

NYR2-06



...ITS ANOTHER A RANSOM GONE WRONG

A One-Round D&D[®] LIVING GREYHAWK[®]
Nyronnd Regional Adventure

Version 1

by Uwe Menzel

RPGA HQ reviewer: Christopher Lindsay

While guarding a caravan between Rel Mord and Mowbrenn, the characters are approached by a pair of elderly parents. Please help us find our missing daughter! We last saw her in the big bad city of Mowbrenn. Since you were headed there anyway, how hard could that be? An adventure for characters level 1-10.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event 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's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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 (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	1	
1/3 and 1/2	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialec, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Nyron. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This is both a linear and event based adventure. See DM's Aid 11: *Adventure Flowchart*, for an overview of how the encounters connect.

As the adventure begins, the characters have been hired to guard a merchant caravan on its way to Mowbrenn.

The characters get an overview of the situation in Mowbrenn from Kerral the NPC caravan master. He informs the characters about the banditry and how with an ex bandit (Count Cunhal) in charge of Mowbrenn, things are getting worse. During the trip, the caravan stops at almost every minor village between Rel Mord and Mowbrenn. The caravan master attempts to sell and trade, while the guards and characters partake of the local drink, lounging in an inn or under a nice shade tree.

The characters are approached while lounging, by an old farmer and his wife, whose daughter is missing. The father explains that his daughter, Aribell (or Ari for short), a barmaid/entertainer in Mowbrenn, has gone

missing from her job and apartment. The old couple wishes to hire the characters to look for their daughter in Mowbrenn.

What the parents do not know about their daughter is that she is actually working as a spy for Clefan, a priest of Mayaheine, who is a friend of Count Cunhal from his younger "bandit" days. Clefan is attempting to find out who is behind the many problems in both the city of Mowbrenn and the County.

Within site of the walls of Mowbrenn City, Hextoran worshipping bandits attack the caravan. After a short, vicious fight, the bandits flee.

The NPC caravan guards also inform the party that the new Count of Mowbrenn has a bounty on bandits and that they can claim it, if they turn in the dead body of any bandit they have slain.

The characters, when they enter Mowbrenn, find that Count Cunhal has introduced a policy banning the carrying of most weapons; crossbows and regular bows must also be checked at the gate. All characters are made to swear on their deity to not cast offensive spells within the city except in self-defense, while spellcasters may have evil spell components seized.

The characters may investigate Aribell's apartment, or the Drunken Dog tavern she used to work at.

At the apartment, once they gain entry, the characters find someone has already ransacked it. If they search the room they find multiple letters from various male admirers. They also find a book with information on the god Hextor.

At the Drunken Dog tavern the characters find out various different pieces of information about the barmaid/entertainer Aribell. Ari definitely used to work as a barmaid and entertainer. About two weeks ago she was the object of a fight between some of Sir Quarlanth's men and some of the local youths who seem to have a crush on her and who are rumored to be part of the thieves guild. The characters also get information about Mowbrenn from the patrons in the tavern.

Shortly thereafter in the tavern, the characters are approached by a young man who has overheard them asking about Aribell. He approaches the characters and escorts them to a table to hand over the ransom to "the Goose", a very fat thief and fence who is currently sheltering Aribell from Quarlanth's men. The Goose, accompanied by several bodyguards, ask for the ransom. The characters may be baffled at what they have encountered here. Once The Goose is paid a ransom or otherwise dealt with, a hooded Aribell walks over to the party.

At this point the characters get a breather and Ari explains that she works as an agent for Mowbrenn. She also explains what she has found out about Sir Quarlanth and the old lord Blackmar's plans. She also explains that several of the young men in Goose's gang are "sweet" on her and came to her defense the first time when Quarlanth's men attempted to seize her. This resulted in a bloody fight as the thieves guild and the Fists of Hextor went at it in a bar room brawl.

Ari asks the characters to aid her in passing what she has discovered on to her one remaining living contact, the man who originally hired her. This is Clefan, a priest of Mayaheine, who is a good friend of Count Cunhal from his bandit days.

After Aribell has briefed the characters on what is going on, Sir Quarlanth approaches the characters in the tavern and attempts to convince the characters to turn Aribell over to him. When this fails he uses his *ring of human influence* on one of them to assist him in his argument to claim Aribell. When this fails (hopefully), he threatens Aribell and the characters, "Blackmar's men control the roads out of Mowbrenn and I have many more friends in the city than you do. You're mine if you flee, and you're mine if you stay". Quarlanth then proceeds to use all his evil might and power to kill Aribell and her protectors (the characters) in the city of Mowbrenn.

Almost immediately after Quarlanth leaves, an assassin fires a poisoned crossbow bolt from the upper floor, barely missing Aribell. At this point a classic barroom brawl erupts while some of the characters may stay with Ari protecting her, some may pursue the assassin across the rooftops of Mowbrenn. The assassin works for Quarlanth. The assassin is either be killed by the characters in the pursuit across the rooftops, falls to her death, or successfully flees the scene.

Once this encounter is over, Quarlanth renews his attack with a summoned demon, having it attack the characters in the street.

The characters must figure out how to avoid Quarlanth's summoned monsters, bounty hunters and assassins while keeping Aribell safe and accompanying her to the temple of Mayaheine in the temple district of Mowbrenn. The characters find that as the night carries on, more and more people are scouring the streets for them. There is murder and mayhem all over, as Quarlanth mobilizes his forces in an attempt to hunt down Aribell, preventing her from passing on her knowledge of what he is up to.

It is obvious a large price has been put on Ari's head and the word is out. The pressure from Quarlanth in the city is rising. Whatever inn the characters are staying at actually throws them out. Depending on remaining time, several different opportunities can arise for the characters as they try to find safe refuge in the city. Although the individual encounters provide guidance on this, the DM should be ready to wing it, as there is no way to predict what a group of desperate characters trapped in a hostile city may do.

There are multiple ways the characters can proceed, but only two that Aribell agrees with. Either they can go to the temple of Mayaheine immediately and wait until morning for Clefan, or hide out in the city until morning and then go to the temple.

There are four possible conclusions to this adventure:

Conclusion A. The characters get Aribell to Clefan at the temple of Mayaheine. Aribell tells her tale to Clefan, who

takes her and the characters to Count Cunhal's Keep. Count Cunhal meets with the characters momentarily and then heads into his troubled city to fight with those who have caused him so much trouble and to attempt to bring Quarlanth to justice.

Conclusion B. The characters successfully get Aribell out of Mowbrenn and returned to her parents.

Conclusion C. Aribell gets killed while in the character's "protective custody".

CONCLUSION D. THE CHARACTERS ALL GET THROWN INTO JAIL BY THE CITY WATCH OR SOMEHOW LOSE ARIBELL IN MOWBRENN CITY. SEE *DM'S AID 7: CITY WATCH OF MOWBRENN CITY* AND *DM'S AID 8: CRIME AND PUNISHMENT IN MOWBRENN CITY*, FOR INFORMATION ON THIS OUTCOME.

INTRODUCTION

Player's Handout 1: Mowbrenn Background should be distributed before the game begins so the players can get some background information on Mowbrenn.

Each character should be awarded 25 gp up front for guarding the caravan.

Ahhh, the life of a caravan guard, you could actually get used to this. You put your tired feet up on a nearby bench and brush off some dust from the road. Toasting your companions around the table, you take a sip of cold ale, and think of how you got here.

When Kerral first offered you 25 gold nobles and living expenses to guard this caravan between Rel Mord and Mowbrenn, you thought he was daft. The journey between the two cities is short and not very perilous, but Kerral had heard stories of bandits in Mowbrenn and wanted to take no chances. When he laid his gold on the table in advance of the trip and picked up your tab that night at the tavern, a short trip to Mowbrenn didn't sound to bad. There wasn't much adventuring going on in Rel Mord anyway.

Now you are stopped in another small tavern that doesn't even seem to have a name, while Kerral and his drivers sell to the locals outside. You figure you are at least halfway to Mowbrenn, and except for some sore feet, you've had no trouble on the first half of the trip. You could contemplate taking a nap.

As the adventure begins, the caravan the characters have agreed to guard has stopped in another small farming village on its journey from Rel Mord to Mowbrenn. The merchant Kerral and his drivers are selling to the local farmers while the characters and four other NPC guards rest in a tavern. The tavern is actually the front porch/sitting room of one of the larger houses in the town. They plan to be on the road again shortly.

Allow the characters to introduce and describe themselves if they are not familiar to each other. Each character may have also heard certain rumors about what is going on in Mowbrenn, depending on their class and

skills they know the following rumors from *DM's Aid 1: Rumors*.

- *Bardic Knowledge* (DC 15) for 1 rumor, one extra rumor for every 5 points over 15.
- *Knowledge (Mowbrenn)* (DC 5) for 1 rumor, one extra rumor for every 5 points over 5.
- *Knowledge (Nyronnd)* (DC 10) for 1 rumor, one extra rumor for every 5 points over 10.
- *Knowledge (Rel Mord)* (DC 20) for 1 rumor, one extra rumor for every 5 points over 20.
- *Gather Information* (DC 15) for 1 rumor, one extra rumor for every 5 points over 15.

The caravan contains barrels of salted fish and seafood both from the Duntide River and Relmor Bay. These fish are considered a delicacy in the landlocked city of Mowbrenn.

As it is mid-afternoon, there is no one else in the tavern except for the human tavern owner, who keeps a close eye on his customers.

The four other guards, Ethelar (their "leader"), Nerlo, Boarie, and Sarather are members of the Iron Fist Guild and tease and scoff at any characters who are not members, questioning their fighting mettle. If it comes to a fight the NPC guards quickly back down, with Ethelar calling the characters, "Too hot headed to be good caravan guards."

Development: If the characters roleplay their interactions with the guards, Ethelar attempts to smooth things over, apologizing to the characters for his fellow guards behavior after the fact. Otherwise, nothing happens.

ALL APIS

☛ **NPC Guards (Ethelar, Nerlo, Boarie, and Sarather):** Male human War1; hp 9; see Appendix I.

☛ **Drivers (11):** Male human Com1; hp 4; see Appendix I.

☛ **Kerral, Caravan Master:** Male human Exp4; hp 18; see Appendix I.

At this point the parents of Aribell, Oram and his wife Faley, enter the tavern.

Suddenly, the door to the tavern swings open and an old man and woman walk in toward you. Both are clad in peasant clothes.

"Pardon me sirs, me and the wife saw you all with the caravan, and we were a wonderin if any of you be licensed adventurers?"

The other guards ask whether they can drink in peace, and turn their backs on Oram and his wife.

Oram and his wife Faley, are not put off, and wait for an answer from the characters.

When the characters answer yes, or if they show any interest at all, the old man continues.

Clearing his throat the old man begins his tale. "I am Oram Catermain and this is my wife Faley. Our daughter, Aribell, lives and works in the city of Mowbrenn."

"Every week on Market day, me and Faley hitch up the old horse and wagon and head into Mowbrenn for the farmers market, We do some shopping, tithing at the temple, and a dinner visit with our daughter, Ari. On the last visit she wasn't home."

"She's always at her home on Market day, waiting for us, so when she wasn't there we waited but she never showed."

"The next day we stayed in Mowbrenn. We went to the watch but they said people leave all the time and there ain't nuthin they could do about it."

"We went to the tavern she works at, The Drunken Dog, but nobody knew anything there either. They all seemed to be scared, cause no one would look me in the eye."

At this point Faley chimes in tearfully.

"A run-down dirty place, never liked that place since I first laid eyes on it, imagine, my little girl working in a tavern with a name like that!"

Oram shushes his wife and continues.

"Finally the owner asked us to leave, said our daughter had caused him enough grief and that he didn't need her trouble-making parents in the place.

We asked around her rooming house and nobody knew anything there neither. We paid some young men the money we had, as they said they knew something, then they laughed at us and ran away."

"Me and my wife would like you to ask around in Mowbrenn and find our Aribell. We figure you big strong adventuring youngsters can ask much harder than we can."

"We don't know what happened to her, but we're worried sick."

They have very little money and are relying on the compassion of the adventurers to take the job. They can offer a grand total of 5 gold nobles to the party.

They have no idea if their daughter is still alive or not but give the characters the following information. The address of the rooming house she lived in is 11 Lower Street, room 44. The name of the tavern she worked in is The Drunken Dog and is owned by a human man named Baldur Bergin. She was a waitress there and occasionally entertained the customers with her musical talents. Faley also presents the characters with a small portrait of Aribell that shows a striking young woman, so that they can recognize her. Distribute *Player's Handout 2*.

The couple can aid the characters with any other information that they possess. The last time they saw their daughter was 2 market days ago (11 days).

Suddenly, the door to the tavern swings open and Kerral yells into the tavern, "Alright boys let's head out, we should get to Mowbrenn by nightfall."

Oram and his wife wish the party good luck and point out their small farm up the road as they leave the tavern.

Development: The other four NPC guards snicker at the characters, calling them suckers, and tease them, asking the characters "Could you help me find my lost rich uncle?"

Wagon and Caravan Information

The caravan has 12 wagons, each pulled by 2 light horses. There are 11 drivers and Kerral, who each drive a wagon. Each guard is allowed to sit on the bench of a wagon, next to a driver. The 4 guards cluster on the middle wagons, 5 thru 8. Kerral rides on wagon 5 and insists that one character ride on the front wagon and one character ride on the last wagon. The remaining characters may spread out one to a wagon. Each wagon with horses is roughly 20 feet long with 10 feet in between each wagon, making the entire caravan 350 feet long.

Wagon Spd: 20 ft, 60 ft. run. Any movement or action on a wagon when moving at 20 ft requires a successful Balance check (DC 0), while wagon is running +5 DC. Any damage taken while riding requires a successful Balance check (DC 5 plus the number of points of damage) to stay on the wagon.

Light Horse (2 per wagon): hp 19, 19; see *Monster Manual*.

ENCOUNTER 1: AMBUSH

Walk along the road to Mowbrenn, cresting low hill after low hill, you catch a glimpse of a large walled city in the distance. The driver next to you states "Yup, there's Mowbrenn, on that next set of hills there"

See DM's Aid 2 for the layout of the caravan and the bandits.

There are 2 sets of bandits who attack the caravan at this point. A group hidden by camouflaged blankets next to the front wagon on either side of the road and another group with crossbows located to the left on the crest of a hill 220 feet away.

At this point have the characters make two Spot checks. Remember the -1 per 10-foot penalty for spotting and the length of the wagons and caravan.

Bandits alongside the front wagon

- Spot (DC 19) 1 bandit under a blanket spotted.
- Spot (DC 21) 2 bandits under blankets, on same side of road spotted.
- Spot (DC 23) 3 bandits under blankets spotted.
- Spot (DC 25) All 4 bandits spotted.

Bandits on the hill

-5 to Spot check (-22 for distance, +5 for contrast, +10 for sun glinting off weaponry, +2 for 6 or more creatures).

- Spot (DC 15) A glint of sunlight off to the left.
- Spot (DC 20) Above plus men on the left on that hill.
- Spot (DC 25) Above plus 6 men and it looks like they have crossbows.

If a character does not spot the bandits they are surprised the first turn of the combat. All NPC guards, drivers, and Kerral are surprised the first round and then dive for cover on the right side of the wagons during the second round. The drivers and Kerral cower do nothing while the NPC guards return missile fire at the bandits.

At least 2 caravan guards (Ethelar being one of them) need to survive this encounter for later in the scenario, so the guards hang back using the wagons as cover.

APL 2 (EL 5)

➤ **Side of Road Bandits (4):** Male human Com1; hp 4, 4, 4, 4; see Appendix I.

➤ **Crossbow Bandits (6):** Male human Com1; hp 4, 4, 4, 4, 4, 4; see Appendix I.

APL 4 (EL 7)

➤ **Side of Road Bandits (4):** Male human War1; hp 8, 8, 8, 8; see Appendix I.

➤ **Crossbow Bandits (6):** Male human Com1; hp 4, 4, 4, 4, 4, 4; see Appendix I.

APL 6 (EL 9)

➤ **Side of Road Bandits (4):** Male human War3; hp 18, 18, 18, 18; see Appendix I.

➤ **Crossbow Bandits (6):** Male human War3; hp 18, 18, 18, 18, 18, 18; see Appendix I.

APL 8 (EL 11)

➤ **Side of Road Bandits (4):** Male human War5; hp 28, 28, 28, 28; see Appendix I.

➤ **Crossbow Bandits (6):** Male human War5; hp 28, 28, 28, 28, 28, 28; see Appendix I.

APL 10 (EL 13)

➤ **Side of Road Bandits (4):** Male human War5; hp 28, 28, 28, 28; see Appendix I.

➤ **Crossbow Bandits (6):** Male human War5; hp 28, 28, 28, 28, 28, 28; see Appendix I.

➤ **Garald, Bandit Leader and Fist of Hextor:** Male human Ftr6/Fist of Hextor*5; hp 81; see Appendix I.

Tactics (APL 2-8): The four bandits, two on either side of the road attack the driver and passenger of the first wagon-attempting to gain surprise, knock them off the wagon or slay them outright-and steal the wagon. Two bandits then board the wagon (a move-equivalent action) and ride at top speed (60 ft per turn) toward their crossbow wielding reinforcements. The other two charge the second wagon attempting to do the same thing.

During all this, the crossbow bandits fire into the rest of the caravan indiscriminately. Shooting at guards, drivers, horses and wagons at random.

They concentrate fire on anyone who charges them, engages them with missiles or magic, or chooses to

pursue a stolen wagon. The crossbow bandits are prone giving them a +4 AC against missile fire and at 220 feet have a -4 due to range (light crossbow range increment of 80).

If more than two bandits in either group are killed the entire group of bandits seek to escape. They mount their horses and flee, taking wounded and dead with them if possible. The roadside bandits flee at top speed toward their crossbow firing cohorts.

Tactics (APL 10): At APL 10, Garald, is with the bandits. This Fist of Hextor has been organizing bandit gangs in the area to help Quarlanth destabilize the area. He drinks one of his potions to stand invisibly off to the east of the road, near the front wagon. He does not attack with the rest of the bandits, instead he observes. He only engages the characters once they begin to foil his bandits. He targets the closest, lightest armored character first. With his strength boost active and brutal strike he gains a +4 to hit, and +2 to damage. Once he has revealed himself with this attack, he becomes visible and uses his frightful presence attack the next round. If things go bad, bandits flee or are killed, he hops on a wagon and flees, attempts to use his remaining potions to flee, or grabs a downed NPC or character and uses them as a hostage to escape.

Development: After this fight the NPC guards are extremely impressed with the characters. Any character that showed extreme martial prowess or bravery is invited to join the Iron Fist Guild the next time they are in Rel Mord. Ethelar is extremely pleased and questions the eyesight of his fellow guards who could not see the characters fighting.

Also the NPC guards let the characters know that Count Cunhal has recently declared a "10 gold noble per bandit dead or alive" bounty. They let the characters know to turn the bandit bodies in at the main gate of Mowbrenn.

Kerral is very distraught if anyone in his caravan has been killed, and curses the gods Fharlanghn, Pelor, Norebo, and Zilchus loudly about betraying him. He also curses Count Cunhal and his bandit background, as well as calling King Lynwerd a fool for replacing old Blackmar.

A successful Knowledge (religion) check (DC 5) allows characters to recognize the symbol on Garald's shield or any of the medallions as a symbol of Hextor. Any follower of Heironeous automatically recognizes it. A successful Knowledge (religion) check (DC 15) allows a character to identify Garald as a Fist of Hextor.

ENCOUNTER 2: WELCOME TO MOWBRENN

As you approach Mowbrenn, you realize it is a large city; perhaps not as large as Rel Mord but close. The city sits on two low hills and looks to be completely enclosed by an impressive stone wall roughly thirty feet in height. You need to squint to see into the distance, as the sun hanging low in the sky, obscures most details.

On a third hill to the east is a very large and impressive fenced-in graveyard. Farms and fields stretch in all directions as far as you can see.

You can barely spot an impressive stone keep in the middle of the taller hill, surrounded by another wall and several other large stone buildings. The house of this new Count Cunhal you believe.

On the closer of the two hills, the lower one, the center appears to be empty. The rest of this hill is covered by wooden buildings of all styles, mostly obscured by clouds of dust or smoke.

As you draw closer you can make out individual towers jutting from the wall irregularly and a dry moat that runs around the entire thing. The city wall appears to have two massive gates, one on the West side and one on the East side. The gates tower twenty feet high and just as wide, leading into the city between the hills. The East gate you are quickly approaching.

A gruff voice interrupts your sight seeing, yelling, "Ho caravaners, Welcome to Mowbrenn".

A pudgy city guardsman wearing the red and blue tabard of Mowbrenn stands in front of the caravan 10 feet from the gate. He promptly introduces himself as "Gate Captain Reginald" and asks the characters in the front of the caravan their business.

At this point Kerral hustles up from his wagon and talks to the gate captain.

Kerral politely dismisses the characters and the NPC guards, thanking them profusely for aiding him with the bandits. He also promises to look the characters up in Rel Mord if he ever takes another caravan to Mowbrenn.

If the characters have not already mentioned it, upon hearing the word "bandits" the gate captain perks up and asks for a full report from the characters. He orders a squad of soldiers out who drag off any bandit bodies while he informs the characters of the bounty. Gate Captain Reginald promptly pays the characters 10 gold pieces per bandit killed from his purse, putting check marks on a scroll he is carrying as he does this. Congratulating the characters on their good work, he then informs the characters of the Count's latest declaration with a frown on his face.

"Since its obvious you are fighting men by your deeds, arms and equipment, Young Count Cunhal, the ignorant young pup, has issued a new decree, he has banned all private peoples from carrying weapons in the city walls."

The NPC guards, after hearing this, exclaim "What in Kord's name" and "Does this young Count have a brain?"

The gate captain stops, spits, grimaces and continues.

"He believes it will stop some of the bloodshed in the city. Head to that large building over there to check your weapons."

At this point the gate captain yells at the drivers to get moving and motions for the characters to head to the large building to the right. The NPC guards accompany the characters.

Distribute Player's Handout 4: Map of Mowbrenn City.

ENCOUNTER 3: THE NEW DECREE

The building the gate captain directed you to is right inside the main gate and appears to be a large warehouse. A squad of city watchmen lounge in front of the building and in the street, eyeballing you as you approach.

The city watch stops any character attempting to enter the city with obvious weaponry that does not check his equipment at the building.

Once inside the building you find a dimly lit room with a large counter run by two harried clerks. Behind the clerks are aisle upon aisle of weapons. Sitting between the aisles are several more city watchmen playing dice.

The clerks hand the characters a copy of the declaration, which is also nailed to the wall in several places. Distribute Player's Handout 3 and state the following

"Please hand over all weaponry larger than a cutting knife. Also any and all ranged weaponry and ammunition is forbidden."

The characters and Iron Fist NPC guards are required to hand over most of their weapons. The clerks let through small and tiny weapons.

The Iron Fist NPC guards grumble excessively and state, "No wonder the Iron Fist don't have a branch in this rat-hole of a city!"

The clerks are overworked and do not enjoy their job. They are not very thorough and do not actually physically search any character. If a player wishes to attempt to hide a weapon, smuggling it into the city, it requires a successful Hide check against the Clerks' Spot check. Modifiers to the check include:

- +4 on Hide due to dim lighting and disinterest of clerks.
- -4 on Hide for Medium sized weapons and small shields.
- -8 on Hide for Large weapons
- There is no way to Hide a large shield or a reach weapon, except for spiked chains.
- +/- DM's discretion for any sneaky or distracting plan on the characters' part.

Remember there are 2 clerks so make 2 Spot checks and use the better one. If the clerks spot anything they state "I think you overlooked that" and points the item out.

The city watchmen outside the building notice any blatantly obvious weapons that are not hidden when the party leaves the building.

If the clerks are asked about how to take weapons into the city they mention, "Got to get a pass from the count, otherwise hand it over."

☛ **Clerks (2):** Male human Exp1; hp 6; see Appendix I.

Using Diplomacy or Bluff requires a check against the Clerks' Sense Motive check. Give any bonuses appropriate to the player for roleplaying. Also, the city watch outside the building notices any blatantly obvious weaponry when the party leaves the building.

Using Forgery, a character may attempt to forge a pass to take weaponry into the city. As the characters walk about the city it is obvious that various nobles and guards do still carry weapons. This is accomplished by possessing a pass from Count Cunhal. The Forgery check is the character's Forgery check against the clerks' Forgery check +4 (+2 handwriting well known, +2 document well known).

If the characters have earned influence favors from Count Cunhal of Mowbrenn, they may use these to attempt to get a pass to carry weaponry in the city. They must leave their weapons, walk to the count's keep, and then talk to a minor functionary for the written pass. This requires a successful Diplomacy check (DC 15) or a successful Charisma check (DC 18) to get the pass. Each character attempting to receive a pass must make this check. Allow the group to use "aid another" in case there are some less charismatic people in the group. Otherwise the functionary does not issue a pass due to "Your hot-headed and violent attitude".

If the characters befriended Connor the Fair from a previous scenario, they may attempt to contact Connor for help. This requires a successful Gather Information check (DC 15), and a night of carousing to find Connor in the city. He is knowledgeable about the passes and informs characters about them. He also knows several black marketeers that are smuggling weapons into the city. They have every simple and martial weapon in the *Player's Handbook* available. The cost is twice what is listed in the *Player's Handbook*. The equipment also smells bad as it came into the city through the sewers.

Intimidate does not work and results in the clerks' backing away from the characters, yelling "Guards, Guards" for the guards in the aisles.

These guards do not even look up from their gambling, yelling "Quit yer yapping and hand over your stuff or we'll throw you out of the city on yer ear" Followed by "If yer don't like the new law, leave!"

After the clerks are done with the weaponry, they motion to all the characters to swear on their deity to cast no offensive spells within the city except in self-defense.

Material spell components, unless extremely vile, are let go as the clerks do not know what they are or what to look for.

The clerks demand 2 copper pieces from each character they have taken equipment from, they then hammer both pieces flat and stamp a number on each copper using a large press, one is given to a character, while the other goes with the equipment.

Characters must turn in their copper marker to get their equipment back.

Development: By the time the characters are done checking their weapons, the sun is setting and Mowbrenn is getting dark. Ethelar and other NPC guards tell the characters, "We're going to the Sword and Shield on

Low street, it's where we always stay. They've got cheap ale and comfortable beds, you're free to come along." They then head up the street, grumbling about the new weapons decree.

At this point the characters are free to do whatever they want (within reason) in the city of Mowbrenn. This includes getting a room at the Sword and Shield, a very rough, small tavern favored by fighters, guards, barbarians, and brawlers, with the NPC guards, getting rooms somewhere else, or beginning their search for Aribell.

ENCOUNTER 4: THE BOARDINGHOUSE

This encounter occurs if the characters go to investigate the apartment that Aribell used to live in. See DM's Aid 3 for the layout of the boardinghouse.

As you approach the boarding house you realize you are in one of the lower class neighborhoods of Mowbrenn. On the street scurry numerous urchins, following you with their hands out. Beggars and cripples also cry for your coppers. Older folks either glare at you, sizing you up, or quickly scamper out of your way on their business.

The building itself is a large four story wooden structure, identical to several others on the street, separated from them by thin 5-foot alleyways.

The wooden double doors are covered with engravings. Magnificent, huge, iron handles and a lion-headed knocker are set into each door.

On the steps leading up to the door sits an old man in equally old, yet well maintained leather armor, and a young boy who look up at you as you approach.

The old man is actually a private guard/doorman for the building who keeps people who do not live here out. He takes great pride in his work and takes his job very seriously. You must show him your room key to enter the building. He then opens the unlocked front door for you and lets you in. If you are visiting someone he asks for the room number and sends his boy up to fetch the resident. If the resident is not in you do not get in.

☞ **Foo, Old Man Guard:** Male human War1/Com1; hp 11; see Appendix 1:NPCs.

☞ **Foo Jr.:** Male human Com1; hp 4; see Appendix I.

After hours the old man and his son live in the first apartment inside the building and answer the locked door if they hear a knock or any noise.

🗡️ **Large Regal Wooden Front Doors:** 1 in. thick; hardness 5; hp 15; Break (DC 18); *Marginal Lock:* hardness 15; hp 30; Open Locks (DC 15).

AROUND THE BACK OF THE BUILDING

If the characters scout the building they notice two backdoors into the building. People regularly exit these

doors, walk 20 feet to an outhouse in the alley in back of the building. Then they use a key to open the back door and get back into the building. A successful Diplomacy or Bluff check (DC 10) ("Forgot my Key") allows the characters to convince a resident to let them in. This only works if attempted by a single character, not by the whole party. Intimidation and Bribery may also work with a successful skill check (DC 15), if failed by 5 or more the resident runs and attempts to get the city watch.

🔓 **Wooden Back Doors:** 1 in. thick; hardness 5; hp 10; Break (DC 13); *Easy Lock:* hardness 15; hp 30; Open Locks (DC 10).

If the characters lounge in the back alley for more than a few minutes, they attract the attention of a group of local toughs. This is the group that robbed Oram and Faley, Aribell's parents.

👊 **Alley Thugs (4):** Male human War1; hp 8; see Appendix I.

This group openly approaches the characters and loudly asks, "What are you tourists doing back here? Ya lost?"

Followed by, "This is our alley and you have to pay a toll to be back here!"

At this point they bark, "5 gold nobles toll per person." If the gold is not promptly presented they draw their short swords, attempting to intimidate the characters by poking at them, and then asking again.

Tactics: If weaponry is drawn against them or magic is used they immediately flee. An Intimidate check (DC 11) also gets rid of them.

Development: If the characters fight or slay any of the thugs, a woman watching out of a window immediately begins screaming. The city watch responds with a squad from DM's Aid 7 within 4d6 rounds to investigate.

ARIBELL'S ROOM

If the characters manage to get into the building and get to Aribell's room they find the door is closed and locked. A rogue that makes a successful Search check (DC 15) discovers that the lock has already been picked.

🔓 **Wooden Back Doors:** 1 in. thick; hardness 5; hp 10; Break (DC 13); *Poor Lock:* hardness 15; hp 30; Open Locks (DC 10).

Inside the room is a mess. Obviously somebody has already searched it, vandalizing everything in the process and piling it in the center of the room.

The Fists of Hextor who searched the room for information to Aribell's whereabouts found nothing, and smashed everything out of anger.

Successful Search checks (DC 10) of the room reveal cheap jewelry, flowers, a smashed lute, and many poems and drawings to Aribell from various male admirers. Also

in the pile is a smashed portrait of Ari's parents, which the characters recognize.

In a small closet is a pile of what was once expensive clothing, but it has since been cut to ribbons.

A closed jewelry box sits on top of the shredded clothing. The box contains a lot of jewelry. Some of the jewelry is expensive. An Appraise check (DC 15) to realize this. There is a gem worth 50 gp, a gold necklace worth 25 gp, and a ring worth 50 gp. Also in the box is a gift from the Fists of Hextor to Ari, a tiny viper has been placed here waiting to strike. The viper gets a surprise round strike, then roll initiative.

ALL APLS

🐍 **Snake, Tiny Viper:** hp 1; see *Monster Manual*.

Two books lie under the clothing in the closet. One is titled, "the teachings of Pelor", which is a simple religious book detailing the worship of Pelor, as well as some information on Mayaheine the Shield Maiden. The second book is a book on Hextor and his followers. Two pages are marked, one dealing with priests of Hextor and their methods, and the other details the Fists of Hextor. See DM's Aid 10: *Hextor and Mayaheine* for more information. There is nothing else of value in the room.

ENCOUNTER 5: THE DRUNKEN DOG

The Drunken Dog is the bar Aribell used to work in. See DM's Aid 4 for a map.

The Drunken Dog is an old, rather large two story wooden tavern with outdoor balconies ringing both the ground and second floors. It is located in the warehouse district of Mowbrenn and appears to do a brisk business with the local workers. A large painted sign of a wolf like dog passed out on its back, all four legs in the air, mouth open with tongue rolling over its teeth and X's where its eyes should be marks the building.

As you enter the tavern, multiple people look at you and then go back to their business. The tavern is as large inside as it appeared to be from the outside. Although already crowded, there are numerous open tables available.

A chalkboard behind the bar lists various meals, ales, wines, and their prices. The last line reads, "If you don't see it ask!"

If the characters sit at an open table one of 3 barmaids approaches them to take their order.

👩 **Barmaids (Greta, Mabel, Irvina):** Female human Com1; hp 4, 4, 4.

The barmaids are extraordinarily friendly hoping to get a good tip. They are also slightly jealous over the number of admirers Ari had, as well as the fact that men fought over her.

A successful Diplomacy or Gather Information check (DC 10), nets the characters a single rumor about

Mowbrenn from DM's Aid 1. The barmaids each know one, and they also let it slip that "Aribell had a lot of rich male friends." If the characters indicate they are friends of Ari the barmaids smile and say the following:

"Was one of you, one of her rich boyfriends? Well you didn't hear this from me, but she went out with a lot of men, some very powerful in the city. They would often show up after she was done playing."

"Though I never seen anything like it, I worked in taverns my entire life and I never seen a fight like that. Don't know what it was about but that was not a fight between two jealous boyfriends, it was a small war between two large groups of men, just about wrecked the place."

"Baldur, the owner, he's been uptight and nervous ever since that happened."

"Ari hasn't been seen since that night. Which makes sense, if I had men like that fighting over me, I'd run too."

They have no idea where she could have gone to and offer up Ari's apartment address, "I think she lived at 11 Lower Street, room 44."

☞ Baldur Bergin, Tavern Owner/Barkeep: Male human Ftr2; hp 23; see Appendix I.

The barkeep, Baldur Bergin, is the owner and he attempts to avoid any questions by waiting on other customers or walking away from the characters. If Aribell and her family are mentioned directly he tells the characters, "Oh, that's why you're here, Grab a table, they'll be with you in a bit." He then walks over to Kevern at the end of the bar and whispers something in his ear.

If characters wish to "overhear" this, they must make a successful Listen check (DC 15). What Bergin says is "They're here about Ari, go get the Goose." When this happens, Kevern looks the characters over and then heads out of the tavern.

Baldur seeks to avoid trouble if at all possible. The fight over Ari between the thieves and the Hextorians almost put him out of business and the less he hears about her the better. He has no idea what his waitress/entertainer was up to in her spare time, and he really doesn't care. He does know that the groups that fought were the thieves' guild and members of a cult of Hextor. He has become part of Goose's ransom scheme by agreeing to act as the intermediary between the ransom carriers and Goose's gang.

If the characters get violent he begs them to not destroy the bar and promptly spills his guts about everything he knows and point out Kevern to the characters.

☞ Assorted Human and Half-Elf Regular Customers (8): Male human/half-elf Com1; hp 5 (8); see Appendix I.

The commoners in the bar mostly keep to themselves. They keep their mouths shut and their heads down.

If a character succeeds at either a Diplomacy or Gather Information check (DC 15), they may learn a single rumor. Each of the commoners knows a single

rumor about Mowbrenn from DM's Aid 1. They are not friendly and prefer to keep to themselves.

☞ Warri, Dart Thrower: Male human War1; hp 8; see Appendix I.

A successful Diplomacy or Gather Information (DC 15) with the dart thrower, allows a character to learn a single rumor about Mowbrenn from DM's Aid 1. He asks the characters if they want to wager on a throw. Once he loses his 5 gp he gets mad and leaves. He knows nothing about Aribell.

☞ Kevern: Male human Rog2; hp 14; see Appendix I.

Kevern is a beginning rogue and one of the junior members of Goose's gang. He has been ordered to stay at the Drunken Dog and let the Goose know if anyone comes along to pay the ransom, if the city watch comes in and drags Baldur Bergin away, or if anything else weird goes on. He has taken advantage of this mission by getting completely drunk.

If the barkeep informs Kevern of who the characters are, Kevern looks the characters over and then stumbles out of the tavern to get the Goose and Aribell.

If Kevern is not informed by the barkeep, he attempts to listen in to the characters' conversation. Once they mention Ari, either among themselves or to a barmaid, Kevern walks over to speak with them, slurring loudly.

"You sure are asking a lot of questions about Aribell, is there something I can help you with?"

If the characters are completely flustered he slurs:

"Look, this is my first time doing this too, are you here about the ransom?"

At this point he stands up and says:

"Stay here, we'll be back with the girl in a couple."

He stumbles out the door to a warehouse next door. If the characters decide to follow him, he goes around the corner of the inn into a shadowed alley, using his Hide +8 and Move Silently +8 to avoid being followed. Kevern, if he spots the characters still following him (opposed Spot Check for Kevern to spot), openly approaches the characters and tells them to return to the Inn.

If he is still followed, he hires a street urchin to take his message to Goose's gang and then leads or escorts the characters back to the inn to wait.

ENCOUNTER 6: THE EXCHANGE

After an hour's wait, a large group of people led by a very fat bald man, enter the bar. Several of them are cloaked and hooded. They stop in the doorway and look over the rest of the bar with a

slow gaze. They also eyeball your party. Conversation in the bar drops a noticeable amount. With a wave of the dagger that doubles as his left hand, the fat man motions his entourage into the bar.

Four of them grab a table by the door, knocking the man and woman seated there from their chairs. Something is whispered and the man and woman flee from the building. Another three grab chairs at a table across from you, all three of them are hooded and cloaked, it is impossible to make out what race they are, or if they are armed or armored.

The fat man heads directly to the barkeep, and after a short word the barkeep motions toward your party.

See DM's Aid 4 for a map of The Drunken Dog.

The fat man is a local crime boss known as "The Goose". Although there is no longer a formal hierarchy among the thieves of Mowbrenn, he is recognized as one of the gang bosses of the city. He pulls up a chair at the party's table with four of his associates remaining standing behind him.

There is no EL attached to Goose's gang as the characters are not supposed to fight them. The Goose is after profits and actually physically restrains his men from fighting. This is a tough group of thugs who are after money and not blood.

If a fight breaks out the entire gang flees, fighting only to get the Goose free from the melee. Once he is out the door the rest of them flee as well, scattering into the sewers and to bolt holes throughout the city. While the fight is occurring Ari charges the characters yelling for them to "Stop, stop, they mean no harm!" and physically getting between the characters and the thieves, who flee.

➤ **The Goose:** Male human Rog10; hp 65; see Appendix I.

➤ **Gregor the Fallen:** Male human Mnk4/Rog3; hp 42; see Appendix I.

➤ **Head Bodyguard:** Male half-elf Rog4/Ftr1; hp 24; see Appendix I.

➤ **Bodyguards (2):** Male half-orc Ftr1/Rog1; hp 18; see Appendix I.

➤ **Hooded Bodyguards at the Door (4):** Male human Rog2; hp 17; see Appendix I.

➤ **Hooded Bodyguards at the Table (3):** see *Encounter 7*, these three are Aribell and her two "keepers".

The Goose speaks up, "Hear you want to buy a songbird? Asking price is 500 gold nobles. Let's see it, and I'm gonna want to count it."

If the characters stall or attempt to bargain in their awkward position let them. The Goose is in an equally awkward position.

The first time Goose is offered less than 500 gold nobles he replies as follows:

"500 gold nobles and not a copper less."

The second time Goose is offered less than 500 gold nobles he replies as follows:

"If your gonna offer me that, maybe I can sell you a piece of her?"

Characters can make a Sense Motive against the Goose's Bluff to determine if he is telling the truth.

If asked "Is Aribell still alive", or about her well being he replies as follows:

"She's in one piece and still breathing, trust me."

Characters can make a Sense Motive check (DC 10) to determine that Goose is telling the truth.

The Goose bargains expertly and loudly, showing off in front of his men. He uses his Bluff and Sense Motive skills to haggle over the price.

A character that makes a successful Intimidate check (DC 20) gets Goose to drop his price by 100 gold nobles immediately. He holds up his hands, replying as follows:

"OK. No need to get angry about your lack of gold"

If the Intimidate check fails, he replies thusly:

"I'm sure that scary look frightens the children. Get this straight; we've tangled with a lot nastier than you. We fought with some of Quarlanth's boys, which started this mess. You ain't even in their league."

Also if anyone attempts to intimidate the Goose, or threatens violence, Gregor (one of his bodyguards) steps in on full defense, making punching motions with his hands for one round before being called off by the Goose as such:

"Easy Gregor they're just words, just words."

A successful Diplomacy check against the Goose's Diplomacy check gets him to drop his price by 50 gold nobles immediately, holding up his hands saying:

"OK. I'm a reasonable businessman, I'll drop my price."

If the check fails he replies as such:

"I'm sure that sweet silver tongue impresses the ladies, I ain't no lady. Pay up or get lost."

A successful Bluff check against the Goose's Sense Motive gets him to drop his price by 20 gold nobles. He holds up his hands saying:

"OK. I'm a reasonable businessman, I'll drop my price."

If the check fails he replies:

"You insult my intelligence, cur."

Several of his young rogues are sweet on Aribell and hid Ari when Quarlanth's Fists of Hextor tried to seize her. The Goose does not want to overrule and anger some of

his most productive young thieves by giving Ari to Quarlanth, whom he doesn't like much anyways. Also, two of his men died in the initial fight at this tavern and he wants to recoup his losses and make some gold off their deaths.

Unfortunately, the Goose knows Quarlanth is turning the city upside down looking for Aribell, so holding her to keep some of his younger rogues happy is getting more and more dangerous.

The Goose, thinking that Count Cunhal would pay up for his agent, sent a ransom demand to the Count for 500 gold nobles once he found out what Aribell knew and what she was doing. The note has yet to even be read by Count Cunhal who is too busy with city business to read personal correspondences.

The note said to bring 500 nobles to the Drunken Dog and mention "finding Aribell for her family" to the owner of the tavern.

Development: Once the Goose realizes the characters are not representatives of Count Cunhal, he turns beat red, bangs the table and loudly yells, "In Olidammara's name who are you then?" He quickly recovers his temper and says, "Well, let's not be rash, she's still for sale to the first 500 nobles I get."

The Goose at this point wants to get rid of Aribell and be done with this. He grudgingly takes whatever the characters offer, but in no case does he accept less than 100 gold nobles.

He counts the money once, attempting to undercount the gold (His Pickpocket skill against characters' Spot checks to notice the theft) and accuse the characters of shorting him several nobles, stating "We agreed on" final ransom amount "why is there only" final ransom amount -10 "on the table?" If the characters pay up he smiles, grunts, and exits. If they do not pay up and argue, he chuckles and says "Good eyes, just testing you," and leaves the table.

As the fat man leaves he motions to the three hooded figures at the table behind him. He chuckles evilly, "Nice doin business with ya, good luck," and heads out the door with his bodyguards.

ENCOUNTER 7: ARI'S STORY

The three hooded figures stand and approach your table, sitting down and removing their hoods. In front of you sit two young men, a human and a half elf, and the woman you have been seeking, Aribell Catermain. Her portrait does not do her justice. "It's alright guys, they're not from Quarlanth, you can go."

Feel free to modify the box text if you have a table of all female character's, all half orcs, everyone with charisma less than 8, or something similar.

At this the human and the half-elf tell Ari to "take care" and walk out the door, glancing jealously at the best looking male at the table.

Aribell smiles at you "Greetings, are you from Clefan or Count Cunhal himself?"

☞ **Aribell:** Female human Brd4; hp 29; see Appendix I.

"Aribell's Keepers"

☞ **Human Bodyguard:** Male human Rog2; hp 14; see Appendix I.

☞ **Half-Elf Bodyguard:** Male half-elf Rog2; hp 14; see Appendix I.

Aribell has no idea who the characters are, and assumes they are either agents from Count Cunhal or from Clefan.

The characters probably pepper her with questions.

Any questions about the Goose or her being taken hostage result in the following:

"I wasn't really taken hostage by Goose. When Quarlanth's men came to kill me, some of his young men fought to defend me. They were concerned about my welfare and hid me in their hideout. The Goose, who's actually a pretty nice man once you get to know him, decided to get some money out of Count Cunhal since two of his men died in the fight, and what's 500 gold nobles to the count?"

When the characters identify who sent them:

"My parents? I sent a note, that means Liordan is dead too. Damn that Quarlanth!"

Who was this Liordan?

"Another agent I worked with, he was a sweet young man who carried messages for Clefan."

Who do you work for or who is this Clefan?

"I am a follower of Pelor and Mayaheine, the shield maiden. Clefan is the head priest of Mayaheine in Mowbrenn (laughs), if you can call him that. Clefan is a good friend of mine who I often met at the temple. I do not know how much you know of Count Cunhal's early days, but he used to be a bandit, robbing the rich and fighting injustice. Clefan used to ride with him during those days. They are still close friends. Clefan is who I volunteered to help."

What are you doing or what did Clefan ask you to do?

"Clefan asked me to use the gifts Pelor provided me with to help him figure out what Quarlanth is up to in the city. I was working with a group of agents. Somehow Quarlanth found out about what I had discovered, and he has killed everyone."

What do you know that Quarlanth is trying to kill you?

"A lot. Quarlanth is not the merchant he now pretends to be. He used to be an advisor to Count Blackmar Huldane, the current Count's father. When King Lynwerd, may Pelor shine upon him always, cleaned up his court, Quarlanth was thrown from power at the time Blackmar was replaced by Count Cunhal."

At this Aribell stops and to see if the characters have any questions on the recent history of Mowbrenn.

“Quarlanth is plotting against the young Count. He is actually an Evil Worshipper of Hextor. He has set up several temples in the city to worship this dark god. I know where some of them are located. He also uses powerful magic to control many members of the Count’s administration and the city watch. I have heard Quarlanth brag that over 50% of the city watch and army is still loyal to old Count Blackmar and by default, Quarlanth.”

“I do not know much about Blackmar Huldane’s loyalty toward his son or the new king. What I do know is that one of the men I was seeing recommended me to Quarlanth to entertain a dinner party at his estate in the high quarter. Blackmar Huldane was there, along with some of the most vile people I have ever met.” (At this she physically shudders) They were plotting treason against Count Cunhal and the king. But that was not all, the rebel prince Sewarndt was there as well. It was his magical protectors, witches I believe, who found me out as a spy.”

How did you escape?

“They let me go, I did not know at that point I had been discovered. They wanted to see who else I was working with. I gave everyone else away, which resulted in all of them being killed. I know it was at the party they found me out, as they brought the head of the man who recommended me, as a gift from Quarlanth when they came to kill me.”

Why don’t you go to the watch?

“You can’t trust them, most of them, including the watch captain of the city, are in Quarlanth’s pocket.”

Why don’t you go to the thieves’ guild, which was protecting you?

“Quarlanth is systematically wiping them out or taking them over. Many of the thieves and bandits now profess to worship Hextor, and before, where they just robbed you, now they kill you and rob you.”

Aribell builds up Quarlanth’s power/powers depending on the question. Quarlanth appears to control most of Mowbrenn right under Count Cunhal’s nose.

Let the characters question Aribell and discuss amongst themselves what they wish to do. Once things die down proceed to *Encounter 8*.

ENCOUNTER 8: QUARLANTH ARRIVES

BANG, BANG, BANG, “Siiiiiiiiieence!”

One of a group of large men at the door, is banging a wooden chair repeatedly against the tavern wall, apparently trying to get everyone in the bar to quiet down.

A group of men dressed all in black has come in the front door, surrounding an older tall man with a large, prominent nose. Tufts of gray hair stick up from his mostly bald head, giving him an almost comical appearance. Aribell stutters “Mayaheine protect us, that’s Quarlanth.”

She attempts to hide (badly) behind the largest character present.

Quarlanth looks around the bar, and smiles an evil toothy grin when he spots Ari. Wagging a long finger at her he says loudly, “I heard you’d popped up again my pretty friend!”

See DM’s Aid 4 for a map of The Drunken Dog.

Let the character’s react at this point, although you should point out to them that there are a lot of men with Quarlanth and none of them has taken an offensive action. Quarlanth seeks to avoid public violence as his reputation and public image is important to him. If attacked they defend themselves, with the fighters protecting Quarlanth with their lives. Quarlanth seeks to flee.

Quarlanth points to Ari. “Come with me now, we have things to discuss.”

Quarlanth uses his ring of human influence to immediately cast charm person on Aribell. This fails.

Quarlanth then says “Oh how cute, she’s shy. You, bring her to me!”

Quarlanth uses his ring of human influence to immediately cast charm person on the largest fighter type character in the party. Hopefully the characters stop their companion from handing Aribell over. If she is handed over, Quarlanth walks out the door with her and strangles her in his coach and then drops her into the sewers. The adventure is over and *Conclusion C* should be used.

Quarlanth chuckles to himself, and shakes his head. He whispers to one of his men.

A successful Read Lips check (DC 20) allows a character to figure out that what Quarlanth said was more than buy them a round, it was “Buy them a round of ale, while I distract them, send in Ar’Alden.”

This man steps up and throws a goldpiece, hard, at the barkeep, and yells, “Barkeep, get them a round of ale on Lord Quarlanth.”

Quarlanth then approaches the character’s table and states the following:

“While you sip your ale, let me tell you something. My men and I control this city, and my friend, Blackmar Huldane, with his black riders, controls the countryside outside the city. You are between a rock and a hard place. Last chance to turn her over.”

Sir Quarlanth and his bodyguards are attempting to maintain a respectable appearance in Mowbrenn. They verbally challenge the characters but seek to avoid a direct public confrontation, keeping a low profile. They do not directly attack the characters, instead allowing summoned creatures and other minions to do their bloody work. If they are attacked they defend themselves, calling for the city watch. If Quarlanth is seriously threatened, they attack without mercy, slaughtering characters and bystanders alike, while Quarlanth flees the

city. Quarlanth's bodyguards are fanatics, fighting to the death or committing suicide to avoid capture.

ALL APLS (EL 15)

➤ **Sir Quarlanth:** Male human Clr12 (Hextor); hp 99; see Appendix I.

➤ **Jetri:** Male human Clr10 (Hextor); hp 73; see Appendix I.

➤ **Taraven:** Male human Ftr6/Fist of Hextor*2; hp 60; see Appendix I.

➤ **Blarrett:** Male human Ftr8; hp 60; see Appendix I.

➤ **Bodyguards (8):** Male human Ftr4; hp 36; see Appendix I.

A successful Spot check (DC 28, DC 23 if the Read Lips attempt was successful) to see a hooded figure break from Quarlanth's men and slink up to the second story. This is the assassin Ar'Alden.

When the characters decline to hand Aribell over, Quarlanth states, "OK, we do this the hard way," and leaves the bar. Quarlanth has a large enclosed coach (black of course) pulled by four large black steeds outside the bar that he boards with several associates. It then gallops away, followed by the rest of his entourage on foot.

Let the character's react at this point. Shortly after Quarlanth has left, *Encounter 9* occurs.

ENCOUNTER 9: THE BRAWL/CHASE

One of Quarlanth's assassins has infiltrated the bar while the characters were talking to Quarlanth.

A successful Spot check against Ar'Alden's Hide check allows a character to spot her on the second level pulling a large, odd looking crossbow from her cloak. If any characters succeed, have them roll initiative with the assassin. The assassin then shoots at Ari and miss, planting the bolt in the table.

After missing her first shot the assassin attempts to flee the bar. See DM's *Aid 4* for a map of The Drunken Dog. See DM's *Aid 5* for a map of the assassin's path.

APL 2 (EL 2)

➤ **Ar'Alden:** Female elf Rog2; hp 16; see Appendix I.

APL 4 (EL 4)

➤ **Ar'Alden:** Female elf Rog4; hp 30; see Appendix I.

APL 6 (EL 6)

➤ **Ar'Alden:** Female elf Rog5/Asn1; hp 44; see Appendix I.

APL 8 (EL 8)

➤ **Ar'Alden:** Female elf Rog5/Asn3; hp 58; see Appendix I.

APL 10 (EL 10)

➤ **Ar'Alden:** Female elf Rog5/Asn5; hp 72; see Appendix I.

Tactics: The first round, If the assassin only has one attack she fires at Ari (striking the table). At APL6+ a Spot Check DC 15 reveals a yellow coating on the bolt. If the assassin has multiple shots (APL 6+), she fires the rest of her shots at characters next to Ari, attempting to cause maximum chaos. On the second round the assassin flees, see *Chasing the Assassin* below.

Several people in the bar shriek and the bar erupts in chaos as everybody flees for the door or dives for cover.

At this point the characters must decide whether they pursue the assassin or guard Aribell. This is a split second decision and the DM should not give the players excessive time to discuss it.

STAYING WITH ARIBELL

If the characters stay with in the bar attempting to protect Aribell they likely get involved in a swirling bar brawl involving a bunch of drunken commoners who swing wildly at everybody and everything.

➤ **Drunken Brawlers:** Male human Com1; hp 4; see Appendix I; NPCs.

1d4 random bar brawlers attack each character, including Ari, which remains in the bar. Modify the roll by the following:

- +1 if character Strength < 8
- +1 if character Charisma < 8
- +1 if character is a halfling, gnome or elf
- +1 if character already wounded
- -1 if character Strength > 14
- -1 if character Charisma > 14
- -1 if character is obviously a barbarian
- -2 if character draws a weapon
- -2 if character uses obvious magic

Half-orcs balance out, humans don't like half-orcs, but they also don't want to trade punches with one.

Roll 1d8 to determine the attack form for each commoner that attacks.

- 1-3 Fist attack
- 4-5 Grapple attempt
- 6-7 Beer mug comes flying
- 8 Chair shot

After 10 rounds of this brawl a 10-man watch patrol arrives outside the bar. See DM's *Aid 7: City Watch of Mowbrenn* for stats. The Drunken Dog is known for trouble so they often patrol here. They are busily clubbing people with saps as they spill out of the tavern. If anyone

is still fighting outside they may be arrested for brawling. If anyone pulls a weapon and leaves the bar with it, the watch seizes it. The watch squad waits another 12 rounds for a second squad to appear to back them up, before wading into the tavern with saps to break it up and arrest everyone still inside.

Characters should easily be able to avoid the city watch unless they are looking for trouble. Aribell attempts to stop the characters from getting into trouble with the watch. See *Conclusion D* if characters pick a fight with the watch.

CHASING THE ASSASSIN

If the characters attempt to chase the assassin, they are in for a rooftop chase. See *DM's Aid 5*.

Ar'Alden immediately runs onto the balcony of the Drunken Dog and jumps across the 5-foot alley to a warehouse next door to the tavern.

As she does this, she knocks the pitcher of beer from the table of two lonely, drunk dwarves who are looking for a fight. They attempt to grab and pummel the next person running or jumping toward them.

🔨 **Drunk Dwarves (2):** Male dwarf Ftr4; hp 39; see Appendix I.

The assassin makes a full out running jump from the warehouse to the next warehouse. Then she turns and looks if anyone is following her, if they are she shoots at them with the crossbow. She then flees to the next building when a character manages to get onto the building next to her.

If she falls, she attempts to climb to the rooftops again, or take the external stairs up, whatever the case may be.

If the assassin reaches the last warehouse before the city wall, she turns and fights if still pursued. The guards on the city wall see her and yell at the assassin and characters to "Stop fighting", "Surrender", "Drop the weapon", "come down from there", and finally, "Stop or we'll shoot".

At this point the city guards shoot, cutting her down with their first volley.

The assassin attempts to not be taken alive and if cornered fires the repeating crossbow into her head, or dives to the cobblestones below.

👮 **City Watchman (5):** Male human War1; hp 9; see Appendix I.

ENCOUNTER 10: THE SUMMONING

Once the characters have left the bar and regrouped for a minute, any character with an Intelligence of 12 or greater may make a Scry or Intelligence check (DC 20). If they succeed at this check they notice a magical sensor (a very large, transparent bloodshot eye), if not they just feel like they are being watched.

Ari suggests, "You must take me to the temple of Mayaheine to tell Clefan what I have discovered. Then he can inform Count Cunhal."

She promises a cash reward and also questions the loyalty to Nyronnd of anyone who questions this.

"Are you loyal to King Lynwerd or not?"

She also states to any Charisma 14+ male characters:

"I will personally make it worth your while."

If the characters stay on the main street the road is 20 feet wide, if they duck onto a side street it is 10 feet wide and an alleyway would be 5 feet wide.

Wherever the characters decide to go, Quarlanth is already acting. A successful Listen check (DC 10) allows a character to hear a silky whisper, "I'm coming for you all." If the Listen check is made at DC 15, the character in question identifies it as Quarlanth's voice.

A successful Listen check (DC 15) the next round, allows a character to hear a sickly wet plopping sound as the creature(s) Quarlanth has summoned arrives 20 feet behind the characters. The creature attacks a random character or Ari as it has not received any instructions. The devil(s) are present for 12 rounds before disappearing.

APL 2 (EL 1)

👹 **Lemure:** hp 9; see *Monster Manual*.

APL 4 (EL 3)

👹 **Lemures (4):** hp 9, 9, 9, 9; see *Monster Manual*.

APL 6 (EL 5)

👹 **Lemures (6):** hp 9, 9, 9, 9, 9, 9; see *Monster Manual*.

APL 8 (EL 7)

👹 **Lemures (4):** hp 9, 9, 9, 9; see *Monster Manual*.

👹 **Osyluth:** hp 32; see *Monster Manual*.

APL 10 (EL 9)

👹 **Osyluths (3):** hp 32, 32, 32; see *Monster Manual*.

Tactics (APL 2-8): The Lemures attack everyone who gets in their way. They are mindless, so running from them may be a good idea.

Tactics (APL 8-10): The Osyluth(s) is already flying, hovering 30 feet off the ground over the characters. It turns invisible at will, once it has been injured. The tactics below can change based on character action.

1st Round - Hovers over the characters (visibly) and figures out the alignment of all characters, as it is curious. It also casts a Wall of Ice to cut the characters off from running.

2nd - 4th Rounds - 3 more walls of Ice over the next 3 rounds, trapping most of the characters in a square of Ice.

5th Round - Casts another Ice Wall if necessary and laughs at the characters. "Make peace with your Gods as now you are mine!"

6th Round - The Osyluth grabs two civilians from a window who are looking at the commotion in shock, stinging one through the back out the stomach, and then breaking the other unfortunate's back over its knee. Both of these dead bodies are then thrown at the characters.

7th Round - Osyluth animates both dead bodies as Zombies to attack the characters.

8th Round+ - The Osyluth comes down to join the fun and attacks any characters that are still standing or present.

12th Round - The Osyluth begins to fade out, it grapples a character, attempting to drag the character with it to its dimension as it disappears due to the summoning expiring. Pulling a character through this way is not possible, but should scare the wits out of a character. It disappears with a horrible shriek at the end of its action.

Developments: The city watch (1 squad - See DM's Aid 7 for stats) gets involved in this fight on the 10th round. Only half of them engage, attacking the ice walls, while the other soldiers drag people to safety, stand there stunned, yell for reinforcements or flee shrieking.

If the characters talk to or approach the City watch, the watch demands the characters drop prone and show their hands, arresting them on the spot for "Trafficking with Demons." Have Aribell remind the characters in a hushed whisper, "They can't be trusted." Aribell flees before accompanying the city watch if possible. See Conclusion D if the characters insist on going with the city watch.

ENCOUNTER 11A: UNWELCOME IN MOWBRENN

Ari once again suggests the following:

"You must take me to the temple of Mayaheine so I can tell Clefan what I have discovered."

If the characters resist, wanting to rest:

"Are you heroes or mice? Men (and women), or helpless children? Don't you see, we have no escape, you must take me to Clefan."

At this point Ari breaks down crying and physically collapses. Fighting devils is a little out of her league.

The characters at this point have several choices as outlined below. They are now stuck in a fairly hostile city, without their best weapons and are possibly injured, and

exhausted from the craziest day in their lives. They also have to carry Aribell, who appears to be comatose. A successful Heal check (DC 15) is required to recognize physical exhaustion.

Whatever the characters do, they notice a large number of rough looking men with torches on the streets, mostly in groups led by a man wearing all black. They appear to be looking for someone.

If the characters have been to Aribell's Apartment earlier, make a Spot Check (DC 15) to notice an orange glow from that area of the city.

THE EAST GATE

The East gate into Mowbrenn has been sealed by order of the watch captain. Apparently the city watch is looking for a sorcerer who summons demons and also an arsonist that has killed several people in an apartment fire. The main gate is not reopened tonight. Any talk from the characters is met by a "And pray tell why do you wish to leave our fair city so suddenly?"

The current gate captain does not open the main gate for any reason. The gate stays closed until noon the next day.

THE WEST GATE

The West gate into Mowbrenn is permanently closed except for emergencies. Anyone asking questions or asking for the gate to be opened is referred to the East Gate by the guards on the wall. "The Count always keeps this gate closed. Gonna brick it up one of these days. Head over to the East gate as this one stays shut unless the Count says otherwise."

This gate is not opened for any reason.

THE COUNT

Going to see the Count may also be attempted. His keep is sealed up and he is deep in conference with his advisor. The main gate to his keep is closed and watched by a squad of city watchmen. They repeat the story about the sorcerer who summons demons and an arsonist that has killed several people in an apartment fire. The city watch does not let the characters see the Count for any reason. If Quarlanth's evil is mentioned directly, the Gate captain says, "I happen to know Lord Quarlanth personally and I think he would be most interested in hearing these lies you spread about him. Stay here while I send a runner to fetch him."

When the characters flee the Count's Keep gate, they hear "You can run, but you can't hide", which is followed by several wildly fired crossbow bolts.

GOING TO AN INN OR TAVERN

If the characters decide to check into a tavern, they find the tavern owners have been warned about them.

Tavern owners act fearful or angry, telling the characters "We don't rent to your kind" or "We're all full, no vacancies"

Others peek thru locked doors and yell "Go Away" or "Closed for the night" after one look.

If a successful Diplomacy check (DC 15) is made, “Some men came by and described you in detail, if I rent to you they promised to kill me and my family. Go elsewhere please sir. Have mercy and leave.”

HIDING/HANGING OUT IN THE STREETS

If the stay in the street for any length of time they are approached by a rough looking man with a torch that surprises them out of an alleyway he was searching.

If a successful Diplomacy or Intimidate check (DC 15) is made he says, “Some men came by and described you in detail, a lot of money if I find you” at which he flees yelling “I found them, I found them!”

If a successful Gather Information check (DC 15) is made the characters find out the following: “Quarlanth’s men have offered a big reward for you, 100 gold for the woman and 50 gold for each of her associates. Every bounty hunter in town is up tonight looking for you. We already had several innocents killed who look like you.”

Also the characters are stopped by a group of men who say, “Hey you there, stop, we just want to look at ya.”

Hide, Move Silently, Disguise, Bluff, and Intimidate may all come into play as the party sneaks around the city.

If they have been to Aribell’s apartment earlier and make a successful Spot check (DC 15) the characters have a continual chance to notice an orange glow from that area of the city.

ARIBELL’S APARTMENT

If the characters attempt to return to Aribell’s apartment they find that someone has burned the apartment house down. All that remains is the first story as the entire building has collapsed.

As you round the corner, in front of you is a scene straight out of hell. Where Aribell’s building once stood is a smoldering collapsed ruin. Multiple burned bodies lie under sheets in the street. A line of men, commoners, merchants, thugs, and city watch stretches down the street to both a wagon and a well, forming a bucket brigade.

The front door is still closed, held in place by a longsword someone jammed through the metal door handles.

Crying soot-stained children sit in the street comforted by sobbing parents.

If a successful Spot check (DC 15) is made, a character notices Foo Jr. crying over the slain building guard, old man Foo. If Foo Jr. is approached he is sobbing about, “running to get the city watch, and I wasn’t fast enough. He fought them, tried to stop them, but I wasn’t fast enough.” The child is distraught and in shock, the characters get nothing else from him.

A successful Heal check (DC 10) reveals that a sword killed Foo.

If the characters examine the sword wedged in the front door, there is a symbol on the hilt. A successful Knowledge (religion) check (DC 10) allows a character to

recognize it as a symbol of Hextor. Any follower of Heironeous automatically recognizes it.

If the characters look at the sword, this draws the attention of the city watch in the bucket brigade. “In Kord’s name, what are you looting vultures looking at?” The watchmen believe the characters are attempting to steal the sword from the front door. “Are you actually trying to steal that sword from this funeral pyre?! Have you no decency? Get lost before you feel the sting of my sword!”

If the characters go around to the back of the building they find the four alley thugs who attempted to accost them earlier dead in the alley. A successful Heal check (DC 5) reveals that they were killed by sword thrusts.

It appears three of them were trying to pry open the back doors from outside, while another one of them was assisting a woman out a window on the first floor, when they were all slain. The woman still hangs from the window, burned, but obviously slain by a sword thrust.

When examined, it is obvious the back doors to the building have also been locked closed with metal nails that were hammered into the doorjamb, sealing the door shut.

ENCOUNTER 11B: THE TEMPLE OF PELOR AND MAYAHEINE DIRECT

This encounter occurs if the characters go directly to the temple of Pelor and Mayaheine. The temple is a walled 30-ft high compound with one main gate. The gate is always open, even at night. At this gate is a large group of men.

Have the characters make a Spot check. The results vary as follows:

- (DC 15) The other men are all wearing black and are gambling and drinking with the city watch.
- (DC 20) One of them is the man who bought the Ale for the characters in the Drunken Dog.

A successful Listen check (DC 10) reveals that they are talking about what they do with a reward, and laughing evilly.

This group is watching the main gate into the temple compound and does not let anyone through.

If a character attempts to sneak up to the men or sneak by it is a Hide/Move Silently check versus the mens’ Spot and Listen. Disguise may also work to get the characters past the external guards.

If discovered “spying” a character is driven off with fists and rocks. If they catch a character trying to run through the gate they beat the character into unconsciousness, rob the character, and turn the characters over to the city watch as a bandits. See *Conclusion D*.

APL 2 (EL 2)

➤ **Cultists (4):** Male/Female human Com1; hp 4, 4, 4, 4; see Appendix I.

APL 4 (EL 4)

➤ **Cultists (6):** Male/Female human War1; hp 8, 8, 8, 8, 8, 8; see Appendix I.

APL 6 (EL 6)

➤ **Cultists (6):** Male/Female human War1; hp 8, 8, 8, 8, 8, 8; see Appendix I.

➤ **Cultist Leader:** Male human Ftr5; hp 39; see Appendix I.

APL 8 (EL 8)

➤ **Cultists (6):** Male/Female human War1; hp 8, 8, 8, 8, 8, 8; see Appendix I.

➤ **Cultist Leader:** Male human Ftr5; hp 39; see Appendix I.

➤ **Cultist Enforcer:** Male human Ftr5/Fist of Hextor*1; hp 46; see Appendix I.

APL 10 (EL 10)

➤ **Cultists (6):** Male/Female human War1; hp 8, 8, 8, 8, 8, 8; see Appendix I.

➤ **Cultist Leader:** Male human Ftr5; hp 39; see Appendix I.

➤ **Cultist Enforcer:** Male human Ftr5/Fist of Hextor*1; hp 46; see Appendix I.

➤ **Cultist Champion:** Male human Ftr5/Fist of Hextor*3; hp 60; see Appendix I.

Tactics: All the cultists fight to the death.

Development: If the characters get past the men at the Pelor/Mayaheine temple gate by fighting or distracting the cultists, proceed to *Encounter 15* with the following modifications to that encounter. There is no Pelorian honor guard at the gate. The Fist of Hextor warrior is already in the compound torturing Clefan. The *blade barrier* still springs into existence behind the last character when they enter the compound.

ENCOUNTER 11C: THE SEWERS

The characters may decide to go into the sewers. There are multiple outhouses and manholes all over the city streets. If they do this, a terrible stench comes from the opening. The stench reawakens Aribell for a moment. She says “No not the Sewers, Quarlanth has released monsters down

there to stop the thieves guild from using them.” Before fading out again.

At this point a loud roar issues forth from the sewer opening.

If they proceed, the characters drop into a 10-foot wide tunnel. They can follow this thru 2 or 3 encounters depending on the APL and then emerge outside the city.

APL 2 (EL 4)

➤ **Otyugh:** hp 33; see *Monster Manual*.

APL 4 (EL 6)

➤ **Otyugh, Advanced:** hp 70; see Appendix I.

APL 6 (EL 8)

➤ **Otyughs, Advanced (2):** hp 70, 70; see Appendix I.

APL 8 (EL 10)

➤ **Otyughs, Advanced (2):** hp 98, 98; see Appendix I.

APL 10 (EL 12)

➤ **Otyughs, Advanced (4):** hp 98, 98, 98, 98; see Appendix I.

If the characters survive the sewer monsters they continue on and get themselves and Aribell out of the city, see *Conclusion B*.

ENCOUNTER 11D: OVER THE CITY WALL

Climbing the city wall (30 feet high) may also enter the character's minds.

Once the wall is seen from inside the city it is a nightmare. The walls are sheer stone and very exposed. A successful Climb check (DC 25) is required to move up them at half speed as a full round action. The tops of the walls are lit with *continual light torches* and regularly patrolled by squads of city watch guards. There are also guards positioned in numerous towers along the walls.

Climbing the wall to get out is possible, but is not a good idea, as the characters are peppered by crossbow bolts from city guards positioned on the wall and surrounding towers. The wall itself is 30 feet high and 10 feet wide. If the characters continue over, they can get themselves and Aribell out of the city. See *Conclusion B*.

APL 2 (EL 5)

➤ **City Watchman (6):** Male human Ftr1; hp 14, 14, 14, 14, 14, 14; see Appendix I.

APL 4 (EL 7)

➔ **City Watchman (9):** Male human Ftr1; hp 14, 14, 14, 14, 14, 14, 14, 14, 14; see Appendix I.

APL 6 (EL 9)

➔ **City Watchman (9):** Male human Ftr1; hp 14, 14, 14, 14, 14, 14, 14, 14, 14; see Appendix I.

➔ **City Watchman:** Male human Ftr7; hp 53; see Appendix I.

APL 8 (EL 11)

➔ **City Watchman (12):** Male human Ftr4; hp 35, 35, 35, 35, 35, 35, 35, 35, 35, 35, 35, 35; see Appendix I.

APL 10 (EL 13)

➔ **City Watchman (12):** Male human Ftr4; hp 35, 35, 35, 35, 35, 35, 35, 35, 35, 35, 35, 35; see Appendix I.

➔ **Brennan:** Male human Clr11 (Heironeous); hp 80; see Appendix I.

Tactics: The city guard fires at characters climbing the wall when they are spotted. The guards also raise the alarm and yell for reinforcements (these reinforcements do not show up until after this fight is over). 1/3 of the guards attack any ropes or other climbing equipment used. When the characters reach the top, 1/3 of the guards close and attempt to bull rush characters off the wall when they reach the top. If the characters clear the wall they are still fired upon by the remaining guards until out of range/sight.

Development: If the characters get past the wall they continue on and get themselves and Aribell out of the city, see *Conclusion B*.

ENCOUNTER 12: HELP FROM THE DARK

As the characters Make their way down a street or Alley. They hear “Psst, hey” followed by the name of the toughest fighter in the group.

They see Ethelar in an alley waving them into the alleyway.

“Kord be praised, me and the boys been looking all over for you. We was hanging out at our favorite waterin hole with a bunch of other Iron Fisters. A group dressed all in black came in and one of ‘em jumped onto a table. He stood on the table while his buddies clubbed the bouncer and told the owner to shut up when he started squawking. Started describing you guys like he knew you, as well as a black haired beauty. Said there was a reward of 100 gold for the wench and 50 for each of you, and that he preferred you all turned in dead. Everyone sobered up real quick. We played dumb and joined in the mob, but we been looking to warn ya ever since.”

If asked why he is helping the characters:

“Me and the boys figure we owe ya one with the way you handled those bandits outside the city.”

He is completely sincere and any Sense Motive check detects this.

Ethelar notices the characters' state, and volunteers the room he and the boys are staying in to the characters, if they do not ask for it.

“Heck, if you need a place to hide out, use our room at the boarding house, it should be able to fit all of you. Just walk in like you belong there. It’s room number five at the end of the hall on the second floor. Here’s the key. I don’t think anybody’s even there as they’re all out looking for you.”

At this point, someone several streets over starts yelling about “I found one, I found one!” Several groups of men run by the characters in the direction of the sound followed by the sound of steel on steel.

Ethelar continues:

“This is nuts, this entire city is ready to blow. I’m gonna go find the boys, get another room somewhere else, get our weapons first thing tomorrow morning and get out of this crazy city back to Rel Mord.”

“Look us up in Rel Mord if you make it, my offer to join the Fists is still good. See you boys there if you make it, and even if you don’t join, you owe us a cold one.”

Ethelar hands a key to the characters.

“This is the room key, Sword and Shield on Low Street is the place, down in Lowtown on the lesser mound.”

ENCOUNTER 13: A FIRE

The characters may sleep in the caravan guard's rooms. See DM's Aid 6 for a map of The Sword and Shield.

Sneaking from alley to alley, you find the Sword and Shield sooner than expected. The sign of a large shield with two crossed swords hangs from a sign in front of you.

If one of the characters wishes to scout the tavern out first, let them. The tavern is empty and abandoned.

You creep into the Sword and Shield, yet there is no one in the tavern, not even the owner, they are all in the streets, hunting you.

With a glance around the common room, you realize some were so eager to spill blood they left ale and meals behind.

Larcenous characters find someone has already beat them to the cash box, it lies open and empty on the floor. When the characters eventually go up the stairs to the promised room:

You stealthily sneak up the stairs, cringing at each creak, yet no one appears to threaten you. At the end of the hallway you see room number five.

If the lock is examined it is a simple room lock and does not appear to have been tampered with.

The room has two sets of bunk beds and is rather roomy. All of you can hole up in here. There is a window out the back that has a large set of shutters. The shutters are currently open.

The characters get a full night's rest, healing and recovering spells and abilities. Get a watch order, as they are rudely awoken as Quarlanth has also rested and recovered his spells as well.

Aribell is still passed out, mumbling incoherently. Her few moments of lucidity bring cries to "Get me to Clefan" or "take me to the temple of Mayaheine."

In the early predawn morning, the scrying begins again. Any character with an Intelligence of 12 or greater that is on watch or awake may make a Scry or Intelligence check (DC 20). If they succeed at this check they see the magical sensor (a very large, transparent bloodshot eye), if not they just feel they are being watched. The sensor fades out after 1 round.

The next round Quarlanth immediately summons a salamander(s) to turn the rooming house into an inferno.

APL 2 (EL 2)

☛ **Salamander, Flame Brother:** hp 16; see *Monster Manual*.

APL 4 (EL 4)

☛ **Salamander, Flame Brothers (2):** hp 16, 16; see *Monster Manual*.

APL 6 (EL 6)

☛ **Salamander, Flame Brothers (2):** hp 16, 16; see *Monster Manual*.

☛ **Salamander, Average:** hp 38; see *Monster Manual*.

APL 8 (EL 8)

☛ **Salamanders, Average (3):** hp 38, 38, 38; see *Monster Manual*.

APL 10 (EL 10)

☛ **Salamanders, Average (2):** hp 38, 38; see *Monster Manual*.

☛ **Noble Salamander:** hp 112; see *Monster Manual*.

Tactics: The salamander(s) does not attack immediately.

1st Round - Gets instructions from Quarlanth

2nd - 3rd Rounds - The Salamander(s) walks around the rooming house, lighting the outside walls on fire.

A successful Spot check (DC 5) if a character is awake and looking out a window, allows them to see the

creature lighting the building on fire. A successful Listen check (DC 25) allows the character to hear crackling flames if awake

4th Round - Walks thru the Common room lighting the room on fire. A large cask of hard liquor explodes behind the bar. A successful Listen check (DC 15) allows the characters to hear the explosion if awake. A successful Listen check (DC 20) if asleep, wakes the character up.

5th Round - Heads up the stairs to the sleeping rooms and lights the entire hallway on fire.

6th Round - Breaks through the door and attacks the characters if still present in their room. Attempts to block the window, forcing characters through the burning building to escape.

7th Round+ - The salamander(s) chase after the characters, attempting to light them on fire.

12th Round - The salamander(s) disappear after their action.

Development: There is a good chance the characters attempt to flee from the burning building and the heat. Rules for fire and heat are found on *DUNGEON MASTER'S Guide*.

Each round the characters stay in the burning tavern they must hold their breath, make a successful Fortitude save, or take subdual damage from smoke. Once a character fails the Fortitude save, they cannot hold their breath again due to coughing. They must make a Fortitude save each round until they reach fresh air or be overcome by smoke.

The thick smoke in the tavern gives everything fighting in the tavern one-half concealment (20% miss chance).

Any 5-foot square a salamander has been in is on fire. A successful Reflex save (DC 15) is required to avoid catching on fire from the flames for each square moved through. All equipment must also save or catch on fire.

Also if a character moves thru a burning square on the second floor make a Balance check DC 5 +1 for each turn the floor has been on fire, and +1 for each 20 pounds a character is over 50 pounds. If this is failed, they need to make a successful Reflex save (DC 15) to avoid collapsing to the ground floor in burning timber. Remember the character may move into another burning square starting this procedure over.

If a character collapses through the floor (1d6 damage), they need to make a successful Reflex save (DC 15) to avoid being pinned under the burning rubble. If they are pinned, they must make a successful Strength check (DC 20) to break out. Also each turn a character is pinned, a successful Reflex save (DC 15) is required to avoid catching on fire (1d6 damage). All equipment must also save or catch on fire.

A character needs to make a successful Climb check (DC 20) to climb down the rough-hewn walls, otherwise they fall and take 1d6 damage. Also a successful Reflex save (DC 15) with no Dex modifier, as the character is climbing, is required to avoid catching on fire from the flames on the outside wall.

Aribell does not awaken during the attack and needs to be rescued from the burning room.

ENCOUNTER 14: THE SUMMONING, PART 2

As dawn breaks over the quiet city, smoke from last night's fires still hangs in the air. Aribell still mumbles about the temple and Mayaheine, but you don't know about your chances in the daylight.

The streets are almost deserted, your hunters having apparently exhausted themselves. The city almost seems under siege. The silence in a city this large is completely unnerving.

Soldiers of Mowbrenn and even some members of Nyrond's army, with crossbows at the ready, stand at major street corners. They eyeball everyone but say nothing. They are apparently intending to stop the anarchy that occurred the night before.

Aribell wakes up shortly after the characters have fled the burning building. Asking, "how long have I been out?" and once again demanding to be taken to the temple "Why aren't we at the Temple, let's go." If the characters do not agree she heads off on her own, leaving the characters behind as she stumbles off.

Once the characters are several blocks from the temple compound gateway any character with an Intelligence of 12 or greater may make a Scry or Intelligence check (DC 20). If they succeed at this check, they once again see the magical sensor (a very large, transparent bloodshot eye), if not they just feel they are being watched.

If the characters stay on the main street the road is 20 feet wide, if they duck onto a side street it is 10 feet wide and an alleyway is 5 feet wide.

Wherever the characters decide to go, Quarlanth is once again summoning. A successful Listen check (DC 10) allows characters to hear a silky whisper "You're still in my city, but your souls soon won't be. I know where you're trying to go." A successful Listen check (DC 15) allows the character to identify it as Quarlanth's voice.

A successful Listen check (DC 15) the next round allows the character to hear a familiar sickly wet plopping sound as the creature(s) Quarlanth has summoned arrives 50 feet in front of the character's, between them and the gate. The creature(s) attacks a random character or Ari as it has not received any instructions. The devil(s) are present for 12 rounds before disappearing.

APL 2 (EL 0)-SEE TACTICS BELOW

☛ **Imp:** hp 13; see *Monster Manual*.

APL 4 (EL 2)

☛ **Imp:** hp 13; see *Monster Manual*.

APL 6 (EL 4)

☛ **Imps (2):** hp 13, 13; see *Monster Manual*.

APL 8 (EL 6)

☛ **Kyton:** hp 44; see *Monster Manual*.

APL 10 (EL 8)

☛ **Kytons (2):** hp 44, 44; see *Monster Manual*.

Tactics (APL 2): The Imp materializes, lets out a cackle, and almost immediately is torn to shreds by a hail of crossbow bolts from a group of Nyrond soldiers. The sergeant hails you:

"You might want to stay off the streets today until the Count and his mages gets this mess straightened out."

Tactics (APL 4): The Imp attacks immediately. There are no soldiers to help. The imp stays summoned for 12 rounds

Tactics (APL 6): Both Imps attack immediately. There are no soldiers to help. The Imps stay summoned for 12 rounds

Tactics (APL 8-APL10): The Kyton(s) charge and maul whomever it can get to. After one round, a squad of 10 Nyrond soldiers begin shooting at it with light crossbows if it is not in melee with anyone, if it is in melee they yell "Get clear, Get clear." Unfortunately all their shots bounce due to the damage reduction of 20/+2. The Kyton(s) stay summoned for 12 rounds.

Development: If the characters approach the soldiers and explain their predicament the sergeant tells them to take it to the city watch. He then proceeds to prod the demon if it is still present. If the city watch is bad-mouthed, the sergeant won't believe it, and tells the characters:

"Quit drinking this early in the morning, if you got a problem go to the watch, move on, no loitering in the streets today, I don't want to hear it, and Heironeous only knows how many more of these things are around."

Shortly thereafter one of the soldiers panics fires down another street, and the soldiers move off hunting more demons.

ENCOUNTER 15: THE TEMPLE OF PELOR AND MAYAHEINE

As you approach the Temple Gate you cannot believe your eyes. The city watch is nowhere in sight. In their place stand an honor guard of 10 armored warriors in white, the sunny symbol of Pelor clearly visible on their shields.

As you approach, an older knight steps forward, and bows toward Ari saying "Good morning, Madam, after the evil last night it is a good day to worship, and even brighter now that you are here."

Ari turns toward you with a broad smile and says "These men always guard the temple gates during the day, were safe here. Good Day Sir Lewis," as she continues toward the gate.

As the characters cross the gate the Hextorans strike in ambush. Quarlanth is watching the temple district to see if Aribell has survived the night, she has (hopefully), so

he casts his *blade barrier* and flees to save his own hide if she survives the final fight.

A *blade barrier*, cast by Quarlanth, springs into existence across the gate, trapping the characters in the Pelorian temple compound and starting the combat.

APL 2-10

A *blade barrier* is set behind the last character, no damage. It completely blocks the gate for 2 hours unless dispelled, and anyone that attempts to cross takes 12d6 damage.

Roll initiative as The Fist of Hextor moves to attack.

APL 2 (EL 4)

➔ **Fist of Hextor Wannabe:** Male human Ftr4; hp 36; see Appendix I.

APL 4 (EL 6)

➔ **Fist of Hextor:** Male human Ftr5/Fist of Hextor*1; hp 46; see Appendix I.

APL 6 (EL 8)

➔ **Fist of Hextor:** Male human Ftr5/Fist of Hextor*3; hp 60; see Appendix I.

APL 8 (EL 10)

Fist of Hextor: Male human Ftr5/Fist of Hextor*5; hp 74; see Appendix I.

APL 10 (EL 12)

➔ **Fist of Hextor:** Male human Ftr5/Fist of Hextor*7; hp 100; see Appendix I.

Tactics: The Fist of Hextor attacks full out attacking everyone, he attempts to Bull Rush people into the *blade barrier*.

On the second round of combat, two of the guards, Sir Lewis and a youngster, let loose battle cries and charge the *blade barrier*, being cut into hamburger and spraying the characters with a red mist. The Fist of Hextor laughs at this.

Aribell seeks to flee the combat toward the temple of Mayaheine on the third round of combat.

When the Fist of Hextor reaches zero hit points or less he stumbles into the *blade barrier*, coming to a very messy end.

CONCLUSION

CONCLUSION A

The characters successfully get Aribell to Clefan at the temple of Mayaheine.

As the fine red mist that was the Hextoran fighter settles to the ground, you see Aribell running back toward you, with a pudgy middle-age man, wearing armor in tow.

“I am Clefan, high priest of Mayaheine in Mowbrenn. Aribell has told me the story of what has been occurring. Please accept my apologies and protection.”

He immediately begins healing characters as he walks amongst them.

If the *blade barrier* has not been dispelled:

With a gesture and a phrase he motions at the blade barrier and it disappears.

“So much blood spilt by these evil men. Please, accompany me to Sharphill, the Count’s Keep, we need to get Ari’s news to the Count.”

The walk through the streets is short and quick, as Clefan almost jogs to the keep. The Gate guards wave him in.

You are walked across an ornate garden into a heavily fortified stone Keep. Clefan guides you expertly thru hallways and up a set of stairs.

He guides you into a sitting room of some sort, and is obviously familiar with the surroundings. Clefan turns to you “wait here in the sitting room, while we talk to the Count”. Clefan and Aribell continue on thru another set of double doors.

A young lady appears after several minutes “pardon me, are you hungry or thirsty?” After several additional minutes she returns with food and beverages.

After an hour’s wait, during which raised voices are heard thru the doors Clefan and Ari exited through, they return, with a young man putting on leather armor behind them.

“Greetings my friends, I’m Count Huldane, Cunhal to my friends. Clefan and Ari have filled me in on what is occurring in my city. Accept my thanks and enjoy my hospitality. Today, I have business to finish and a snake to behead.”

He immediately compensates the characters for any expenses if they bring it up. If they do not, he broaches the subject, *“About this ransom Ari mentioned, how much did you pay?”* laughing about paying the ransom for Ari, he asks, *“What does that come out to per pound?”*

The Count also rewards each character with 100 gold pieces for their actions.

The Count listens to anything the characters have to say, but he does not let them participate in the action against Quarlanth, as he believes it is Mowbrenn’s business. He insists they stay protected as his guests in the Keep.

You have spent the day locked up in the keep, most of it on a balcony overlooking the lesser mound of Mowbrenn. The sounds of battle and clashing weapons have occasionally reached your ears. Units of men have been visible, moving in the streets. One of the servants informs you the city is under curfew, no one is allowed in the city unless they are the military. More fires have broken loose in the city, and you wonder if the count will save his city or destroy it. As you sit sipping ale, you watch the city watch headquarters go up in flames in the distance.

That evening Clefan returns and thanks the characters, filling them in on what has occurred.

“I have some good news and some bad news, which do you want to hear first?”

Good news-

We have roused out three temples of Hextor in the city, and put many of the worshippers to the sword. Some units of the city guard actually fought against us. They were all slain or surrendered. The head of the city watch killed himself and the sergeant in charge of the gate to this very keep has fled during the fighting. Many of the older members of the watch and the militia were apparently loyal to old count Blackmar and Quarlanth, not Count Cunhal.

Aribell has been returned to her parents, she gives her thanks for your help. I think the threat within Mowbrenn has been put down.

Bad news-

Well, we won today, but we still don't know if we got them all. Also found out what we'd heard about the sewers was true, so many monsters and traps down there, that they are now a no-man's-land.

Found some disturbing papers about Prince Sewarndt, an army and a tunnel under the city wall. We haven't found the tunnel, and there's no enemy army anywhere near. And Sewarndt, who knows?

We surrounded Quarlanth's manor first thing this morning. Had a fierce battle with his bodyguards, they fought like men possessed. The count took a grievous wound. He is resting at the Temple of Pelor and will recover shortly. He again sends his thanks. Of Quarlanth there was no sign. Some of his men we captured told us he escaped yesterday. He apparently fled shortly after you and Ari reached me yesterday. He is still out there somewhere.

CONCLUSION B

The characters successfully get Aribell out of Mowbrenn City. DM should feel free to improvise and ad-lib if the boxed text does not fit the circumstances.

As Mowbrenn disappears over the hill behind, you breathe a sigh of relief. Staying off the main road, you hike through the farmland, making good time, despite your exhaustion.

You approach the house Aribell's parents live in, and after a tearful family reunion you awkwardly excuse yourselves.

Heading back toward Rel Mord, you wonder what is going to happen in the City of Mowbrenn, and if fleeing from the trouble and saving the girl's life was actually the right thing to do.

Who knows? All you know is you got her out, and did a little bit of good.

CONCLUSION C

Aribell gets killed while in the characters "protective custody". DM should feel free to improvise and ad-lib if the boxed text does not fit the circumstances.

As Mowbrenn disappears over the hill behind, you say a prayer under your breath for the young lady who died there.

You silently approach the house Aribell's parents live in, and after a stuttering explanation, her tearful parents thank you for your efforts and awkwardly show you the door.

Heading back toward Rel Mord, you wonder what is going to happen in the City of Mowbrenn, and what you could have done differently to save the poor girl's life.

CONCLUSION D

The characters all get thrown into jail or somehow lose Aribell in the city. After they get released or leave the city. DM should feel free to improvise and ad-lib if the boxed text does not fit the circumstances.

As Mowbrenn disappears over the hill behind, you are finally able to breathe a sigh of relief. Cursing the city and its inhabitants under your breath, you all hike off at a good rate of speed. The sooner you get back to Rel Mord, the better.

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 to each character.

Encounter 1: Ambush

Defeat the bandits.

APL 2	60 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 9: The Brawl/Chase

Survive the brawl or chase.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Encounter 10: The Summoning

Defeat the devils.

APL 2	30 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP

Encounter 11b: The Temple of Pelor and Mayaheine

Defeat the cultists. From here the characters can only advance to Enc. 15.

APL 2	30 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

OR

Encounter 11c: The Sewers

Defeat the Otyughs and escape the city.

Experience awarded stops here.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

OR

Encounter 11d: Over the City Wall

Escape the city over the wall. Experience awarded stops here.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Encounter 13: A Fire

Defeat the salamander(s).

APL 2	30 XP
APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP

Encounter 14: The Summoning, Part 2

Defeat the devils.

APL 2	0 XP
APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP

Encounter 15: The Temple of Pelor and Mayaheine

Defeat the Fist of Hextor.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 XP

TREASURE SUMMARY

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

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Introduction

Payment for acting as caravan guard.

APL 2:	L: 0 gp; C: 25 gp; M: 0
APL 4:	L: 0 gp; C: 25 gp; M: 0
APL 6:	L: 0 gp; C: 25 gp; M: 0
APL 8:	L: 0 gp; C: 25 gp; M: 0
APL 10:	L: 0 gp; C: 25 gp; M: 0

Encounter 1: Ambush

Defeat the bandits, strip them of their gear, and turn them in for the bounty.

APL 2:	L: 97 gp; C: 20 gp; M: 0
APL 4:	L: 186 gp; C: 20 gp; M: 0
APL 6:	L: 186 gp; C: 20 gp; M: 0
APL 8:	L: 186 gp; C: 20 gp; M: 0
APL 10:	L: 338 gp; C: 22 gp; M: <i>potion of expeditious retreat</i> (Value 8 gp per character); 2 <i>potions of invisibility</i> (Value 45 gp per potion per character)

Encounter 9: The Brawl/Chase

Capture the assassin and strip her of her gear.

APL 2:	L: 27 gp; C: 10 gp; M: 0
APL 4:	L: 27 gp; C: 10 gp; M: 0

APL 6: L: 27 gp; C: 10 gp; M: 0
APL 8: L: 27 gp; C: 10 gp; M: 0
APL 10: L: 27 gp; C: 10 gp; M: 0

Encounter 11b: The Temple of Pelor and Mayaheine

Defeat the cultists and strip them of their gear.

APL 2: L: 0 gp; C: 0 gp; M: 0
APL 4: L: 71 gp; C: 0 gp; M: 0
APL 6: L: 83 gp; C: 0 gp; M: 0
APL 8: L: 241 gp; C: 0 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of fire breath* (Value 135 gp per character)
APL 10: L: 398 gp; C: 0 gp; M: 2 *potions of cure moderate wounds* (Value 45 gp per potion per character); 2 *potions of fire breath* (Value 135 gp per potion per character)

Encounter 15: The Temple of Pelor and Mayaheine

Defeat the Fist of Hextor and strip him of his gear.

APL 2: L: 0 gp; C: 0 gp; M: 0
APL 4: L: 156 gp; C: 0 gp; M: 0
APL 6: L: 156 gp; C: 0 gp; M: +1 *large wooden shield* (Value 174 gp per character)
APL 8: L: 156 gp; C: 0 gp; M: +1 *large wooden shield* (Value 174 gp per character); +1 *battleaxe* (Value 346 gp per character)
APL 10: L: 6 gp; C: 0 gp; M: +1 *large wooden shield* (Value 174 gp per character); +1 *battleaxe* (Value 346 gp per character); +1 *spiked gauntlet* (Value 346 gp per character); +1 *full plate armor* (Value 398 gp per character)

Conclusion

Successfully escorting Aribell to the temple, and informing the Count of the situation with the Hextorans.

APL 2: L: 0 gp; C: 100 gp; M: 0
APL 4: L: 0 gp; C: 100 gp; M: 0
APL 6: L: 0 gp; C: 100 gp; M: 0
APL 8: L: 0 gp; C: 100 gp; M: 0
APL 10: L: 0 gp; C: 100 gp; M: 0

Influence with Count Cunal Huldane of Mowbrenn

(Influence point) - You have received the personal thanks of Count Huldane for your efforts on behalf of the citizens and city of Mowbrenn.

Total Possible Treasure

APL 2: 279 gp
APL 4: 595 gp
APL 6: 781 gp
APL 8: 1465 gp
APL 10: 2648 gp

APPENDIX I: NPCS

INTRODUCTION

All APLs

☛ **NPC Guards (Ethelar, Nerlo, Boarie, and Sarather):** Male human Warr; CR ½; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 20 ft; AC 16 (touch 11, flat-footed 15); Atk +3 melee (1d8+1/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 9, Cha 10.

Skills and Feats: Climb -2, Handle Animal +2, Jump -2, Profession (Soldier) +1, Ride +5; Weapon Focus (light crossbow), Weapon Focus (longsword).

Possessions: light crossbow, longsword, dagger, chain mail, Iron Fist medallion, 20 bolts

☛ **Drivers (11):** Male human Com1; CR ½; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d3 subdual, unarmed strike); AL N, SV Fort +1, Ref +0, Will +0; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Profession (driver) +6, Profession (porter) +1, Ride +2, Swim +1; Skill Focus (driver), Skill Focus (handle animal).

Possessions: small knife, peasant's outfit, 10 cp.

☛ **Kerral, Caravan Master:** Male human Exp4; CR 3; Medium-size humanoid (human); HD 4d6; hp 18; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +3 melee (1d4/19-20, dagger); AL NG; SV Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Appraise +10, Bluff +9, Diplomacy +9, Handle Animal +11, Profession (driver) +8, Ride +7, Spot +4, Swim +4; Skill Focus (Appraise), Skill Focus (Handle Animal).

Possessions: chain shirt, dagger, 40 gp, 6 sp, 12 cp, ledger, feather pen, ink.

ENCOUNTER 1: AMBUSH

APL 2 (EL 5)

☛ **Side of Road Bandits (4):** Male human Com1; CR ½; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d6+1, club); AL N; SV Fort +0, Ref +0, Will -1; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Profession (Farmer) +4, Ride +2; Skill Focus (Handle Animal), Skill Focus (Profession - farmer).

Possessions: wooden holy symbol (Hextor), club, 4 cp, light horse

☛ **Crossbow Bandits (6):** Male human Com1; CR ½; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d4/19-20, dagger) or +0 ranged (1d8/19-20, light crossbow); AL N; SV Fort +0, Ref +0, Will -1; Str 11, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Profession (Farmer) +4, Ride +2; Skill Focus (Handle Animal), Skill Focus (Profession - farmer).

Possessions: wooden holy symbol (Hextor), light crossbow, 20 bolts, dagger, 4 cp, light horse

APL 4 (EL 7)

☛ **Side of Road Bandits (4):** Male human Warr; CR ½; Medium-size humanoid (human); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +3 melee (1d6+1/19-20, short sword); AL N; SV Fort +2, Ref +1, Will +0; Str 12, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +2, Profession (Soldier) +2, Ride +5; Skill Focus (Ride), Weapon Focus (short sword).

Possessions: short sword, dagger, chain shirt, large wooden shield, wooden holy symbol (Hextor), light horse

☛ **Crossbow Bandits (6):** Male human Com1; CR ½; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d4/19-20, dagger) or +0 ranged (1d8/19-20, light crossbow); AL N; SV Fort +0, Ref +0, Will -1; Str 11, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Profession (Farmer) +4, Ride +2; Skill Focus (Handle Animal), Skill Focus (Profession - farmer).

Possessions: wooden holy symbol (Hextor), light crossbow, 20 bolts, dagger, 4 cp, light horse

APL 6 (EL 9)

☛ **Side of Road Bandits (4):** Male human War3; CR 2; Medium-size humanoid (human); HD 3d8; hp 18; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +5 melee (1d6+1/19-20, short sword); AL N; SV Fort +3, Ref +2, Will +1; Str 12, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +3, Profession (Soldier) +3, Ride +7; Mounted Combat, Skill Focus (Ride), Weapon Focus (short sword).

Possessions: short sword, dagger, chain shirt, large wooden shield, wooden holy symbol (Hextor), light horse

☛ **Crossbow Bandits (6):** Male human War3; CR 2; Medium-size humanoid (human); HD 3d8; hp 18; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d4+1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +2, Will +1; Str 12, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +3, Profession (Soldier) +3, Ride +7; Point Blank Shot, Skill Focus (Ride), Weapon Focus (light crossbow).

Possessions: light crossbow, 20 bolts, dagger, chain shirt, wooden holy symbol (Hextor), light horse

APL 8 (EL 11)

➤ **Side of Road Bandits (4):** Male human War5; CR 4; Medium-size humanoid (human); HD 5d8; hp 28; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d6+1/19-20, short sword); AL N; SV Fort +4, Ref +2, Will +1; Str 13, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Profession (Soldier) +4, Ride +11; Mounted Combat, Skill Focus (Ride), Weapon Focus (short sword).

Possessions: short sword, dagger, chain shirt, large wooden shield, wooden holy symbol (Hextor), light horse

Crossbow Bandits (6): Male human War5; CR 4; Medium-size humanoid (human); HD 5d8; hp 28; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d4+1/19-20, dagger) or +7 ranged (1d8/19-20, light crossbow); AL N; SV Fort +4, Ref +2, Will +1; Str 12, Dex 13, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Profession (Soldier) +4, Ride +11; Point Blank Shot, Skill Focus (Ride), Weapon Focus (light crossbow).

Possessions: light crossbow, 20 bolts, dagger, chain shirt, wooden holy symbol (Hextor), light horse

APL 10 (EL 13)

➤ **Side of Road Bandits (4):** Male human War5; CR 4; Medium-size humanoid (human); HD 5d8; hp 28; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d6+1/19-20, short sword); AL N; SV Fort +4, Ref +2, Will +1; Str 13, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Profession (Soldier) +4, Ride +11; Mounted Combat, Skill Focus (Ride), Weapon Focus (short sword).

Possessions: short sword, dagger, chain shirt, large wooden shield, wooden holy symbol (Hextor), light horse

➤ **Crossbow Bandits (6):** Male human War5; CR 4; Medium-size humanoid (human); HD 5d8; hp 28; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d4+1/19-20, dagger) or +7 ranged (1d8/19-20, light crossbow); AL N; SV Fort +4, Ref +2, Will +1; Str 12, Dex 13, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Profession (Soldier) +4, Ride +11; Point Blank Shot, Skill Focus (Ride), Weapon Focus (light crossbow).

Possessions: light crossbow, 20 bolts, dagger, chain shirt, wooden holy symbol (Hextor), light horse

➤ **Garald, Bandit Leader and Fist of Hextor:** Male human Ftr6/Fist of Hextor*5; CR 11; Medium-size humanoid (human); HD 11d10+11; hp 81; Init +2; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +15/+10/+5 melee (1d8+5/x3 battleaxe) or +14/+9/+4 (1d4+3/x2 spiked gauntlet); SA Brutal strike +2, frightful presence 1/day; SQ Strength boost 2/day; AL LE; SV Fort +10,

Ref +5, Will +5; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +7, Intimidate +6, Knowledge (religion) +8, Profession (soldier) +6, Ride +4, Spot, +5; Cleave, Dodge, Iron Will, Mobility, Mounted Combat, Power Attack, Spring Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: battleaxe, dagger, spiked gauntlet, full plate armor, large wooden shield with holy symbol of Hextor painted on it, wooden holy symbol (Hextor), 2 potions of invisibility, potion of expeditious retreat.

*See Appendix II: New Rules for additional information.

ENCOUNTER 3: THE NEW DECREE

➤ **Clerks (2):** Male human Exp1; CR ½; Medium-size humanoid (human); HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Atk -1 melee (1d3-1, unarmed strike); AL NG; SV Fort +0, Ref -1, Will +2; Str 9, Dex 9, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +5, Bluff +5, Diplomacy +7, Listen +4, Profession (beauracrat) +6, Sense Motive +4, Spot +4, Swim, +4; Skill Focus (Diplomacy), Skill Focus (Profession – beauracrat).

Possessions: 5 cp, feather pen, ink, badge of rank.

ENCOUNTER 4: THE BOARDING HOUSE

➤ **Foo, Old Man Guard:** Male human War1/Com1; CR 1; Medium-size humanoid (human); HD 1d8+1d4; hp 11; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +2 melee (1d6+1, club) or +2 melee 1d4+1/19-20, dagger) or +2 ranged (1d4+1/19-20, thrown dagger); AL NG; SV Fort +2, Ref +1, Will +0; Str 13, Dex 12, Con 10, Int 8, Wis 10, Cha 12.

Skills and Feats: Handle Animal +2, Intimidate +2, Profession (guard) +6, Sense Motive +1, Spot +1; Dodge, Skill Focus (Profession – guard).

Possessions: club, leather armor, dagger, whistle, 5 cp

➤ **Foo Jr.:** Male human Com1; CR ½; Medium-size humanoid (Human); HD 1d4; hp 4; Init +0; Spd 20 ft.; AC 10 (touch 10, flat-footed 10); Atk -1 melee (1d3-1 subdual, unarmed strike); AL NG; SV Fort +0, Ref +0, Will -1; Str 8, Dex 10, Con 10, Int 8, Wis 8, Cha 14.

Skills and Feats: Hide +2, Listen +1, Move Silently +2, Spot +1; Alertness, Run

Possessions: peasant's outfit.

➤ **Alley Thugs (4):** Male human War1; CR ½; Medium-size humanoid (human); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d6+1/19-20, short sword); AL NE, SV Fort +2, Ref +1, Will -1; Str 12, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +1, Intimidate +5, Profession (Thug) +1; Skill Focus (Intimidate), Weapon Focus (short sword).

Possessions: short sword, 5 gp

ENCOUNTER 5: THE DRUNKEN DOG

☛ **Baldur Bergin, Tavern Owner/Barkeep:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+7; hp 23; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 melee (1d6+1 subdual, sap) or +4 melee (1d8+1/19-20, longsword); AL NG; SV Fort +5, Ref +2, Will +0; Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Profession (barkeep) +1, Sense Motive +2, Spot +2; Improved Initiative, Toughness, Weapon Focus (longsword), Weapon Focus (sap).

Possessions: longsword, dagger, sap, chainshirt, 20 gp, 12 cp, ring with a gem (Value 50 gp).

☛ **Assorted Human and Half-Elf Regular Customers (8):** Male human/half-elf Com1; CR ½; HD 1d4(+3); hp 5 (8); Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d3+1 subdual, unarmed strike); AL N; SV Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Profession (teamster or porter) +6, Knowledge (Mowbrenn) +3 (+4), Ride +1 (+3), Swim +2; Skill Focus (teamster or porter), (Toughness).

Possessions: 4d6 cp, peasant's outfit.

(): Items in parentheses are for humans only.

☛ **Warri, Dart Thrower:** Male human War1; CR ½; Medium-size humanoid (human); HD 1d8; hp 8; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d3 subdual, unarmed strike) or +5 ranged (1d4, dart); AL N; SV Fort +2, Ref +2, Will +0; Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +4, Jump +4, Knowledge (Mowbrenn) +3, Ride +4, Swim +3; Point Blank Shot, Weapon Focus (dart).

Possessions: 5 gp, 25 cp, peasant's outfit, 3 masterwork darts.

☛ **Kevern:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+4; hp 14; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +2 melee (1d4+1/19-20, dagger); SA Sneak attack (+1d6); SQ Evasion; AL N; SV Fort +2, Ref +8, Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Disable Device +6, Hide +8, Jump +6, Listen +4, Move Silently +8, Open Locks +8, Pick Pockets +8, Search +6, Spot +4, Tumble +8; Iron Will, Lightning Reflexes.

Possessions: dagger, peasant's outfit, 13 gp, 30 cp.

ENCOUNTER 6: THE EXCHANGE

☛ **The Goose:** Male human Rog10; CR 10; Medium-size humanoid (human); HD 10d6+23; hp 65; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); Atk +9/+4 melee (1d4+2/x3, punching dagger); SA Sneak attack (+5d6);

SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), opportunist; AL CN; SV Fort +5, Ref +9, Will +3; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Appraise +6, Balance +6, Bluff +9, Climb +8, Disable Device +5, Intimidate +9, Hide +10, Jump +5, Listen +8, Move Silently +10, Open Lock +10, Pick Pocket +10, Ride +6, Search +8, Sense Motive +9, Spot +8, Tumble +10; Dodge, Improved Initiative, Mobility, Spring Attack, Toughness.

Possessions: hooded robe, 50 gp, 22 cp, punching dagger, dagger, +2 chain shirt, ring of protection +2, potion of cure moderate wounds

☛ **Gregor the Fallen:** Male human Mnk4/Rog3; CR 7; Medium-size humanoid (human); HD 4d8+3d6+7; hp 42; Init +7; Spd 40 ft.; AC 15 (touch 15, flat-footed 12); Atk +6 melee (1d8+2, unnamed strike); SA Unarmed strike, stunning attack, sneak attack (+2d6); SQ Evasion, still mind, slow fall (20 ft.), uncanny dodge (Dex bonus to AC); AL NE; SV Fort +6, Ref +10, Will +7; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 12.

Skills and Feats: Balance +7, Climb +7, Intimidate +7, Hide +8, Jump +7, Listen +7, Move Silently +8, Open Lock +8, Ride +8, Search +6, Spot +7, Tumble +9; Dodge, Improved Initiative, Mobility, Weapon Focus (unarmed strike).

Possessions: hooded robe, 25 sp.

☛ **Head Bodyguard:** Male half-elf Rog4/Ftr1; CR 5; Medium-size humanoid (elf); HD 4d6+1d10; hp 24; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +7 melee (1d6+1/18-20, rapier) or +7 ranged (1d4+1/19-20, dagger); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +3, Ref +7, Will +0; Str 12, Dex 16, Con 11, Int 14, Wis 8, Cha 12.

Skills and Feats: Balance +5, Climb +5, Disable Device +9, Intimidate +9, Hide +10, Listen +7, Move Silently +10, Open Lock +10, Ride +4, Search +10, Spot +7, Tumble +10; Dodge, Mobility, Weapon Focus (rapier).

Possessions: hooded robe, studded leather armor, buckler, masterwork rapier, 3 daggers, 25 sp.

☛ **Bodyguards (2):** Male half-orc Ftr1/Rog1; CR 2; Medium-size humanoid (orc); HD 1d10+1d6+4; hp 18; Init -1; Spd 30 ft.; AC 12 (touch 9, flat-footed 12); Atk +4 melee (1d6+3 subdual, sap) or +0 ranged (1d4+3/19-20, dagger); SA Sneak attack (+1d6); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will -2; Str 16, Dex 8, Con 14, Int 5, Wis 6, Cha 8.

Skills and Feats: Climb +6, Intimidate +6; Power Attack, Skill Focus (Intimidate).

Possessions: hooded robe, studded leather armor, sap, dagger, 5 sp.

☛ **Hooded Bodyguards at the Door (4):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+7; hp 17; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d4+1/19-20, dagger); SA

Sneak attack (+1d6); SQ Evasion; AL NE; SV Fort +2, Ref +8, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Disable Device +6, Hide +8, Jump +6, Listen +5, Move Silently +8, Open Locks +8, Pick Pockets +8, Search +6, Spot +5, Tumble +8; Lightning Reflexes, Toughness.

Possessions: hooded robe, dagger, leather armor, 13 gp, 30 cp.

ENCOUNTER 7: ARI'S STORY

☛ **Aribell:** Female human Brd4; CR 4; Medium-size humanoid (human); HD 4d6+11; hp 29; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +3 melee (1d4/19-20, dagger) or +3 melee (1d3 subdual, unarmed strike); SQ Bardic music (inspire courage, countersong, fascinate, inspire competence), bardic knowledge +4; AL CG; SV Fort +3, Ref +5, Will +5; Str 10, Dex 12, Con 14, Int 10, Wis 12, Cha 19.

Skills and Feats: Appraise +2, Diplomacy +6, Disguise +8, Gather Information +10, Hide +3, Listen +7, Perform +13, Swim +3, Tumble +5; Dodge, Skill Focus (Perform), Toughness.

Possessions: hooded robe, dagger, leather armor, 13 gp, 30 cp.

Spells Known (3/3/1; base DC = 14 + spell level): 0 – dancing lights, daze, mage hand, mending, prestidigitation, read magic; 1st – expeditious retreat, mage armor, sleep; 2nd – hold person, invisibility.

“Aribell's Keepers”

☛ **Human Bodyguard:** Male human Rog2; Medium-size humanoid (human); HD 2d6+4; hp 14; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d6+2/19-20, short sword) or +3 melee (1d4+2/19-20, dagger); SA Sneak attack (+1d6); SQ Evasion; AL NG; SV Fort +2, Ref +8, Will +0; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Disable Device +6, Hide +8, Jump +7, Listen +5, Move Silently +8, Open Locks +8, Pick Pockets +8, Search +6, Spot +5, Tumble +8; Dodge, Lightning Reflexes.

Possessions: hooded robe, dagger, short sword, leather armor, 13 gp, 30 cp.

☛ **Half-Elf Bodyguard:** Male half-elf Rog2; Medium-size humanoid (elf); HD 2d6+4; hp 14; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d4+1/19-20, dagger); SA Sneak attack (+1d6); SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion; AL CG; SV Fort +2, Ref +6, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Disable Device +6, Hide +8, Jump +6, Listen +6, Move Silently +8, Open Locks +8, Pick Pockets +8, Search +6, Spot +1, Tumble +8; Improved Initiative.

Possessions: hooded robe, dagger, leather armor, 13 gp, 30 cp.

ENCOUNTER 8: QUARLANTH ARRIVES

All APLs (EL 15)

☛ **Sir Quarlanth:** Male human Clr12 (Hextor); CR 12; Medium-size humanoid (human); HD 12d8+36; hp 99; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +15/+10 melee (1d6+6/19-20, scimitar); SA Spells, rebuke undead; AL LE; SV Fort +11, Ref +7, Will +14; Str 16, Dex 12, Con 16, Int 16, Wis 18, Cha 12.

Skills and Feats: Concentration +10, Bluff +6, Diplomacy +14, Heal +12, Intimidate +5, Knowledge (arcana) +8, Knowledge (religion) +10, Profession (soldier) +10, Ride +6, Scry +6, Sense Motive +8, Spellcraft +6, Swim +4; Dodge, Iron Will, Leadership, Lightning Reflexes, Martial Weapon Proficiency (light flail), Martial Weapon Proficiency (scimitar), Mounted Combat, Weapon Focus (light flail).

Possessions: +3 unholy scimitar, ring of human influence**, robe of scintillating colors, +4 chainmail, potion of invisibility, potion of gaseous form, silver holy symbol (Hextor).

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – detect magic, guidance, light, read magic, resistance (2); 1st – magic weapon*, obscuring mist (2), protection from chaos, protection from good, sanctuary (2); 2nd – darkness, hold person, shatter*, silence, sound burst, resist elements; 3rd – bestow curse, blindness, dispel magic, magic vestment*, searing light, speak with dead; 4th – discern lies, divine power, inflict critical wounds*, spell immunity (2); 5th – circle of doom*, flame strike, scrying (2); 6th – blade barrier, harm, summon monster VI.

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

**See Appendix II: New Rules for additional information.

☛ **Jetri:** Male human Clr10 (Hextor); CR 10; Medium-size humanoid (human); HD 10d8+20; hp 73; Init +7; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +8/+3 melee (1d10/19-20, heavy flail); SA Spells, rebuke undead; AL CE; SV Fort +9, Ref +6, Will +12; Str 10, Dex 16, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Bluff +6, Concentration +14, Diplomacy +4, Hide +7, Knowledge (arcana) +2, Knowledge (religion) +7; Combat Casting, Dodge, Improved Initiative, Iron Will, Leadership, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail).

Possessions: breastplate armor, heavy mace, potion of cure moderate wounds, silver holy symbol (Hextor).

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0 – *detect magic* (2), *guidance*, *light* (2), *read magic*; 1st – *bane*, *change self*^{fr}, *command*, *magic weapon*, *obscuring mist*, *sanctuary*; 2nd – *darkness*, *hold person*, *invisibility*^{*}, *sound burst* (2); 3rd – *blindness* (2), *dispel magic*, *magic vestment*^{*}, *searing light*; 4th – *confusion*^{*}, *inflict critical wounds* (2), *spell immunity*; 5th – *flame strike*^{*}, *flame strike* (2).

*Domain spell. Domains: Trickery (Bluff, Disguise, Hide are class Skills); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

➤ **Taraven:** Male human Ftr6/Fist of Hextor^{*}2; CR 8; Medium-size humanoid (human); HD 8d10+8 hp 60; Init +2; Spd 20 ft.; AC 25 (touch 11, flat-footed 24); Atk +12/+7 melee (1d8+5/x3, battleaxe) or +11/+6 melee (1d4+3, spiked gauntlet); SA Brutal strike +1, strength boost (1/day); AL LE; SV Fort +9, Ref +4, Will +4; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +0, Intimidate +6, Knowledge (religion) +5, Profession (soldier) +1, Ride +4, Spot +5; Cleave, Dodge, Iron Will, Mobility, Mounted Combat, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: battleaxe, dagger, spiked gauntlet, +2 full plate armor, +2 large steel shield, robe, silver holy symbol (Hextor).

*See Appendix II: New Rules for additional information.

➤ **Blarrett:** Male human Ftr8; CR 8; Medium-size humanoid (human); HD 8d10+8; hp 60; Init +7; Spd 20 ft.; AC 23 (touch 13, flat-footed 20); Atk +14/+9 melee (1d6+7/17-20, short sword) or +11/+6 melee (1d4+3, spiked gauntlet); AL LE; SV Fort +7, Ref +5, Will +2; Str 16, Dex 16, Con 12, Int 16, Wis 10, Cha 11.

Skills and Feats: Climb +3, Diplomacy +3, Handle Animal +6, Heal +4, Jump +1, Listen +1, Profession (Soldier) +6, Ride +15, Spot +3, Swim –5; Improved Critical (short sword), Improved Initiative, Mounted Combat, Ride By Attack, Spirited Charge, Weapon Focus (heavy lance), Weapon Focus (short sword), Weapon Specialization (heavy lance), Weapon Specialization (short sword).

Possessions: +2 short sword, dagger, spiked gauntlet, +2 chainmail, +1 large steel shield, *potion of fire breath*.

➤ **Bodyguards (8):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +6 melee (1d8+3/19-20, longsword) or +5 melee (1d6+1 subdual, sap) +5 melee (1d4+1/19-20, dagger); AL NG; SV Fort +6, Ref +3, Will +2; Str 12, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb –4, Listen +5, Ride +5, Search +2, Sense Motive +2, Spot +4, Swim –7; Alertness, Improved Initiative, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: longsword, dagger, chainmail, large steel shield.

ENCOUNTER 9: THE BRAWL/CHASE

APL 2 (EL 2)

➤ **ArAlden:** Female elf Rog2; CR 2; Medium-size humanoid (elf); HD 2d6+6; hp 16; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +3 melee (1d6+2/19-20, short sword) or +4 ranged (1d8/19-20, repeating crossbow); AL CE; SA Sneak attack (+1d6); SQ Evasion; SV Fort +3, Ref +6, Will +2; Str 14, Dex 16, Con 16, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +7, Climb +6, Disable Device +4, Disguise +4, Hide +8, Jump +6, Listen +8, Move Silently +8, Open Lock +6, Search +5, Spot +8, Swim +6; Exotic Weapon Proficiency (repeating crossbow).

Possessions: repeating crossbow, short sword, dagger, 50 gp, 2, sp, 14 cp, 2 extra clips of 5 bolts each.

APL 4 (EL 4)

➤ **ArAlden:** Female elf Rog4; CR 4; Medium-size humanoid (elf); HD 4d6+12; hp 30; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +5 melee (1d6+2/19-20, short sword) or +6 ranged (1d8/19-20, repeating crossbow); AL CE; SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); SV Fort +4, Ref +7, Will +3; Str 14, Dex 17, Con 16, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +8, Climb +7, Disable Device +5, Disguise +7, Hide +10, Jump +7, Listen +9, Move Silently +10, Open Lock +7, Search +6, Spot +9, Swim +7; Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot.

Possessions: repeating crossbow, short sword, dagger, 50 gp, 2, sp, 14 cp, 2 extra clips of 5 bolts each.

APL 6 (EL 6)

➤ **ArAlden:** Female elf Rog5/Asn1; CR 6; Medium-size humanoid (elf); HD 6d6+18; hp 44; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +5 melee (1d6+2/19-20, short sword) or +6 ranged (1d8/19-20, repeating crossbow); AL CE; SA Sneak attack (+4d6), death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC); SV Fort +4, Ref +9, Will +3; Str 14, Dex 17, Con 16, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +9, Climb +10, Disable Device +5, Disguise +8, Hide +11, Jump +10, Listen +10, Move Silently +11, Open Lock +9, Search +6, Spot +10, Swim +7; Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Rapid Shot.

Spells prepared (1; base DC = 11 + spell level): 1st – *spider climb*.

Possessions: repeating crossbow, short sword, dagger, vial of poison (medium spider poison), 50 gp, 2, sp, 14 cp, 2 extra clips of 5 bolts each.

APL 8 (EL 8)

➤ **Ar'Alden:** Female elf Rog5/Asn3; CR 8; Medium-size humanoid (elf); HD 8d6+24; hp 58; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +7 melee (1d6+2/19-20, short sword) or +9 ranged (1d8/19-20, repeating crossbow); AL CE; SA Sneak attack (+5d6), death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC), +1 save vs. poison; SV Fort +5, Ref +11, Will +4; Str 14, Dex 18, Con 16, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +10, Climb +11, Disable Device +5, Disguise +10, Hide +14, Jump +11, Listen +10, Move Silently +14, Open Lock +10, Search +6, Spot +10, Swim +9; Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Rapid Shot.

Spells prepared (2; base DC = 11 + spell level): 1st—alter self, spider climb.

Possessions: repeating crossbow, short sword, dagger, vial of poison (medium spider poison), 50 gp, 2 sp, 14 cp, 2 extra clips of 5 bolts each.

APL 10 (EL 10)

➤ **Ar'Alden:** Female elf Rog5/Asn5; CR 10; Medium-size humanoid (elf); HD 10d6+30; hp 72; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +8/+3 melee (1d6+2/19-20, short sword) or +10/+5 ranged (1d8/19-20, repeating crossbow); AL CE; SA Sneak attack (+6d6), death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), +2 save vs. poison; SV Fort +5, Ref +12, Will +4; Str 14, Dex 18, Con 16, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +10, Climb +12, Disable Device +5, Disguise +10, Hide +16, Jump +12, Listen +10, Move Silently +16, Open Lock +10, Search +10, Spot +10, Swim +9; Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Precise Shot, Rapid Shot.

Spells prepared (2/1; base DC = 11 + spell level): 1st—alter self, spider climb; 2nd—pass without trace.

Possessions: repeating crossbow, short sword, dagger, vial of poison (medium spider poison), 50 gp, 2 sp, 14 cp, 2 extra clips of 5 bolts each.

Staying With Aribell

➤ **Drunken Brawlers:** Male human Com1; CR ½; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d3 subdual, unarmed strike) or -3 melee (1d6, chair) or -4 ranged (1d3, ale mug); AL N; SV Fort +0, Ref +0, Will -1; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +2, Profession (farmer) +4, Ride +2; Skill Focus (Profession - farmer).

Possessions: 1d6+4 cp, 1d2 sp, peasant's outfit.

Chasing the Assassin

➤ **Drunk Dwarves** (2): Male dwarf Ftr4; CR 4; Medium-size humanoid (dwarf); HD 4d10+11; hp 39; Init +4; Spd 20 ft.; AC 10 (touch 10, flat-footed 10); Atk +6 melee (1d3+2 subdual, unarmed strike) or +4 ranged

(1d3+2, beer mug); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL N; SV Fort +6, Ref +1, Will +1; Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Sense Motive +3; Improved Initiative, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: 22 cp, 50 gp, 5 gems (Value 10 gp each), traveler's outfit.

➤ **City Watchman** (5): Male human War1; CR ½; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+2/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); AL N, SV Fort +3, Ref +1, Will -1; Str 14, Dex 12, Con 12, Int 8, Wis 8, Cha 10.

Skills and Feats: Climb -1, Jump -2, Profession (soldier) +1, Handle Animal +2, Ride +3; Weapon Focus (light crossbow), Weapon Focus (longsword).

Possessions: light crossbow, longsword, dagger, chainmail, 10 bolts.

ENCOUNTER 11B: THE TEMPLE OF PELOR AND MAYAHEINE DIRECT

APL 2 (EL 2)

➤ **Cultists** (4): Male/Female human Com1; CR ½; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d6+1, club); AL N, SV Fort +0, Ref +0, Will -1; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Profession (farmer) +4, Ride +2; Skill Focus (Handle Animal), Skill Focus (Profession - farmer).

Possessions: peasant's outfit, wooden holy symbol (Hextor), club, 4 cp.

APL 4 (EL 4)

➤ **Cultists** (6): Male/Female human War1; CR ½; Medium-size humanoid (human); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +3 melee (1d6+1/19-20, short sword); AL N; SV Fort +2, Ref +1, Will -1; Str 12, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +2, Profession (soldier) +2, Ride +5; Skill Focus (Ride), Weapon Focus (short sword).

Possessions: short sword, dagger, chain shirt, large wooden shield, wooden holy symbol (Hextor).

APL 6 (EL 6)

➤ **Cultists** (6): Male/Female human War1; CR ½; Medium-size humanoid (human); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +3 melee (1d6+1/19-20, short sword); AL N; SV Fort +2, Ref +1, Will -1; Str 12, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +2, Profession (soldier) +2, Ride +5; Skill Focus (Ride), Weapon Focus (short sword).

Possessions: short sword, dagger, chain shirt, large wooden shield, wooden holy symbol (Hextor).

➤ **Cultist Leader:** Male human Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+5; hp 39; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d6+3/19-20, short sword) or +6 ranged (1d4+1/19-20, thrown dagger); AL NE; SV Fort +5, Ref +2, Will +3; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +5, Profession (soldier) +5, Ride +9; Dodge, Iron Will, Mounted Combat, Skill Focus (Ride), Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: short sword, dagger, chain shirt, large wooden shield, wooden holy symbol (Hextor).

APL 8 (EL 8)

➤ **Cultists (6):** Male/Female human Warr1; CR ½; Medium-size humanoid (human); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +3 melee (1d6+1/19-20, short sword); AL N; SV Fort +2, Ref +1, Will -1; Str 12, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +2, Profession (soldier) +2, Ride +5; Skill Focus (Ride), Weapon Focus (short sword).

Possessions: short sword, dagger, chain shirt, large wooden shield, wooden holy symbol (Hextor).

➤ **Cultist Leader:** Male human Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+5; hp 39; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d6+3/19-20, short sword) or +6 ranged (1d4+1/19-20, thrown dagger); AL NE; SV Fort +5, Ref +2, Will +3; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +5, Profession (soldier) +5, Ride +9; Dodge, Iron Will, Mounted Combat, Skill Focus (Ride), Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: short sword, dagger, chain shirt, large wooden shield, wooden holy symbol (Hextor).

➤ **Cultist Enforcer:** Male human Ftr5/Fist of Hextor*1; CR 6; Medium-size humanoid (human); HD 6d10+6; hp 46; Init +2; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +10/+5 melee (1d8+5/x3, battleaxe) or +9/+4 melee (1d4+3, spiked gauntlet); SA Brutal strike +1; AL LE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +6, Knowledge (religion) +4, Ride +5, Spot +4; Cleave, Dodge, Mobility, Mounted Combat, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: battleaxe, dagger, spiked gauntlet, full plate armor, large wooden shield with Symbol of Hextor, silver holy symbol (Hextor), *potion of cure moderate wounds*, *potion of fire breath*.

*See Appendix II: New Rules for additional information.

APL 10 (EL 10)

➤ **Cultists (6):** Male/Female human Warr1; CR ½; Medium-size humanoid (human); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +3 melee (1d6+1/19-20, short sword); AL N; SV Fort +2, Ref +1, Will -1; Str 12, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +2, Profession (soldier) +2, Ride +5; Skill Focus (Ride), Weapon Focus (short sword).

Possessions: short sword, dagger, chain shirt, large wooden shield, wooden holy symbol (Hextor).

➤ **Cultist Leader:** Male human Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+5; hp 39; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d6+3/19-20, short sword) or +6 ranged (1d4+1/19-20, thrown dagger); AL NE; SV Fort +5, Ref +2, Will +3; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +5, Profession (soldier) +5, Ride +9; Dodge, Iron Will, Mounted Combat, Skill Focus (Ride), Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: short sword, dagger, chain shirt, large wooden shield, wooden holy symbol (Hextor).

➤ **Cultist Enforcer:** Male human Ftr5/Fist of Hextor*1; CR 6; Medium-size humanoid (human); HD 6d10+6; hp 46; Init +2; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +10/+5 melee (1d8+5/x3, battleaxe) or +9/+4 melee (1d4+3, spiked gauntlet); SA Brutal strike +1; AL LE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +6, Knowledge (religion) +4, Ride +5, Spot +4; Cleave, Dodge, Mobility, Mounted Combat, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: battleaxe, dagger, spiked gauntlet, full plate armor, large wooden shield with Symbol of Hextor, silver holy symbol (Hextor), *potion of cure moderate wounds*, *potion of fire breath*.

*See Appendix II: New Rules for additional information.

➤ **Cultist Champion:** Male human Ftr5/Fist of Hextor*3; CR 8; Medium-size humanoid (human); HD 8d10+8; hp 60; Init +2; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +12/+7 melee (1d8+5/x3, battleaxe) or +11/+6 melee (1d4+3, spiked gauntlet); SA Brutal strike +1, strength boost 1/day, frightful presence 1/day; AL LE; SV Fort +8, Ref +4, Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +8, Knowledge (religion) +6, Ride +7, Spot +4; Cleave, Dodge, Mobility, Mounted Combat, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: battleaxe, dagger, spiked gauntlet, full plate armor, large wooden shield with Symbol of Hextor, silver holy symbol (Hextor), *potion of cure moderate wounds*, *potion of fire breath*.

*See Appendix II: New Rules for additional information.

ENCOUNTER 11C: THE SEWERS

APL 4 (EL 6)

➤ **Otyugh, Advanced:** CR 6; Huge Aberration; HD 10d8+30; hp 70; Init -1; Spd 20 ft.; AC 18 (touch 8, flat-footed 18); Atk +9 melee (1d8+4, 2 tentacle rakes) and +7 melee (1d6+2, bite); Face/Reach 10 ft. by 10 ft./15 ft. (20 ft. with tentacle); SA Improved grab, constrict 1d8+4; SQ Scent; AL N; SV Fort +6, Ref +2, Will +8; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +5 (+13 when in lair), Listen +8, Spot +11; Alertness, Multiattack.

APL 6 (EL 8)

➤ **Otyughs, Advanced (2):** CR 6; Huge Aberration; HD 10d8+30; hp 70; Init -1; Spd 20 ft.; AC 18 (touch 8, flat-footed 18); Atk +9 melee (1d8+4, 2 tentacle rakes) and +7 melee (1d6+2, bite); Face/Reach 10 ft. by 10 ft./15 ft. (20 ft. with tentacle); SA Improved grab, constrict 1d8+4; SQ Scent; AL N; SV Fort +6, Ref +2, Will +8; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +5 (+13 when in lair), Listen +8, Spot +11; Alertness, Multiattack.

APL 8 (EL 10)

➤ **Otyughs, Advanced (2):** CR 8; Huge Aberration; HD 14d8+42; hp 98; Init -1; Spd 20 ft.; AC 18 (touch 8, flat-footed 18); Atk +12 melee (1d8+4, 2 tentacle rakes) and +10 melee (1d6+2, bite); Face/Reach 10 ft. by 10 ft./15 ft. (20 ft. with tentacle); SA Improved grab, constrict 1d8+4; SQ Scent; AL N; SV Fort +7, Ref +3, Will +10; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +9 (+17 when in lair), Listen +10, Spot +13; Alertness, Multiattack, Power Attack.

APL 10 (EL 12)

➤ **Otyughs, Advanced (4):** CR 8; Huge Aberration; HD 14d8+42; hp 98; Init -1; Spd 20 ft.; AC 18 (touch 8, flat-footed 18); Atk +12 melee (1d8+4, 2 tentacle rakes) and +10 melee (1d6+2, bite); Face/Reach 10 ft. by 10 ft./15 ft. (20 ft. with tentacle); SA Improved grab, constrict 1d8+4; SQ Scent; AL N; SV Fort +7, Ref +3, Will +10; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +9 (+17 when in lair), Listen +10, Spot +13; Alertness, Multiattack, Power Attack.

ENCOUNTER 11D: OVER THE CITY

WALL

APL 2 (EL 5)

➤ **City Watchman (6):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+4; hp 14;

Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +3 melee (1d8+1/19-20, longsword) or +3 melee (1d6+1 subdual, sap) or +2 melee (1d6+1, club) or +2 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -2, Jump -2, Listen +2, Spot +2; Toughness, Weapon Focus (longsword), Weapon Focus (sap).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles.

APL 4 (EL 7)

➤ **City Watchman (9):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+4; hp 14; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +3 melee (1d8+1/19-20, longsword) or +3 melee (1d6+1 subdual, sap) or +2 melee (1d6+1, club) or +2 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -2, Jump -2, Listen +2, Spot +2; Toughness, Weapon Focus (longsword), Weapon Focus (sap).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles.

APL 6 (EL 9)

➤ **City Watchman (9):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+4; hp 14; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +3 melee (1d8+1/19-20, longsword) or +3 melee (1d6+1 subdual, sap) or +2 melee (1d6+1, club) or +2 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -2, Jump -2, Listen +2, Spot +2; Toughness, Weapon Focus (longsword), Weapon Focus (sap).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles.

➤ **City Watchman:** Male human Ftr7; CR 7; Medium-size humanoid (human); HD 7d10+7; hp 53; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +9/+4 melee (1d8+3/19-20, longsword) or +9/+4 melee (1d6+3 subdual, sap) or +8/+3 melee (1d6+1, club) or +9 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +6, Ref +4, Will +3; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb -2, Listen +5, Ride +10, Search +2, Sense Motive +4, Spot +3, Swim -10; Alertness, Improved Initiative, Mounted Combat, Ride By Attack, Weapon Focus (longsword), Weapon Focus (sap), Weapon Specialization (longsword), Weapon Specialization (sap).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles, book of known outlaws.

APL 8 (EL 11)

➤ **City Watchman (12):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+7; hp 35; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +7 melee (1d8+4/19-20, longsword) or +7 melee (1d6+1 subdual, sap) or +6 melee (1d6+1, club) or +5 ranged (1d8/19-20, light crossbow); AL N; SV Fort +5, Ref +2, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +3, Listen +4, Spot +5; Alertness, Improved Initiative, Toughness, Weapon Focus (longsword), Weapon Focus (sap), Weapon Specialization (longsword).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles.

APL 10 (EL 13)

➤ **City Watchman (12):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+7; hp 35; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +7 melee (1d8+4/19-20, longsword) or +7 melee (1d6+1 subdual, sap) or +6 melee (1d6+1, club) or +5 ranged (1d8/19-20, light crossbow); AL N; SV Fort +5, Ref +2, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +3, Listen +4, Spot +5; Alertness, Improved Initiative, Toughness, Weapon Focus (longsword), Weapon Focus (sap), Weapon Specialization (longsword).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles.

➤ **Brennan:** Male human Clr11 (Heironeous); CR 11; Medium-size humanoid (human); HD 11d8+22; hp 80; Init +7; Spd 20 ft.; AC 20 (touch 13, flat-footed 17); Atk +8/+3 melee (1d8/19-20, longsword); SA Spells, turn undead; AL LG; SV Fort +9, Ref +6, Will +12; Str 10, Dex 16, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +14, Knowledge (arcana) +2, Knowledge (religion) +14, Knowledge (Mowbrenn) +5, Diplomacy +4; Combat Casting, Dodge, Improved Initiative, Iron Will, Leadership, Martial Weapon Proficiency (longsword), Weapon Focus (longsword).

Possessions: breastplate armor, large steel shield with the symbol of Heironeous, longsword, silver holy symbol (Heironeous).

Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 13 + spell level): 0 – *detect magic* (2), *guidance*, *light* (2), *read magic*; 1st – *bless*, *command*, *remove fear*, *sanctuary* (2), *protection from chaos**, *protection from evil*; 2nd – *hold person* (2), *remove paralysis*, *sound burst* (2), *spiritual weapon**; 3rd – *daylight* (2), *dispel magic* (2), *magic vestment**, *searing light*; 4th – *divine power*, *order's wrath**, *spell immunity* (2); 5th – *flame strike**, *healing circle*, *true seeing*; 6th – *blade barrier**, *heal*.

*Domain spell. Domains: Law (You cast law spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

ENCOUNTER 15: THE TEMPLE OF PELOR AND MAYAHEINE

APL 2 (EL 4)

➤ **Fist of Hextor Wannabe:** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +6; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +6 melee (1d8+3/19-20, longsword) or +6 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +6, Ref +3, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Listen +3, Ride +3, Sense Motive +2, Spot +3, Swim +2; Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: longsword, dagger, full plate armor, large wooden shield, robe, 12 cp.

APL 4 (EL 6)

➤ **Fist of Hextor:** Male human Ftr5/Fist of Hextor*1; CR 6; Medium-size humanoid (human); HD 6d10+6; hp 46; Init +2; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +10/+5 melee (1d8+5/x3, battleaxe) or +9/+4 melee (1d4+3, spiked gauntlet); SA Brutal strike +1; AL LE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +6, Knowledge (religion) +4, Ride +5, Spot +4; Cleave, Dodge, Mobility, Mounted Combat, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: battleaxe, dagger, spiked gauntlet, full plate armor, large wooden shield with Symbol of Hextor, silver holy symbol (Hextor).

*See Appendix II: New Rules for additional information.

APL 6 (EL 8)

➤ **Fist of Hextor:** Male human Ftr5/Fist of Hextor*3; CR 8; Medium-size humanoid (human); HD 8d10+8; hp 60; Init +2; Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Atk +12/+7 melee (1d8+5/x3, battleaxe) or +11/+6 melee (1d4+3, spiked gauntlet); SA Brutal strike +1, strength boost 1/day, frightful presence 1/day; AL LE; SV Fort +8, Ref +4, Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +8, Knowledge (religion) +6, Ride +7, Spot +4; Cleave, Dodge, Mobility, Mounted Combat, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: battleaxe, dagger, spiked gauntlet, full plate armor, +1 large wooden shield with Symbol of Hextor, silver holy symbol (Hextor).

*See Appendix II: New Rules for additional information.

APL 8 (EL 10)

➤ **Fist of Hextor:** Male human Ftr5/Fist of Hextor*5; CR 10; Medium-size humanoid (human); HD 10d10+10; hp 74; Init +2; Spd 20 ft.; AC 22 (touch 11,

flat-footed 21); Atk +15/+10 melee (1d8+6/x3, battleaxe) or +13/+8 melee (1d4+3, spiked gauntlet); SA Brutal strike +2, strength boost 2/day, frightful presence 1/day; AL LE; SV Fort +9, Ref +4, Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +10, Knowledge (religion) +8, Ride +7, Spot +6; Cleave, Dodge, Mobility, Mounted Combat, Power Attack, Spring Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: +1 battleaxe, dagger, spiked gauntlet, full plate armor, +1 large wooden shield with Symbol of Hextor, silver holy symbol (Hextor).

*See Appendix II: New Rules for additional information.

APL 10 (EL 12)

☛ **Fist of Hextor:** Male human Ftr5/Fist of Hextor*7; CR 12; Medium-size humanoid (human); HD 12d10+24; hp 100; Init +2; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Atk +17/+12/+7 melee (1d8+6/x3, battleaxe) or +16/+11/+6 melee (1d4+4, spiked gauntlet); SA Brutal strike +3, strength boost 2/day, frightful presence 2/day; AL LE; SV Fort +11, Ref +5, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +12, Knowledge (religion) +10, Ride +7, Spot +8; Cleave, Dodge, Mobility, Mounted Combat, Power Attack, Spring Attack, Sunder, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: +1 battleaxe, dagger, +1 spiked gauntlet, +1 full plate armor, +1 large wooden shield with Symbol of Hextor, silver holy symbol (Hextor).

*See Appendix II: New Rules for additional information.

APPENDIX II: NEW RULES

Ring of Human Influence

At its base, the *ring of human influence* functions as a *ring of mind shielding*, and gives the wearer a +6 enhancement bonus to their Charisma. The ring gives the wearer the following abilities each once per day: *suggestion* (15th level caster), *mass charm* (15th level caster).

Caster Level: 15th; **Prerequisites:** Forge Ring, *charm monster*, *mass charm*, *nondetection*, *suggestion*; **Market Price:** 140,000 gp; **Weight:** –.

FIST OF HEXTOR AS PRESENTED IN *SWORD AND FIST*

While many view the Fists of Hextor simply as effective if brutal mercenaries, they are in fact templars sworn to the service of their unforgiving deity. The world is a dark and unforgiving place, or so says the Church of Hextor, wherein the strong survive by ruling the weak and forging order from the chaos. To support its dogma, the Church established this elite company of templars and made them available for hire to those whose causes complemented the Church's ultimate goals (and who could, naturally afford to pay the hefty tithes necessary to maintain a crack unit of well-armed and well-trained men and women). The Fists are infamous for their efficient brutality: Nowhere will an employer in need of military aid locate mercenaries more dedicated to ensuring that the rule of law prevails over the forces of anarchy and confusion.

Most Fists of Hextor are fighters, monks or clerics, but ex-barbarians, ex-paladins, rangers, and wizards are all counted among their number. The chief qualifications for membership are (apart from veneration of Hextor, Champion of Evil and Scourge of Battle) a willingness to utilize cruelty and harsh measures to crush dissent, a belief that power is the greatest reward life offers, and a willingness to endure all manner of hardship in service to these ideals.

NPC Fists of Hextor are usually mercenary soldiers engaged in some martial enterprise on behalf of the nearest temple dedicated to Hextor. Sometimes small groups or even solitary Fists are encountered, though these too are often carrying out a specific task or mission for the Church.

Hit Die: d10

Requirements

To qualify to become a Fist, a character must fulfill all the following criteria.

Alignment: Lawful evil, neutral evil, or lawful neutral.

Base Attack Bonus: +5.

Feats: Power Attack, Cleave, Spiked gauntlet weapon proficiency.

Intimidate: 4 ranks

Spot: 4 ranks

Knowledge (religion): 4 ranks

Other: Must worship Hextor, and must survive the ritual ceremony of induction into the Fists of Hextor.

Class Skills

The Fist of Hextor's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Knowledge (religion) (Int), Profession (Int), Ride (Dex), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: All Fists of Hextor are proficient with all simple and martial weapons, with all types of armor, and with shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Brutal strike +1
2 nd	+2	+3	+0	+0	Strength boost 1/day
3 rd	+3	+3	+1	+1	Frightful presence 1/day
4 th	+4	+4	+1	+1	Brutal strike +2
5 th	+5	+4	+1	+1	Strength boost 2/day
6 th	+6	+5	+2	+2	Frightful presence 2/day
7 th	+7	+5	+2	+2	Brutal strike +3
8 th	+8	+6	+2	+2	Strength boost 3/day
9 th	+9	+6	+3	+3	Frightful presence 3/day
10 th	+10	+7	+3	+3	Brutal strike +4

Brutal Strike: The Church of Hextor trains its templars to fight with ruthless efficiency. Every action, the Fist may add this bonus either to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Strength Boost: Starting at 2nd level, the Fist can call upon Hextor for a +4 Strength bonus once per day. The Fist may boost his Strength one additional time per day for every three levels above 2nd. This bonus lasts for 4 rounds plus the Fist's level.

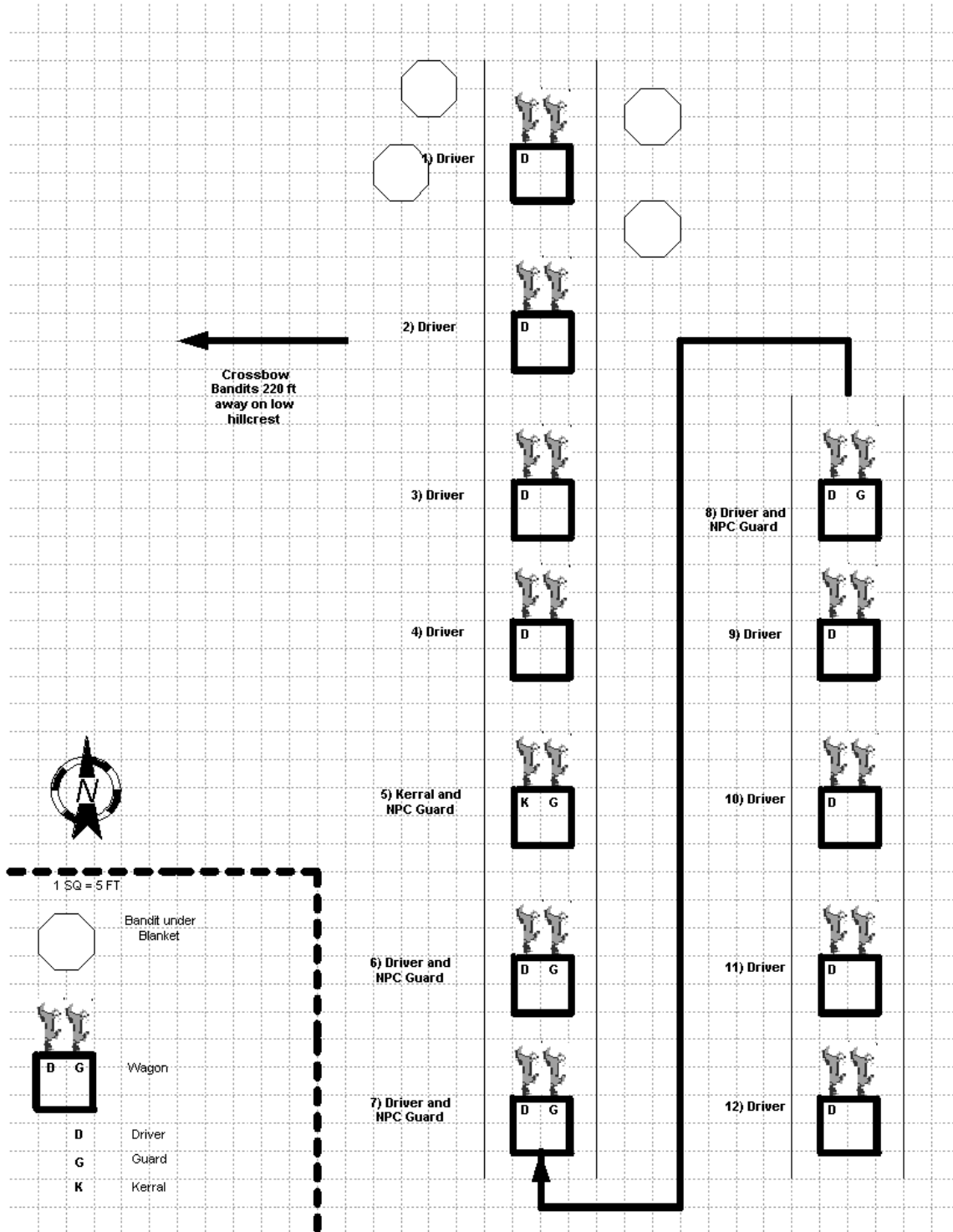
Frightful Presence: When a Fist of Hextor reaches 3rd level, he gains the extraordinary ability to instill fear in others as a free action once per day. The Fist must make some dramatic action in the round in which he uses the ability, and it only affects those who see (or possibly hear, depending on the dramatic act) the Fist. The ability has a range of 5 feet per level. All those (except for other Fists) within range are frightened for 5d6 rounds. Those who succeed at a Will saving throw are merely shaken. The DC for the Will save is 10 + the Fist's level + the Fist's Charisma modifier. This extraordinary ability creates a mind-affecting fear effect. The Fist may use this one additional time per day for every three levels above 3rd.

DM'S AID 1: RUMORS ABOUT MOWBRENN

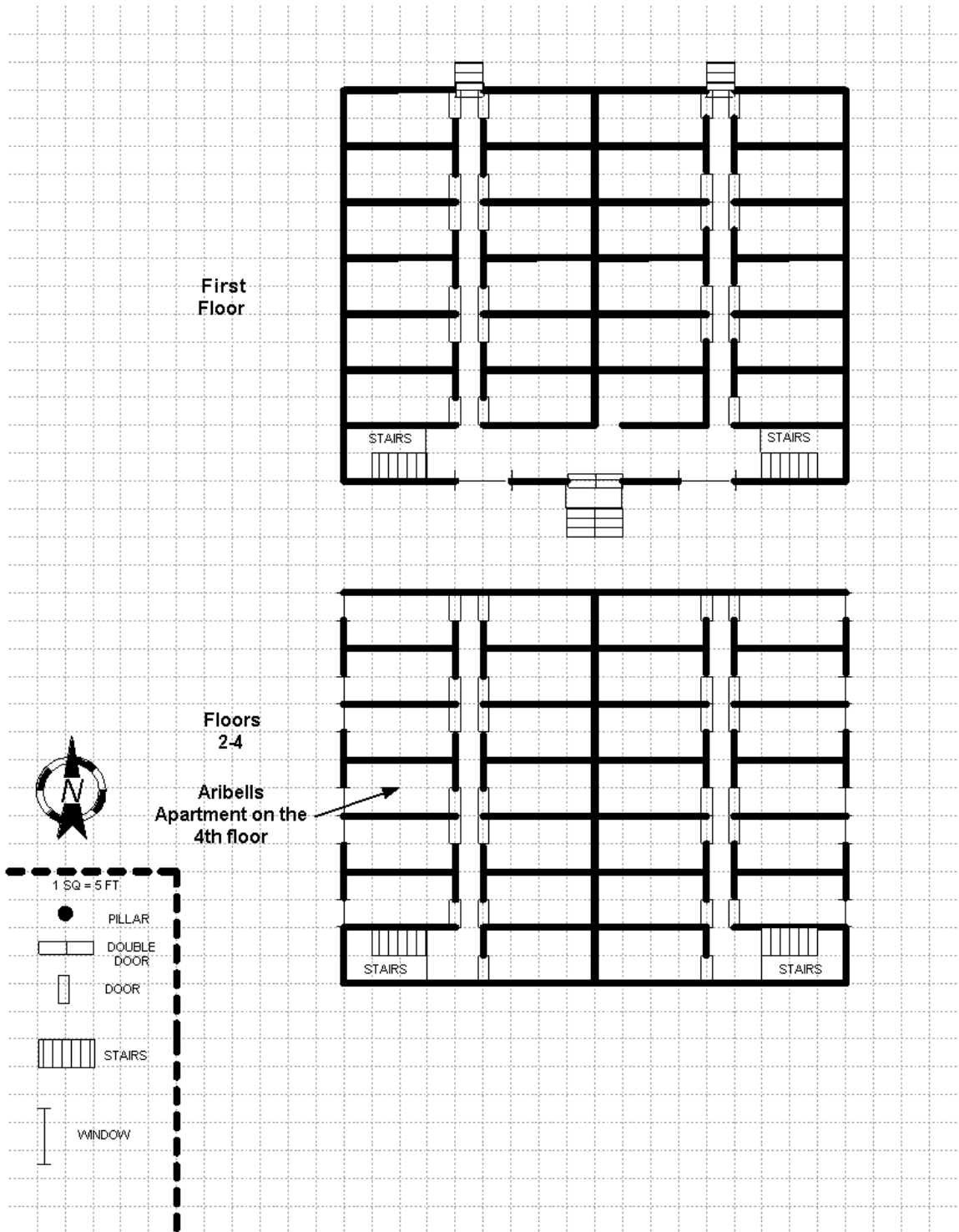
Whenever a rumor about Mowbrenn is indicated, choose the next rumor in the order listed. Feel free to paraphrase the rumor to fit the NPC presenting it.

- 1) Mowbrenn is overrun with bandits. With an ex bandit, Count Cunhal, running the place, what do you expect?
- 2) There are evil cults operating in the city, don't go out at night.
- 3) There are many layers to what is going on in Mowbrenn. Who the heck is actually running things, nobody seems to know.
- 4) Over half the Mowbrenn city watch answers to Quarlanth.
- 5) There are giant crocodiles and worse loose in the sewers of Mowbrenn. Young nobles brought them home from a vacation to the Gnatmarsh.
- 6) There have been several gang wars involving the thieves' guild and various factions of different street gangs. The count has banned most weapons of war from the city.
- 7) The Law in Mowbrenn is strictly enforced, unless you happen to know the right people.
- 8) Quarlanth, Old Count Blackmar's advisor, may be the richest man in all of Mowbrenn. He now runs caravans all over Mowbrenn. He is also supposedly in league with the bandits. That's why his caravans never seem to get attacked by bandits.
- 9) Count Cunhal is a puppet to Quarlanth, his father's old advisor. Or possibly Count Cunhal is a puppet controlled by his father, Blackmar Huldane.
- 10) Count Cunhal is a puppet controlled by powerful druids; he's a ranger after all.
- 11) Count Cunhal is in league with Prince Sewardnt, letting Mowbrenn fall apart to help start rebellion against the king.
- 12) Count Cunhal is a bandit, stealing from the common man; his father Blackmar was a true ruler.
- 13) Old Blackmar Huldane is in league with Prince Sewardnt.
- 14) Old Blackmar has been imprisoned in the Barren Keep by his son Cunhal.
- 15) Somebody has released monsters into the sewers of Mowbrenn, several folks have been eaten up.
- 16) Old Count Blackmar is raising an army composed of his veteran soldiers at the Barren Keep.
- 17) The old count Blackmar was a dictatorial tyrant, it's a good thing the king removed him.
- 18) The king is an idiot for removing old count Blackmar. He's the strong hand Mowbrenn and Nyronnd needs.
- 19) There is a secret Hextoran temple dedicated to evil in the Warehouse district, they sacrifice people down there.
- 20) Mowbrenn is in big trouble, the corruption and rot is everywhere. Goes all the way to the top.
- 21) Rebel Prince Sewardnt has been seen at Count Cunhal's Keep.
- 22) The bandits are braver, and better organized than they used to be; the bandits of Mowbrenn are being organized by someone.
- 23) A vigilante group, the Riders of Mowbrenn, answer to Count Blackmar Huldane. Yes, you heard that right; they answer to him and call him Count.
- 24) Quarlanth is an evil sorcerer of immense power. Or he is an evil high priest.
- 25) The evil cult in the city is the Hextorans. Hoping to undermine Nyronnd and Heironeous.
- 26) There is another cult in the city, an evil band of Erythnul worshippers.
- 27) Half-orcs, of course, cause all the problems in Mowbrenn.
- 28) Count Cunhal and King Lynwerd are more than just friends if you know what I mean.
- 29) The Barren Keep is being rebuilt and enlarged, by no other than Blackmar Huldane.
- 30) The manpower of the city watch has been noticeably increased. There are soldiers on every street corner.

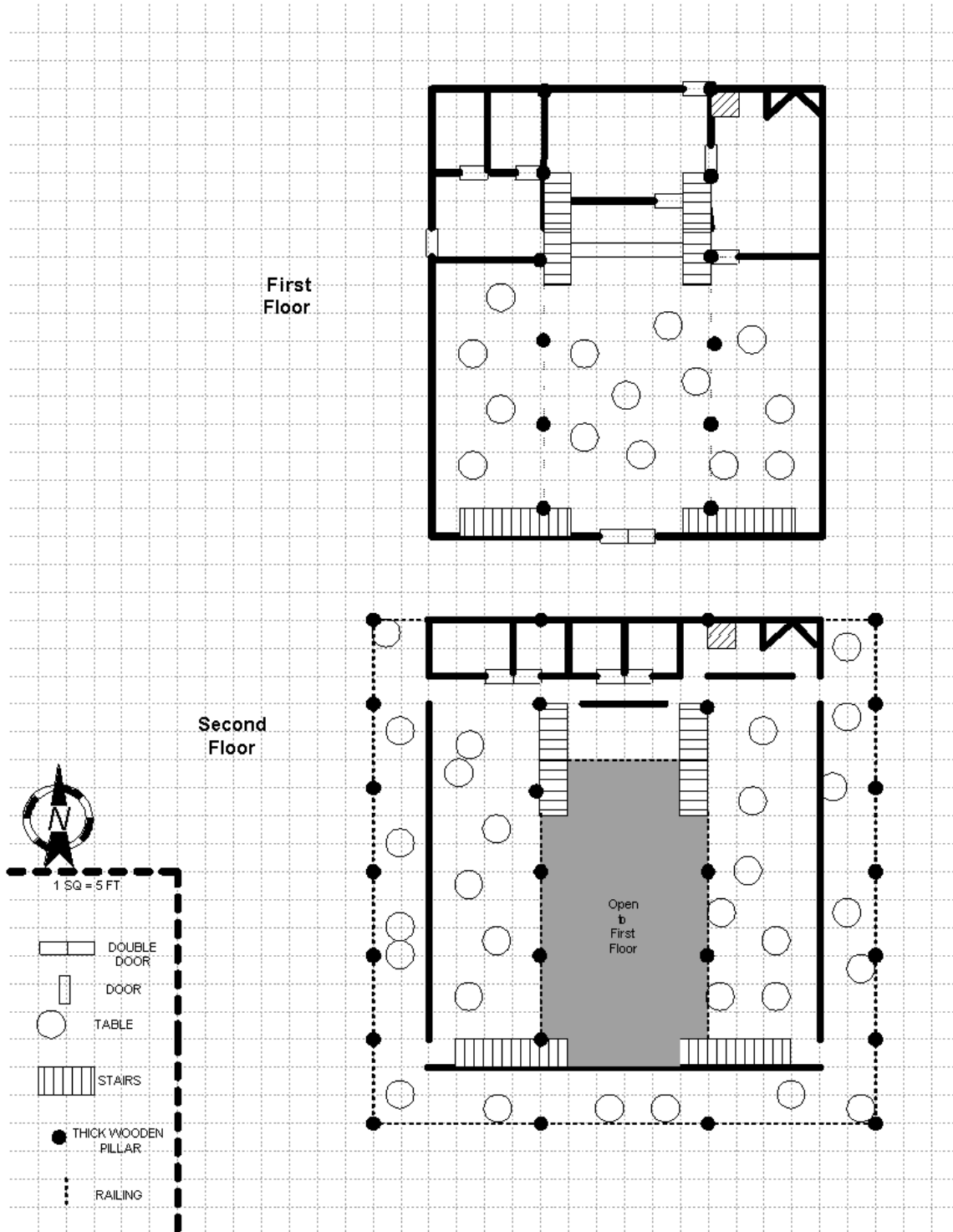
DM'S AID 2: MAP OF CARAVAN AMBUSH



DM's Aid 3: Aribell's Boardinghouse

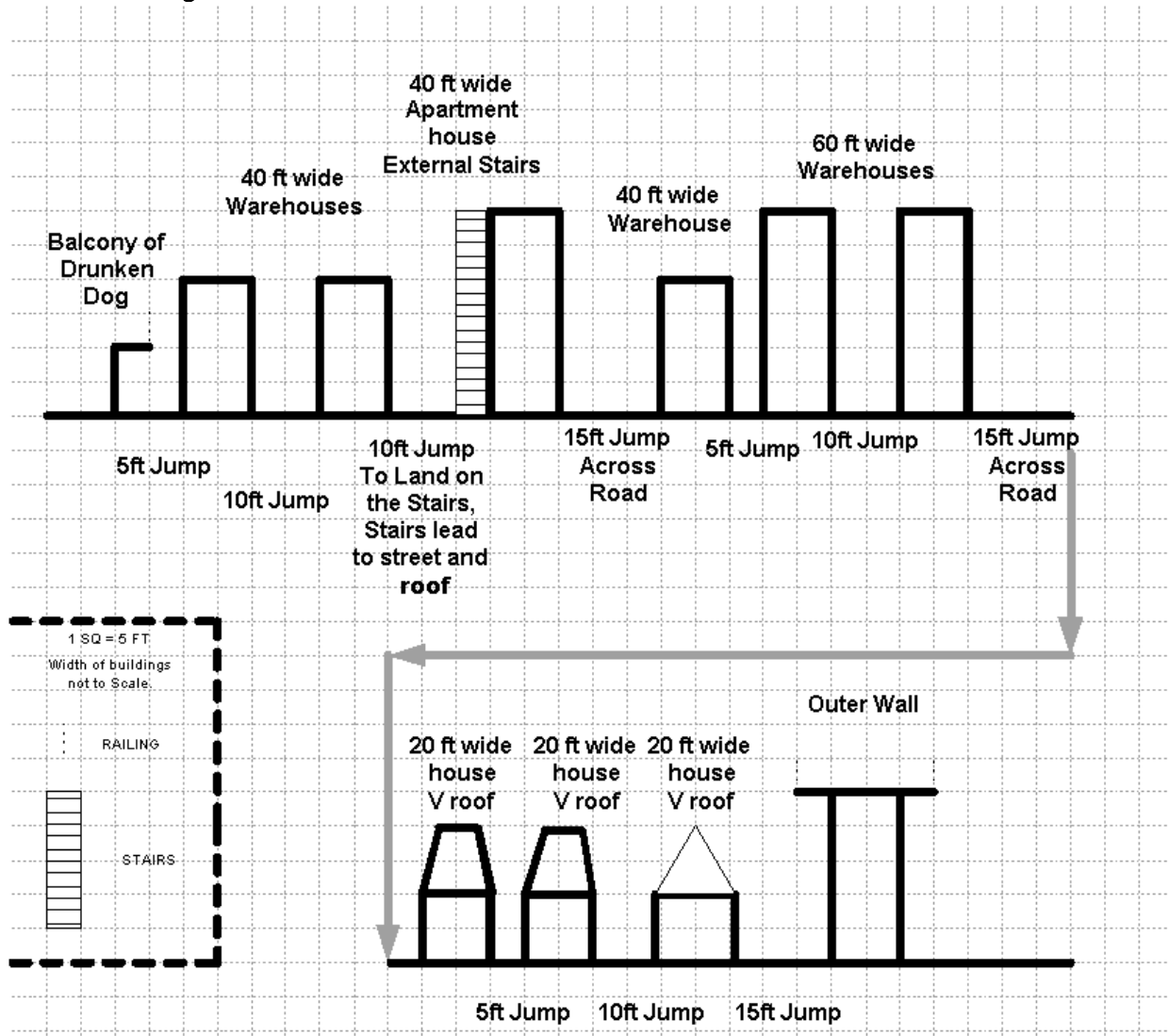


DM'S AID 4: MAP OF THE DRUNKEN DOG TAVERN

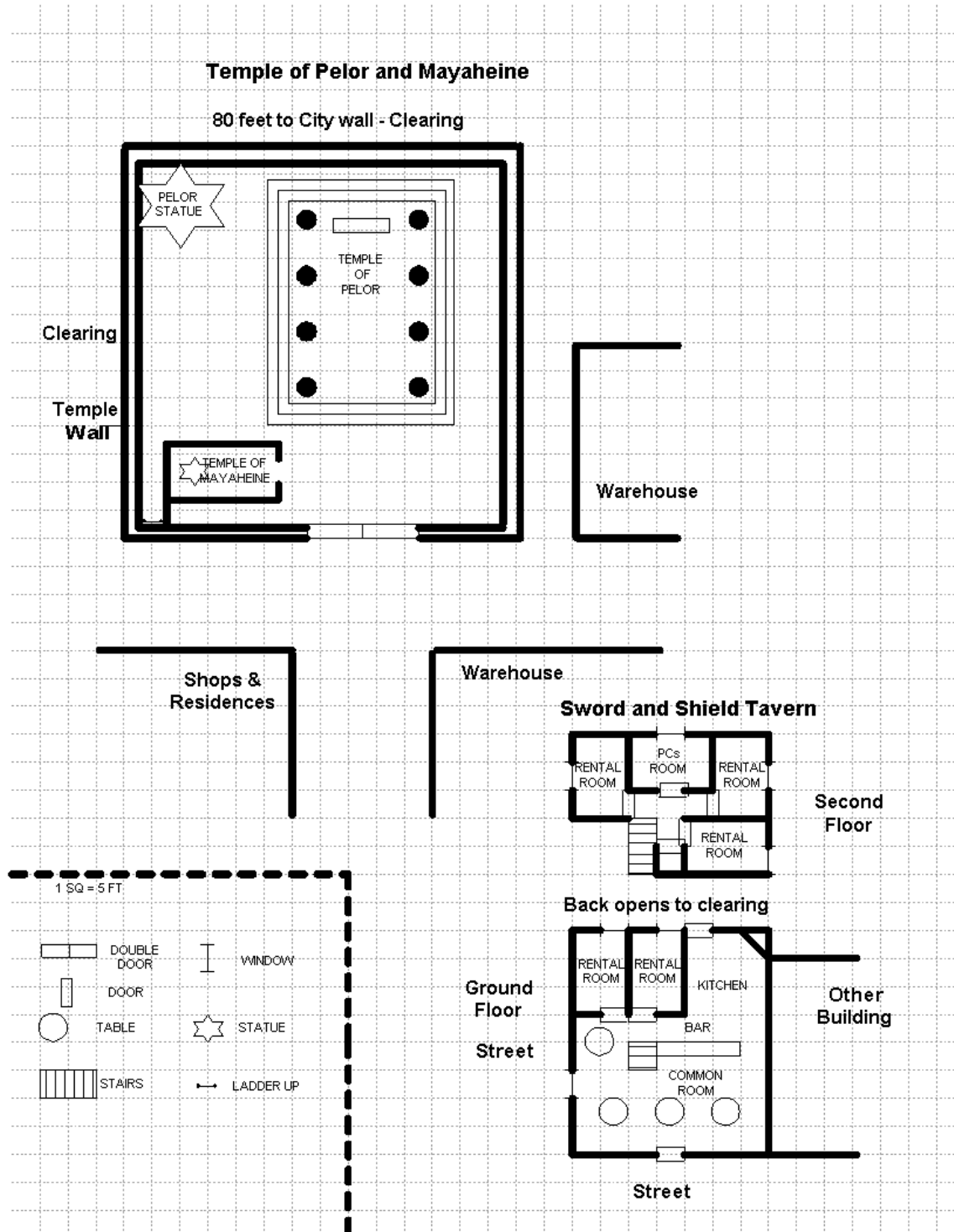


DM's Aid 5 Assassins Path

Width of buildings not to scale.



DM's Aid 6



DM'S AID 7 CITY WATCH OF MOWBRENN CITY

There is a very good chance that sooner or later in the adventure the characters run into and fight, or seek to actively avoid, the city watch, known as the "White Cloaks" in Mowbrenn City by the locals. This DM's aid is a brief overview of the Mowbrenn city watch as well as several pregenerated "Guardsmen" to flesh the city watch out.

The Mowbrenn City watch is a well-trained, experienced force, built up mostly from a core group of war veterans who fought for Mowbrenn and Count Blackmar Huldane in the Greyhawk wars. Most members of the watch are also members of the Mowbrenn and/or Nyronnd militia. They usually patrol in 11 man squads led by a sergeant, breaking into smaller squads when it is tactically necessary. The force is comprised of both experienced veterans and relative youngsters, including warriors, fighters, barbarians, rogues, and even several clerics of Heironeous and Pholtus. Although not members of the watch, several high level arcane casters are also "on call" to the city watch if needed. The entire force numbers roughly 500 men, 95% are human with half-elves making up the last 5%.

The city watch is headquartered in a large brick walled complex attached to the outer city wall, located just inside the East Gate of the city. This is their headquarters, investigative center, training center, and barracks for single city watch members. An interrogation center and small jail are located in a tower attached to the city wall. Roughly 200 watch members live at the barracks, thus it is not a place to cause trouble.

During the daylight hours roughly 100 – 150 watch members are on patrol in the city. At night this rises to 150-250, each squad at night usually has one half elf. More watch members will be mobilized during special events. Although the lesser mound is poorer and has more crime, the watch concentrates on the greater mound, where the Count, temples and wealthier citizens of Mowbrenn live. Roughly 2/3 of the officers on patrol are on the greater mound at any time.

Tactics

The average city watch officer usually fights defensively (+2 AC, -4 to hit) and attempts to do subdual damage with their sap. When in trouble or attacked, they immediately blow their whistle to summon help. They know that in the city, the watch outnumbers any troublemakers and that help is coming soon, once the whistle is blown. Thus they fight defensively, counting on numbers to win. When a whistle is blown, every city watch member who hears it is supposed to come at top speed. If they are threatened with deadly force or a city watch member is injured or killed, they then strike to kill, hoping to end the combat as soon as possible, as well as getting revenge for their comrade.

The city watch constantly warn people to "*cease fighting*", and "*surrender*", and even fight totally defensive (+4 AC, no attack) if more city watch are coming.

Equipment

Each city watch member is equipped with a whistle and blows it the moment a situation seems dangerous, summoning help from any officers who hear it. Other officers will also blow their whistles as they run toward a blowing whistle. Besides the whistle and a white cloak identifying them as the city watch, they carry a wide array of equipment.

APL 2 City Watch Squads

10 War1, 1 Ftr2
OR
5 War1, 4 Ftr1, 2 Ftr2
OR
5 War1, 5 Ftr1, 1 Ftr4

APL4 City Watch Squads

10 War1, 1 Ftr2
OR
5 War2, 4 Ftr1, 2 Ftr2
OR
5 War2, 5 Ftr2, 1 Rog2

APL6 City Watch Squads

5 War2, 4 Ftr1, 2 Ftr2
OR
5 War2, 5 Ftr2, 1 Ftr4
OR
5 War2, 4 Ftr3, 1 Ftr4

APL8 City Watch Squads

5 War2, 4 Ftr3, 1 Ftr4
OR
5 Ftr3, 4 Ftr 3, 1 Ftr4
OR
5 War 2, 4 Ftr 3, 1 Ftr4

APL10 City Watch Squads

1 Rog2, 4 Ftr2, 4 Ftr3, 2 Ftr4
OR
4 Ftr2, 4 Ftr3, 1 Ftr4, 1 Ftr6/1
OR
5 Ftr2, 5 Ftr3, 1 Ftr7

☞ **City Watchman:** Male human War1; CR ½; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +3 melee (1d8+1/19-20, longsword) or +3 melee (1d6+1 subdual, sap) or +2 melee (1d6+1, club) or +2 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -2, Jump -2, Listen +2, Spot +2; Weapon Focus (longsword), Weapon Focus (sap).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles.

☞ **City Watchman:** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+4; hp 14; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +3 melee (1d8+1/19-20, longsword) or +3 melee (1d6+1 subdual, sap) or +2 melee (1d6+1, club) or +2 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -2, Jump -2, Listen +2, Spot +2; Toughness, Weapon Focus (longsword), Weapon Focus (sap).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles.

☞ **City Watchman:** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+2; hp 15; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +4 melee (1d8+1/19-20, longsword) or +4 melee (1d6+1 subdual, sap) or +3 melee (1d6+1, club) or +3 ranged (1d8/19-20, light crossbow); AL N; SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Jump -1, Listen +2, Spot +2; Weapon Focus (longsword), Weapon Focus (sap).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles.

☞ **City Watchman:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+5; hp 21; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +4 melee (1d8+1/19-20, longsword) or +4 melee (1d6+1 subdual, sap) or +3 melee (1d6+1, club) or +3 ranged (1d8/19-20, light crossbow); AL N; SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Jump -1, Listen +4, Spot +4; Alertness, Toughness, Weapon Focus (longsword), Weapon Focus (sap).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles.

☞ **City Watchman:** Male half-elf Rog2; Medium-size humanoid (elf); HD 2d6+4; hp 14; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) Atk +2 melee (1d8+1/19-20, longsword) or +2 melee (1d6+1 subdual, sap) or +2 melee (1d6+1, club) or +4 ranged (1d8/19-20, light crossbow); SA Sneak attack (+1d6); SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion; AL N; SV Fort +2, Ref +6, Will +2; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Disable Device +6, Hide +6, Jump +4, Listen +6, Move Silently +6, Open Locks +8, Pick Pockets +6, Search +7, Spot +6, Tumble +6; Iron Will.

Possessions: light crossbow, longsword, dagger, sap, club, chain shirt, 20 bolts, white cloak, whistle, manacles.

☞ **City Watchman:** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d8+1/19-20, longsword) or +5 melee (1d6+1 subdual, sap) or +4 melee (1d6+1, club) or +4 ranged (1d8/19-20, light crossbow); AL N; SV Fort +4, Ref +2, Will +1; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Jump +1, Listen +4, Spot +4; Alertness, Improved Initiative, Toughness, Weapon Focus (longsword), Weapon Focus (sap).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles.

City Watchman: Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+7; hp 35; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +7 melee (1d8+4/19-20, longsword) or +7 melee (1d6+1 subdual, sap) or +6 melee (1d6+1, club) or +5 ranged (1d8/19-20, light crossbow); AL N; SV Fort +5, Ref +2, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +3, Listen +4, Spot +5; Alertness, Improved Initiative, Toughness, Weapon Focus (longsword), Weapon Focus (sap), Weapon Specialization (longsword).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles.

City Watchman: Male human Ftr6/Clr1 (Heironeous); CR 7; Medium-size humanoid (human); HD 6d10+1d8+7; hp 52; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +8/+3 melee (1d8+3/19-20, longsword) or +8/+3 melee (1d6+3 subdual, sap) or +7/+2 melee (1d6+1, club) or +8 ranged (1d8/19-20, light crossbow); SA Spells, turn undead; AL LG; SV Fort +8, Ref +4, Will +5; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb -2, Listen +5, Ride +10, Search +2, Sense Motive +4, Spot +3, Swim -10; Alertness, Improved Initiative, Mounted Combat, Ride By Attack, Trample, Weapon Focus (longsword), Weapon Focus (sap), Weapon Specialization (longsword), Weapon Specialization (sap).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles, book of known outlaws, silver holy symbol (Heironeous).

Spells Prepared (3/2+1; base DC = 11 + spell level): 0 – *cure minor wounds* (3); 1st – *cure light wounds*, *detect evil*, *magic weapon**.

*Domain spell. *Domains:* Good (You may cast good spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Specialization with the deity's favored weapon).

City Watchman: Male human Ftr7; CR 7; Medium-size humanoid (human); HD 7d10+7; hp 53; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +9/+4 melee (1d8+3/19-20, longsword) or +9/+4 melee (1d6+3 subdual, sap) or +8/+3 melee (1d6+1, club) or +9 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +6, Ref +4, Will +3; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb -2, Listen +5, Ride +10, Search +2, Sense Motive +4, Spot +3, Swim -10; Alertness, Improved Initiative, Mounted Combat, Ride By Attack, Weapon Focus (longsword), Weapon Focus (sap), Weapon Specialization (longsword), Weapon Specialization (sap).

Possessions: light crossbow, longsword, dagger, sap, club, chainmail, large steel shield, 20 bolts, white cloak, whistle, manacles, book of known outlaws.

DM'S AID 8: CRIME AND PUNISHMENT IN MOWBRENN CITY

There is a good chance the characters may be brought before the Local Court by the city watch for various crimes they have committed while in the city. This is a small building just outside the wall of the city watch headquarters. 20 members of the city watch (2 squads) are on constant guard here, one outside the building, and one inside, watching the magistrate and the holding cells. If the arrest occurs during the day, a small crowd of people and children play outside the court, gleefully waiting for public whippings to occur.

The Court is a small room completely enclosed by a permanent *zone of truth* spell, and requires a successful Will save (DC 16) to lie in the courtroom. Before the characters enter the courtroom, they are held in a large holding cell. If arrested at night, the characters spend the night in the cell until dawn. Characters are only allowed to enter the courtroom one at a time. This order of entry should be randomly determined. The character is manacled while in the courtroom.

Once in the courtroom the character meets the magistrate of Mowbrenn. The magistrate is an old man and has held this position for years. He is completely fair to people in front of him. The magistrate is extremely no nonsense and tells the characters what crime they are accused of, the probable punishment and asks their name and what they have to say. He also informs the character, "*Are you familiar with the spell Zone of Truth, this entire area is covered by one. Think about that before you speak.*" After this is completed, he pronounces sentencing according to the chart below, which is very similar to the Nyrond Judges guidelines, and whether the character has admitted the crime. The characters' name, the crime, and the punishment are entered into a ledger in the court.

If a character attempts to assault the magistrate or attempts to cast a spell, the city watch guards present in the courtroom immediately attack the character.

◆ **Magistrate Hampton:** Male human Exp3; Medium-size humanoid (human); HD 3d6+6; hp 20; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +2 melee (1d6-1/19-20, short sword); AL LG; SV Fort +3, Ref +1, Will +4; Str 8, Dex 10, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Appraise +7, Bluff +5, Knowledge (law) +10, Knowledge (Mowbrenn) +8, Knowledge (Nyrond) +8, Listen +6, Profession (bureaucrat) +7, Profession (lawyer) +9, Ride +6, Sense Motive +7, Spot +4; Skill Focus Knowledge (law), Skill Focus (Profession – lawyer), Skill Focus (Sense Motive)

Possessions: masterwork short sword, courtier's outfit, 14 gp.

Anything else the character brings up in the court that does not directly effect their case, is met with a stony stare and a bark of "*Immaterial, doesn't concern this matter.*"

Half-orcs in Court

The magistrate assigns any half-orc to the Nyrond army metaorg if this is a possible penalty for the crime. The only exception to this is if it is "Any other minor crime." "*Get out of my city, your kind don't belong in civilized Mowbrenn.*" The only way to avoid this is to reduce the sentence down from the crime putting the character in the army.

Reducing a sentence with Diplomacy

Since the characters get to speak to the magistrate, they may attempt to influence him by using a Charisma check, a Bluff Check, or a Diplomacy check. See table 5-4: *Influencing NPC Attitudes in the DUNGEON MASTER'S Guide*. Each character that wants to gets one check on the table while they are speaking to the magistrate. This attitude shift then becomes the magistrate's attitude toward the character, and also his starting attitude for the rest of the characters. The magistrate starts as indifferent. Every step up in his attitude drops the crime from the category it is to the next category lower (Friendly attitude drops the sentence one step, Helpful attitude drops it 2). Example-With a Friendly judge, Major Assault drops to Minor Assault. If a crime is originally a "Crime of Disrepute", the crime will be reduced to "Any other minor crime".

Reducing a sentence with Bluff

The magistrate is expecting people to tell the truth due to the spell, thus any character who makes the Saving Throw for the Zone of Truth can lie and attempt to use a Bluff check with a +4 circumstance bonus, due to the magistrate expecting the truth. This is opposed by the magistrate's Sense Motive of +7. If successful, the magistrate believes the Bluff and releases the character as innocent.

Asking for Royal Justice

Due to being a licensed adventurer, the characters may ask for Royal Justice. If the character that asked has an influence cert with Count Cunhal the magistrate sends a runner to Count Cunhal. When the runner returns the magistrate then reduces the sentence, see above. "*A good word from the Count, how interesting, it appears you know the right people.*" This also shifts the magistrate's attitude one step better for the remaining characters.

If the character that asks for this does not have an influence cert with Count Cunhal, the magistrate sends a runner to Count Cunhal. When the runner returns the magistrate tells the characters "It appears the Count is very busy, so he has delegated this case to me."

Reducing a sentence with Intimidate

Intimidation does not work against the magistrate and is ill advised. If the DC 18 check is unsuccessful, the intimidation is so poorly done that the magistrate is not threatened. If the check is successful, the magistrate feels threatened and adds a public whipping and one TU in jail to the sentence.

Reducing a sentence with a bribe

Bribery results in seizure of the amount offered, a public whipping and one TU in jail being added onto the sentence. A Sense Motive check (DC 10) allows a character to pickup subtle hints that the magistrate is a straight arrow and does not take kindly to being bribed.

Crimes of Disrepute-Minor Crimes

Any other Minor Crime-5 Gold Nobles, Second conviction is a 20 Noble fine, Third is 4TUs in jail. Fourth is open to the magistrate's discretion, usually a public whipping.

Not answering the magistrate/smarming off to the magistrate-Public whipping and one TU in jail.

Intimidating the magistrate-Public whipping and one TU in jail.

Attempting to bribe the magistrate-Seizure of amount offered, public whipping and one TU in jail.

Minor Assault-20 Noble fine. 2nd conviction is a 50 Noble fine and forced to enroll in the Nyronnd Army.

Minor Fraud-20 Gold Noble fine. 2nd conviction is a 50 Noble fine. Third conviction 100 gold noble fine.

Breaking and Enterring-20 Gold Noble fine. 2nd conviction 50 Noble fine. 3rd conviction 100 gold noble fine. 4th conviction will be bumped to Stealing >= 100 Gold Nobles.

Illegally Carrying a weapon in the city-Confiscation of weapon/armor and gold noble fine equal to the value of equipment confiscated. Second conviction is a 200 Noble fine and forced to enroll in the Nyronnd Army.

Stealing 100 Gold Nobles or less-Restitution x3 what was stolen. Second offense bumps up to Stealing more than 100 gp.

Vandalism-minor- Restitution x2 what was vandalized. Second offense bumps up to Vandalism Major

Publicly profaning a God, the King, or Count Cunhal-20 gold nobles and possible public whipping. Second offense 100 gold nobles, Third offense loss of tongue.

Injurious Crimes

Assault and Battery with serious injury- 100 Noble fine +must pay for healing. Second conviction is a 200 Noble fine and forced to enroll in the Nyronnd Army.

Stealing more 100 Gold Nobles-Restitution x3 what was stolen, and/or 8 TUs in jail. Second offense results in Branding, third offense results in loss of hand.

Vandalism major- Restitution x3 what was vandalized, and/or 8 TUs in jail and/or public whipping.

Grievous Crimes – Non Capitol Crimes

Dueling with no death-200 noble fine, public whipping, forced to join army or 20 TUs in jail.

Stealing from the Count or the city- Restitution x3 what was stolen, and 20 TUs in jail.

Injuring a member of the city watch-100 Noble fine +must pay for healing. Second conviction is a 200 Noble fine and forced to join the Nyronnd Army.

Murder-Self Defense-1000 noble fine, public whipping, forced to join the Nyronnd Army.

Grievous Crimes - Capitol Crimes-Any capitol crime results in loss of character

Killing a member of the city watch-Life in prison or Death by hanging

Murder-Life in prison or Death by hanging

Treason-Life in prison or Death by hanging

Dueling resulting in death- Life in prison or Death by hanging

Assaulting any member of the Royal Household- Life in prison or Death by hanging

If the characters get a fine and do not have the gold to pay it off, they are jailed. This sentence lasts the length of the fine, 1 TU per Gold noble owed, as an indentured laborer helping to keep the city of Mowbrenn running. Fines must be paid immediately. See *Conclusion D*.

Public whippings are administered almost immediately. Whipping the character until unconscious from subdual damage outside the courthouse.

Being forced to join the Nyronnd army. This result comes from a levy issued by King Lynwerd on the Duchy of Mowbrenn for more soldiers. The magistrate is doing his part to fill the Royal Levy by sending people who like to fight

into the Nyrond army. See the Nyrond metaorg document Nyrond army entry. This result occurs immediately (mark off required time units) and ends the adventure. See *Conclusion D*.

TUs in jail are not spent idly, the characters are forced to work for the city, cleaning the sewers, working the farms of Count Cunhal, helping to repair the city wall, cleaning the street. These TUs should be marked off on the log Adventure Certificate. Upkeep for these TUs need not be paid. TUs in jail occur immediately and end the scenario. See *Conclusion D*.

DM'S AID 9: TEMPLES IN MOWBRENN CITY

Ehlonna- Within Castle Blackmar - Count Cunal Blackmar maintains this. Private Temple.

Pholtus - Faric Luthinson, Shining Paragon of Pholtus, 11th level spellcasters available.

Heironeous - Agrin Forstar, Glaive Virtuous of Heironeous, 13th level spell casters available.

Zilchus - High Acquirer Duvend Newrak. 9th level spellcaster available.

Boccob - Racondite Brenderris - 9th level spellcaster available

Pelor and Mayaheine– Isabel Verhone, 8th level spellcaster available.

There are numerous other small temples to various non-evil deities throughout the city. Most of them are maintained by local faithful worshippers or have a very low-level cleric tending them.

DM'S AID 10: HEXTOR AND MAYAHEINE

Both of these deities are covered in the *Living Greyhawk Gazetteer*. Hextor is also covered in *The Player's Handbook*.

HEXTOR IN A NUTSHELL

Hextor is known as the scourge of battle, the champion of evil, and the herald of hell. He is the Lawful Evil Oeridian god of War, Discord, Conflict, Massacres, Fitness, and Tyranny. He is portrayed as a physically fit, handsome dark haired man with light skin in his peaceful aspect. When enraged or in battle, he is portrayed as a large gray skinned horror wearing black iron scale mail with six muscular arms clutching six different weapons. He is the half brother and archenemy of Heironeous. He seeks to conquer all those that oppose him, those he cannot conquer he destroys.

Hextor's clerics constantly train themselves in the arts of war. Thus they are skilled and dangerous opponents to fight against. Other followers of Hextor follow a less religious, more martial path, becoming the skilled and feared "Fists of Hextor". The Fists, widely known for their brutality, cruelty, and disregard for life are believed to be a mercenary unit that worships Hextor. They are actually elite Templars sworn to the service of Hextor.

Followers of Hextor believe the world is a dark and dangerous place and that the strong should always rule the weak. They also believe the strong should forge order out of chaos, usually by brutality and the spilling of maximum blood. They seek to spread the word of their church by causing trouble in foreign lands and sowing dissent in opposing forces. Their ultimate goal is to replace whatever the government is with a tyrannical theocracy dedicated to Hextor. Many worshippers have achieved respectable positions in power by hiding their worship and offering a friendly face to the public. Many offer their services as mercenaries, using this employment to spread the word of their God to the armies of the world, as well as bringing glory to Hextor by their actions on the battlefield.

Hextor's clerics are currently paying attention to Nyrond. The reason for this is the recent elevation of the Church of Heironeous to official state religion by King Lynwerd. Hextorans all over the Flanaess took notice when the archrival and hated enemy of their god was promoted in Nyrond. They are currently seeking to bring dishonor to the Church of Heironeous by causing trouble and strife in Nyrond.

There are currently no public temples to Hextor anywhere in Nyrond as worship of this deity is strictly banned. Cultists meet, plot and worship secretly in almost every major city in Nyrond. If discovered they are usually put to the sword while fighting, refusing to surrender.

Domains: Destruction, Evil, Law, War *Chosen Weapon:* flail (light or heavy)

Holy Symbol: Six red arrows pointing down, shaped like a fan. This is the *symbol of hate and discord*.

MAYAHEINE IN A NUTSHELL

Mayaheine is known as the Shield Maiden. She is the Lawful Good demigod of Protection, Justice and Valor. She is a recently ascended Paladin of Pelor. She is portrayed as a tall, physically fit, striking woman wielding a large shield and a bastard sword.

Mayaheine's clerics train themselves and others in self-defense. They are community leaders and judges. They travel to prove their bravery, right wrongs, and destroy evil. Many are adventuring clerics. They sponsor many paladins and are

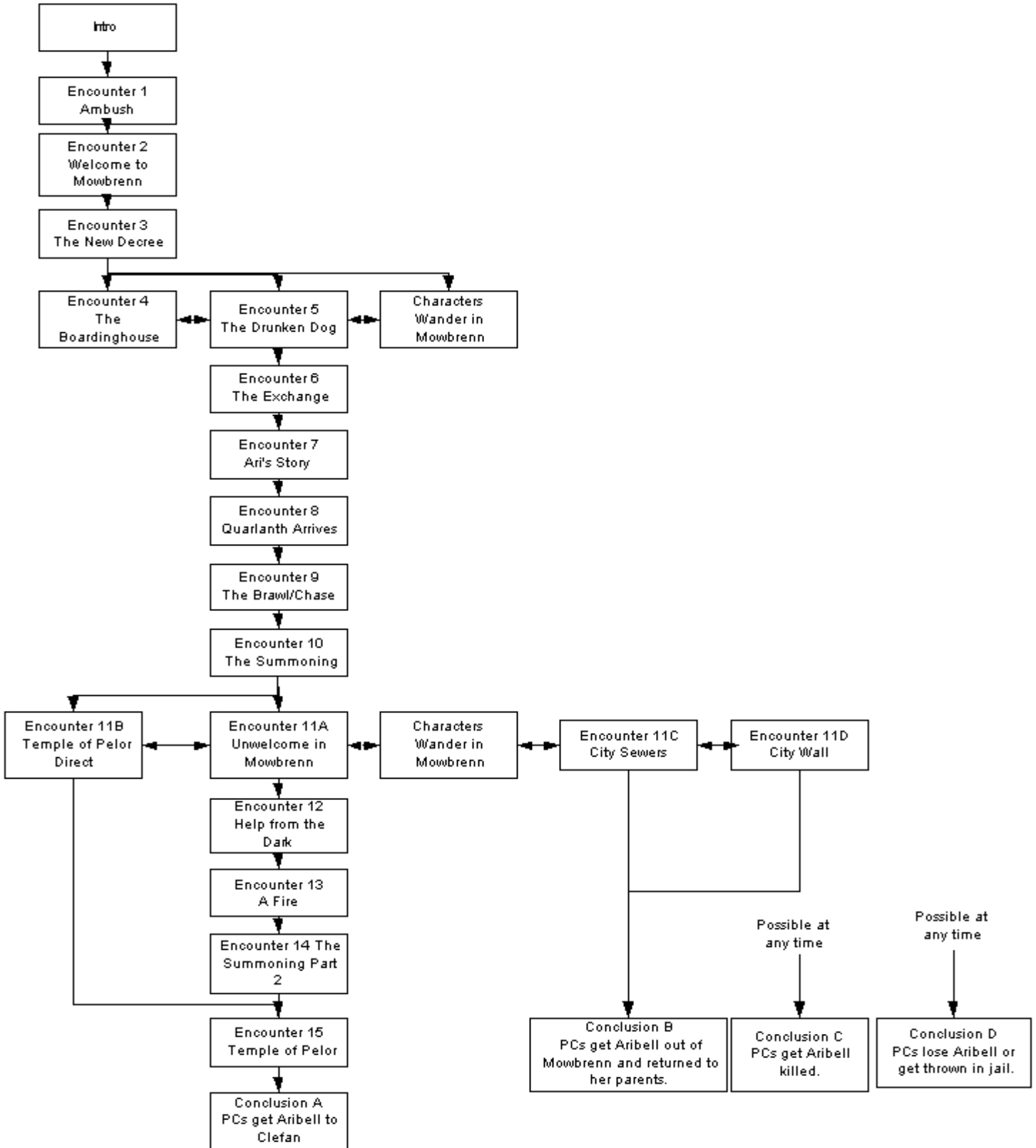
friendly to paladins of all faiths. They are extremely respectful of Pelor and his faithful, as their religion would not exist without him.

There are few temples to Mayaheine as the faith is a new one. Mostly their temples share space if possible with the local temple of Pelor. A few followers can be found in every major city in Nyrond.

Domains: Protection, Good, Law, War *Chosen Weapon:* Bastard Sword, Mace, Longbow

Holy Symbol: A shield and sword, sunburst, two golden orbs, and two victory runes.

DM'S AID 11: ADVENTURE FLOWCHART



PLAYER'S HANDOUT 1 - MOWBRENN BACKGROUND

Located North of Rel Mord and Woodwych, Mowbrenn is on the trade routes to Urnst and the Pale. This is a fertile area of Nyrond, with much grain-growing and cloth-weaving, giving most people their living outside the city. Most of the people in this land, like many of the central lands, don't live within the cities. The rural population of the County of Mowbrenn is more than one-hundred thousand folk.

Appointing Cunal Huldane to replace his father as Count, was a move based on a strong personal friendship with King Lynwerd. It was also a popular move in many circles. The old Count, Blackmar Huldane, was a war hero who had earned quite a reputation in battles in Almor during the war with the Great Kingdom. Blackmar had always been strict, but, before Lynwerd took the throne, strict had become cruel and tyrannical. He was a harsh repressive ruler who extracted every copper owed by his cowering subjects, who in turn lived in fear of his brutish militia. Cunal's much-lighter hand was greeted with joy.

Mowbrenn

Now there are those who are not so sure Cunal was a good change. Freedom to act includes the freedom to act badly. The capital, Mowbrenn, a walled city of 20,700, is facing an upsurge in crime, with a militia that is dispirited because it is not allowed to enforce "law and order". More frightening are the rumors of dark cults, and the people who disappear in the night. Defenders insist the rumors started well before Cunal came to power and people vanish in big cities all the time, but as the man in charge, Cunal gets the blame. The critics claim Blackmar is the man for the situation, and that Cunal is simply incapable of the strong response needed.

Cunal, aged 29, black hair, brown eyes, 6 ft. tall and lean, is almost the picture of his father. He is deemed overly idealistic and sensitive. His closest adviser is a priest of Mayaheine, who was with him during his years of exile at Barren Keep, in the Duchy of Oberend, as a member of the youngbloods there. At the moment, with the king's friendship and other advantages, he is secure in power, but as the dark whispers in the towns increase, how secure remains to be seen.

Mowbrenn is built on two hills. The main town is built on what is called the Greater Mound, divided by a second wall into the classic Oeridian architecture of the Old Town and the New Town. At the highest point of the Mound, also known as known as Sharphill, lies Castle Blackmar, and within are also the verdant grasslands of the Gardens. A shrine to Ehlonna lies here, tended by Count Cunal Blackmar. Beyond the Castle lies the Temple of Pholtus, lit by divinely charged light globes. This Temple is now in less favor, despite and maybe because of, visits by Zylinchin and the Valorous League. A small fortress in the western district of town serves as the Temple of Heironeous. Other notable temples are for Zilchus, Boccob, and Pelor, the last of which is shared with the followers of Mayaheine.

The second mound, the Lesser Mound, is home to the poor, destitute and displaced who have made a dingy shantytown upon the second hill. Rumor says several highly evil cults are somewhere within. It is the sort of place where the desperate and starving might join such a cult, but that may be the source of the rumor. Zylinchin has performed his witch-hunts here and "exposed" a cult. Unfortunately he followed his normal pattern and consigned the evil ones to the flames before he bothered to tell the local authorities. The confessions and other evidence he presented was sufficient to keep him from being arrested, but not from making him quite unpopular in official circles, not to mention among those that claim the confessions were false.

As might be expected of a city on two hills, there is a thriving undercity below the official city. Since it officially doesn't exist, the details are rather vague. Some areas are quite safe, at least if you watch your back, while nobody is known to have returned from others. All assume this underground is a center of the local thieves' guild, whose existence is also officially denied and whose leadership is secret. Those who brag about knowing the leaders tend to turn up dead. However, these are usually objectionable characters whose demise might have been speeded up by any number of people for many possible reasons, so it is not clear their bragging had anything to do with their ends. Most, however, prefer not to take a chance on it.

PLAYER'S HANDOUT 2: PARENTAL INFORMATION



The address of the rooming house she lived in is 11 Lower Street, room 44.

Worked as a waitress at the Drunken Dog Tavern, owned by a human man named Baldur Bergin.

PLAYER'S HANDOUT 3 – THE COUNTS PROCLAMATION

Let it be known that from this day forward the weapons of war shall be banned from the city of Mowbrenn. Any missile weapon and handheld weapons longer than their wielders fore arm, shall be banned from the city streets. City guardsmen, city watch, and certain nobles and their guards are exempted from this order.

Count Cunhal Huldane, Count of Mowbrenn

WHAT THIS MEANS TO YOU

For medium-size humanoids all weapons of size class medium or larger are banned and need to be checked upon entering the city.

For small humans all weapons of size class small or larger are banned and need to be checked upon entering the city.

All bows and crossbows are also banned from the city streets.

PLAYER'S HANDOUT 4 – MAP OF MOWBRENN



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.