite longbow, potion of cure serious wounds, +1 cloak of resistance.

Spells Prepared (1 base DC 11+spell level): 1st—Entangle

👉 **Crimson Blade Cleric:** Male half-orc Clr4 (Hextor); HD 4d8+12; hp 38; Init +0; Spd 30 ft; AC 14 (touch 10, flat-footed 14) [+4 chain shirt]; BAB +3, Grap +6; Atk/Full Atk: +8 melee (1d10+4 Heavy Flail); SQ: Command Undead 1/day; AL LE; SV Fort +6, Ref +1, Will +7; Str 16, Dex 11, Con 14, Int 9, Wis 17, Cha 7. Height 5 ft. 11 in.

Skills and Feats: Concentration +9; Greater Spell Focus: Evocation, Martial Weapon: Heavy Flail, Spell Focus: Evocation, Weapon Focus (Heavy Flail).

Spells Prepared (4/4+1/3+1); base DC = 13 + spell level, 15+spell level evocation): 0—Cure Minor Wounds x2, Detect Magic, Guidance; 1st—Cure Light Wounds x2, Enlarge Person*, Protection From Good x2; 2nd—Cure Moderate Wounds, Shatter*, Silence, Sound Burst x2.

*Domain spell. *Domains:* [Strength (+4 enhancement bonus to strength for 1 round/day); War (Weapon Proficiency and Focus: Heavy Flail)].

Equipment: Masterwork Heavy Flail, chain shirt, dagger, (un)holy symbol, backpack, bedroll, waterskin, 2 days' rations, scroll of bless, scroll of cure serious wounds.

Encounter Eight-Three A: The Deal Stands

👉 **Competent Hired Help:** Male human Rog6; CR 6; Medium-size Humanoid; HD 6d6+12; hp 38; Init +3; Spd 30 ft; AC 18 (touch 13, flat-footed 18) [+4 Dex, +3 studded leather, +1 buckler]; BAB +4; Grap +5; Atk/Full Atk: +9 melee (1d6+1/18-20 Rapier), or +9 melee (1d6+1 sap); SA: Sneak attack +3d6; SQ: Evasion, Uncanny Dodge, Trap Sense +2; AL CN; SV Fort +3, Ref +8, Will +2; Str 13, Dex 18, Con 14, Int 13, Wis 11, Cha 8.

Skills and Feats: Bluff +9, Climb +10, Disable Device +14, Hide +14, Listen +9, Move Silently +14, Open Lock +18, Search +9, Spot +9, Tumble +12; Nimble Fingers, Stealthy, Weapon Finesse, Weapon Focus: Rapier.

Equipment: Masterwork Rapier, Masterwork Sap, dagger, Masterwork studded leather armor, masterwork thieves' tools. One of them also has a masterwork heavy flail with Nystul's magic aura cast upon it.

Appendix Five – APL 8

Encounter Four: Cause and Effect

➤ **Advanced Anarchic Chimera:** Large magical beast; CR 10; HD 13d10+39; hp 121; Init +1 (dex); Spd 30 ft., fly 50 ft (clumsy); AC 19 (touch 10, flat-footed 18) [-1 size, +1 dex, +9 natural]; BAB: +13; Grap: +23; Atk +19 melee (2d6+6 bite); Full Atk + 19 melee (bite 2d6+6) and +19 melee (bite 1d8+6) and gore +19 melee (1d8+4) and 2 claws +17 melee (1d6+3); Face/Reach: 10 ft/5 ft.; SA: Breath Weapon, Smite Law; SQ: Acid, cold, electricity, fire, and sonic resistance 5, Darkvision, DR 5/Magic, Fast Healing 5, Immune to polymorphing and petrification, Low-light vision, Scent; AL CE; SV Fort +11, Ref +9, Will +7; Str 20 23, Dex 13 15, Con 18 17, Int 4, Wis 13, Cha 10.

Skills: Hide +2, Listen +11, Spot +11; *Ability Focus:* Breath Weapon, Hover, Iron Will, Mutli-attack

Breath Weapon (Su): A chimera's breath weapon depends upon the color of its dragon head (In this case, green (20' cone of acid); It is usable once every 1d4 rounds, deals 3d8 points of damage and allows a DC 20 reflex save (this save is constitution based).

Smite Law (Su): Once per day the chimera may make a melee attack, which, if it hits, deals an extra 13 points of damage to a lawful target.

Encounter Eight-Two: Breach of Contract

➤ **Hired Thug:** Male human Rog4; CR 4; Medium humanoid; HD 4d6+11; hp 29; Init +7; Spd 30 ft; AC 17 (touch 13, flat-footed 17) [+3 Dex, +3 studded leather, +1 buckler]; BAB +3; Grap +4; Atk/Full Atk: +7 melee (1d6+1/18-20 Rapier), or +7 ranged (1d6+1 composite shortbow); SA: Sneak attack +2d6; SQ: Evasion, Uncanny Dodge, Trap Sense +1; AL NE; SV Fort +3, Ref +7, Will +1; Str 13, Dex 16, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +8, Disable Device +9, Hide +10, Listen +7, Move Silently +10, Open Lock +12, Search +7, Spot +7, Tumble +10; Improved Initiative, Toughness, Weapon Finesse.

Equipment Masterwork Rapier, Masterwork Buckler, Mighty [+1] composite shortbow, 20 masterwork arrows, dagger, Masterwork studded leather armor, masterwork thieves' tools, potion of cure moderate wounds.

➤ **Crimson Blade Bard:** Male human Brd4; CR 4; Medium-size Humanoid; HD 4d6+8; hp 28; Init +3; Spd 30 ft; AC 17 (touch 12, flat-footed 15) [+2 Dex, +4 chain shirt, +1 buckler]; BAB +3; Grap +4; Atk: +4 melee (1d8+1/19-20 longsword), or +6 ranged (1d6+1 composite shortbow); SQ: Bardic Music 4/day, Inspire Courage +1, Countersong, Fascinate, Suggestion,

Bardic Knowledge; AL NE; SV Fort +6, Ref +7, Will +5; Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 16

Skills and Feats: Hide +8, Listen +7, Move Silently +8, Open Lock +11, Perform: Oratory +10, Search +7, Tumble +8; Great Fortitude, Point Blank Shot, Precise Shot, Spell Focus: Enchantment.

Equipment: Longsword, Mighty [+1] Composite shortbow, 20 masterwork arrows, dagger, masterwork Chain Shirt, masterwork thieves' tools, scroll of cure light wounds.

Spells Per Day (3/3/1 base DC 13+spell level, 14+spell level enchantment)

Spells Known: 6/3/2; 0th-Dancing Lights, Mending, Message, Open/Close, Prestidigitation, Read Magic; 1st—Cure Light Wounds, Lesser Confusion, Tasha's Hideous Laughter; 2nd—Blindness/Deafness, Glitterdust.

➤ **Crimson Blade Leader:** Male human Ftr4/Rgr4/War1; CR 8; Medium-size Humanoid; HD 4d10+5d8+18; hp 75; Init +4; Spd 30 ft; AC 18 (touch 14, flat-footed 14) [+4 Dex, +4 Chain Shirt]; BAB +9; Grap +11; Atk: +13 melee 1d6+5 quarterstaff or +14 ranged 1d6+2 javelin; Full Atk: +13/+8 melee (1d6+5 quarterstaff), or +11/+6 melee (1d6+4 quarterstaff) and +11/+6 (1d6+3 quarterstaff) two weapon fighting, or +12/+12/+7 ranged (1d6+2 javelin) or +9/+4 melee (1d6+4 quarterstaff) and +9/+4 (1d6+3 quarterstaff) and +10 ranged (1d6+2 javelin) two weapon fighting and rapid shot; SA: Favored Enemy: Human +2; SQ: Wild Empathy; AL LE; SV Fort +16, Ref +11, Will +6; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb +6, Hide +10, Jump +6, Listen +8, Move Silently +10, Search +5, Spot +7, Survival +10 (+12 tracking), Tumble +11; Cleave, Endurance (ranger), Improved Two Weapon Fighting, Iron Will, Power Attack, Quickdraw, Rapid Shot (ranger), Track, Two Weapon Fighting, Weapon Focus: Quarterstaff, Weapon Specialization: Quarterstaff,

Equipment: Masterwork Quarterstaff, masterwork Chain Shirt, 2 throwing axes, 6 masterwork javelins, Potion of cure serious wounds, +2 cloak of resistance.

Spells Prepared (1 base DC 11+spell level): 1st—Entangle

➤ **Animal Companion:** Riding dog; medium animal; HD 4d8+8; hp 34; Init +3; Spd 40 ft; AC 18 (touch 12, flat-footed 16) [+2 Dex, +4 Natural, +2 leather]; BAB: +1, Grap +3, Atk/Full Atk: +3 melee (1d6+3 bite); SA: Trip; SQ: Low light vision, scent, evasion, link, share spells; AL N; SV Fort +7, Ref +8, Will +2; Str 15, Dex 15, Con 15, Int 5, Wis 12, Cha 6

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1; Alertness, Track.

☛ **Crimson Blade Cleric:** Male half-orc Clr4 (Hextor); HD 4d8+12; hp 38; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14) [+4 chain shirt]; BAB +3, Grap +6; Atk/Full Atk: +8 melee (1d10+4 Heavy Flail); SQ: Command Undead 1/day; AL LE; SV Fort +7, Ref +2, Will +8; Str 16, Dex 11, Con 14, Int 9, Wis 17, Cha 7. Height 5 ft. 11 in.

Skills and Feats: Concentration +9; Greater Spell Focus: Evocation, Martial Weapon: Heavy Flail, Spell Focus: Evocation, Weapon Focus (Heavy Flail).

Spells Prepared (4/4+1/3+1); base DC = 13 + spell level, 15+spell level evocation): 0—Cure Minor Wounds x2, Detect Magic, Guidance; 1st—Cure Light Woundsx2, Enlarge Person*, Protection From Good x2; 2nd—Cure Moderate Wounds, Shatter*, Silence, Sound Burstx2.

*Domain spell. *Domains:* [Strength (+4 enhancement bonus to strength for 1 round/day); War (Weapon Proficiency and Focus: Heavy Flail)].

Equipment: Masterwork Heavy Flail, chain shirt, dagger, (un)holy symbol, backpack, bedroll, waterskin, 2 days' rations, scroll of bless, scroll of Cure Serious Wounds, +1 cloak of resistance.

Encounter Eight-Three A: The Deal Stands

☛ **Competent Hired Help:** Male human Rog6; CR 6; Medium-size Humanoid; HD 6d6+12; hp 38; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 18) [+4 Dex, +3 studded leather, +1 buckler]; BAB +4; Grap +5; Atk/Full Atk: +9 melee (1d6+1/18-20 Rapier), or +9 melee (1d6+1 sap); SA: Sneak attack +3d6; SQ: Evasion, Uncanny Dodge, Trap Sense +2; AL CN; SV Fort +3, Ref +8, Will +2; Str 13, Dex 18, Con 14, Int 13, Wis 11, Cha 8.

Skills and Feats: Bluff +9, Climb +10, Disable Device +14, Hide +14, Listen +9, Move Silently +14, Open Lock +18, Search +9, Spot +9, Tumble +12; Nimble Fingers, Stealthy, Weapon Finesse, Weapon Focus: Rapier.

Equipment: Masterwork Rapier, Masterwork Sap, dagger, Masterwork studded leather armor, masterwork thieves' tools. One of them also has a masterwork heavy flail with Nystul's magic aura cast upon it.

Encounter Eight-Three B: Calling the Guard

☛ **Advanced Bralani Eladrin Fighter:** Medium outsider (Chaotic, Eladrin, Extraplanar, Good); CR 8; HD 8d8+1d10+54; HP 104; Init: +9; Spd: 40 ft, fly 100 ft. (perfect); AC: 24 (14 touch, 20 flatfooted) [+4 dex, +4

chain shirt, +6 natural]; BAB +9; Grap +15; Atk: +17 melee (1d6+10 +1d6/15-20 scimitar) or +15 ranged (1d8+5/x3 composite longbow) or +15 melee (1d6+6 slam); Full Atk: +17/+12 (1d6+10 +1d6/15-20 scimitar) or +15/+10 (1d8+4/x3 composite longbow) or slam +10 melee (1d6+4); SA: Spell like abilities, whirlwind blast; SQ: Alternate form, DR 10/cold iron or evil; darkvision 60 ft, immune to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, SR 17, tongues; AL: CG; SV: Fort +13, Ref +10, Will +7; Str 22, Dex 21, Con 22, Int 11, Wis 14, Cha 16

Skills and Feats: Concentration +15, Diplomacy +7, Escape Artist +13, Handle Animal +11, Hide +13, Intimidate +5, Jump +12, Listen +11, Move Silently +11, Ride +7, Sense Motive +9, Spot +12, Tumble +15, Use Rope +5 (+7 with bindings); Blind-fight, Improved Critical: Scimitar, Improved Initiative, Power Attack, Weapon Focus: Scimitar.

Equipment: +1 merciful scimitar, masterwork mighty [+4] composite longbow, masterwork chain shirt.

Spell-like abilities: At will—blur, charm person (DC 14), gust of wind (DC 15), Mirror Image, Wind Wall; 2/day—lightning bolt (DC 16), Cure Serious Wounds (DC 16) clvl 6. The save DCs are charisma based.

Whirlwind blast (Su): When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot-long line (Reflex DC 19 for half). The save DC is Constitution based.

Alternate Form (Su): A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks, and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Appendix Six – APL 10

Encounter Four: Cause and Effect

➤ **Advanced Anarchic Chimera:** Huge magical beast; CR 12; HD 17d10+102; hp 204; Init +1 dex; Spd 30 ft, fly 50 ft (clumsy); AC 22 (touch 9, flat-footed 21) [-2 size, +1 dex, +13 natural]; BAB: +21; Grap: +37; Atk: +27 melee (3d6+8 bite); Full Atk + 27 melee (bite 3d6+8) and +27 melee (bite 2d6+8) and gore +27 melee (2d6+8) and 2 claws +25 melee (1d8+4); Face/Reach: 15 ft/10 ft; SA: Breath Weapon, Smite Law; SQ: Acid, cold, electricity, fire, and sonic resistance 5, Darkvision, DR 5/Magic, Fast Healing 5, Immune to polymorphing and petrification, Low-light vision, Scent; AL CE; SV Fort +16, Ref +11, Will +8; Str 27, Dex 12, Con 22, Int 4, Wis 13, Cha 10.

Skills: Hide -4, Listen +11, Spot +11; *Ability Focus:* Breath Weapon, Hover, Improved Natural Armor, Iron Will, Mutli-attack, Wingover.

Breath Weapon (Su): A chimera's breath weapon depends upon the color of its dragon head (In this case, green (20' cone of acid); It is usable once every 1d4 rounds, deals 3d8 points of damage and allows a DC 22 reflex save (this save is constitution based).

Smite Law (Su): Once per day the chimera may make a melee attack, which, if it hits, deals an extra 17 points of damage to a lawful target.

Eight-Two: Breach of Contract

➤ **Hired Thug:** Male human Rog6; CR 6; medium humanoid; HD 6d6+15; hp 41; Init +7; Spd 30 ft; AC 17 (touch 13, flat-footed 17) [+3 Dex, +3 studded leather, +1 buckler]; BAB +4; Grap +5; Atk/Full Atk: +9 melee (1d6+1/18-20 Rapier), or +7 melee (1d6+1 composite shortbow); SA: Sneak attack +3d6; SQ: Evasion, Uncanny Dodge, Trap Sense +2; AL NE; SV Fort +4, Ref +8, Will +2; Str 13, Dex 16, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +10, Disable Device +11, Hide +12, Listen +9, Move Silently +12, Open Lock +14, Search +9, Spot +9, Tumble +12; Improved Initiative Toughness, Weapon Finesse, Weapon Focus: Rapier.

Equipment: Masterwork Rapier, Masterwork Buckler, Mighty [+1] composite shortbow, 20 masterwork arrows, dagger, Masterwork studded leather armor, masterwork thieves' tools, potion of cure moderate wounds.

➤ **Crimson Blade Bard:** Male human Brd6; CR 6; medium humanoid; HD 6d6+12; hp 38; Init +3; Spd 30 ft; AC 17 (touch 11, flat-footed 15) [+1 Dex, +5 chain shirt, +1 buckler]; BAB +4; Grap +5; Atk/Full Atk: +5 melee (1d8+1/19-20 longsword), or +8 ranged (1d6+1

composite shortbow); SQ: Bardic Music 6/day, Inspire Courage +1, Countersong, Fascinate, Suggestion, Bardic Knowledge; AL NE; SV Fort +6, Ref +7, Will +5; Str 12, Dex 15, Con 14, Int 10, Wis 10, Cha 16

Skills and Feats: Hide +11, Listen +9, Move Silently +11, Open Lock +14, Perform: Oratory +12, Search +9, Tumble +10; Great Fortitude, Point Blank Shot, Precise Shot, Spell Focus: Enchantment.

Equipment: Longsword, Mighty [+1] Composite shortbow, 20 masterwork arrows, dagger, +1 Chain Shirt, masterwork thieves' tools, scroll of cure light wounds.

Spells Per Day (3/4/3 base DC 13+spell level, 14+spell level: enchantment)

Spells Known: 6/4/3; 0th-Dancing Lights, Mending, Message, Open/Close, Prestidigitation, Read Magic; 1st—Cure Light Wounds, Lesser Confusion, Tasha's Hideous Laughter, Undetectable Alignment; 2nd—Blindness/Deafness, Glitterdust, Silence.

➤ **Crimson Blade Leader:** Male human Ftr4/Rgr6/War1; CR 8; Medium-size Humanoid; HD 4d10+7d8+22; hp 89; Init +4; Spd 30 ft; AC 18 (touch 14, flat-footed 14) [+4 Dex, +4 Chain Shirt]; BAB +11; Grap +13; Atk: +15 melee 1d6+5 quarterstaff or +16 ranged 1d6+2 javelin; Full Atk: +17/+10/+5 melee (1d6+5 quarterstaff), or +13/+8/+3 melee (1d6+4 quarterstaff) and +13/+8 (1d6+3 quarterstaff) two weapon fighting, or +14/+14/+9 ranged (1d6+2 javelin) or +11/+6/+1 melee (1d6+4 quarterstaff) and +11/+6 (1d6+3 quarterstaff) and +12 ranged (1d6+2 javelin) two weapon fighting and rapid shot; SA: Favored Enemy: Human +4, Elf +2; SQ: Animal Companion, Wild Empathy; AL LE; SV Fort +17, Ref +12, Will +7; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb +6, Hide +12, Jump +6, Listen +10, Move Silently +12, Search +5, Spot +9, Survival +14 (+16 tracking), Tumble +12; Cleave, Endurance (ranger), Improved Two Weapon Fighting, Iron Will, Manyshot, Power Attack, Quickdraw, Rapid Shot (ranger), Track, Two Weapon Fighting, Weapon Focus: Quarterstaff, Weapon Specialization: Quarterstaff,

Equipment: Masterwork Quarterstaff, masterwork Chain Shirt, 2 throwing axes, 6 masterwork javelins, potion of cure serious wounds, +2 cloak of resistance.

Spells Prepared (2 base DC 11+spell level): 1st—Entangle, Longstrider

➤ **Animal Companion:** Riding dog; medium animal; HD 4d8+8; hp 34; Init +3; Spd 40 ft; AC 21 (touch 13, flat-footed 18) [+3 dex, +6 natural, +2 leather]; BAB: +3, Grap +6, Atk/Full Atk: +7 melee (1d6+4 bite); SA: Trip; SQ: Low light vision, scent, evasion, link, share spells;

AL N; SV Fort +7, Ref +8, Will +2; Str 16, Dex 16, Con 15, Int 8, Wis 12, Cha 6

Skills and Feats: Jump +11, Listen +5, Spot +5, Swim +4, Survival +1; Alertness, Track, Weapon Focus: bite.

➤ **Crimson Blade Cleric:** Male half-orc Clr6 (Hextor); HD 6d8+12; hp 45; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14) [+4 chain shirt]; BAB +4, Grap +7; Atk/Full Atk: +9 melee (1d10+4 Heavy Flail); SQ: Command Undead 1/day; AL LE; SV Fort +8, Ref +3, Will +9; Str 16, Dex 11, Con 14, Int 9, Wis 17, Cha 7. Height 5 ft. 11 in.

Skills and Feats: Concentration +11; Greater Spell Focus: Evocation, Martial Weapon: Heavy Flail, Power Attack, Spell Focus: Evocation, Weapon Focus (Heavy Flail).

Spells Prepared (5/4+1/4+1/3+1); base DC = 13 + spell level, 15+spell level evocation): 0—Create Water, Cure Minor Wounds x2, Detect Magic, Guidance; 1st—Cure Light Woundsx2, Enlarge Person*, Shield of Faith x2; 2nd—Cure Moderate Wounds, Shatter*, Silence, Sound Burst, Spiritual Weapon; 3rd—Dispel Magic, Magic Vestment*, Cure Serious Wounds, Searing Light

*Domain spell. *Domains:* [Strength (+6 enhancement bonus to strength for 1 round/day); War (Weapon Proficiency and Focus: Heavy Flail)].

Equipment: Masterwork Heavy Flail, chain shirt, dagger, (un)holy symbol, backpack, bedroll, waterskin, 2 days' rations, scroll of prayer, +1 cloak of resistance.

Precasting tactics: Magic vestment upon the leader's armor.

Encounter Eight-Three A: The Deal Stands

➤ **Competent Hired Help:** Male human Rog6; CR 6; Medium-size Humanoid; HD 6d6+15; hp 41; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +3 studded leather, +1 buckler]; BAB +4; Grap +5; Atk/Full Atk: +8 melee (1d6+1/18-20 Rapier), or +8 melee (1d6+1 sap); SA: Sneak attack +3d6; SQ: Evasion, Uncanny Dodge, Trap Sense +2; AL CN; SV Fort +3, Ref +8, Will +2; Str 13, Dex 16, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Bluff +11, Climb +9, Disable Device +11, Hide +14, Listen +7, Move Silently +14, Open Lock +11, Search +9, Spot +7, Tumble +12; Skill Focus: Bluff, Stealthy, Toughness, Weapon Finesse.

Equipment: Masterwork Rapier, Masterwork Sap, dagger, Masterwork studded leather armor, masterwork thieves' tools.

Encounter Eight-Three B: Calling the Guard

➤ **Advanced Bralani Eladrin Fighter:** Medium outsider (Chaotic, Eladrin, Extraplanar, Good); CR 10; HD 10d8+2d10+66; HP 132; Init: +10; Spd: 40 ft, fly 100 ft. (perfect); AC: 24 (16 touch, 18 flatfooted) [+6 dex, +2 leather armor, +6 natural]; BAB +12; Grap +18; Atk: +20 melee (1d6+10 +1d6/15-20 scimitar) or +19 ranged (1d8+5/x3 composite longbow) or +18 melee (1d6+4 slam); Full Atk: +20/+15/+10 (1d6+10 +1d6/15-20 scimitar) or +19/+14/+9 (1d8+5/x3 composite longbow) or slam +18/+13/+8 melee (1d6+6); SA: Spell like abilities, whirlwind blast; SQ: Alternate form, DR 10/cold iron or evil; darkvision 60 ft, immune to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, SR 17, tongues; AL: CG; SV: Fort +15, Ref +12, Will +8; Str 22, Dex 22, Con 22, Int 11, Wis 14, Cha 16

Skills and Feats: Concentration +17, Diplomacy +9, Escape Artist +15, Handle Animal +11, Hide +15, Intimidate +7, Jump +12, Listen +13, Move Silently +13, Ride +7, Sense Motive +11, Spot +14, Tumble +15, Use Rope +5 (+7 with bindings); Blind-fight, Close Quarters Fighting, Combat Reflexes, Improved Critical: Scimitar, Improved Initiative, Power Attack, Weapon Focus: Scimitar.

Equipment: +1 merciful scimitar, +1 mighty [+4] composite longbow, masterwork chain shirt.

Spell-like abilities: At will—blur, charm person (DC 14), gust of wind (DC 15), Mirror Image, Wind Wall; 2/day—lightning bolt (DC 16), Cure Serious Wounds (DC 16) clvl 6. The save DCs are charisma based.

Whirlwind Blast (Su): When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot-long line (Reflex DC 19 for half). The save DC is Constitution based.

Alternate Form (Su): A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks, and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Appendix Seven – APL 12

Encounter Four: Cause and Effect

➤ **Advanced Anarchic Chimera:** Huge magical beast; CR 14; HD 21d10+105; hp 236; Init +4; Spd 30 ft., fly 50 ft (clumsy); AC 23 (touch 8, flat-footed 23) [-2 size, +15 natural]; BAB: +27; Grap: +44; Atk +34 melee (3d6+9 bite); Full Atk + 34 melee (bite 3d6+9) and +34 melee (bite 2d6+9) and gore +34 melee (2d6+9) and 2 claws +32 melee (1d8+4); Face/Reach: 15 ft/10 ft.; SA: Breath Weapon, Smite Law; SQ: Acid, cold, electricity, fire, and sonic resistance 5, Darkvision, DR 5/Magic, Fast Healing 5, Immune to polymorphing and petrification, Low-light vision, Scent; AL CE; SV Fort +17, Ref +12, Will +10; Str 28, Dex 11, Con 20, Int 4, Wis 13, Cha 10.

Skills: Hide -4, Listen +12, Spot +13; Improved Initiative, Improved Natural Armor x3, Hover, Iron Will, Mutli-attack, Wingover.

Breath Weapon (Su): A chimera's breath weapon depends upon the color of its dragon head (In this case, green (20' cone of acid); It is usable once every 1d4 rounds, deals 3d8 points of damage and allows a DC 20 reflex save (this save is constitution based).

Smite Law (Su): Once per day the chimera may make a melee attack, which, if it hits, deals an extra 20 points of damage to a lawful target.

Encounter Eight-Two: Breach of Contract

➤ **Hired Thug:** Male human Rog8; CR 8; Medium-size Humanoid; HD 8d6+16; hp 48; Init +7; Spd 30 ft; AC 17 (touch 13, flat-footed 17) [+3 Dex, +3 studded leather, +1 buckler]; BAB +6; Grap +7; Atk: +11 melee (1d6+2/18-20 Rapier) or +10 ranged (1d6+1 composite shortbow); Full Atk: +11/+5 (1d6+2/18-20 Rapier) or +10/+5 ranged (1d6+1 composite shortbow); SA: Sneak attack +4d6; SQ: Evasion, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +2; AL NE; SV Fort +4, Ref +9, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +12, Disable Device +13, Hide +14, Listen +11, Move Silently +14, Open Lock +16, Search +11, Spot +11, Tumble +14; Improved Initiative Iron Will, Weapon Finesse, Weapon Focus: Rapier.

Equipment: +1 Rapier, Masterwork Sap, 3 daggers, Masterwork studded leather armor, masterwork thieves' tools, Masterwork Buckler, Mighty [+1] composite shortbow, 20 masterwork arrows, potion of cure moderate wounds.

➤ **Crimson Blade Bard:** Male Human Brd8; CR 8; Medium-size Humanoid; HD 8d6+16; hp 45; Init +3; Spd 30 ft; AC 19 (touch 13, flat-footed 15) [+3 Dex, +5

chain shirt, +1 buckler]; BAB +6; Grap +7; Atk: +7 melee (1d8+1/19-20 longsword), or +10 ranged (1d6+1 composite shortbow); Full Atk: +7/+2 melee (1d8+1/19-20 longsword) or +8/+8/+3 ranged (1d6+1 composite shortbow); SQ: Bardic Music 8/day, Inspire Courage +2, Countersong, Fascinate, Suggestion, Bardic Knowledge; AL NE; SV Fort +7, Ref +9, Will +7; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 16

Skills and Feats: Hide +13, Listen +11, Move Silently +13, Open Lock +16, Perform: Oratory +14, Search +11, Tumble +13; Great Fortitude, Point Blank Shot, Precise Shot, Rapid Shot.

Equipment: Longsword, Mighty [+1] Composite shortbow, 20 masterwork arrows, dagger, +1 Chain Shirt, +1 cloak of resistance masterwork thieves' tools, scroll of cure light wounds, scroll of Haste.

Spells Per Day (3/4/4/3 base DC 13+spell level); *Spells Known:* 6/4/4/3; 0th-Dancing Lights, Mending, Message, Open/Close, Prestidigitation, Read Magic; 1st—Cure Light Wounds, Lesser Confusion, Tasha's Hideous Laughter, Undetectable Alignment; 2nd—Blindness/Deafness, Glitterdust, Rage, Silence; 3rd—Confusion, Cure Serious Wounds, Displacement.

➤ **Crimson Blade Leader:** Male human Ftr4/Rgr6/War1; CR 10; Medium-size Humanoid; HD 4d10+7d8+22; hp 89; Init +4; Spd 30 ft; AC 18 (touch 14, flat-footed 14) [+4 Dex, +4 Chain Shirt]; BAB +11; Grap +13; Atk: +15 melee 1d6+5 quarterstaff or +16 ranged 1d6+2 javelin; Full Atk: +17/+10/+5 melee (1d6+5 quarterstaff), or +13/+8/+3 melee (1d6+4 quarterstaff) and +13/+8 (1d6+3 quarterstaff) two weapon fighting, or +14/+14/+9/+4 ranged (1d6+2 javelin) or +11/+6/+1 melee (1d6+4 quarterstaff) and +11/+6 (1d6+3 quarterstaff) and +12 ranged (1d6+2 javelin) two weapon fighting and rapid shot; SA: Favored Enemy: Human +4, Elf +2; SQ: Animal Companion, Wild Empathy; AL LE; SV Fort +17, Ref +12, Will +7; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb +6, Hide +12, Jump +6, Listen +10, Move Silently +12, Search +5, Spot +9, Survival +14 (+16 tracking), Tumble +12; Cleave, Endurance (ranger), Improved Two Weapon Fighting, Iron Will, Manyshot, Power Attack, Quickdraw, Rapid Shot (ranger), Track, Two Weapon Fighting, Weapon Focus: Quarterstaff, Weapon Specialization: Quarterstaff,

Equipment: Masterwork Quarterstaff, masterwork Chain Shirt, 2 throwing axes, 6 masterwork javelins, potion of cure serious wounds, +2 cloak of resistance.

Spells Prepared (2 base DC 11+spell level): 1st—Entangle, Longstrider

Precasting tactics: Longstrider upon himself.

🐾 **Animal Companion:** Riding dog; medium animal; HD 4d8+8; hp 34; Init +3; Spd 40 ft; AC 21 (touch 13, flat-footed 18) [+3 dex, +6 natural, +2 leather]; BAB: +3; Grap +6, Atk/Full Atk +7 melee (1d6+4 bite); SA: Trip; SQ: Low light vision, scent, evasion, link, share spells; AL N; SV Fort +7, Ref +8, Will +2; Str 16, Dex 16, Con 15, Int 5, Wis 12, Cha 6

Skills and Feats: Jump +11, Listen +5, Spot +5, Swim +4, Survival +1; Alertness, Track, Weapon Focus: bite.

🐾 **Crimson Blade Cleric:** Male half-orc Clr10 (Hextor); HD 10d8+20; hp 75; Init +0; Spd 30 ft; AC 14 (touch 10, flat-footed 14) [+4 chain shirt]; BAB +7, Grap +10; Atk: +12 melee (1d10+4 Heavy Flail); Atk: +12/+7 melee (1d10+4 Heavy Flail); SQ: Command Undead 1/day; AL LE; SV Fort +10, Ref +4, Will +12; Str 16, Dex 11, Con 14, Int 9, Wis 18, Cha 7. Height 5 ft. 11 in.

Skills and Feats: Concentration +15; Cleave, Greater Spell Focus: Evocation, Martial Weapon: Heavy Flail, Power Attack, Spell Focus: Evocation, Weapon Focus (Heavy Flail).

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1); base DC = 14 + spell level, 16+spell level evocation): 0—Create Water, Cure Minor Wounds x2, Detect Magic, Guidance x2; 1st—Cure Light Woundsx2, Enlarge Person*, Shield of Faith x2; 2nd—Aid, Bull's Strength*, Shatter, Silence, Sound Burst, Spiritual Weapon; 3rd—Dispel Magic x2, Magic Vestment*, Cure Serious Wounds, Searing Light; 4th—Cure Critical Wounds, Divine Power*, Freedom of Movement, Greater Magic Weapon x2; 5th—Flame Strike x2, Righteous Might*

*Domain spell. *Domains:* [Strength (+10 enhancement bonus to strength for 1 round/day); War (Weapon Proficiency and Focus: Heavy Flail)].

Equipment: Masterwork Heavy Flail, chain shirt, dagger, (un)holy symbol, backpack, bedroll, waterskin, 2 days' rations, scroll of prayer, +1 cloak of resistance.

Precasting tactics: Greater Magic Weapon on both ends of the leader's quarterstaff, Magic vestment upon the leader's armor, Freedom of Movement upon the leader.

Encounter Eight-Three A: The Deal Stands

🐾 **Competent Hired Help:** Male human Rog10; CR 10; Medium-size Humanoid; HD 10d6+23; hp 67; Init +3; Spd 30 ft; AC 17 (touch 13, flat-footed 17) [+3 Dex, +3 studded leather, +1 buckler]; BAB +7; Grap +8; Atk: +11 melee (1d6+1/18-20 Rapier), or +10 melee (1d6+1 sap) Full Atk; +11/+6 melee (1d6+1/18-20 Rapier), or +10/+5 melee (1d6+1 sap); SA: Sneak attack +4d6; SQ: Evasion, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +2, Slippery Mind; AL CN; SV Fort +4, Ref +10, Will +5; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Bluff +11, Climb +13, Disable Device +15, Hide +18, Listen +11, Move Silently +18, Open Lock +15, Search +13, Spot +11, Tumble +16; Skill Focus: Bluff, Iron Will, Stealthy, Toughness, Weapon Finesse.

Equipment: Masterwork Rapier, Masterwork Sap, dagger, Masterwork studded leather armor, masterwork thieves' tools.

Encounter Eight-Three B: Calling the Guard

🐾 **Advanced Bralani Eladrin Fighter:** Medium outsider (Chaotic, Eladrin, Extraplanar, Good); CR 10; HD 10d8+2d10+66; HP 132; Init: +10; Spd: 40 ft, fly 100 ft. (perfect); AC: 24 (16 touch, 18 flatfooted) [+6 dex, +2 leather armor, +6 natural]; BAB +12; Grap +18; Atk: +20 melee (1d6+10 +1d6/15-20 scimitar) or +19 ranged (1d8+5/x3 composite longbow) or +18 melee (1d6+4 slam); Full Atk: +20/+15/+10 (1d6+10 +1d6/15-20 scimitar) or +19/+14/+9 (1d8+5/x3 composite longbow) or slam +18/+13/+8 melee (1d6+6); SA: Spell like abilities, whirlwind blast; SQ: Alternate form, DR 10/cold iron or evil; darkvision 60 ft, immune to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, SR 17, tongues; AL: CG; SV: Fort +15, Ref +12, Will +8; Str 22, Dex 22, Con 22, Int 11, Wis 14, Cha 16

Skills and Feats: Concentration +17, Diplomacy +9, Escape Artist +15, Handle Animal +11, Hide +15, Intimidate +7, Jump +12, Listen +13, Move Silently +13, Ride +7, Sense Motive +11, Spot +14, Tumble +15, Use Rope +5 (+7 with bindings); Blind-fight, Close Quarters Fighting, Combat Reflexes, Improved Critical: Scimitar, Improved Initiative, Power Attack, Weapon Focus: Scimitar.

Equipment: +1 merciful scimitar, +1 mighty [+4] composite longbow, masterwork chain shirt.

Spell-like abilities: At will—blur, charm person (DC 14), gust of wind (DC 15), Mirror Image, Wind Wall; 2/day—lightning bolt (DC 16), Cure Serious Wounds (DC 16) clvl 6. The save DCs are charisma based.

Whirlwind Blast (Su): When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot-long line (Reflex DC 19 for half). The save DC is Constitution based.

Alternate Form (Su): A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks, and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

☛ **Tritherionite Ghaele Eladrin:** Medium outsider (Chaotic, Eladrin, Extraplanar, Good); CR 13; HD 10d8+20; HP 65; Initiative +5; Spd 50 ft, fly 150 ft (perfect); AC: 25 (touch 11, flatfooted 24) [+1 dex, +14 natural]; BAB +10; Grap +17; Atk: +18 melee (1d6+11 +1d6/18-20 +1 merciful scimitar) or +10 ranged touch (2d12); Full Atk: +18/+13 melee (1d6+11+1d6/18-20 +1 merciful scimitar) or +10/+10 ranged touch (2d12 light ray); SA: Spell-like abilities, gaze; SQ: Alternate form, DR 10/evil and cold iron, darkvision 60 ft, immunity to electricity and petrification, low-light vision, protective aura, resistance to cold 10 and fire 10, SR 28, Tongues; AL CG; SV: Fort +9, Ref +8, Will +10; Str 25, Dex 12, Con 15, Int 16, Wis 17, Cha 16

Skills and Feats: Concentration +15, Diplomacy +5, Escape Artist +14, Handle Animal +15, Hide +14, Knowledge(Arcana) +16, Knowledge(Religion) +16, Listen +16, Move Silently +14, Ride +16, Sense Motive +17, Spot +16, Use Rope +1 (+3 with bindings); Combat Expertise, Improved Trip, Power Attack, Quicken Spell.

Equipment +1 merciful scimitar, Holy symbol of Tritherion.

Spell-like Abilities: At Will—aid, charm monster (DC 17), Color Spray (DC 14), Comprehend Languages, Continual Flame, cure light wounds, (DC 14), dancing lights, detect evil, detect thoughts (DC 15), disguise self, dispel magic, hold monster (DC 18), greater invisibility (self only), major image (DC 16), see invisibility, greater teleport (self plus 50 pounds of objects only); 1/day—chain lightning (DC 19), prismatic spray (DC 20), wall of force. Caster level 12th. The save DCs are Charisma based.

Spells: Ghaeles in humanoid form can cast divine spells as clerics.

Spells Prepared (6/6+1/6+1/6+1/ 4+1/3+1/3+1/2+1); base DC=13+spell level): 0—Create Water, Detect Magic x2, Guidance x3; 1st—Bane, Divine Favor x2, Entropic Shield*, Shield of Faith x2, Sanctuary x2; 2nd—Bear's Endurance, Bull's Strength*, Remove Paralysis, Resist Energy x2, Shatter, Spiritual Weapon; 3rd—Bestow Curse, Daylight, Magic Vestment*, Prayer x2, Remove Curse, Searing Light; 4th—Air Walk, Chaos Hammer*, Death Ward, Freedom of Movement, Spell Immunity; 5th—Dispel Law*, Flame Strike, Quickened Divine Favor, Righteous Might, True Seeing; 6th—Quickened Bull's Strength*, Greater Dispelling, Heal; 7th—Holy Word, Word of Chaos*

*Domain spell. *Domains:* [Strength (+14 enhancement bonus to strength for 1 round/day); Chaos (+1 clvl on [Chaos] spells)].

Appendix Eight – APL 14

Encounter Four: Cause and Effect

➤ **Advanced Anarchic Chimera:** Huge magical beast; CR 16; HD 27d10+135; hp 283; Init +4; Spd 30 ft., fly 50 ft (clumsy); AC 23 (touch 8, flat-footed 23) [-2 size, +15 natural]; BAB: +27; Grap: +44; Atk +34 melee (3d6+9 bite); Full Atk + 34 melee (bite 3d6+9) and +34 melee (bite 2d6+9) and gore +34 melee (2d6+9) and 2 claws +32 melee (1d8+4); Face/Reach: 15 ft/10 ft.; SA: Breath Weapon, Smite Law +20 damage 1/day; SQ: Acid, Cold, Electricity, Fire, and Sonic Resistance 5, Darkvision 60', DR 5/magic, Fast Healing 5, Immune to Polymorph and Petrification, Low-light vision, Scent; AL CE; SV Fort +20, Ref +15, Will +12; Str 28, Dex 11, Con 21, Int 4, Wis 13, Cha 10.

Skills: Hide -4, Listen +15, Spot +16; *Ability Focus:* Breath Weapon, Fly by Attack, Improved Initiative, Improved Natural Armor x3, Hover, Iron Will, Mutli-attack, Wingover.

Breath Weapon (Su): A chimera's breath weapon depends upon the color of its dragon head (In this case, green (20' cone of acid); It is usable once every 1d4 rounds, deals 3d8 points of damage and allows a DC 22 reflex save (this save is constitution based).

Smite Law (Su): Once per day the chimera may make a melee attack, which, if it hits, deals an extra 20 points of damage to a lawful target.

Encounter Eight-Two: Breach of Contract

➤ **Hired Thug:** Male human Rog10; CR 10; Medium-size Humanoid; HD 10d6+20; hp 62; Init +8; Spd 30 ft; AC 18 (touch 14, flat-footed 17) [+4 Dex, +3 studded leather, +1 buckler]; BAB +9; Grap +10; Atk: +14 melee (1d6+2/18-20 Rapier), or +13 ranged (1d6+1 composite shortbow); Full Atk: +14/+9 (1d6+2/18-20 Rapier), or +13/+8 (1d6+1 composite shortbow); SA: Sneak attack +5d6; SQ: Evasion, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +3, Opportunist; AL NE; SV Fort +7, Ref +10, Will +5; Str 13, Dex 18, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +14, Disable Device +15, Hide +16, Listen +13, Move Silently +16, Open Lock +18, Search +13, Spot +13, Tumble +16; Great Fortitude, Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus: Rapier.

Equipment: +1 Rapier, Sap, masterwork buckler, mighty [+1] composite shortbow, 20 masterwork arrows, 3 daggers, Masterwork studded leather armor, masterwork thieves' tools, potion of cure moderate wounds.

➤ **Crimson Blade Bard:** Male Human Brd8; CR 8; Medium-size Humanoid; HD 8d6+16; hp 45; Init +3;

Spd 30 ft; AC 19 (touch 13, flat-footed 15) [+3 Dex, +5 chain shirt, +1 buckler]; BAB +6; Grap +7; Atk: +7 melee (1d8+1/19-20 longsword), or +10 ranged (1d6+1 composite shortbow); Full Atk: +7/+2 melee (1d8+1/19-20 longsword) or +8/+8/+3 ranged (1d6+1 composite shortbow); SQ: Bardic Music 8/day, Inspire Courage +2, Countersong, Fascinate, Suggestion, Bardic Knowledge; AL NE; SV Fort +7, Ref +9, Will +7; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 16

Skills and Feats: Hide +13, Listen +11, Move Silently +13, Open Lock +16, Perform: Oratory +14, Search +11, Tumble +13; Great Fortitude, Point Blank Shot, Precise Shot, Rapid Shot.

Equipment: Longsword, Mighty [+1] Composite shortbow, 20 masterwork arrows, dagger, +1 Chain Shirt, +1 cloak of resistance, masterwork thieves' tools, scroll of cure light wounds, scroll of Haste.

Spells Per Day (3/4/4/3 base DC 13+spell level)

Spells Known: 6/4/4/3; 0th-Dancing Lights, Mending, Message, Open/Close, Prestidigitation, Read Magic; 1st—Cure Light Wounds, Lesser Confusion, Tasha's Hideous Laughter, Undetectable Alignment; 2nd—Blindness/Deafness, Glitterdust, Rage, Silence; 3rd—Confusion, Cure Serious Wounds, Displacement.

➤ **Crimson Blade Leader:** Male human Ftr6/Rgr6/War1; CR 12; medium humanoid; HD 6d10+7d8+26; hp 105; Init +4; Spd 30 ft; AC 19 (touch 14, flat-footed 14) [+4 Dex, +4 Chain Shirt, +1 natural]; BAB +13; Grap +15; Atk: +17 melee 1d6+5/19-20 quarterstaff or +18 ranged 1d6+2 javelin; Full Atk: +17/+12/+7 melee (1d6+5/19-20 quarterstaff), or +15/+10/+5 melee (1d6+4/19-20 quarterstaff) and +15/+10/+5 (1d6+3/19-20 quarterstaff) two weapon fighting, or +16/+16/+11/+6 ranged (1d6+2 javelin) or +13/+8/+3 melee (1d6+4/19-20 quarterstaff) and +13/+8/+3 (1d6+3/10-20 quarterstaff) and +14 ranged (1d6+2 javelin) two weapon fighting and rapid shot; SA: Favored Enemy: Human +4, Elf +2; SQ: Animal Companion, Wild Empathy; AL LE; SV Fort +18, Ref +13, Will +8; Str 14, Dex 19, Con 14, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb +6, Hide +12, Jump +6, Listen +10, Move Silently +12, Search +5, Spot +9, Survival +14 (+16 tracking), Tumble +12; Cleave, Endurance (ranger), Greater Two Weapon Fighting, Improved Critical: Quarterstaff, Improved Two Weapon Fighting, Iron Will, Manyshot, Power Attack, Quickdraw, Rapid Shot (ranger), Track, Two Weapon Fighting, Weapon Focus: Quarterstaff, Weapon Specialization: Quarterstaff,

Equipment: Masterwork Quarterstaff, masterwork Chain Shirt, 2 throwing axes, 6 masterwork javelins, +1

amulet of natural armor, +2 cloak of resistance, 2 potions of cure serious wounds.

Spells Prepared (2 base DC 11+spell level): 1st—Entangle, Longstrider

Precasting tactics: Longstrider

➤ **Animal Companion**: Riding dog; medium animal; HD 4d8+8; hp 34; Init +3; Spd 40 ft; AC 21 (touch 13, flat-footed 18) [+3 dex, +6 natural, +2 leather]; BAB: +3; Grap +6, Atk/Full Atk +7 melee (1d6+4 bite); SA: Trip; SQ: Low light vision, scent, evasion, link, share spells; AL N; SV Fort +7, Ref +8, Will +2; Str 16, Dex 16, Con 15, Int 8, Wis 12, Cha 6

Skills and Feats: Jump +11, Listen +5, Spot +5, Swim +4, Survival +1; Alertness, Track, Weapon Focus: bite.

➤ **Crimson Blade Cleric**: Male half-orc Clr12 (Hextor); HD 12d8+24; hp 77; Init +1; Spd 30 ft; AC 16 (touch 11, flat-footed 15) [+1 dex, +5 chain shirt]; BAB +9, Grap +12; Atk: +14 melee (1d10+5/17-20 Heavy Flail); Atk: +14/+9 melee (1d10+5/17-20 Heavy Flail); SQ: Command Undead 1/day; AL LE; SV Fort +11, Ref +6, Will +13; Str 16, Dex 12, Con 14, Int 9, Wis 18, Cha 7. Height 5 ft. 11 in.

Skills and Feats: Concentration +17; Cleave, Greater Spell Focus: Evocation, Improved Critical: Heavy Flail, Martial Weapon: Heavy Flail, Power Attack, Spell Focus: Evocation, Weapon Focus (Heavy Flail).

Spells Prepared (6/6+1 /5+1 /5+1 /4+1 /3+1 /2+1); base DC = 14 + spell level, 16+spell level evocation): 0—Create Water, Cure Minor Wounds x2, Detect Magic, Guidance x2; 1st—Cure Light Woundsx2, Enlarge Person*, Shield of Faith x3; 2nd—Aid, Bull's Strength*, Remove Paralysis, Silence, Sound Burst, Spiritual Weapon; 3rd—Dispel Magic x2, Magic Vestment*, Cure Serious Wounds, Searing Light x2; 4th—Cure Critical Wounds, Divine Power*, Freedom of Movement, Greater Magic Weapon x2; 5th—Dispel Good, Flame Strike x2, Righteous Might*; 6th—Blade Barrier, Heal, Stoneskin*

*Domain spell. *Domains*: [Strength (+12 enhancement bonus to strength for 1 round/day); War (Weapon Proficiency and Focus: Heavy Flail)].

Equipment: +1 Heavy Flail, +1 chain shirt, +1 cloak of resistance, dagger, (un)holy symbol, backpack, bedroll, waterskin, 2 days' rations, scroll of prayer, scroll of cure critical wounds, 500gp of diamond dust.

Precasting tactics: Magic Vestment upon the leader's armor, Greater Magic Weapon on both sides of his quarterstaff, Freedom of Movement upon himself, Stoneskin on the leader.

Encounter Eight-Three A: The Deal Stands

➤ **Extremely Competent Hired Help**: Male human Rog14; CR 14; medium humanoid; HD 14d6+31; hp 93;

Init +4; Spd 30 ft; AC 18 (touch 14, flat-footed 18) [+4 Dex, +3 studded leather, +1 buckler]; BAB +10; Grap +11; Atk: +15 melee (1d6+1/18-20 Rapier), or +15 melee (1d6+1 sap); Full Atk +15/+10 melee (1d6+1/18-20 Rapier), or +15/+10 melee (1d6+1 sap); SA: Sneak attack +7d6; SQ: Evasion, Uncanny Dodge, Improved Uncanny Dodge, Crippling Strike, Slippery Mind, Trap Sense +3; AL CN; SV Fort +7, Ref +13, Will +6; Str 13, Dex 18, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Bluff +15, Climb +17, Disable Device +19, Hide +23, Listen +15, Move Silently +23, Open Lock +15, Search +17, Spot +15, Tumble +21; Great Fortitude, Iron Will, Skill Focus: Bluff, Stealthy, Toughness, Weapon Finesse.

Equipment: Masterwork Rapier, Masterwork Sap, dagger, Masterwork studded leather armor, masterwork thieves' tools.

Encounter Eight-Three B: Calling the Guard

➤ **Ghaele Eladrin Clr1**: Medium-size Outsider (Chaotic, Eladrin, Extraplanar, Good); CR 14; HD 10d8+1d8+44; HP 97; Initiative +6; Spd 50 ft, fly 150 ft (perfect); AC: 30 (touch 12, flatfooted 28) [+2 dex, +4 chain shirt, +14 natural]; BAB +10; Grap +20; Atk: +21 melee (1d6+16(+1d6)/18-20 +1 merciful scimitar) or +11 ranged touch (2d12); Full Atk: +21/+16 melee (1d6+17 +1d6/18-20 +1 merciful scimitar) or +11/+11 ranged touch (2d12 light ray); SA: Spell-like abilities, gaze; SQ: Alternate form, DR 10/evil and cold iron, darkvision 60 ft, immunity to electricity and petrification, low-light vision, protective aura, resistance to cold 10 and fire 10, SR 28, Tougness; AL CG; SV: Fort +13, Ref +9, Will +13; Str 30, Dex 14, Con 18, Int 16, Wis 20, Cha 14

Skills and Feats: Concentration +18, Diplomacy +8, Escape Artist +15, Handle Animal +15, Hide +15, Knowledge (Arcana) +17, Knowledge (Religion) +17, Listen +18, Move Silently +15, Ride +17, Sense Motive +19, Spot +18, Use Rope +2 (+4 with bindings); Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip.

Equipment +1 merciful scimitar, Chain Shirt, Holy symbol of Tritheron.

Spell-like Abilities: At Will—aid, charm monster (DC 16), Color Spray (DC 13), Comprehend Languages, Continual Flame, cure light wounds, (DC 13), dancing lights, detect evil, detect thoughts (DC 14), disguise self, dispel magic, hold monster (DC 17), greater invisibility (self only), major image (DC 15), see invisibility, greater teleport (self plus 50 pounds of objects only); 1/day—chain lightning (DC 18), prismatic spray (DC 19), wall of force. Caster level 12th. The save DCs are Charisma based.

Spells: Ghaeles in humanoid form can cast divine spells as clerics.

Spells Prepared (6/7+1 /6+1 /6+1 /5+1 /5+1 /3+1/2+1/1+1); base DC = 15 + spell level): 0—Create Water, Detect Magic x2, Guidance x3; 1st—Bane, Divine Favor x2, Protection From Law*, Shield of Faith x2, Sanctuary x2; 2nd—Bear's Endurance, Bull's Strength*, Remove Paralysis, Resist Energy x2, Shatter, Spiritual Weapon; 3rd—Bestow Curse, Daylight, Magic Vestment*, Prayer x2, Remove Curse, Searing Light; 4th—Air Walk, Chaos Hammer*, Death Ward, Dismissal, Freedom of Movement, Spell Immunity; 5th—Dispel Law*, Flame Strike, Righteous Might, True Seeing; 6th—Animate Objects*, Greater Dispelling, Heal x2; 7th—Holy Word, Tritheron's Grasping Hand*, Word of Chaos, 8th—Cloak of Chaos, Tritheron's Clenched Fist*

*Domain spell. *Domains:* [Strength (+15 enhancement bonus to strength for 1 round/day); Chaos (+1 clvl on [Chaos] spells)].

Gaze (Su): In humanoid form—slay evil creatures of 5 or less HD < range 60 feet, Will DC 18 negates. Even if the save succeeds, the creature is affected as though by a *fear* spell for 2d10 rounds. Non-evil creatures and evil creatures with more than 5 HD, must succeed on a DC 18 will save or suffer the *fear* effect. The save DCs are Charisma based.

Light Ray (Ex): A ghaele in globe form can project light rays with a range of 300 feet. This attack overcomes damage reduction of any type.

Alternate Form (Su): A ghaele can shift between its humanoid and globe forms as a standard action. In humanoid form, it cannot fly or use its light rays, but it can use its gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, it can fly, use its light rays, and use spell-like abilities. The globe form is incorporeal, and the ghaele has no Strength score while in that form.

A ghaele remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the ghaele revert to any particular form when killed. A *true seeing* spell or ability, however, reveals both forms simultaneously.

Protective Aura (Su): Against attacks or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the ghaele. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals ghaele's HD). (The defensive benefits from the circle are not included in a ghaele's stat block).

☛ **Ghaele Eladrin Ftr1:** Medium outsider (Chaotic, Eladrin, Extraplanar, Good); CR 14; HD 10d8+1d10+44; HP 99; Initiative +6; Spd 50 ft, fly 150 ft (perfect); AC:

30 (touch 12, flatfooted 28) [+2 dex, +4 chain shirt, +14 natural]; BAB +11; Grap +21; Atk: +22 melee (1d6+16 +1d6/18-20 +1 merciful scimitar) or +11 ranged touch (2d12); Full Atk: +22/+17/+12 melee (1d6+16(+1d6)/18-20 +1 merciful scimitar) or +11/+11 ranged touch (2d12 light ray); SA: Spell-like abilities, gaze; SQ: Alternate form, DR 10/evil and cold iron, darkvision 60 ft, immunity to electricity and petrification, low-light vision, protective aura, resistance to cold 10 and fire 10, SR 28, Tounge; AL CG; SV: Fort +13, Ref +9, Will +10; Str 30, Dex 14, Con 18, Int 16, Wis 18, Cha 16

Skills and Feats: Concentration +17, Diplomacy +5, Escape Artist +15, Handle Animal +15, Hide +15, Intimidate +8, Knowledge (Arcana) +16, Knowledge (Religion) +16, Listen +17, Move Silently +15, Ride +17, Sense Motive +18, Spot +17, Use Rope +2 (+4 with bindings); Combat Expertise, Improved Disarm, Improved Trip, Power Attack, Quicken Spell.

Equipment +1 merciful scimitar, Chain Shirt, Holy symbol of Tritheron.

Spell-like Abilities: At Will—aid, charm monster (DC 17), Color Spray (DC 14), Comprehend Languages, Continual Flame, cure light wounds, (DC 14), dancing lights, detect evil, detect thoughts (DC 15), disguise self, dispel magic, hold monster (DC 18), greater invisibility (self only), major image (DC 16), see invisibility, greater teleport (self plus 50 pounds of objects only); 1/day—chain lightning (DC 19), prismatic spray (DC 20), wall of force. Caster level 12th. The save DCs are Charisma based.

Spells: Ghaeles in humanoid form can cast divine spells as clerics.

Spells Prepared (6/6+1 /6+1 /6+1 /5+1 /3+1 /3+1/2+1); base DC = 14 + spell level): 0—Create Water, Detect Magic x2, Guidance x3; 1st—Bane, Divine Favor x2, Entropic Shield*, Shield of Faith x2, Sanctuary x2; 2nd—Bear's Endurance, Bull's Strength*, Remove Paralysis, Resist Energy x2, Shatter, Spiritual Weapon; 3rd—Bestow Curse, Daylight, Magic Vestment*, Prayer x2, Remove Curse, Searing Light; 4th—Air Walk, Chaos Hammer*, Death Ward, Dismissal, Freedom of Movement, Spell Immunity; 5th—Dispel Law*, Flame Strike, Quickened Divine Favor, Righteous Might, True Seeing; 6th—Quickened Shatter*, Greater Dispelling, Quickened Spiritual Weapon; 7th—Quickened Searing Light, Word of Chaos*

*Domain spell. *Domains:* [Strength (+14 enhancement bonus to strength for 1 round/day); Chaos (+1 clvl on [Chaos] spells)].

Appendix Nine – Troubleshooting: Administering Problematic Spells

Detect Evil:

Brogan is wearing a ring of mind shielding which prevents spells from detecting his evil.

Augury:

Augury is limited to 30 minutes in the future. Since the meeting with Morgan and Brogan is likely to take more than 30 minutes of negotiations, preparations, etc, it's unlikely that the PCs would have cause to regret any decision they might make before 30 minutes had elapsed. Since Elspeth will meet with the PCs shortly after they conclude their deal, a successful augury taken during the negotiations will, if successful, come up with "Weal and Woe" for a good cleric who asks about selling the weapon (he would receive a promise of generous payment but would have cause to regret his bargain) and no answer for a good cleric inquiring about refusing to sell it (Brogan won't take action against them until the time limit is up and Elspeth will not do anything immediately helpful for the PCs either). A particularly greedy neutral cleric of a neutral god would simply get "weal" on a successful inquiry about selling the weapon.

Divination:

There are many times that the PCs might attempt to divine the best course of action. The beginning of the adventure is one point where they might attempt this.

A few possible questions:

"How might we best act upon this offer?"

For neutral deities: "Ware deception and guard yourself, what thieves attempt to steal is wealth."

For a Heironean: "To act without knowledge is not valor, seek the lady's wisdom at the Prelate's Table in the city of the Hawk."

For a Pholtan: "To deal with evil is as bad as to cause chaos; heed the warning of the heathen at the Prelate's Table in Hawkburg, but do not listen to her plans."

For a follower of Tritherion: "Honor and power may hide great evil; seek my servant at the Prelate's Table in the city of the Hawk."

The city of the Hawk is Hawkburgh. The Prelate's Table is an alehouse there. If the PCs pick up on this, Elspeth will meet them at the Prelate's Table. She is one of three women there when the PCs arrive and is

the only one who looks reasonably wealthy. A spot check (DC 20) will notice that she is wearing a holy symbol of Tritherion though she has made some effort to disguise it. A spot check (DC 5) will notice that the other two women wear symbols of Photus.

"Will the consequences of selling this weapon to Brogan be good?"

"For coin in your purse a good man will die."

"Will we do well to aid Elspeth in replacing the notes of marque with fakes?"

Pholtus or Saint Cuthbert: "Better to go back on your word than to flirt with chaos; Pray to the Summoner for aid for you shall get none from me."

Any other lawful deity: "The path of convenience imperils the soul; honesty is worth its cost."

Other deities: "Through stealth and past traps that course does lie; be discovered and then you must fly."

Shadow Walk:

This will get the party to Morgan's villa early enough to avoid the storm. Fortunately, or unfortunately, depending upon the PCs perspective, it will also avoid the stampede and Chimera encounters and any experience that might have resulted from them.

Teleport:

Morgan is no fool and has taken precautions to ward his villa against teleportation. (Otherwise it would be easy to simply teleport in and steal the magic that frequently crosses his door). A permanent Mordenkeinen's Private Sanctum is in effect throughout the entire villa. He is personally warded against scrying by his greater amulet of proof against detection and location. Should PCs attempt to teleport blindly to his villa—something which would be impossible unless they had somehow visited it in another scenario (this is possible since he may feature in future scenarios and players may play scenarios in orders other than the one in which they're written)—Morgan will be quite upset.

A more productive method would be to teleport to Hawkburg (it's reasonable to assume that PCs high enough level to teleport have passed through Hawkburg enough times on their way in or out of the Pale that they may use the "seen casually" table for the city gates or park. From there, it is a couple of hours to Morgan's villa. PCs using this method bypass the storm

encounter but will encounter the cattle stampede and the monster that caused it on the road from Hawkburg to Nyronde before they turn off to go to the villa. (In this event, Chulga is driving a herd up from Nyronde).

The PCs could also choose to leave the villa via Teleport. This is no real obstacle to either of the characters that will cause trouble for the PCs. Brogan's thieves will take a few days to locate the PCs and try later than Brogan had hoped. The celestial servants of Tritherion summoned by Elspeth's allies, of course, will have no more difficulty finding PCs who teleported than PCs who walked.

Wind Walk:

Assuming that the characters follow the road so as to avoid losing their way, wind walkers will observe the stampede and have the opportunity to intervene.

Like Shadow walking and Teleporting characters, wind walkers will avoid the storm.

Appendix Ten – The Long Arm of the Law

In the course of this adventure, it is possible that the PCs will end up fighting Morgan Baerth's guards, being caught in an attempt to steal Brogan's letters of marque, renege on their contract, or attempt to stir up trouble for Brogan and/or Elspeth with the church militant. Some of the consequences are detailed below (note that this is not an exhaustive list of the Pale's laws:

1. Intentional murder of an innocent (whether or not it is convenient to a character's goal) or an official of the church or government is an evil act and will result in the offending characters' death by execution if captured. Any PC escaping (getting away with the crime) has his or her alignment shift one step towards evil. Characters becoming evil are removed from play permanently.
2. The killing of a citizen of the Pale in hot blood (such as killing a guard when discovered attempting to steal into secure areas of Morgan's villa) is also punishable by death. If the character is identified by witnesses, or the victim's corpse is left in a condition amenable to a raise dead spell (which will then permit the victim to identify his killer), the offending character will be executed. As one might expect, clerics of Pholtus will refuse any requests to resurrect such an individual.
3. The killing of a citizen of the Pale even accidental in nature is also punishable. Anyone allowing the death of an innocent citizen of the Theocracy through their actions will be arrested and put on trial (the trial alone costs 1 TU). If found guilty of being responsible by action or lack of action for the death of the citizen, the accused will be sentenced to 10 TUs in a New Dawn Camp.
4. Deadly assaults upon common citizens of the Pale (attacks that deal real damage) are also a very serious offense and will result in imprisonment for a period of 6 TUs in a New Dawn Camp.
5. Assaults upon citizens of the Pale (attacks that deal only nonlethal damage) are still serious offenses and will usually result in imprisonment for a period of 4 TUs in a New Dawn Camp.
6. Breaking and entering is a crime punishable by at least 3 TUs in a New Dawn Camp. The crime may be compounded if anything was actually stolen; see Grand Theft below.
7. Grand Theft—successful or attempted is a crime punishable by at least 3 TUs in a New Dawn Camp. The exact sentence depends on the amount of property stolen, the formula works out to 1 TU per 100 gp stolen with a minimum sentence of 3 TU to ensure the culprit has time to repent his sin and learn the laws of the Pale as well as repay the victim.
8. It is illegal for non-Pholtan clerics to proselytize in the Pale. Any cleric violating this law will be sentenced to 1 TU in a New Dawn Camp.
9. Chaotic clerics proselytizing in the Pale will serve an additional 1 TU in addition to the standard 1 TU in a New Dawn Camp; this is a total of 2 TUs in a New Dawn Camp. Clerics of St. Cuthbert are currently considered to be chaotic in the Theocracy—both for the historical connection of St. Cuthbert with the burning of Old Wintershiven and the recent connection of heretical Cuthbertites with the cult of Hextor. Clerics of St. Cuthbert are cut no slack with regard to any offense, and are generally treated poorly.
10. Evil clerics proselytizing in the Theocracy are sentenced to 1 month in a New Dawn Camp immediately. While they serve their sentence, the Church will also investigate the greater charge of Consorting with Fiends, which is usually easily proved in the case of evil clerics. Those found guilty of this greater charge are sentenced to death by burning.

Appendix Eleven – New Rules

From COMPLETE WARRIOR:

Feats:

Close Quarters Fighting [General]

You are skilled at fighting at close range and resisting grapple attempts

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as Improved Grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed grapple check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, Improved Grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close Quarters Fighting as one of his fighter bonus feats.

Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll

but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flatfooted. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against his foe, and the foe does not get a chance to trip you if your attempt fails.

Prone Attack [General]

You can attack from a prone position without penalty.

Prerequisites: Dex 15, Lightning Reflexes, base attack bonus +2

Benefit: You can make an attack from the prone position and take no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

Weapons:

Heavy Poleaxe

Two Handed Exotic Weapon; 20gp; Dmg (s) 1d10; Dmg (m) 2d6; Critical: x3; 15lb; Piercing or Slashing; Reach Weapon

A heavy poleaxe has reach; you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. Normally, you strike with the heavy poleaxe's axe head, but the spike on the end is useful against charging opponents. If you use a ready action to set a heavy poleaxe against a charge, you deal double damage if you score a hit against a charging creature.

Warmace

One-handed Exotic Weapon; 25gp; Dmg (s) 1d10; Dmg (m) 1d12; Critical: x2; 10lb; Bludgeoning

Anyone wielding a warmace takes a -1 penalty to Armor Class because the weight of the weapon makes it difficult to recover quickly from swinging it. A warmace is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use a warmace two handed as a martial weapon.

From the MANUAL OF THE PLANES:

Anarchic Creatures:

Anarchic creatures dwell in planes of chaos, the realms of disorder. Although they may resemble creatures from the Material Plane, they appear less finished their features more rough and uneven, their fur or scales blotched and tattered, their appearance more ragged and horrific. They are also called the Unfinished, and some say they were first drafts, abandoned to the roiling planes of chaos by forgotten creators.

Creating an Anarchic Creature

“Anarchic” is a template that can be added to any corporeal creature of chaotic or neutral alignment that is native to the Material Plane. Animals with this template become magical beasts, but otherwise the creature type is unchanged. The template uses all the base creature’s statistics and special abilities except as noted here.

Special Attacks: An anarchic creature retains all the special attacks of the base creature and also gains the following.

Smite Law (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a lawful opponent.

Special Qualities: An anarchic creature retains all the special qualities of the base creature and also gains the following ones:

- Darkvision with a range of 60 feet.
- Acid, cold, electricity, fire, and sonic resistance 5
- Immune to polymorphing and petrification
- Fast healing 5 for creatures of 12 HD or more
- Damage reduction of 5/magic for creatures of 12 HD or more

If the base creature already has one or more of these special qualities, use the better value.

Saves: Same as the base creature.

Abilities: Same as the base creature, but Intelligence is at least 3.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating: Up to 3 HD, same as the base creature.

3 HD to 7 HD, same as the base creature +1.

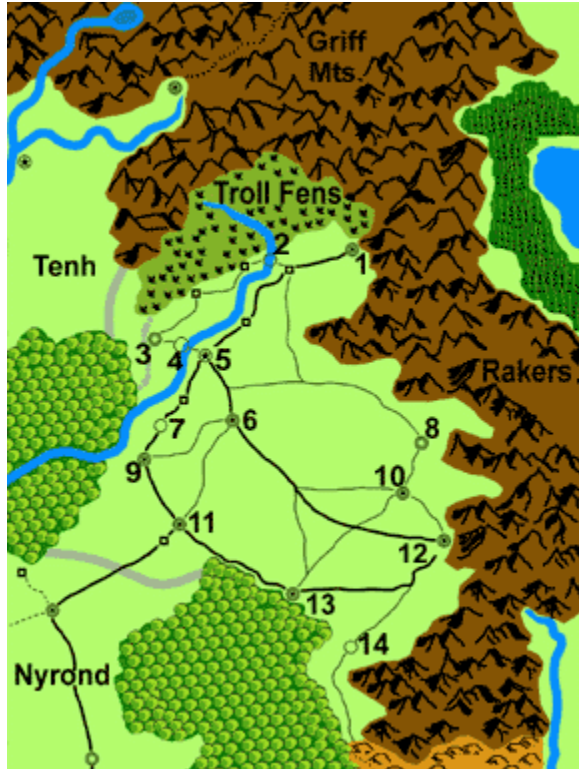
8+ HD, same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Always chaotic (any).

Advancement: Same as the base creature.

Judge Aid A – Travel In the Pale

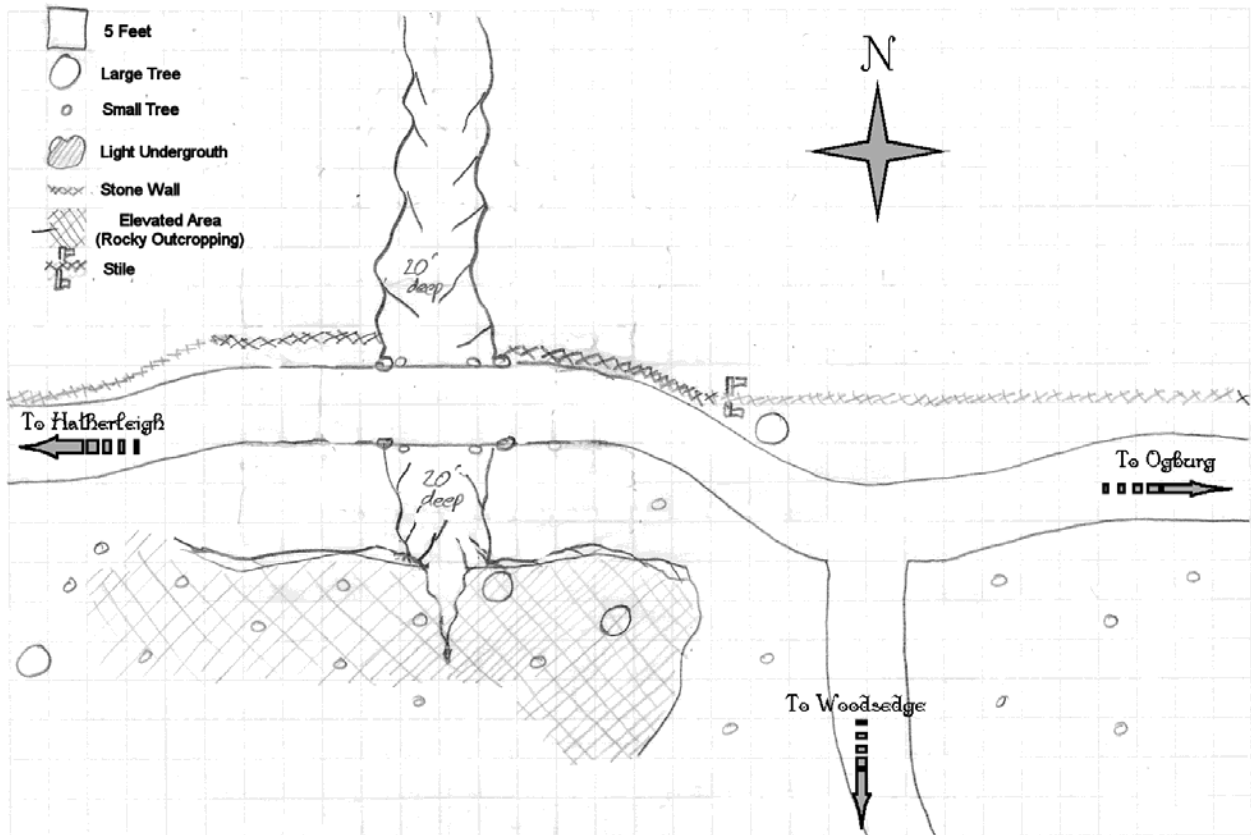


<i>From</i>	<i>To</i>	Miles	Days On Foot	Days Riding Mounted
Rakervale	Tristor	80	3.5	2.5
Rakervale	Wintershiven	185	8	6
Rakervale	Landrigard	310	13	10
Wintershiven	Atherstone	50	2	1.5
Wintershiven	Holdworthy	65	3	2
Wintershiven	Hatherleigh	120	5	4
Wintershiven	Landrigard	240	10	7.5
Holdworthy	Hatherleigh	100	4.5	3
Holdworthy	Hawkburgh	115	5	3.5
Holdworthy	Eltison	185	8	6
Holdworthy	Ogburg	240	10	7.5
Holdworthy	Stradsett	195	8.5	6
Hatherleigh	Hawkburgh	75	3.5	2.5
Hawkburgh	Stradsett	120	5	4
Stradsett	Ogburg	170	7	5.5
Ogburg	Eltison	65	3	2
Eltison	Landrigard	50	2	1.5
Eltison	Stradsett	150	6.5	5

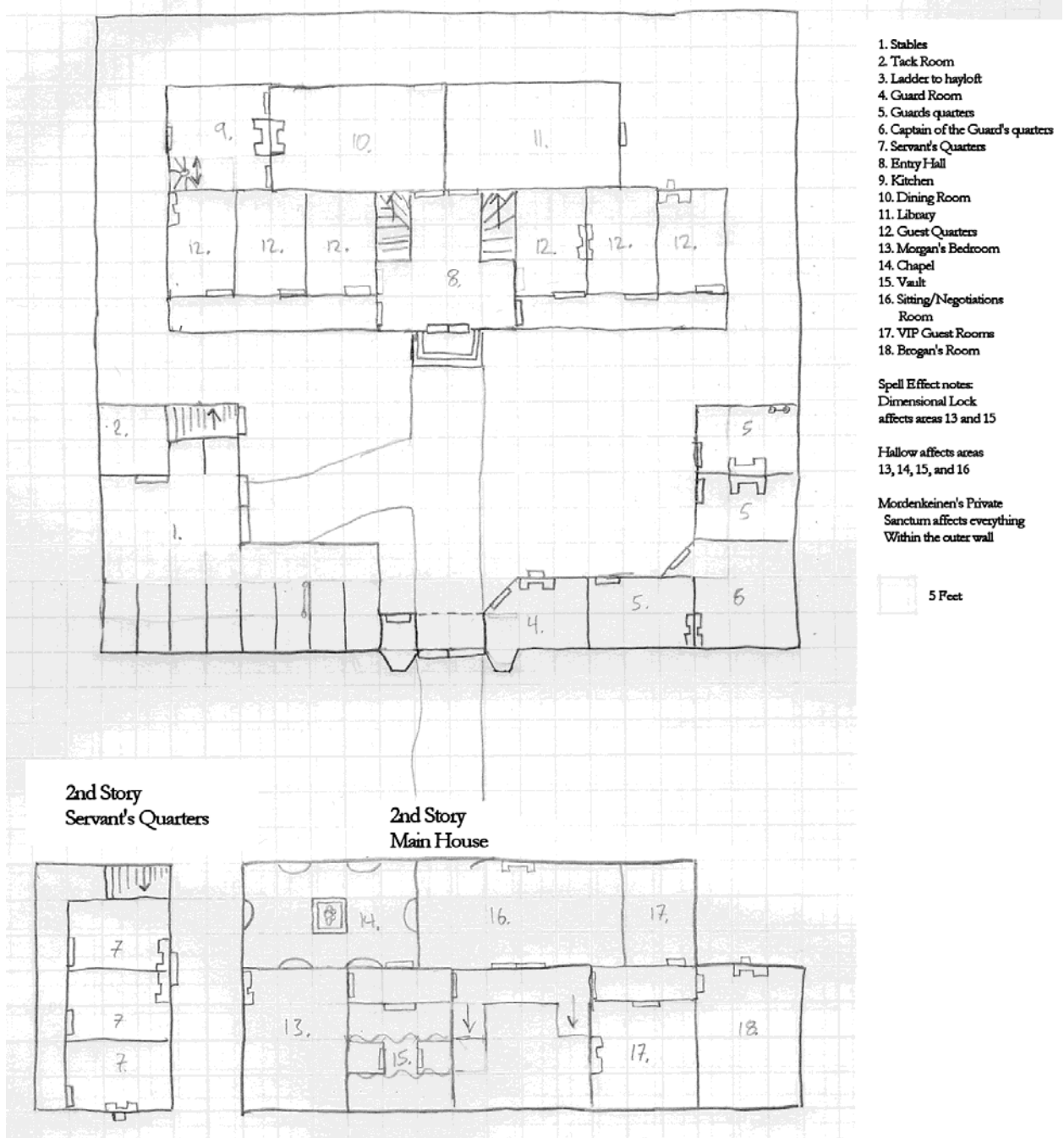
Key

- | | |
|-----------------|---------------|
| 1. Rakervale | 12. Ogburg |
| 2. Tristor | 13. Stradsett |
| 3. Atherstone | 14. Woodsedge |
| 4. Spiral | |
| 5. Wintershiven | |
| 6. Holdworthy | |
| 7. Coldriver | |
| 8. Landrigard | |
| 9. Hatherleigh | |
| 10. Eltison | |
| 11. Hawkburgh | |

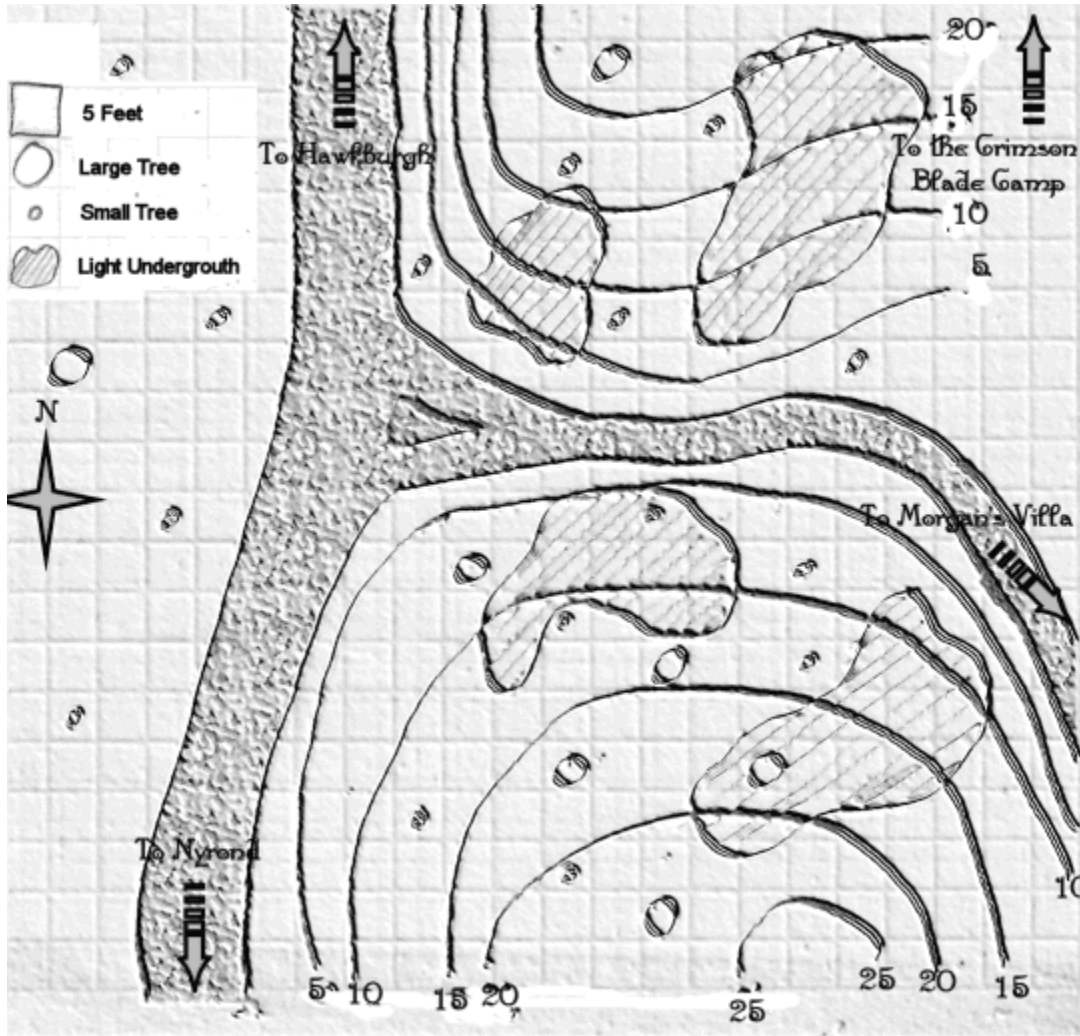
Judge Aid B – Map of Stampede Area



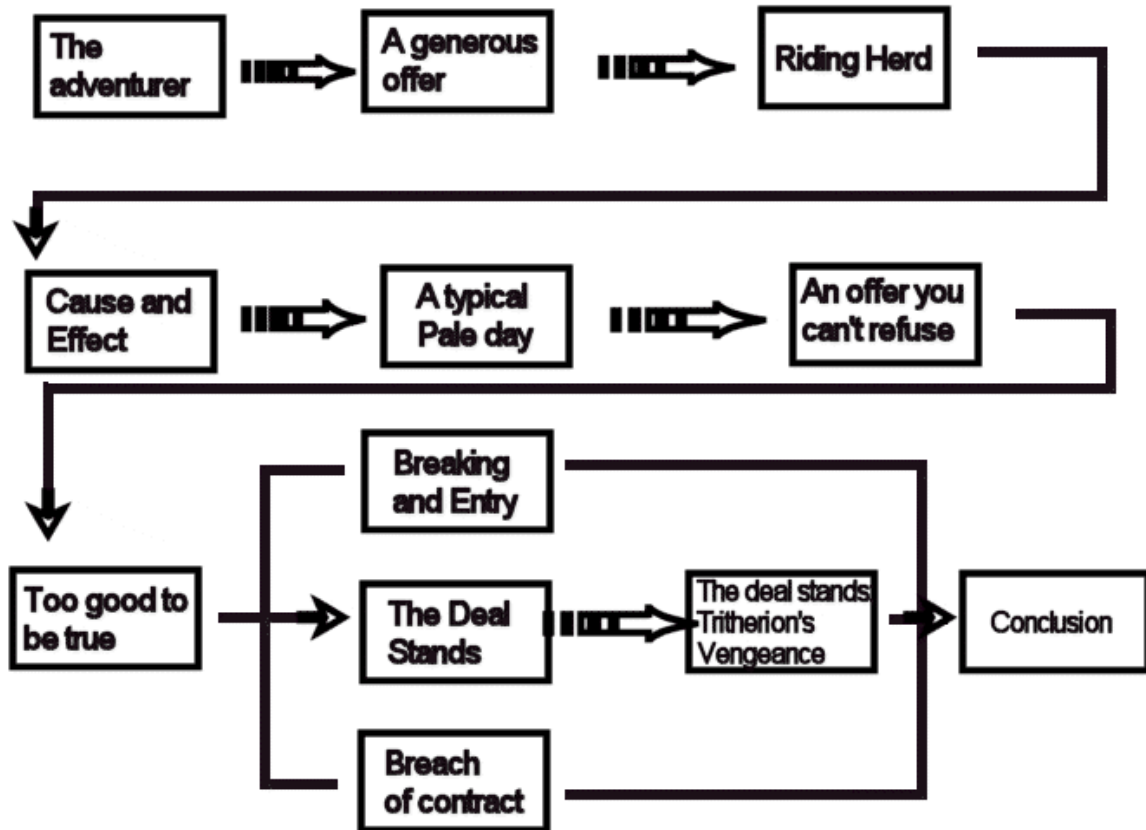
Judge Map C – Map of Morgan’s Villa



Judge Aid D – Map of the Crossroads



Judge Aid E – Adventure Flowchart





Meetings

It has come to my attention that you have recently acquired a flail of considerable worth and seek a buyer.

I am a licensed broker of such goods and have found a buyer who is willing to make a rather generous offer for the weapon should it prove to possess the qualities that it is rumored to have.

Meet me at my villa within a week's time if you wish to discuss this further. The road to my villa begins five miles south of Hawkburg along the Nyron Road.

I look forward to meeting and doing business with you.

Sincerely,
Morgan Baerch
Baerch Trading Company

P.S. Please do not attempt to scry or teleport to my home. In my business, one must take precautions to prevent such magics from working.

Player Handout #2

Baerth Trading Company Conditions of Brokerage:

1. *No items valued at less than 1,500gp will be brokered except as a part of a package deal involving more valuable items.*
2. *House Baerth Trading Company will not broker deals for any items forbidden in the Theocracy of the Pale and will cooperate fully with the Church Militant in investigating any traffic in forbidden items.*
3. *The House Baerth Trading company charges a commission of 25% of the final price on all brokered sales. This fee includes security and identification fees, etc. House Baerth will also collect and report the Theocrat's Fifth.*
4. *Individual items of 2000gp or more will be left in the strongbox for a period of 16 hours in order to allow the duration of any misleading spells to expire. They will then be subject to a *Dispel Magic* and an *Identify* spell cast by an Arcanist of the Guild.*
5. *Individual items valued at 8000gp or more will be left in the strongbox for a period of 16 hours in order to allow the duration of any misleading spells to expire. They will then be subject to a *Dispel Magic* and an *Analyze Dweomer* spell cast by a ranking Arcanist of the guild.*
6. *Nonmagical items of value will be evaluated by the broker for quality and value. They will also be isolated in the strongbox for a 24 hour waiting period and magical detection in order to ensure that the quality of the goods is not obscured by magic.*
7. *Nonmagical items of 5,000gp or more in value will be dispelled after the 24 hour waiting period in order to ensure that their quality is not obscured by magic.*
8. *All payments will be subject to the same security procedures as items.*
9. *Payments in gems and jewelry will be evaluated by the broker for quality and value.*
10. *Payments in letters of marque or other forms of credit will be examined by a church certified expert in documentation.*