

GEO4-01

A Necessary Evil

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

Version 1.1

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Special thanks to Mark Geary and Angus Smith

Grand Duke Owen has departed the country on a quest to find new allies for the war against the giants. In his absence, two nobles struggle for prominence in war-torn Geoff, and the unity of the Gyri hangs by a thread. When the days are cold and the nights are long, symbols can shape a country and a future. A Geoff Regional adventure for APLs 4-10, and Verse One of the Song of Bleak Midwinter.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

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

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

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

Living Greyhawk Levels of Play

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

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

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

each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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 two 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted

Adventure Background

It is the winter of 594 CY. The Army of Liberation has retreated from Gorna and is split into two groups - one at Caer Riniog; the other outside of Hochoch.

Grand Duke Owen the Brenin has apparently left on a quest to find allies.

At this point there are two powerful nobles beginning to vie for control of Geoff - Sierra Blackblade and Bedwyn the Fat.

Llwyres Sierra Blackblade was named Regent by the Brenin to hold the Griffon Throne until his son Rhys ap Owen reaches the age of majority.

Bedwyn the Fat is the only Llwyfyr (noble) who has regained his ancestral land. He therefore has the power, influence, and wealth to make a viable claim to the throne.

Meanwhile, the Gonfalon was lost at the siege of Gorna and its bearer captured by stone giants. Through the wild magic of the powerful ancient artifact, the Gonfalon made its way out of Gorna and into the hands of a *dwrth* (squad) of Olwythi. A group led by an ogre magi later captured them.

An adventurer at the Siege of Gorna took the head of a stone giant elder, Hans Thorsten. The stone giants captured a ranger to pass along their intentions to trade the head for Ioan, the bearer of the Gonfalon. A secret negotiation led to the agreement for the trade.

The importance of the Gonfalon cannot be underestimated. Whoever controls the Gonfalon holds sway over the majority of the Gyri.

The Gonfalon calls to its bearer. The noble who holds the power of the Gonfalon holds the heart of the Gyri.

Adventure Summary

After the siege of Gorna and the subsequent retreat, the heroes of Gyrudd begin their long winter, and as such, are faced with the fact that many of their commanders have gone missing. In a stroke of luck, Ioan, the bearer of the Gonfalon, has been found alive and in the company of the stone giants, who have protected him against the other giants. The stone giants have also parlayed an exchange of sorts, in order to return Ioan to the Gyri for the head of a stone giant elder.

Introduction

With the Army of Liberation still recovering from the defeat of Gorna, a group of officers, soldiers, and

adventurers are asked to act as intermediaries to the stone giants and insure Ioan's safe return.

Encounter One: Relieved From Duty

Not all the officers agree with this plan and one of them decides to attempt to stop the transfer. He tries to trick the adventurers into giving the head to him. The group has to retain the head for the adventure to continue. This can be accomplished either thru interpersonal skills or combat.

Encounter Two: The Exchange at Chimney Rock

The characters go to Chimney Rock to exchange the head of Hans Thorsten for Ioan. As long as the characters make the exchange in good faith this should go without incident.

Encounter Three: Finding the Gonfalon

After the exchange is made, the heroes begin to head for the winter encampment of the AoL. Ioan senses the Gonfalon nearby. With the Gonfalon, a powerful artifact for the Gyri, the heroes are then presented a problem: The Gonfalon rests in an advanced hunting party of giant kin, and must either be won in combat or recovered through great stealth.

Encounter Four: Speaking With Bedwyn's Hand

The heroes return to Preston when a representative of Bedwyn the Fat arrives to try to persuade Ioan to return to Hochoch with the Gonfalon. Bedwyn's messenger does his best to convince Ioan to return, but when met with uncertainty, offers up information regarding Sierra Blackblade, and further offers up the opportunity to have such information supported, from the loremaster Rhys of the Ash, who is near Preston.

Encounter Five: Visions of the Past

The group of heroes and Ioan meet with Rhys, who will not only give them information regarding the Gonfalon's purpose, powers, and past as well as information about Sierra Blackblade and Bedwyn the Fat. Rhys offers a third solution: a journey to the final resting place of the Pwyrdri, the Cairn of Song, in which the Gonfalon could rest undisturbed until such time as the rightful heir would return to reclaim it.

DM Note: The PCs should pursue Encounter Six or Encounter Seven or Encounter Eight, but only one of the three, as they are meant to be mutually exclusive options. It is theoretically possible for PCs to pursue one of these encounters and turn back before completing the encounter, but in most cases they will only participate in one of them.

Encounter Six: Taking the Gonfalon to Blackblade

If the PCs decide to take the Gonfalon to Blackblade, Bedwyn has a group of mercenaries ambush them and attempt to take the Gonfalon from them by force.

Encounter Seven: Taking the Gonfalon to Bedwyn the Fat

If the PCs decide to take the Gonfalon to Bedwyn, Blackblade sends a patrol of Olwythi after them and they attempt to take the Gonfalon from them by force.

Encounter Eight: The Cairn of Song

Rhys leads the heroes to the Cairn of Song, a place that is guarded by a sentry, a dead knight, who is cursed by unknown crimes to remain ever vigilante. The heroes find themselves drawn to battle, as the dead knight attempts to block their entrance. After the battle, Rhys enters his final resting place. Ioan opts to remain in the hall, and bids a farewell to the heroes, but not before promising to return in dire need when the true heir returns.

Introduction

DM Note: Before starting play ask for two d20 rolls. Ask to see the character sheets of all the players. Do not tell the players what the rolls are for, but use them for the PCs' Forgery and Sense Motive checks. These are for **Encounter One**.

The adventure begins at one of the two inns in Preston – The Smiling Frog. It is early afternoon on a cold, windy winter day.

The last few months have not been easy on the Grand Duchy of Geoff with the defeat of the Army of Liberation at Gorna and then departure of Grand Duke Owen on his mysterious quest. In Preston, however, the mood is not as grim. The village is growing. New wells have been dug. Even the Temple of Ehlonna has been rebuilt. In some quarters, the village looks as if war has never come to the region.

The Smiling Frog is one of the two inns in Preston and provides some respite from the cold weather outside. The clinking of mugs combines with the low murmur of talk on the dire events of the last few months.

The PCs can be together or separate. If they are apart, they'll be getting together soon enough, when they are summoned by Morgan Hazeleye of the Army of Liberation (AoL).

While the PCs are in the Smiling Frog, they should have the opportunity to overhear some of the recent events in

Geoff. Have the PCs make Listen Checks or Gather Information Checks. What the PCs learn is the same regardless of which skill is used.

DC 5

- A dockhand is talking to a young woman, trying to engage her conversation. "Owen left very suddenly on this quest to find new allies, and he left a lot of doubts and questions when he left. Do you think this has anything to do with Keoland withdrawing their army back to Sterich?"
- A local journeyman blacksmith tells you an interesting bit of information. "I heard that Owen made all the other nobles agree that Llwyres Sierra Blackblade would be the regent in his absence. He had to force Bedwyn the Fat to agree. It's no secret that Bedwyn wants the Griffon Chair."

DC 10

- An Army of Liberation dwrthdyn tells you, "Sierra is overstepping her bounds. She has claimed the sword Dusk as her own. That is the Brenin's sword. She is only the Regent and has no right to the Brenin's sword. What will she claim next? The Griffon Chair?"
- A local hunter is quite willing to share his opinion. "Bedwyn is a pawn of Gran March. He's got a lot of relatives that live across the Anniben Dwr. If he gains more power, then we'll just be another province of Gran March inside of a decade. Mark my words."

DC 12

- A local fishman tells you, "I hear that Blackblade ain't a paladin anymore. She used to be a follower of the Heironeous, but I guess he didn't want her anymore since she showed her backside to combat once too often."
- A boatman says to some other rivermen. "Bedwyn's a greedy, fat man. He's raised taxes on the ffolk, increased the toll on the merchants. He's the only noble who has is lands back, and he's done nothing to help the refugees who aren't living in his cantrev."

DC 16

- A minstrel is more than willing to talk of tales and rumors. "The Blackblades have a dark and bloody history. They got their name from some evil sword that would eat a man's soul. Sierra

Blackblade might be an upstanding woman, but there are others in her family who live up to the Blackblade legacy. “

- A rather poor looking merchant is grumbling into his cups. “Bedwyn’s in hip deep with the Midnight Ravens. Every job they pull, he gets a cut. In return, he lets the Ravens run amok.”

DC 18

- You overhear two veterans talking. “I can’t believe that Blackblade is the regent and commands the army,” says one. “She’s a known coward. She fled from both Derelion and Gorna.” The other one nods and adds “How is a woman like that supposed to lead us to victory over the giants? We need a brave leader.”
- A veteran is telling a story to several new recruits. “I fought with Bedwyn when we reclaimed Preston from the giants. He’s a wild man in battle, with his huge warhammer swinging this way and that. We won a victory that day and freed Preston. Where was Blackblade? Down in Keoland hobnobbing with her Keoish relatives.”

All the rumors are provided on **Player Handout #1**. They can be cut apart and handed out separately to the PCs, if you desire.

When the PCs have had a chance to hear the rumors and tales, the messenger arrives from Morgan Hazeleye.

The Messenger Arrives

A messenger dressed in the livery of the Army of Liberation pushes through the crowds, looking carefully from table to table. He finds each of you one by one as he works his way through the patrons of the Smiling Frog.

If there are any members of the Geoff Peer, Knights of the Watch, or Army of Liberation officers, the messenger, whose name is Pwyll Quickstep, delivers his message to one of them first. He works his way down from most important to least important.

The messenger salutes, and offers up a hastily written summons to the Caer Rhiniog to speak with Cadofyth Morgan Hazeleye. He then stands for a moment while the words are considered, awaiting your response.

The wording of each of the summons differs depending upon the PCs receiving the message. But they all have the same message. The PCs are asked (or ordered if part

of the AoL) to report to Morgan Hazeleye in Caer Rhiniog as soon as possible. There is a mission of some delicacy

Allow a few moments for the players to discuss options. If asked questions, the messenger simply states he is to wait for an answer, and AoL members are to report to Morgan Hazeleye. All others are politely asked to come as well. The messenger knows nothing of compensation, and does not know anything about the urgency of the summons.

Assuming the PCs agree, Pwyll Quickstep leads the PCs north up the road to Caer Rhiniog. Horses are provided to the PCs if they don’t have them. It takes half a day to reach Caer Rhiniog from Preston. For a map of Preston, Caer Rhiniog, and the surrounding area, please see **DM Aids: Map #1**.

Meeting with Morgan Hazeleye

You travel to Caer Rhiniog. When you arrive, you are hurried through the gate and taken into a central pavilion, where Morgan Hazeleye stands over a map of the region. Morgan nods as you enter.

“Good, you are here,” Morgan begins. “I have an urgent situation, and we need those who could be trusted to help in this most unusual matter I cannot offer much to those not in the army, perhaps the same wages as our scouts, but I assure you, the situation is of the most utmost importance. Can the Army of Liberation count on your help?”

Allow a few moments for the players to discuss options. Those not affiliated with Geoff or the Army of Liberation are not obligated to assist, but Morgan attempts to gain their assistance without revealing the purpose of the mission by stressing the importance of it. Members of the Army of Liberation have very little choice, as it is an order.

Morgan raises an eyebrow as two warriors bring in a leather-bound parcel, about the size of a haversack. There are leather straps with buckles holding it closed and the buckles have been sealed with wax.

“During the Siege of Gorna, one of our most important officers was lost. In recent weeks, we were contacted by elements within the stone giant encampment with information that they held our missing officer. After a few dialogues, we agreed to an exchange. What I need are individuals who would act on behalf of the Army of Liberation at that exchange. You exchange this package for our officer, pure and simple.”

If asked, Morgan says that the officer in question is Ioan (pronounced Yoan), the bearer of the Gonfalon of Geoff. The stone giants approached the AoL regarding the exchange, shielding Ioan from the other giants. Ioan is believed to be unharmed and unmolested.

If asked what is the Gonfalon, Morgan states that it is an artifact that inspires the Gyri, and was lost during the Siege of Gorna when Ioan was believed to be dead. Morgan explains the importance of Ioan and the Gonfalon, as it is the rally banner of the Gyri, and can influence and inspire them to great deeds. Morgan also says that the Gonfalon seems to have some sort of power over the Gyri, and is not certain that the full extent of its power has been felt. Ioan is the bearer of the Gonfalon, and as such, it is imperative to retrieve him to prevent the giants from having any power over their enemies.

If asked what is in parcel, Morgan tells that the package contains something important to the stone giants, and should remain undisturbed. Morgan assures the party that it is nothing that would harm the Gyri or the war effort, but is significant to the stone giants. Sierra Blackblade, Regent of Geoff and current commander of the Army of Liberation personally authorized the exchange.

PCs can also make a Knowledge (local) check (DC 15) or a Bardic Knowledge Check (DC 10) to see if they have heard of the exchange. The stone giants sent a message to the Army asking for a meeting. One group of adventurers already met with the giants to set up the exchange. It would seem that the negotiations are successful. This same information can be gleaned after the meeting with Parn with a successful Gather Information check (DC 15).

Morgan continues. "I cannot say that this is a decision all support, but the officer in question is most unique in the Army, and we must have him returned unharmed. The exchange is to occur at Chimney Rock in six days time."

"Under no circumstances are you to engage the enemy in combat, nor are you to seek to harass or to enrage the giants into attacking during this parlay. Deliver the package unopened, and return with our officer to the main Army of Liberation encampment."

"Oh, another thing. If you have the means to teleport, I'd be careful about using it. Astral travel has been very tricky in the Stark Mounds lately."

The haversack is given to you along with an order signed by the cadofyth himself directing you on your mission.

If the PCs make a Knowledge (geography) check (DC 12), they have know where Chimney Rock is. Otherwise, the PCs need to get a map or directions before they leave Caer Rhiniog.

Morgan offers payment is equivalent to one month's salary as a scout for the AoL (This comes to 10 gp for each PC). He does mention that Bedwyn the Fat has offered an additional 300 gp to each person who assists in bringing Ioan home.

Morgan feels that this is the first good news to come across the AoL in months, and stresses the importance of returning with Ioan alive and unharmed.

Morgan advises leaving Caer Rhiniog in the morning. He can provide riding horses (or ponies) to any PC who does not have a mount. The horse must be returned after the mission.

If at any point, the PCs open the package, they find the head of a stone giant in perfect condition. There is a slight magic aura to it since a *gentle repose* has been cast on the head.

Encounter One: Relieved from Duty

The journey from Caer Rhiniog to Chimney Rock is a fairly long on. It is roughly 120 miles through forest and then over windswept hills. The PCs can cover about 12 miles a day if they are walking – double that mounted. So it takes five days of riding to reach Chimney Rock. In order to arrive at Chimney Rock in time for the meeting, the PCs must be mounted. Morgan offers horses, as described above.

If the PCs have other forms of travel (*wind walk*, flying, giant eagle), adjust the travel time as needed. Please see **DM Aids: Map #2** for the location of Chimney Rock in relation to Preston. If the party is not traveling on the ground or otherwise cannot be tracked bypass this encounter (awarding no xp for it) and move on to **Encounter Two**.

Your travel from Caer Rhiniog is uneventful; you bypass Preston to try to avoid any unnecessary discovery of your mission. Eventually, the forest gives way to the bare hills of the Stark Mounds. They deserve their name in the winter. The air is bitterly cold and the howling wind threatens all around like the bay of a winter wolf.

You are setting up camp the third evening out of Caer Rhiniog. The area you have found is covered with about three inches of snow and there is a low hill off to the northeast. Beyond that, the area is desolate.

After two days of travel, the PCs are out of the Oytwood and into the Stark Mounds.

Let the PCs set up the camp to their liking and declare what sorts of actions they take when moving about camp that evening. Before this encounter starts determine who is a member of the AoL and the location of the haversack. When ready, read the following:

Riding over the last hill you passed you see a wolf pack of Army of Liberation soldiers. The lead rider smiles as he approaches. You notice one of the riders is a cleric of Ehlonna. One wears no armor and has a keen look in his eye. Two longspearmen dismount and begin advancing. And the last man hangs back near the leader wearing an air of confidence. He carries a strong shield.

The soldiers are lead by Ban Cantdyn Davyth ap Donalt of the Fox Braich, 1st Rhwng yr Coed Ban Cant. He is a hardened giant fighter. He believes that no peace or parlay should ever take place with giant army forces. He has had a document forged that states he has been put in charge of the prisoner exchange mission. Due to the secrecy concerning the mission he does not know the full details. For example, he believes that the exchange occurs at Rock Bridge instead of Chimney Rock. His troops are loyal to him and believe that he has been given command of the mission.

Give the players time to describe any actions they wish to take. They have two rounds before the lead rider is close enough to speak.

If there are Army of Liberation officers as part of the party, ask them their rank. AoL members will know Ban Cantdyn Davyth ap Donalt as a member of the army who runs a no nonsense Ban Cant. He is a renowned giant slayer.

When Davyth arrives, he addresses the highest-level AoL officer in the party. If there are no army members he addresses the person who has the most military awards or the person who looks to be in a position of authority.

“Good evening.” He rides up next to you and retrieves a parchment from a scroll case on his belt. As he unrolls the parchment, he says, “I am Ban Cantdyn Davyth ap Donalt, commander of the 1st Rhwng yr Coer Ban Cant of the Fox Braich. I am pleased to inform you that you are relieved from your mission. You are deliver the haversack to me so I can complete the mission.” He extends the parchment to you.

There are a few different ways to determine that Davyth's intentions are not what they appear.

Sense Motive: Using the Sense Motive check determined prior to the start of play, PCs can get a hunch that something is odd with a successful check (DC 20).

Forgery Check: Using the Forgery check determined prior to the start of play, PCs can notice that the document does not seem authentic. The Forgery check DC is 10 + the APL. If the PCs compare the signatures on the two sets of orders (their own and Davyth's) give them a +4 circumstance bonus on their Forgery check.

Role-playing: Have Davyth make a passing reference to meeting the giants at Rock Bridge and not Chimney Rock, which is not the correct location of the exchange. Also, a successful Knowledge (local) or Bardic Knowledge check (DC 10 + the APL) lets the PCs know that Davyth's family was killed by the stone giants, and he has sworn vengeance on them. He also considers speaking to them to be treason.

If the PCs decide to hand the haversack over to Davyth, he does not allow them to follow him or join him in the mission, under any circumstance. Read the following:

“You will be rewarded by Cadofyth Morgan upon your return. Please report back to him for a debriefing. You have served your country well this day.” With that, the haversack is loaded safely onto a spare horse and the wolfpack starts off toward the south.

Go to **Conclusion: The Gonfalon is lost.**

Should the party decline to surrender the haversack without giving a good reason, read the following:

Davyth looks at his men in disbelief and then harshly looks toward you. “You would deny the order of Cadofyth Morgan? Consider yourselves under report of insubordination. Now follow orders and give over the haversack.”

If the PCs continue to refuse, Davyth becomes a little more forceful.

Appraising each of you he continues. “It is not as though you have a choice in this matter. You will hand over the haversack now.” His men look as if they are going to act any moment if you do not comply.

The wolfpack is very loyal to Davyth and trying to dissuade them from following his orders will be very difficult. They firmly believe that Davyth is obeying orders and that they are doing their duty as members of the Army of Liberation.

The PCs can convince them not to obey his orders with a successful Diplomacy check (DC 20 + the APL). PCs get a

+4 circumstance bonus if they point out that the message is a forgery. They get another +2 circumstance bonus for pointing out Davyth's uncompromising viewpoints on giants and that stone giants are not necessarily evil.

If the PCs succeed with their Diplomacy check, they manage to convince the other members of the "replacement" group that he has not been honest with them. Seeing that he has no support, Davyth backs off and orders his troops to leave. Read the below text.

You see Davyth nervously watch as his troops get looks of doubt on their faces. Realizing that he does not have the support of his wolfpack, he changes his demands toward you. "I see you have matters well in hand. We will let you finish this mission. I will report this to the Cadofyth." With that he and his troops turn and leave.

If the PCs fail to persuade the other wolfpack members or they don't even attempt to do so, Davyth takes a more aggressive approach:

Davyth watches his troops' expressions and sees the resolve on their faces. "I see you are willingly going to disobey the command of a superior officer. Well, orders are orders." He turns toward his men. "Take the haversack." His men move into action.

The wolfpack attacks the PCs in an attempt to take the haversack and the head. If Davyth gets a hold of the haversack and escapes, he later evades his own troops and destroys the head. Go to **Conclusion: The Gonfalon is lost**.

Tactics: Davyth and the three rhyfelwri work in teams of two, a spearman on each team. If the party proves difficult to hit, then the spearman begin attacking to aid the swordsman's attack.

The wizard starts out with spells to incapacitate the PCs. He uses *glitterdust* often. Davyth grabs the haversack as soon as he can and straps it to the spare horse with them. The rest of the group tries to knock out as many PCs as possible to make it easier for him to get away. They will try to deal subdual damage. The cleric will start with *bleed* or *prayer* (depending on APL), and then keep the rest of his team alive.

If the adventurers use real damage, and kill one of the AoL soldiers, then the rest of the soldiers will stop attacking with subdual damage. If half the wolfpack is killed, incapacitated, or neutralized, the rest attempt to flee. If that is impossible, they surrender. If Davyth falls or is incapacitated, the rest flee or surrender.

Terrain and Environment:

Wind: The Stark Mounds are a very windy place. The wind is currently strong, which imposes a -2 circumstance penalty on all ranged attacks and Listen checks. Tiny or smaller creatures are knocked prone and flying Medium (or smaller) creatures are blown 1d6x10 feet back by the force of the wind (Fort save DC 10 resists). Creatures on four legs can ignore the knock down.

Elevation: There is only a low hill to the northeast and another to the south.

Undergrowth: Every part of the map that is not part of the PCs' campsite is considered to have undergrowth and is difficult terrain. Each square of move counts as two squares (10 feet) of movement, and each square of diagonal move counts as 3 squares (15 feet). In addition, it is impossible to run or charge through undergrowth. Undergrowth provides concealment and increases the DC of Tumble and Move Silently checks by 2.

Trees: At your option, there can be small trees around. A creature standing in the same square as a tree enjoys a small amount of cover, gaining a +2 bonus to Armor Class and +1 bonus on Reflex saves.

DM Note: The EL for this encounter has been reduced by one as the warriors only seek to subdue the PCs (not kill them) and because they can be fairly easily routed (as mentioned above).

APL 4 (EL 6)

☛ **Davyth ap Donalt:** Male Human Rog2/Ftr2; hp 30; see Appendix I.

☛ **Rhyfelwr 1:** Male Human Ftr2; hp 18; see Appendix I.

☛ **Rhyfelwr 2:** Male Human Ftr2; hp 18; see Appendix I.

☛ **Rhyfelwr 3:** Male Human Ftr2; hp 18; see Appendix I.

☛ **Cyvrin:** Male Human Wiz2; hp 8; see Appendix I.

☛ **Diwinyth:** Male Human Clr2 of Ehlonna; hp 14; see Appendix I.

APL 6 (EL 8)

☛ **Davyth ap Donalt:** Male Human Rog2/Ftr4; hp 48; see Appendix I.

☛ **Rhyfelwr 1:** Male Human Ftr3; hp 27; see Appendix I.

☛ **Rhyfelwr 2:** Male Human Ftr3; hp 27; see Appendix I.

☛ **Rhyfelwr 3:** Male Human Ftr3; hp 27; see Appendix I.

☛ **Cyvrin:** Male Human Wiz3; hp 12; see Appendix I.

☛ **Diwinyth**: Male Human Clr3 of Ehlonna; hp 21; see Appendix I.

APL 8 (EL 10)

☛ **Davyth ap Donalt**: Male Human Rog2/Ftr6; hp 66; see Appendix I.

☛ **Rhyfelwr 1**: Male Human Ftr5; hp 45; see Appendix I.

☛ **Rhyfelwr 2**: Male Human Ftr5; hp 45; see Appendix I.

☛ **Rhyfelwr 3**: Male Human Ftr5; hp 45; see Appendix I.

☛ **Cyvrin**: Male Human Wiz5; hp 19; see Appendix I.

☛ **Diwinyth**: Male Human Clr5 of Ehlonna; hp 34; see Appendix I.

APL 10 (EL 12)

☛ **Davyth ap Donalt**: Male Human Rog2/Ftr8; hp 84; see Appendix I.

☛ **Rhyfelwr 1**: Male Human Ftr7; hp 63; see Appendix I.

☛ **Rhyfelwr 2**: Male Human Ftr7; hp 63; see Appendix I.

☛ **Rhyfelwr 3**: Male Human Ftr7; hp 63; see Appendix I.

☛ **Cyvrin**: Male Human Wiz7; hp 27; see Appendix I.

☛ **Diwinyth**: Male Human Clr7 of Ehlonna; hp 48; see Appendix I.

DM Note: If the PCs kill any Army of Liberation members, they receive the *Disfavor of Morgan Hazeleye* (see the Treasure Summary).

Encounter Two: The Exchange at Chimney Rock

After several more days of traveling, the PCs arrive at Chimney Rock.

It is a cold and blustery evening when you finally arrive at Chimney Rock. The wind rushes down from the Crystalmists and whips across the Stark Mounds. The shrubs, grasses, and few stunted trees provide little break to the wind, as it whistles around Chimney Rock.

Chimney Rock is a sandstone hill, worn down by erosion and the winds and time, until only the core remains. The hill is tall and very distinctive, as the narrow formation resembles its namesake.

The PCs arrive at Chimney Rock several hours before the giants do. They can explore the locale as much as they want, but find nothing of great interest. They are free to

set up in the area as they see fit. After a few hours pass in game, read the following,

From the west, in the direction of the Winding Road that leads from Gorna across the Stark Mounds into Sterich, come the stone giants. There are eleven of them. They are all completely hairless, and their stark frames look like they were chiseled from rock. They are barefoot and their main clothing are aprons tied around their waists. The pockets of the aprons bulge and large tools hang from their belts. It is near twilight, and despite the coming darkness, large shadowy shapes move in to positions nearby, while a central form, that of an immense male stone giant, moves forward slowly to keep pace with the human male beside him.

The man in question matches the description of Ioan, and he looks no worse for wear. He is bound by a simple rope around the waist and hands, but otherwise is unharmed and looks to be in relatively good shape.

☛ **Ioan ap Gwyndred**: Male Human War3; hp 23; see Appendix I.

☛ **Stone Giants (10)**: hp 126 each; see *Monster Manual*.

☛ **Stone Giant Elder**: hp 126; see *Monster Manual*.

Although the stone giants have set up the drop, they do not trust the Gyri or their allies, and are apprehensive. They are constantly alert and expect treachery at the hands of the “Tyv” (literally “thieves” or “squatters” in giant, but the giants use it to refer to all PC races).

The stone giants do not attack unless the party attacks first. If they are attacked, the giant kill Ioan first and then try to crush the PCs for their faithlessness.

When the giants are 120 feet away from the PCs, they come to a stop. Their leader, Tarn Andresson, addresses the PCs unless they have been addressed first.

“Little ones! You are here. I am Tarn Andresson of the 16th Degree of the 4th Losje. We bring your standard bearer, as agreed. Do you have the head of Hans Thorsten of the 24th Degree of the 4th Losje?”

Tarn is the only giant who speaks with the PCs. All the others are silent. He asks the PCs do bring forth the head of his Stonefellow Hans Thorsten. After he sends a giant out to make sure the head is inside and intact, he unties Ioan and lets him walk over to join the PCs.

The PCs can seek to engage Tarn in conversation, but stone giants are withdrawn and reserved by nature. In addition, Tarn does not really trust the smaller races. He believes them to be inconstant, feckless, and arbitrary, which is a bad thing to a stone giant.

However, the PCs can draw him into conversation with a successful Diplomacy check (DC 15) as Tarn starts unfriendly and needs to have his attitude improved to at least indifferent. The PCs cannot improve his reaction to friendly at this time. There is just too much suspicion built up.

When role-playing Tarn keep the following things in mind.

- Like most stone giants, Tarn and his ten Stonefellows brethren here are neutral in alignment and do not detect as evil.
- All the stone giants are part of a brotherhood that extends throughout their society. They refer to each other as Stonefellows.
- The degrees used by Tarn is their ranking within the brotherhood. There are 36 degrees. Each one signifies ten degrees of a circle. Ten is a very powerful number to stone giants. Eleven is more so (10 plus 1).
- Each of their villages (typically cavern complexes) are called a Losje. They are numbered in order of founding. Under no condition will Tarn reveal the location of any of the losje.
- The Crystalmists, the Hellfurnaces, and all the lands west of the Javan River are part of Jotenheim (*yo-ten-heim*, tr. giant home). The government of Jotenheim is the Jotenreike or just Reike (*rye-kah*, tr. giant empire).
- The stone giants serve the Sakhut. The Sakhut are powerful and mighty giants. They rule all the giants because they are bigger and stronger. The Sakhut are bigger and greater than the cloud giants. There are very few Sakhut and they are all related.
- The Sakhut returned not long ago after being away for a long time. Tarn has never met a Sakhut in person. He does not know where the Sakhut were or why they returned.
- The stone giants love to build with stone, whether it be temples, fortresses, bridges, aqueducts, and roads. They also love sculpture and make incredible works of art. Some of them can be enchanted to seem alive.
- The Sakhut have promised the stone giants great building projects. For the most part, the Sakhut have delivered.

- The stone giants are rather ambivalent on the war. It distracts them from their work and building, but the Sakhut have reclaimed large swaths of land, which gives the stone giants more room to build.
- Under no condition will Tarn discuss the monoliths. If the PCs wish to discuss a truce, he is willing to listen, but he makes no commitments at this time.

When the parley has concluded, Tarn closes with:

"Hammer, chisel, compass, square. Stone is formed. Stone is shaped. Stone is carved." The giants then turn and begin walking away, heading toward the northwest and the Winding Road.

Assuming that everything goes smoothly, Ioan thanks the heroes, and explains that while he was well treated, it is good to be free.

If the PCs ask him about his capture, Ioan explains of his capture by the stone giants. He had been with Cadofyth Parn but Ioan was overrun by the stone giants and taken captive. He does not know what became of Parn.

He also mentions that the stone giants have made this exchange without consulting with the cloud giants or the feared Sakhut. If the stone giants are willing to make this exchange, perhaps one day they would be willing to break with the Sakhut and become allies with the Gyri.

If asked about the Gonfalon, Ioan says quietly it was lost, and he has no idea where it is.

When the PCs leave Chimney Rock, go to **Encounter Three**.

Encounter Three: Finding the Gonfalon

Once the PCs have Ioan, they should start to head north back to Caer Rhiniog and Preston. The return trip takes five days of riding. If the PCs try to *teleport*, proceed to **Teleport Problems** below.

Along the way, Ioan feels the presence of the Gonfalon and wants the PCs to help him free it. Ioan feels this presence even if the PCs are *wind walking*, flying, or in the Shadow or Ethereal planes. Proceed to **The Ogre Encampment** below.

Teleport Problems

If the PCs try to *teleport* back to Preston from Chimney Rock, they are in for a rude surprise. The Sakhut have laid a temporary trap for teleporting Tyv (that would be

any of the PC races). Unless the *teleport* spell incorporates a certain giant rune, persons traveling astrally this way are pulled off their intended course and into a securely warded and protected oubliette in a giant citadel in the northern Crystalists.

Once the *teleport* spell is cast and the PCs are traveling astrally, ask the caster to make a Spellcraft check (DC 15). With a successful check she notices that she is being purposefully pulled off her intended course. The caster can make another Spellcraft check (DC 29) to know that the magic is conjuration and a based on the 9th level *refuge* spell.

The caster can fall out of the astral immediately and back onto Oerth, or she can attempt to resist the pull (Will save DC 32). Only the caster can make the save; the other PCs are along for the ride. If the caster fails, she and anyone accompanying her in the teleport are pulled northwest toward the giant's oubliette. If the caster succeeds, they may complete the teleport; however, Ioan senses the Gonfalon calling to him and requests the PCs drop out of the Astral immediately. If they don't, proceed to **Conclusion: The Gonfalon is lost.**

The caster can then drop out of the astral at this point or try to resist again. Explain to the caster that the pull is nearly irresistible and that the destination is likely a very bad place.

A second failed save results in the caster and all the PCs being captured by the Sakhut. They are teleported into the oubliette, where they are slain and eaten without hope of resurrection (*true resurrection* is not available in Geoff). The characters are removed from the campaign.

Regardless of when the PCs step out of the Astral, they are near the giant camp. Go to **The Ogre Encampment** below.

The Ogre Encampment

This encounter is set in the northern part of the Stark Mounds. It doesn't matter exactly where, but it should happen a couple days after the PCs leave Chimney Rock but before they reach the Oytwood. Just place it along the PCs' path as they journey back to Caer Rhiniog.

With Ioan safely in your care, you begin to head toward Preston and Caer Rhiniog. Ioan, despite his capture, is in good shape, though the separation from the Gonfalon weighs heavy upon him.

Ioan recounts the terrible siege, the mighty flying giant fortress, the death of the brave Gyri, and of course, the events of his own capture. Ioan expresses his own uncertainty as to why the stone giants defied their commanders, and why they were willing to free

him. But as the hours pass, his thoughts turn to the Gonfalon, and the weariness you noticed before takes on a monumental aspect.

The PCs may want to ask questions of Ioan. They can do so at this point as they have several days of travel before Ioan feels the Gonfalon. At some point in the northern Stark Mounds, the PCs come near a giant camp and Ioan feels the banner's presence. When he does, read the following.

Suddenly, Ioan gasps with shock, and his eyes turn towards the nearby hills. "The Gonfalon! It is near! Over that rise! I'm sure of it!"

Ioan scrambles towards the direction with careful consideration for his footing. Over the next rise, you can see his reasons for careful movement. There is an encampment of large humanoid forms surrounding a spit where a small herd of cattle is being roasted and other small creatures are being consumed whole.

"It's there. I know it is," Ioan says, looking a bit more fervent in his posture. "We have to get it back. They can't keep it. You have no idea what it could do in their hands."

Ioan seems ready to attempt to retrieve the banner himself if necessary. The giants and humanoids have not seemed to have noticed you yet.

The encampment itself is a rough-hewn clearing that is about 100 ft. in circular diameter. There are no immediate guards on duty, as the inhabitants of the camp are fairly certain no sane person would be present. The Gonfalon is currently wadded up and stored with other captured "treasure" by the scouting party. This scouting party that has camped, ignorant of what they hold, are keeping it because of the faint magical radiance it has. The party has several options on how to proceed.

Unless the PCs make efforts to hide themselves, there is a chance for every five minutes of real time that the party debates action that the few sentries that are present will notice the party (Spot DC 25 first time, 20 second, 15 third, etc). If the party is detected, they will lose the free surprise action.

It is possible for the party to sneak in and retrieve the Gonfalon. It would require both careful planning and a series of twelve separate checks (Hide and Move Silently DC 15, Hide and Move Silently DC 15, Hide and Move Silently DC 15, Hide and Move Silently DC 20, Hide and Move Silently DC 20, and Hide and Move Silently DC 15). If the party is successful, the giants are none the wiser.

The party can always attack. They get a surprise round before the camp occupants can react. See **DM Aids: Map #3** for a map of the orc and ogre encampment.

Regardless of how the PCs obtain the Gonfalon, if they do so, go to **Encounter Four**.

The party can pass on the Gonfalon entirely if they should wish to, though Ioan attempts to break free of the party and recover the Gonfalon himself. If successful, he attempts to sneak in and steal the Gonfalon, but is noticed and killed. Go to **Conclusion: The Gonfalon is lost**.

Terrain and Environment:

Wind: The Stark Mounds are a very windy place. The wind is currently strong, which imposes a -2 circumstance penalty on all ranged attacks and Listen checks. Tiny or smaller creatures are knocked prone and flying Medium (or smaller) creatures are blown 1d6x10 feet back by the force of the wind (Fort save DC 10 resists). Creatures on four legs can ignore the knock down.

Iced Gully: The PCs are looking down at the camp from atop a hill. The path down to the camp is difficult primarily because there is a gully 20 foot deep and nearly 10 feet across. The gully's slopes are iced and would be quite difficult to jump across. A Climb check (DC 20) gets them to the bottom of the gully.

Because of the patrols, the PCs need to continue to Move Silently and Hide to avoid being spotted. There are some rock ledges the PCs can use to jump across the gully rather than climbing all the way down. A Jump check (DC 15) gets them from one side of the gully to the other, once they have climbed down into the gully. At the bottom of the gully are bones, trash, dung, and any other trash the ogres and orcs have thrown in there. Landing on the trash could be dangerous to the PCs as well as make a good bit of noise.

Elevation: There is a low hill to the northeast where the gully peaks and another to the south. Both hills leading down to the campsite are icy and very slippery. Balance checks (DC 20) are required to get down the hills without falling.

Tactics: The orcs and ogres of this group are very well trained. The ogres drive the orcs in front of them, using them to soak up attacks of opportunity and occupy the enemy. The ogres then attack the weakest of the adventurer's front line. The orcs rage immediately, but the ogres reserve their rage until they feel they have a tough fight on their hands..

At APL 6 and up, the ogres have the Die Hard feat, and continue to fight until they reach -10 hit points.

DM Note: The EL for this encounter has been reduced by one as the PCs have surprise (except as noted above).

APL 4 (EL 5)

☛ **Orc Shock Troopers (4):** Male Orc Bbn1; hp 11; see Appendix I.

☛ **Ogre Shock Trooper (1):** Male Ogre Bbn1; hp 51; see Appendix I.

APL 6 (EL 7)

☛ **Orc Shock Troopers (4):** Male Orc Bbn2; hp 21; see Appendix I.

☛ **Ogre Shock Trooper (1):** Male Ogre Bbn1/Ftr2; hp 72; see Appendix I.

APL 8 (EL 9)

☛ **Orc Shock Troopers (8):** Male Orc Bbn2; hp 21; see Appendix I.

☛ **Ogre Shock Troopers (2):** Male Ogre Bbn1/Ftr2; hp 72; see Appendix I.

APL 10 (EL 11)

☛ **Orc Shock Troopers (8):** Male Orc Bbn2/Ftr2; hp 39; see Appendix I.

☛ **Ogre Shock Troopers (2):** Male Ogre Bbn1/Ftr4; hp 93; see Appendix I.

Encounter Four: Speaking with Bedwyn's Hand

If the PCs are riding, they have about three days travel ahead of them as continue their journey.

The PCs are free to teleport now, as the Sakhut's trap has been triggered by someone else and is no longer functioning. However, the Gonfalon does not leave the Flanaess. It will not enter the astral, ethereal, or shadow planes. If the PCs travel using spells that access these planes, the Gonfalon is left behind. Ioan knows this and can warn the PCs about this feature.

If the PCs decide to travel using some sort of flight, they run into difficulties along the way (see below).

After recovering the Gonfalon, the rest of the trip toward Caer Rhiniog is relatively peaceful. Ioan remains very reflective.

As you near the Oytwood, a deep and thick fog starts blanketing the area. Obscuring vision to five feet and promising that your trip home will be a long one indeed.

Because of the fog it would be impossible for characters to stay together or to navigate using a *wind walk* spell or *overland flight*. Even with knowing the direction of north they would have no landmarks to navigate. To make their way home they must travel close to the ground under the tree cover, along the path that leads north through the forest and past Preston.

When the PCs are near to Preston, they encounter a winter storm.

You are close to Preston when you the snow first starts to fall. Within minutes, thick flakes are tumbling from the sky, as a snowstorm comes upon your band. Visibility shrinks quickly, and you can feel the cold and wetness growing. Preston offers shelter, a hot meal, and respite from the snow.

With the worsening weather, the PCs had best seek shelter. If they continue through the storm, they can become lost and perhaps get separated. The best shelter around is Preston. The PCs can easily reach the town after another hours of travel.

If the PCs studiously avoid Preston, then just move this encounter to Caer Rhiniog (assuming that is where the PCs are headed). Morgan is away from the fort when they arrive, so they are shown to a mess hall tent, and that is where Gareth finds them.

You arrive in Preston and escape the storm. The Smiling Frog never looked better. The fire is warm and there is a delectable assortment of food and drink available.

While you are warming and refreshing yourselves, you a soldier in the army of liberation comes in from the cold. "Did you hear the latest from Hochoch?" he asks of the innkeeper. Without waiting for a response, the soldier continues in a rush. "Llwyres Blackblade just appointed Siwan merch Llyneth as High Exchequer."

Looks of concern flicker over the faces of the patrons. "Can a regent do that?" the innkeeper asks. No one answers.

PCs can make a Knowledge (nobility) or Bardic Knowledge check (DC 15) to know that Siwan merch Llyneth was the former Elder of the Town Council of Hochoch. The High Exchequer keeps the treasury of the Grand Duchy and is a member of the High Court of Geoff.

The PCs can also make a Knowledge (nobility) or Bardic Knowledge check (DC 20) to know that under Geoff law, it is unclear whether regents have the power to appoint members of the High Court.

As you sit by the fire, you are approached by a craggy-faced veteran. "My employer would like a few words with you. He's come all the way from Hochoch and has been waiting for you for a couple days. He's in the private room. I'll show you back, when you are ready." The veteran wears finely made chainmail and wears a stylized oak tree as a house symbol on his surcoat.

The veteran is a warrior in the service of Bedwyn the Fat. He is here as the bodyguard to Gareth, Bedwyn's Seneschal. Seneschals in Geoff are often known as Hands. In this case, Gareth is Bedwyn's Hand.

♣ **Gareth of Newbridge:** male human Ari4/Exp2; hp 31; Bluff +6, Diplomacy +12, Sense Motive +9.

PCs can make a Knowledge (nobility) check or a Bardic Knowledge check (DC 10) to know that the Old Oak is the symbol of the cantrev of Arweth. Arweth is ruled by Bedwyn the Fat.

The veteran leads you to a private room in the back of the Smiling Frog, where you meet a finely dressed gentleman, who has a bearing of both importance and wealth. The gilded purple and gold robes are woven in unique designs, and the man bows to each of you.

"My name is Gareth of Newbridge, Seneschal to Llwyres Bedwyn the Fat." The man begins in a luxurious voice that is clear and direct, "and I have come from my lord to seek out the bearer of the Gonfalon, and those who heroically have seen to his good fortune. I am to bear to each of you the promised sum of 300 lions." He gestures to a small coffer on the table.

If the PCs open the coffer, they find 300 golden lions per PC.

Gareth sits and continues. "I also would like speak with Ioan regarding the situation in which he now finds himself. My lord sees a dire situation developing should Ioan stay in Preston, and should Llwyres Blackblade gain the Gonfalon in the Brenin's absence. Would you hear my counsel, standard bearer?"

Ioan looks to the party, and then back to the gentleman. "What do you have to say?"

Gareth is a tall lanky fellow, and speaks with carefully worded responses. Gareth portrays Bedwyn as a noble lord, who has gone to great lengths as of late to address

the issues of the people. Indeed, the money for the recent works in Hochoch has been funded by Bedwyn, and Bedwyn is responsible for the recent upgrades in the defenses in Preston.

If the PCs try to Sense Motive on Gareth, a successful check (DC 15) reveals that he seems quite concerned, but he is choosing his words very carefully.

Gareth was sent to Preston shortly after the party left to retrieve Ioan from Chimney Rock. Bedwyn has heard many disturbing rumors that Sierra Blackblade had sought the Gonfalon for other reasons, perhaps even to declare a claim to the throne herself. Therefore, he sent Gareth to Preston to solicit Ioan to return with the Gonfalon to Hochoch and give it to Bedwyn.

Assuming the PCs are interested in hearing what Gareth has to say, he tells Ioan and the PCs the following.

“Ioan, you have a special connection with the Gonfalon. It is well known that the banner has a way of finding you.”

Ask the PCs to all make Bluff checks as Gareth looks closely at them and makes a Sense Motive check. If Gareth succeeds, he adds:

“Or perhaps the Gonfalon has already found its way back?”

He then continues.

“It is my lord’s concern that Llwyres Blackblade will not be content with the regency. She has already claimed Dusk, the Brenin’s sword of state, and now she is appointing members of the High Court. Owen has been gone less than a season, and already she is assuming power and privileges that are not those of the regent. If she keeps the Gonfalon in her possession, she could easily set young Rhys aside and appoint herself Brenines.”

“Bedwyn wishes you to consider coming to him outside of Hochoch. With the Gonfalon there, Blackblade will not have the power to claim the Griffon Chair.”

Gareth is smooth. His goal is to convince the party not to immediately trust Blackblade and trust Bedwyn instead. Gareth stops short of anything that might catch him in a lie. He also seeks to convince the PCs that Sierra Blackblade is a bad choice to keep the Gonfalon. If Gareth believes that the PCs are favorable toward Blackblade, he chooses his words carefully.

He uses arguments such as those listed below. Fit these into a conversation with the PCs.

“The Blackblades have many dark secrets. You know how they got their name? Or Blackblade’s rather unique looks? Oh, they’ve got many skeletons in that closet. Open the door and take a peak.”

If the PCs ask about these secrets, Gareth tells that the Blackblades were originally named for the sword Blackrazor, which was carried by the founder of the line – Gregor Blackblade. The sword is said to eat people’s souls. Gregor carved a cantrev out for himself by killing the llwyr and claiming the country. Even though the Blackblades lost the cursed sword (as all of its owners seem to do with regularity), they have a reputation for cruelty and madness.

“Blackblade leads best from the back. Have you heard the tales of her exploits at Derelion and Gorna? Not exactly the warleader the Gyri need.”

If asked about this, Gareth tells the PCs that Sierra Blackblade fled from Derelion when the Shadow Dragon arrived. Later, at Gorna she was knocked out by a friend, tied to her horse which was sent galloping from the battle.

“And even if you trust Sierra Blackblade herself, she is not the only Blackblade. There are other acorns in her family that have not fallen so far from the family tree.”

If asked to explain, Gareth mentions that Sierra has several relatives who are developing a reputation for anger and violence. He advises the PCs to ask around Geoff if they wish to know more.

The PCs are likely to have a couple of questions for Gareth. The three most likely are listed below. If the PCs have other questions, come up with the answers as best you can.

Q. Doesn’t Bedwyn wish to become Brenin as well?

“What Gyric lord doesn’t dream of becoming Brenin? Bedwyn has his cantrev. He has land and money. He can lead the fight against the giants. He would make a fine Brenin.”

Q. What about Owen’s son Rhys?

“He’s a fine infant, I’m sure. But he’s an infant. We need a man to lead us in a war now. There is no time to wait for the child to grow up.”

Q. What do we get out of the giving the Gonfalon to Bedwyn?

“Because Bedwyn remembers his friends and rewards them. Doesn’t Ser (fill in PC’s name here) have such a pleasant ring to it?”

Yes, this does mean that Gareth is willing to promise peerage to any PC who delivers the Gonfalon to Bedwyn and Bedwyn is able to declare himself as Brenin. Gareth also mentions other rewards (those available with Bedwyn's favor) to entice the PCs if they seem susceptible.

When the conversation draws to a close, Gareth concludes with:

"But don't take my word for this. Why don't you ask another? Rhys of the Ash, Tain of the Prydythi is nearby in Merrymeet. He can tell you many stories."

The PCs who make a Knowledge (local) or Bardic Knowledge check (DC 10) know of Rhys of the Ash. He is a very prominent bard and storyteller. He is well respected throughout Geoff. The Tain is the leader of the Prydythi.

PCs can make a Knowledge (geography) check (DC 12) to know that Merrymeet is the Old Faith druidic ringstones site near Preston. The PCs can ask any natives of Preston to find out where it is.

Ioan, listening to the conversation, offers up very little in opinion at this time. He is a bit overwhelmed by nobility and Gareth is much higher in social rank than he is. He does not venture his opinion until Gareth has left.

Once Gareth leaves, Ioan comes out in support of sending the Gonfalon to Sierra Blackblade. She is the duly appointed regent and the ultimate commander of the Army of liberation, and he is a loyal soldier. He is curious as to what Rhys of the Ash has to say.

Ioan respects the recommendations of the PCs and follows their advice even if the PCs decide to take the Gonfalon to Bedwyn. He does recommend talking to Rhys before traveling to Hochoch if the PCs decide to take the Gonfalon to Bedwyn.

After Gareth leaves, Bedwyn's Hand makes his way to his mercenaries to prepare an ambush if the party heads to Caer Rhiniog to give the Gonfalon to Blackblade.

If the PCs decide to go talk to Rhys, go to **Encounter Five**. If the PCs decide to travel to Caer Rhiniog and give the Gonfalon to Sierra Blackblade, go to **Encounter Six**. If the PCs decide to travel to Hochoch and give the Gonfalon to Bedwyn the Fat, go to **Encounter Seven**.

Encounter Five: Visions of the Past

If the PCs decide to speak with Rhys of the Ash, they find him at Merrymeet, the Old Faith druidic circle to the west of Preston. The PCs should probably wait for the

snowstorm to blow over, which happens later that night. The PCs can go to Merrymeet the next morning.

You leave Preston and travel less than an hour through the snowy forest to Merrymeet, where you expect to find the famed Geoff bard Rhys of the Ash.

You find Rhys in a teepee near the druid's circle. He looks old and frail. A single smoldering fire in the center of the tent feeds smoke upwards to the gap at the top of the teepee. The air is thick with the smell camphor, sage, and pine. Next to Rhys is an exquisite harp. He runs his hands across the strings idly.

Rhys looks at each of you with a cynical gaze. "A man can't even die in peace, can he? Well, come on. You've got questions. Your type always has question. We don't have all day."

Rhys (*rees*) is an old, old man, now in his mid 80s. He has snow white hair that is worn long and bound with a leather cord behind his neck. He has a short beard and a mustache. His eyes are a dark brown and still have a merry sparkle to them. He still has most of his teeth (not bad for an 80-year-old).

♣ **Rhys of the Ash:** male human Brd14; hp 77; Perform (stringed instruments) +21.

Rhys is cranky. He doesn't suffer fools easily and is blunt to the point of rudeness. Despite this, Rhys has a good heart. He is kind and generous.

The PCs are likely to want to know several things from Rhys.

If the PCs ask about the history of Sierra Blackblade or the "skeletons" in her closet, Rhys tells them the following story.

Rhys smiles and begins plucking at his harp. "What tales do I know of Sierra Blackblade? Well, she's a Blackblade by marriage, not by birth. This is fortunate. For the Blackblades have a dark legacy. But that is not her tale."

"Sierra's tale is different. Do you know the story of her mother Elenia? I suppose you don't. She was the daughter of a minor noble in Sterich. A beautiful lady but cold of heart. Her looks were so renowned that suitors would come from far and near. But she would have nothing to do with any of them."

"This went on for years until one man appeared. He had the voice of a lark. He could sing and dance. He recited poetry and it was said honey literally dripped from his tongue. His skin was like polished alabaster and strangest of all, his eyes glittered like rubies."

“Charming to a fault he wooed her like nobody else possibly could. Elenia fell in love and gave herself to him. The morning after, the suitor was gone. He never returned to Sterich, and he left Elenia with a broken heart and a child.”

The PCs may recognize the suitor. It sounds very similar to an Unseelie sidhe named Gaunt.

If the PCs ask Rhys if Sierra Blackblade would make a good Brenin, read the following:

“Sierra is like the oak. She is uncompromising and straight. She will not bend no matter how the wind will blow. Have you been in a forest when the wind is strong enough to blow down trees? To rule a country such as Gyruff means to adjust and adapt. Sierra has never been able to truly handle change.”

If the PCs ask if Bedwyn the Fat would make a good Brenin read the following:

“Bedwyn is like the willow. He will bend toward any interest that draws or pushes him. Bedwyn wants to be Brenin, pure and simple. He is an opportunist and is grasping and possessive. Bedwyn thinks Hochoch is “his” town and the people their are his too. Don’t confuse this with some sort of nurturing father relationship. It’s a sense of ownership.”

If the PCs ask what the Gonfalon would do when two nobles vie for control, read the following:

Rhys’ face becomes grim. “The Gonfalon is more than a symbol. It is an artifact that gives us strength in battle. It hardens the Flannae and spurs us to great deeds in battle.”

“But this power can a curse when Gyru fights against Gyru. The banner helps all those with Flannae blood, regardless of which side they are on. Battles are bloodier. The dead stack higher. Too many times has the Gonfalon turned a battle into a massacre.”

“It may be that the god punish us for abusing our gift. But I dread the carnage when the Gonfalon is carried into battle against other Gyri.”

If the PCs ask what they should do with the Gonfalon, read the following:

“You have a choice before you. You see, if you give the Gonfalon to Bedwyn, he’ll certainly declare himself the new Brenin. If it remains with Sierra, she will be Brenin in all but name. Both paths lead to uncertainty and strife.”

“There is a third option. It isn’t something you should take lightly. There is a place that only a few

know about where the Gonfalon can rest away from those who would abuse its purpose.”

“I was dying. As all prydythi, I go to the Cairn of Song. There I will find the rest that I so desperately need. I could show you the way. You could lay the Gonfalon aside until the seasons change and it is time for it to be revealed again. But it is your choice.”

If the PCs do not speak Ioan does:

Ioan shakes his head. “I am the bearer, but you have, through your bravery, rescued the Gonfalon. What are your thoughts? What direction should I take? I value your judgment, for this is no easy decision.”

Allow the players to discuss. Rhys answers what questions he can, and offers limited guidance. Ioan will remain silent for the discussion, getting a feel from what the players decide.

The party has fulfilled their requirements by bringing Ioan to Preston. They are free to choose whatever they wish to do, without immediate fear of reprisal.

If the PCs choose to return the Gonfalon to Sierra Blackblade, go to **Encounter Six**. If the PCs choose to give the Gonfalon to Bedwyn, go to **Encounter Seven**. If the PCs choose to take the Gonfalon to the Cairn of Song, proceed to **Encounter Eight**.

Encounter Six: Taking the Gonfalon to Blackblade

Deciding that the Gonfalon should remain with the Army of Liberation, you head north for Caer Rhiniog.

You are quickly made ready and sent northward. Hours pass without incident as you walk through the snow.

The ambush is set up by Gareth to prevent the Gonfalon from reaching Sierra Blackblade. The mercenaries are hiding in the woods along the forest road that leads from Preston to Caer Rhiniog. PCs who make a Spot check (DC 10 + the APL) notice the mercenaries and are not surprised.

At APLs 8 and 10, the cleric has placed a *glyph of warding* (blast) on the road (covering 25 sq. ft. or 35 sq. ft in a line across the entire road). The glyph goes off when the Gonfalon passes over it. The blast is the signal for the mercenaries to attack. At APLs 4 or 6, the mercenaries wait until the PCs are in a good ambush spot, then attack.

APL 8 or 10 (EL 6)

✦ **Glyph of Warding (Blast):** CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* (blast), 10th level cleric, 5d8 sonic, DC 14 Reflex halves); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device 28.

The PCs cannot travel using *teleport* or similar spells without leaving the Gonfalon behind. If the PCs are flying, then all the mercenaries have just consumed *potions of fly*, and they attack the PCs in the air. There is no chance of surprise in that case, however.

There is nothing on the mercenaries to implicate Gareth or Bedwyn. If the PCs drive off the mercenaries, and continue on to Caer Rhiniog, proceed to **Conclusion: The Gonfalon is given to Sierra Blackblade.**

Tactics: The thugs are after a quick victory, and attack brutally to get it. If possible, the archer and spiked chain wielder pair off, keeping the spiked chain in between the archer and the enemy, but moving in close to allow the spiked chain to make attacks. If possible, the glaive-wielder and the short sword-wielder work together to bring down one opponent at a time.

The sorcerer concentrates on spellcasters, particularly arcane spellcasters. He begins the combat by casting *shield* and hammers any spellcasters with his spells. The cleric uses his spells to assist his comrades as best as he can.

Terrain and Environment

Forest Road: This 20 foot wide road curves through the forest. It is covered in snow and counts as difficult terrain. Each square counts as two squares (10 feet) of movement, and each square of diagonal move counts as 3 squares (15 feet). In addition, it is impossible to run or charge through the snow.

Undergrowth: Every part of the map that is not on the Forest Road is considered to have undergrowth and is difficult terrain. Each square of move counts as two squares (10 feet) of movement, and each square of diagonal move counts as 3 squares (15 feet). In addition, it is impossible to run or charge through undergrowth. Undergrowth provides concealment and increases the DC of Tumble and Move Silently checks by 2.

Trees: There are many small trees around. Place them as you see fit. A creature standing in the same square as a tree enjoys a small amount of cover, gaining a +2 bonus to Armor Class and +1 bonus on Reflex saves. There are several large trees on the map, as well. A large tree occupies an entire square and provides total cover to a character standing behind it.

APL 4 (EL 7)

✦ **Mercenary Leader:** Male Human Rog2/Ftr2; hp 30; see Appendix I.

✦ **Mercenary Fighter 1:** Male Human Ftr2; hp 18; see Appendix I.

✦ **Mercenary Fighter 2:** Male Human Ftr2; hp 18; see Appendix I.

✦ **Mercenary Sorcerer:** Male Human Sor2; hp 8; see Appendix I.

✦ **Mercenary Cleric:** Male Human Clr2 of Zilchus; hp 14; see Appendix I.

APL 6 (EL 9)

✦ **Mercenary Leader:** Male Human Rog4/Ftr2; hp 42; see Appendix I.

✦ **Mercenary Fighter 1:** Male Human Ftr3; hp 27; see Appendix I.

✦ **Mercenary Fighter 2:** Male Human Ftr3; hp 27; see Appendix I.

✦ **Mercenary Fighter 3:** Male Human Ftr3; hp 27; see Appendix I.

✦ **Mercenary Sorcerer:** Male Human Sor3; hp 12; see Appendix I.

✦ **Mercenary Cleric:** Male Human Clr3 of Zilchus; hp 21; see Appendix I.

APL 8 (EL 11)

✦ **Mercenary Leader:** Male Human Rog6/Ftr2; hp 54; see Appendix I.

✦ **Mercenary Fighter 1:** Male Human Ftr5; hp 45; see Appendix I.

✦ **Mercenary Fighter 2:** Male Human Ftr5; hp 45; see Appendix I.

✦ **Mercenary Fighter 3:** Male Human Ftr5; hp 49; see Appendix I.

✦ **Mercenary Sorcerer:** Male Human Sor5; hp 19; see Appendix I.

✦ **Mercenary Cleric:** Male Human Clr5 of Zilchus; hp 34; see Appendix I.

APL 10 (EL 13)

✦ **Mercenary Leader:** Male Human Rog7/Ftr2/ShdwDncr1; hp 68; see Appendix I.

👉 **Mercenary Fighter 1:** Male Human Ftr7; hp 63; see Appendix I.

👉 **Mercenary Fighter 2:** Male Human Ftr7; hp 63; see Appendix I.

👉 **Mercenary Fighter 3:** Male Human Ftr7; hp 69; see Appendix I.

👉 **Mercenary Sorcerer:** Male Human Sor7; hp 27; see Appendix I.

👉 **Mercenary Cleric:** Male Human Clr7 of Zilchus; hp 48; see Appendix I.

Encounter Seven: Taking the Gonfalon to Bedwyn the Fat

If the PCs decide to give the Gonfalon to Bedwyn the Fat, Sierra Blackblade realizes that Ioan and the Gonfalon are missing very quickly (Ioan and the PCs were recognized in Preston) and send the Olwythi gan Gyruuff (Rangers of Geoff) after the PCs.

The PCs cannot travel to Hochoch using *teleport* or similar spells without leaving the Gonfalon behind. The PCs cannot take a boat up the river to Hochoch, as the river is partially frozen.

If the PCs are flying, the Olwythi gan Gyruuff use eagle animal companions to find the PCs. In this case, all the Olwythi have just consumed *potions of fly*, and they attack the PCs in the air. There is no chance of surprise in this case, however, but the rangers do use their incredible range.

The most likely course of action is that the PCs walk to Hochoch. The Olwythi scouting party tracks the PCs and uses their *longstrider* to catch up with the party.

Deciding that the Gonfalon belongs in the hands of Bedwyn the Fat, you head for Hochoch. At first, things seem to be going without incident. As you wind down the frost covered paths towards Hochoch, Ioan remains quiet, not convinced that this is the best course of action.

The rangers have flanked the PCs and have climbed trees. Divide the olwythi force in half and put them in trees on either side of the party. The olwythi are on branches about 20 feet above the ground.

Allow the PCs to make Spot checks against the Hide checks of the rangers. The rangers are 60 feet away from the edge of the road. So the PCs are at -6 to their Spot checks.

If the PCs drive off the rangers, and continue on to Caer Rhiniog, proceed to **Conclusion: The Gonfalon is given to Bedwyn the Fat.**

Tactics: The archers use their attacks to spoil spellcasting attempts (readying to disrupt spellcasters) whenever possible.

Terrain and Environment

Realstream Road: This 20 foot wide road curves through the forest. It is clear of obstruction.

Undergrowth: Every part of the map that is not on the Forest Road is considered to have undergrowth and is difficult terrain. Each square of move counts as two squares (10 feet) of movement, and each square of diagonal move counts as 3 squares (15 feet). In addition, it is impossible to run or charge through undergrowth. Undergrowth provides concealment and increases the DC of Tumble and Move Silently checks by 2.

Trees: There are many small trees around. Place them as you see fit. A creature standing in the same square as a tree enjoys a small amount of cover, gaining a +2 bonus to Armor Class and +1 bonus on Reflex saves. There are several large trees on the map, as well. A large tree occupies an entire square and provides total cover to a character standing behind it.

APL 4 (EL 7)

👉 **Olwythi Archers (6):** Male Wood Elf Rgr2; hp 12 each; see Appendix I.

👉 **Franko, Olwythi Leader:** Male Human Rgr4; hp 30; see Appendix I.

👉 **Wolf, Animal Companion:** hp 15; see *Monster Manual*.

APL 6 (EL 9)

👉 **Olwythi Archers (6):** Male Wood Elf Rgr3; hp 18 each; see Appendix I.

👉 **Franko, Olwythi Leader:** Male Human Rgr6; hp 45; see Appendix I.

👉 **Wolf, Animal Companion:** hp 30; see Appendix I.

APL 8 (EL 11)

👉 **Olwythi Archers (6):** Male Wood Elf Rgr5; hp 30 each; see Appendix I.

👉 **Wolves, Animal Companions (6):** hp 15 each; see *Monster Manual*.

👉 **Franko, Olwythi Leader:** Male Human Rgr8; hp 60; see Appendix I.

👉 **Bison, Animal Companion:** hp 42; see *Monster Manual*.

APL 10 (EL 13)

👉 **Olwythi Archers (6):** Male Wood Elf Rgr7; hp 42 each; see Appendix I.

👉 **Wolves, Animal Companions (6):** hp 30 each; see Appendix I.

👉 **Franko, Olwythi Leader:** Male Human Rgr10; hp 75; see Appendix I.

👉 **Bison, Animal Companion:** hp 42; see *Monster Manual*.

Encounter Eight: The Cairn of Song

The PCs have decided to take the Gonfalon to the Cairn of Song. Rhys shows them the way.

Rhys smiles as Ioan voices the third choice, and nods to each of you. "I cannot say it is easier, but it is a choice that will benefit Gyruff more than the other two."

Rising slowly, Rhys takes up his few belongings and his harp, and slowly makes his way outside of the teepee, stopping for a final time to look at the druidic circle.

"Time marches on and so shall we," he says in a matter-of-fact way. "I have little time left, and I must make my way to the resting place of my forefathers. There, the Gonfalon would be safe until such time as it is truly needed." Taking up his walking stick, Rhys turns and heads west into the Oytwood.

The Cairn of Song is west of the Oytwood along the southern bank of the Oyt River. It takes four days to get to the entrance to the Cairn of Song. The trail is not easily found, and cannot be marked for future reference due to the nature of the resting place.

Rhys answers any questions that might be asked and even tells them about the Cairn of Song. The Cairn is hidden in a fading land, which moves about the country. Only the Prydythi can find it, and only at certain times. It is the final resting place of the Prydythi, the storytelling lore masters of Gyruff. When the Prydythi grow old, they are drawn to this place so that their stories are not lost.

Ioan remains vigilant, but open about the decision. Rather than haggard by the experience, Ioan is rather calm, and is glad that the heroes are with him.

A half day after leaving the western edge of the Oytwood, Rhys stops and tells them that they have reached the path.

Rhys starts humming a tune. Your head swims with the melody and you find the words coming to mind, wanting to be sung by your lips. "If you wish to follow the ways of the old and see the Cairn of Song, you must sing. It doesn't matter if you can carry a tune in a bucket, just feel the song." And Ioan gives words to the melody.

(set to the tune of Men of Harlech)

*"Comes the call of Oerth and flower
To each Gyru at this hour.
Bind thy strength unto his power;
Llywellyn calls for thee!"*

*Armed with bows of crimson fluid
Warmed by sunlight is the druid.
Gyruff's foes shall greatly rue it.
Llywellyn calls for thee!"*

*Hear his call resounding
From the hills rebounding.
The echoes strong
Shall right the wrong,
Unnatural plans confounding.*

*Winter, too, shall join the chorus,
"Death to those stand before us!"
With the Cycle set before us,
Llywellyn calls for thee!"*

Give **Player Handout #2** to the PCs. Encourage the PCs to sing the song, but if they wish to simply read the words and make a Perform check (DC 5) that is sufficient.

PCs who don't sing (or fail the Perform check) do not enter the fading land. Read the following:

You walk along with your companions not joining in their song. As you walk, you see your companions fade away. Ioan and Rhys are gone. The tune lingers for a moment and you find yourself alone and the song is gone from your mind.

To those that sung, read the following:

You hear Rhys begin to sing in a strangely resonant tone, the hoarseness gone from his voice. He walks down a path only now becoming visible in the underbrush.

As you wind your way down the path your surroundings become misty, almost vanishing from your sight. Out of the corner of your eye you catch occasional shapes in the mist but when you look there's nothing there except a smooth, grey emptiness. Sometimes, you almost hear a whisper of sound besides Rhys' singing, but when you turn your head, the sound fades and is gone. You suddenly realize that you can no longer really feel the ground beneath your feet, yet -- when you look down -- you see a clearly delimited path at your feet.

Allow the PCs to make any preparations they wish to make and then proceed to **The Hidden Dell** below.

The Hidden Dell

Slowly, your surroundings grow brighter and you start to see faint signs of life to either side of you. You emerge between two huge pine trees into a near circular clearing, perhaps 30 paces across. Almost directly across from you is an opening into a low hill.

On your right is a large pool, fed by a rippling waterfall at one end. A small stream exits the pond at the end nearest you and gurgles cheerfully as it winds around bushes and low evergreen shrubs until it exits the clearing to your right.

The air is clean and smells sweetly of ripe berries. All along one side to the left of the entrance are shrubs and hedges marking the edge of the clearing. Several large trees shade the entrance into the hill. You catch a flash of silver in the pond and realize it was the side of a fat trout rising to catch a fly.

A Knowledge (nature) check (DC 5) or the standard druidic ability to identify plants and animals will allow the players to recognize that the berries are edible. They will also know that several of the low bushes are actually hazelnut trees and that there is a pair of large chestnut trees near the entrance in the hill. There is also wild rye growing along the northwestern edge of the pond.

The air is warm here, almost like late spring, yet the foliage is in full splendor. Even though you can see sunlight filtering through the leaves of the encircling trees, you can't quite tell from which direction the sun is coming.

Rhys pauses and motions to a round boulder set almost like a table on the left near the entrance into the hill. "Ioan can live here in peace until the time comes for the Gonfalon to return to Gyruff. He'll have all the food he can gather and fresh water to boot."

He pauses and looks around and sighs slightly. "As for me, what I seek is in that cave yonder. But I would appreciate your company on my last few steps."

With that, he turns and walks slowly across the clearing and to the cave entrance. He pauses, picks up and lights a torch sitting near the entrance and continues into the opening.

The PCs make any preparations they like before entering the cave. Rhys patiently waits until they are ready. When PCs enter the cave, go to **The Dead Knight**, below.

The Dead Knight

You follow Rhys down the entrance. The floor beneath you slopes gently down until it opens up in a large oval-shaped cavern. After the bright sunlight of the glade beyond it takes your eyes a moment or two to adjust to the dimness of the cave.

Torches light the room, casting eerie shadows along the darkened stone passageway. In the center of the room, is a figure of a large knight, kneeling upon one knee, great sword between his hands as if leaning against it. The armor of the knight makes it impossible to see any features, and for a moment, one might mistake it for a statue.

A voice that sounds like living shadow begins low, filling the cavernous room clearly. "In youth I served. In age I betrayed. In death I uphold." The figure rises slowly to its feet.

If the PCs wish to take actions at this time, they can. If they attack the knight, go straight to initiative. If the PCs wait, Rhys speaks up.

Rhys, looking to the figure, steps forward. "I am Rhys of the Ash, whose lore must be kept. These are my companions to see me into my final rest. They bring with them one who seeks a place to wait."

A harsh voice, almost like the creaking of a rusty gate, emanates from the figure. "Thou hast the touch of death upon thee. Thou mayest pass into the Cairn of Song."

Then the knight turns to you and the cavern grows cold. "The living cannot venture into the place of the dead" the figure responds. "In life I betrayed. In death I uphold. In undeath I am bound."

The dead knight's arm outstretches towards your party and again the harsh voice rings out. "But none of thee hast the touch of death upon thee. As I was false in life, so must I be true in death. None may

stay here save they be dead and none may pass yet they live. Face me...and die!"

The dead knight and his incorporeal companions attack the party. For the layout of the cairn, please see **DM Aids: Map #4**.

Ioan automatically fails his Will save against the fear effect of the death knight and flees the cairn as fast as he can. If the PCs are only facing the swordwraith, Ioan keeps his distance from the undead.

Rhys, on the other hand, is a little more help. He is too old and weak to cast spells, but he does inspire courage with his harp. His bard song gives everyone a +3 morale bonus to attacks, damage, and saves versus charm or fear effects (Ioan still rolls a 1 on his save vs. fear).

When the dead knight is dropped to 0 hp, read the following:

At last the armored form falls under your attacks, but it then fades from sight, like an apparition. A moment later a cool breeze fills the chamber, and the torches that illuminated your way slowly wink out, one by one, followed by a rush of cool air. You have the feeling that something passes by unseen in the darkness, barely touching the back of your neck, across your face, then moving forward. At once, the torches again flame to life, and the room is as it was before the battle began, with the large armored form standing before you.

"Final death cannot claim me, for my sins cannot be forgiven. I am denied an end as I was in life. Rest is always beyond sight, beyond hope. Always and always it is within grasp, and without it."

As if truly facing you for the first time, the figure looks to each of you in turn. Red fiery eyes seem to pierce your soul, and for a moment, you can see a man gazing back, but only for a moment. "Thou has proven thyself and thy right to be here." The dead knight returns to its place of rest, kneeling again on one knee in the center of the room.

The dead knight is unresponsive to all questions, comments, or other actions. The other undead do not return.

Most of the dead knight's equipment is bound to its form and is reformed with him after the battle. Depending upon the APL, one or two items remain for the PCs to take after his defeat. At APL 4 and above, the *cloak of minor displacement* remains. At APL 6 and above, the *boots of speed* remain as well.

Tactics: The knight moves into combat quickly, but doesn't charge unless he is charging an opponent standing alone. He does not put himself in a position where he can be easily charged. He always uses his five foot step to maneuver into a better position, always hoping for a cleave attempt. He attacks lightly armored opponents first, if possible, using power attack to full capability. Against more heavily armored opponents, the knight uses his power attack sparingly (only a couple points) unless they prove easy to hit. At all APLs, remember the knight's cloak provides a 20% miss chance on all attack rolls against him. At APL 6 and above, the knight activates his boots immediately before entering combat. At APL 10, remember the knight carries an *icy burst* weapon, which deals additional cold damage on a critical hit.

DM Note: Because Rhys inspires courage, the EL for this encounter has been reduced by 1.

APL 4 (EL 7)

☛ **Swordwraith Male Human Ftr4:** hp 36; see Appendix I.

☛ **Shadows (2):** hp 27 each; see *Monster Manual*.

APL 6 (EL 9)

☛ **Death Knight Male Human Ftr6:** hp 54; see Appendix I.

☛ **Wraiths (2):** hp 45 each; see *Monster Manual*.

APL 8 (EL 11)

☛ **Death Knight Male Human Ftr6/Rgr1/Blckgrd1:** hp 72; see Appendix I.

☛ **Wraiths (4):** hp 45 each; see *Monster Manual*.

APL 10 (EL 13)

☛ **Death Knight Male Human Ftr6/Rgr1/Blckgrd3:** hp 90; see Appendix I.

☛ **Spectres (4):** hp 63 each; see *Monster Manual*.

After the combat, if any of the party wants to investigate the three exits they will find that they are tunnels that vary in width from ten to fifteen feet across. Periodically on either side are horizontal niches, set about waist high.

You approach a horizontal niche set about waist high. Above the niche in a somewhat archaic script reads a name. As you draw nearer you begin to hear music.

A successful Bardic Knowledge or Knowledge (history) check (DC 20) reveals that the name is that of a famous Prydyth of the past. If the PC makes that check successfully, a second Bardic Knowledge or Knowledge (history) check (DC 10) reveals that the music is the song for which that bard was best known.

If they examine the niches read the following:

Inside the niche is the body of a man or woman, dressed richly in clothes adorned with various crests and badges. They look to be in the fullness of life and merely sleeping. There is no evidence of decay or decrepitude. As you continue to look into the niches you realize that the music changes with each body, yet each is as they must have looked when at the height of their power and majesty.

Proceed to Conclusion: The Gonfalon is taken to the Cairn of Song.

Conclusion

Depending on the choices made in this scenario a number of different conclusions are possible.

The Gonfalon is lost

You return back to Cadofyth Hazeleye. You are rushed in and he looks expectantly at you and past you as if looking for something. When you explain what happened he looks disappointed. "A great opportunity has been lost. I do not want to see you anytime soon." You are escorted briskly from his tent.

The PCs have earned the *Disfavor of Morgan Hazeleye* (see the Treasure Summary).

The Gonfalon is given to Sierra Blackblade

After your encounter with the mercenaries, your travel to Caer Rhiniog is unhindered. Your arrival is met with some excitement. Standing present is Sierra Blackblade, looking towards you with a worn and sad expression on her face.

"Thank you for insuring that Ioan met with no harm. Your role in securing the Gonfalon is an act of providence. The Army of Liberation thanks you for your service, and you truly are heroes. You have my thanks, and the thanks of all of the free Gyri."

Sierra Blackblade embraces each of you, and sees that you have all you need. While you might have followed your conviction, you cannot help but remember Rhys's warning, and as you turn to leave,

the winter wind catches a banner above the fort. It is the blackworded banner of Cymeravon.

The PCs have earned the *Favor of Sierra Blackblade* (see the Treasure Summary).

The Gonfalon is given to Bedwyn the Fat

As the last member of the Olwythi scouting party is dispatched, you quickly manage to gather yourselves and Ioan together, and push forward towards Hochoch.

You arrive at Hochoch and are met by Gareth and soldiers from the Second Bragad of the Army of Liberation. You are ushered inside of Bedwyn's estate and greeted to a quiet welcome by the llwyr. Bedwyn seems rather pleased with the events as they have transpired, and you are promised rich reward for helping the Gyruff in this most difficult time. Rooms are made for you, and your rest is undisturbed.

The next morning, you are summoned to the anointing of a new Brenin, Bedwyn I, and you are treated as celebrated heroes. But you cannot help but remember the warnings of Rhys as Bedwyn assumes the Griffon Chair in Caer Dwr Gwyldy and the Old Oak banner of Arweth flies proudly over the city.

The PCs have earned the *Favor of Bedwyn the Fat* and the *Potential Peer of the Realm* rewards (see the Treasure Summary).

The Gonfalon is taken to the Cairn of Song

Rhys sits down wearily in one of the empty niches. "This is our place of rest, and a place for you to wait, Ioan, until such time that the Gonfalon can be used again without fear of abuse."

Rhys turns to you. "My time is done. My story ends, but it is never truly over. We keep the lore so it is not forgotten, and yet, it is with you that the story rests. I pray to what gods still listen that you end the story well."

"You've done good getting me here. I want you to take this." He hands you his harp. "It's been good to me and there are quite a few songs left in her. I won't be needing her anymore. Maybe she can help you."

Rhys adds a final smile to his last comment, and then slowly sinks into a nearby alcove, just right for his size.

"I do so need a rest..." And his eyes close.

The harp the PC's receive is Rhys' *ashwood harp* (see the Treasure Summary). With nothing left to do here, the

PCs should leave the Cairn for the dell. Once outside, read the following:

Ioan looks to each of you. "I will remain here with those who know of such things, and learn what I can about the Gonfalon. Perhaps we shall never meet again, and then, I have some thought that we will. Perhaps in another tale or in greater need."

There is an opening in the woods and hillside opposite the cairn's opening. When the PCs take this path, it returns them to the Flanaess.

You make your way through the mist-shrouded path find your way back into to the edge of the Oytwood. The path behind you is gone.

You have removed the Gonfalon from the battle, which will surely weaken the fight against the giants. But Rhys's warnings remain with you, and you have a sense that the Gonfalon and Ioan have yet to finish their role in the reclamation of Geoff.

The cold winter wind blow from the north, and the warmth of Preston is many day's travel away.

The End

Experience Point Summary

The player characters receive the following experience point awards, by APL and encounter:

Encounter One

Keep the parcel out of the hands of Davyth

- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.

Encounter Two

Recover Ioan without engaging in combat

- APL 4 – 45 xp.
- APL 6 – 60 xp.
- APL 8 – 75 xp.
- APL 10 – 90 xp.

Encounter Three

Rescue the Gonfalon

- APL 4 – 150 xp.
- APL 6 – 210 xp.
- APL 8 – 270 xp.
- APL 10 – 330 xp.

Encounter Five

Carefully/Thoughtfully decide what to do with the Gonfalon

- APL 4 – 45 xp.
- APL 6 – 60 xp.
- APL 8 – 75 xp.
- APL 10 – 90 xp.

Encounter Six or Seven or Eight

Defeat the mercenaries or the rangers or the guardians

- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 390 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

- APL 4 – 45 xp.
- APL 6 – 60 xp.
- APL 8 – 75 xp.
- APL 10 – 90 xp.

Total Possible Experience

- APL 4 – 675 xp.
- APL 6 – 900 xp.
- APL 8 – 1,125 xp.
- APL 10 – 1,350 xp.

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Introduction

All APLs: L: 0 gp; C: 10 gp; M: 0 gp.

Encounter One

APL 4: L: 64 gp; C: 0 gp; M: +1 *large steel shield* (98 gp), +1 *breastplate* (113 gp), 6 *potions of cure light wounds* (4 gp each), *bracers of armor +1* (83 gp), *Cyvrin's Spellbook* (96 gp).

APL 6: L: 164 gp; C: 0 gp; M: +1 *large steel shield* (98 gp), +1 *breastplate* (113 gp), 6 *potions of cure light wounds* (4 gp each), *bracers of armor +2* (333 gp), *Cyvrin's Spellbook* (96 gp).

APL 8: L: 121 gp; C: 0 gp; M: +1 *large steel shield* (98 gp), 2 +1 *breastplates* (113 gp each), 8 *potions of cure light wounds* (4 gp each), *bracers of armor +3* (750 gp), *Cyvrin's Spellbook* (96 gp), +1 *longsword* (193 gp).

APL 10: L: 121 gp; C: 0 gp; M: +2 *large steel shield* (348 gp), 2 +1 *breastplates* (113 gp each), 8 *potions of cure light wounds* (4 gp each), *bracers of armor +4* (1,333 gp), *Cyvrin's Spellbook* (96 gp), +1 *longsword* (193 gp).

Encounter Three

APL 4: L: 110 gp; C: 0 gp; M: 0 gp.

APL 6: L: 110 gp; C: 0 gp; M: 0 gp.

APL 8: L: 470 gp; C: 0 gp; M: 0 gp.

APL 10: L: 470 gp; C: 0 gp; M: 0 gp.

Encounter Four

All APLs: L: 0 gp; C: 300 gp; M: 0 gp.

Encounter Six

APL 4: L: 111 gp; C: 0 gp; M: 2 +1 *breastplates* (113 gp each), 2 *potions of cure light wounds* (4 gp each), *bracers of armor +1* (83 gp), 2 +1 *chain shirts* (104 gp each), *brooch of shielding* (125 gp), 2 *potions of cure moderate wounds* (25 gp each), *wand of cure light wounds – 1st level caster* (63 gp).

APL 6: L: 196 gp; C: 0 gp; M: 2 +1 *breastplates* (113 gp each), 2 *potions of cure light wounds* (4 gp each), *bracers of armor +2* (333 gp), 3 +1 *chain shirts* (104 gp each), *brooch of shielding* (125 gp), 3 *potions of cure moderate wounds* (25 gp each), *wand of cure light wounds – 1st level caster* (63 gp), *wand of magic missile – 1st level caster* (63 gp), +1 *heavy mace* (193 gp), *pearl of power – 1st level* (83 gp).

APL 8: L: 168 gp; C: 0 gp; M: +1 *breastplate* (113 gp), 2 *potions of cure light wounds* (4 gp each), *bracers of armor +3* (750 gp), 2 +1 *chain shirts* (104 gp each), *brooch of shielding* (125 gp), 4 *potions of cure moderate wounds* (25 gp each), *wand of cure light wounds – 1st level caster* (63 gp), *wand of magic missile – 3rd level caster* (188 gp), +1 *heavy mace* (193 gp), *pearl of power – 1st level* (83 gp), +1 *spiked chain* (194 gp), +1 *mithral chain shirt* (175 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp), 3 *amulets of natural armor +1* (167 gp each), +2 *breastplate* (363 gp), +1 *heavy wooden shield* (96 gp), *periapt of wisdom +2* (333 gp).

APL 10: L: 84 gp; C: 0 gp; M: +1 *breastplate* (113 gp), 2 *potions of cure light wounds* (4 gp each), *bracers of armor +4* (1,333 gp), 2 +1 *chain shirts* (104 gp each), *brooch of shielding* (125 gp), 4 *potions of cure moderate wounds* (25 gp each), *wand of cure light wounds – 1st level caster* (63 gp), *wand of fireball – 5th level caster* (938 gp), +2 *heavy mace* (693 gp), *pearl of power – 1st level* (83 gp), +1 *spiked chain* (194 gp), +2 *mithral chain shirt* (425 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp), 3 *amulets of natural armor +1* (167 gp each), +3 *breastplate* (779 gp), +1 *heavy wooden shield* (96 gp), *periapt of wisdom +2* (333 gp), +1 *glaive* (192 gp), +1 *composite longbow w/ +3 Str bonus* (225 gp), *arcane scroll of haste – 5th level caster* (31 gp), *pearl of power – 2nd level* (333 gp).

Encounter Seven

APL 4: L: 359 gp; C: 0 gp; M: 6 *elixirs of hiding* (21 gp each), 6 *elixirs of sneaking* (21 gp each), *potion of haste* (63 gp).

APL 6: L: 359 gp; C: 0 gp; M: 6 *elixirs of hiding* (21 gp each), 6 *elixirs of sneaking* (21 gp each), *potion of haste*

(63 gp), *potion of fly* (63 gp), *cloak of resistance +1* (83 gp).

APL 8: L: 324 gp; C: 0 gp; M: 6 *elixirs of hiding* (21 gp each), 6 *elixirs of sneaking* (21 gp each), *potion of haste* (63 gp), *potion of fly* (63 gp), *cloak of resistance +1* (83 gp), *+1 chain shirt* (104 gp), *+1 scimitar* (193 gp), *+1 spiked light wooden shield* (180 gp).

APL 10: L: 324 gp; C: 0 gp; M: 6 *elixirs of hiding* (21 gp each), 6 *elixirs of sneaking* (21 gp each), *potion of haste* (63 gp), *potion of fly* (63 gp), *cloak of resistance +2* (333 gp), *+1 chain shirt* (104 gp), *+1 scimitar* (193 gp), *+1 spiked light wooden shield* (180 gp).

Encounter Eight

APL 4: L: 0 gp; C: 0 gp; M: *cloak of minor displacement* (2,000 gp).

APL 6: L: 0 gp; C: 0 gp; M: *cloak of minor displacement* (2,000 gp), *boots of speed* (1,000 gp).

APL 8: L: 0 gp; C: 0 gp; M: *cloak of minor displacement* (2,000 gp), *boots of speed* (1,000 gp).

APL 10: L: 0 gp; C: 0 gp; M: *cloak of minor displacement* (2,000 gp), *boots of speed* (1,000 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 644 gp; C: 310 gp; M: 3,492 gp – Total: 4,446 gp (650 gp).

APL 6: L: 829 gp; C: 310 gp; M: 5,606 gp – Total: 6,745 gp (900 gp).

APL 8: L: 1,083 gp; C: 310 gp; M: 9,076 gp – Total: 10,469 gp (1,300 gp).

APL 10: L: 999 gp; C: 310 gp; M: 13,439 gp – Total: 14,748 gp (2,300 gp).

Special

◆ *Ashwood Harp*

This ancient masterwork instrument, crafted from the finest ash, is decorated in swirls and patterns that resemble leaves. On a successful Perform (string instruments) check (DC 14), the harp doubles the effective range of the user's bardic music effects for as long as the harp is played. In addition, while it is being played successfully, the harp enables the user to cast *silent image*, once per day as a 4th level caster, and to negate all magical silence within 10 feet of the harp, once per day for a maximum of 10 consecutive rounds. A bard can use the powers of the harp and also cast spells, as long as the spells contain no somatic components.

Faint abjuration/evocation/illusion; CL: 4th; *Prerequisites*: Craft Wondrous Item, *silent image*, bardic music ability, ranks in Perform (string instruments); *Market Price*: 4,780 gp; *Weight*: 5 lbs.

◆ *Favor of Bedwyn the Fat*

You have given Bedwyn the Fat the Gonfalon of Gyruff, and he has promised to reward you. You may trade this favor for access (Frequency: Adventure) to purchase one, and only one, of the following magic items: *wand of lightning bolt* (6th level caster) or *mithral full plate of speed*. You may also trade this favor for a grant of land that qualifies you for the Ffolk of Gyruff meta-org. Favor Level B. Mark this favor when used.

◆ *Potential Peer of the Realm*

If you have earned the Favor of Bedwyn the Fat from this adventure AND he receives the Gonfalon in the official regional storyline, then Bedwyn offers to anoint you as a Peer of the Realm. In that case, you are now noble and qualify for the Geoff Nobility Meta-org.

◆ *Favor of Sierra Blackblade*

You have given Sierra Blackblade the Gonfalon of Gyruff, and she has promised to reward you. You may trade this favor for access (Frequency: Adventure) to purchase one, and only one, of the following magic items: *ring of chameleon*, *flame tongue*, or *staff of charming*. Favor Level B. Mark this favor when used.

◆ *Disfavor of Morgan Hazeleye*

In the process of returning Ioan to Morgan Hazeleye, you have killed (or your actions have resulted in the death of) at least one member of the Army of Liberation. This favor gives a -2 circumstance modifier to Charisma-based checks when dealing with an officer of the Army of Liberation. Additionally, all promotion costs within the Army of Liberation are doubled. Favor Level C. This disfavor can be negated by using a *Favor of Morgan Hazeleye* or by using a favor of higher level.

◆ *Cyvrin's Spellbook*

1st—[*sleep*, *color spray*, *mage armor*, *hypnotism*]; 2nd—[*glitterdust*, *web*, *blur*]; 3rd—[*dispel magic*, *deep slumber*, *slow*]; 4th—[*lesser globe of invulnerability*].

Market Price: 1,150 gp; Weight: 3 lbs.

Items for the Adventure Record

Item Access

APL 4:

- ❖ *Ashwood Harp* (Adventure, see above)
- ❖ *Brooch of Shielding* (Adventure, DMG)
- ❖ *Cloak of Displacement, Minor* (Adventure, DMG)
- ❖ *Cyvrin's Spellbook* (Adventure, see above)
- ❖ *Elixir of Hiding* (Adventure, DMG)

- ❖ *Elixir of Sneaking (Adventure, DMG)*
- ❖ *Potion of Haste (Adventure, DMG)*
- ❖ *Wand of Cure Light Wounds (Adventure, 1st level caster, DMG)*

APL 6 (APL 4 Items plus):

- ❖ *Boots of Speed (Adventure, DMG)*
- ❖ *Bracers of Armor +2 (Adventure, DMG)*
- ❖ *Pearl of Power – 1st level spell (Adventure, DMG)*
- ❖ *Potion of Fly (Adventure, DMG)*
- ❖ *Wand of Magic Missile (Adventure, 1st level caster, DMG)*

APL 8 (APL 4, 6 Items plus):

- ❖ *+1 Mithral Chain Shirt (Adventure, DMG)*
- ❖ *+2 Breastplate (Adventure, DMG)*
- ❖ *Bracers of Armor +3 (Adventure, DMG)*
- ❖ *Periapt of Wisdom +2 (Adventure, DMG)*
- ❖ *Wand of Magic Missile (Adventure, 3rd level caster, DMG)*

APL 10 (APL 4, 6, 8 Items plus):

- ❖ *+2 Heavy Mace (Adventure, DMG)*
- ❖ *+2 Large Steel Shield (Adventure, DMG)*
- ❖ *+2 Mithral Chain Shirt (Adventure, DMG)*
- ❖ *+3 Breastplate (Adventure, DMG)*
- ❖ *Bracers of Armor +4 (Adventure, DMG)*
- ❖ *Cloak of Resistance +2 (Adventure, DMG)*
- ❖ *Pearl of Power – 2nd level spell (Adventure, DMG)*
- ❖ *Wand of Fireball (Adventure, 5th level caster, DMG)*

Appendix I: NPCs

All APLs

Ioan ap Gwyndred: Male Human War3; CR 2; Medium Humanoid (Human); HD 3d8+6; hp 23 Init +3 Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +3; Grp +5; Atk +5 melee (1d3, unarmed strike); Full Atk +5 melee (1d3, unarmed strike); AL NG; SV Fort +5 Ref +4, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Handle Animal +3, Jump +5, Ride +9; Dodge, Endurance, Improved Unarmed Strike.

Possessions: None.

Description: Ioan ap Gwyndred (*yo-an ap gweendread*) was a well-to-do merchant. He lost his right arm is missing as a giant ripped it off during the invasion. Miraculously, he survived. However, the loss of his dominant arm has left Ioan a combat cripple. Two years ago, he accompanied some adventurers to uncover the resting place of the Gonfalon. He spoke with the ghost of his ancestor that guarded the banner and was chosen as its new bearer. When Ioan raised the Gonfalon to lift the morale of Hochoch, his arm was restored through the magic of the banner.

He is a full-blooded Flannae and is very friendly and outgoing. Other than his paternal grandfather Cedrid ap Bryn, he is the only survivor of the giant invasion in his family. Both of his parents and all of his siblings were killed in the invasion. He is not married, and lives in the rooms above his mercantile with his bedridden grandfather. The family's steading is located thirty-two miles north of Hochoch. The steading was abandoned during the invasion, along with many family heirlooms.

APL 4

Encounter One

Davyth ap Donalt: Male Human Rog2/Ftr2; CR 4; Medium Humanoid (Human); HD 2d6+2d10+8; hp 30; Init +2; Spd 20 ft.; AC 21, touch 12, flat-footed 19; Base Atk +3; Grp +6; Atk +7 melee (1d8+3/19-20, longsword) or +5 ranged (1d4+3/19-20, dagger); Full Atk +7 melee (1d8+3/19-20, longsword) or +5 ranged (1d4+3/19-20, dagger); SA Sneak Attack +1d6; SQ Evasion; AL LN; SV Fort +5, Ref +5, Will +0; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +5, Gather Information +5, Intimidate +5, Sense Motive +5, Jump +6, Climb +6, Profession (Soldier) +5, Knowledge

(Local-Sheldomar Valley) +5; Power Attack, Cleave, Weapon Focus (Longsword).

Possessions: Longsword, 2 Daggers, +1 Large Steel Shield, +1 Breastplate, *Potion of Cure Light Wounds*.

Rhyfelwr 1: Male Human Ftr2; CR 2; Medium Humanoid (Human); HD 2d10+4; hp 18; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +4; Atk +4 melee (1d8+2/19-20, longsword) or +3 ranged (1d4+2/19-20, dagger); Full Atk +4 melee (1d8+2/19-20, longsword) or +3 ranged (1d4+2/19-20, dagger); AL LN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +3, Intimidate +3, Jump -3; Power Attack, Cleave, Improved Sunder, Weapon Focus (Longsword).

Possessions: Dagger x2, Large Steel Shield, Longsword, Breastplate, *Potion of Cure Light Wounds*.

Rhyfelwr 2: Male Human Ftr2; CR 2; Medium Humanoid (Human); HD 2d10+4; hp 18; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +3; Atk +3 melee (1d8+1/x3, longspear) or +6 ranged (1d4+1/19-20, dagger); Full Atk +3 melee (1d8+1/x3, longspear) or +6 ranged (1d4+1/19-20, dagger); AL LN; SV Fort +5, Ref +2, Will +0; Str 12, Dex 15, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +5, Intimidate +5, Jump +5; Weapon Focus (Longspear), Combat Reflexes, Hold the Line, Improved Buckler Defense.

Possessions: Dagger x2, Longspear, Buckler, Chain Shirt, *Potion of Cure Light Wounds*.

Rhyfelwr 3: Male Human Ftr2; CR 2; Medium Humanoid (Human); HD 2d10+4; hp 18; Init +2; Spd 30 ft.; AC 20, touch 14, flat-footed 16; Base Atk +2; Grp +3; Atk +3 melee (1d8+1/x3, longspear) or +6 ranged (1d4+1/19-20, dagger); Full Atk +3 melee (1d8+1/x3, longspear) or +6 ranged (1d4+1/19-20, dagger); AL LN; SV Fort +5, Ref +2, Will +0; Str 12, Dex 15, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +5, Intimidate +5, Jump +5; Weapon Focus (Longspear), Combat Reflexes, Hold the Line, Improved Buckler Defense.

Possessions: Dagger x2, Longspear, Buckler, Chain Shirt, *Potion of Cure Light Wounds*.

Cyvrin: Male Human Wizz; CR 2; Medium Humanoid (Human); HD 2d4+2; hp 8; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +1; Grp +1; Atk +1 melee (1d4, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4, dagger) or +3 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +1,

Ref +2, Will +3; Str 11, Dex 14, Con 12, Int 15, Wis 10, Cha 10.

Skills and Feats: Concentration +6, Knowledge (Arcana) +7, Knowledge (Local – Sheldomar Valley) +7, Profession (Soldier) +5, Spellcraft +7; Combat Casting, Spell Focus (Illusion), Scribe Scroll.

Wizard Prepared (save DC (12 + spell level)): o-daze x3, flarex2; 1st-Sleep, color sprayx2,

Possessions: Spellbook, Dagger, Light Crossbow (w/ 20 bolts), *Bracers of Armor +1, Potion of Cure Light Wounds.*

Diwinyth: Human Clr2 of Ehlonna; CR 2; Medium Humanoid (Human); HD 2d8+2; hp 14; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +1; Atk +1 melee (1d8, heavy mace) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8, heavy mace) or +3 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +4, Ref +2, Will +5; Str 11, Dex 14, Con 12, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +6, Heal +7, Knowledge (Religion) +5; Combat Casting, Eschew Materials.

Cleric Spells Prepared (save DC 12 + spell level): o-cure minor wounds x2, light, virtue; 1st- entangle, bless, magic weapon, shield of faith. *Domains: Good, Plant.*

Possessions: Heavy Mace, Light Crossbow (w/ 20 bolts), Large Wooden Shield, Breastplate, *Potion of Cure Light Wounds.*

Encounter Three

Orc Shock Trooper: Orc Bbn1; CR 1; Medium Humanoid (Orc); HD 1d12+2; hp 11; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +5; Atk +6 melee (1d12+6/x3, greataxe); Full Atk +6 melee (1d12+6/x3, greataxe); SA rage; SQ darkvision 60 ft., light sensitivity, fast movement; AL CE; SV Fort +4, Ref +1, Will -1; Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +5, Jump +5, Swim +2; Weapon Focus (Greataxe).

Stats in rage: hp 15; AC 14; Atk +8 melee (1d12+9/x3, greataxe); Fort +6, Will +1, duration 7 rounds.

Possessions: Breastplate, Greataxe.

Ogre Shock Trooper: Ogre Bbn1; CR 4; Large Giant; HD 4d8+1d12+23; hp 51; Init +1; Spd 40 ft.; AC 20, touch 10, flat-footed 19; Base Atk +4; Grp +15; Atk +11 melee (2d8+10/x3, large glaive); Full Atk +11 melee (2d8+10/x3, large glaive); SA rage; SQ darkvision 60 ft., low-light vision, fast movement; AL CE; SV Fort +10,

Ref +2, Will +1; Str 25, Dex 12, Con 18, Int 9, Wis 10, Cha 4.

Skills and Feats: Climb +15, Jump +10; Toughness, Weapon Focus (Glaive).

Stats in rage: hp 61; AC 18; Atk +13 melee (2d8+13/x3, large glaive); Fort +12, Will +3, duration 9 rounds.

Possessions: Large Breastplate, Large Glaive.

Encounter Six

Mercenary Leader: Human Rog2/Ftr2; CR 4; Medium Humanoid (Human); HD 2d6+2d10+8; hp 30; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 15; Base Atk +3; Grp +6; Atk +7 melee (2d4+4, spiked chain) or +7 ranged (1d4+3/19-20, dagger); Full Atk +7 melee (2d4+4, spiked chain) or +7 ranged (1d4+3/19-20, dagger); SA Sneak Attack +1d6; SQ Evasion; AL LN; SV Fort +5, Ref +7, Will +0; Str 17, Dex 14 (18), Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +1, Diplomacy +5, Gather Information +5, Hide +8, Intimidate +4, Move Silently +8, Sense Motive +5, Tumble +8, Use Magic Device +5, Perform (Dance) +1, Profession (Mercenary) +4, Knowledge (Local-Sheldomar Valley) +2, Languages: Common, Old Oeridian; Combat Reflexes, Dodge, Mobility, Exotic Weapon Proficiency (Spiked Chain), Weapon Focus (Spiked Chain).

Possessions: Spiked Chain, 2 Daggers, *+1 Chain Shirt, Potion of Cure Light Wounds, ~~Potion of Cat's Grace~~, Brooch of Shielding.*

Mercenary Fighter 1: Human Ftr2; CR 2; Medium Humanoid (Human); HD 2d10+4; hp 18; Init +8; Spd 20 ft.; AC 20, touch 14, flat-footed 16; Base Atk +2; Grp +7; Atk +9 melee (1d10+7, glaive) or +6 ranged (1d4+5/19-20, dagger); Full Atk +9 melee (1d10+7, glaive) or +6 ranged (1d4+5/19-20, dagger); AL LN; SV Fort +5, Ref +4, Will +0; Str 16 (20), Dex 14 (18), Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Intimidate +5, Jump +1, Languages: Common, Old Oeridian; Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (glaive).

Possessions: Dagger x2, Masterwork Glaive, *+1 Breastplate, ~~Potion of Bull's Strength~~, ~~Potion of Cat's Grace~~, ~~Potion of Cure Moderate Wounds.~~*

Mercenary Fighter 2: Human Ftr2; CR 2; Medium Humanoid (Human); HD 2d10+4; hp 18; Init +5; Spd 30 ft.; AC 20, touch 15, flat-footed 15; Base Atk +2; Grp +4; Atk +8 melee (1d6+2/19-20, short sword) or +7 ranged (1d4+2/19-20, dagger); Full Atk +6/+6 melee (1d6+2/19-20, short sword) or +7 ranged (1d4+2/19-20,

dagger); AL LN; SV Fort +5, Ref +5, Will +0; Str 14, Dex 16 (20), Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +5, Jump +6, Languages: Common, Old Oeridian; Weapon Focus (Short Sword), Weapon Finesse, Two-Weapon Defense, Two-Weapon Fighting.

Possessions: Dagger x2, Masterwork Short Sword x2, +1 Chain Shirt, ~~Potion of Cat's Grace~~, *Potion of Cure Moderate Wounds*.

Mercenary Sorcerer: Human Sor2; CR 2; Medium Humanoid (Human); HD 2d4+2; hp 8; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +1 melee (1d8, heavy mace) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8, heavy mace) or +3 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +1, Ref +2, Will +3; Str 10, Dex 15, Con 12, Int 10, Wis 10, Cha 16 (20).

Skills and Feats: Concentration +6, Profession (Mercenary) +3, Spellcraft +5, Languages: Common, Old Oeridian; Combat Casting, Weapon Focus (Ray).

Sorcerer Spells Known (6/5; save DC 15 + spell level): 0- *Acid Splash, Daze, Mage Hand, Ray of Frost, Touch of Fatigue*, 1st- *Ray of Enfeeblement, Magic Missile*.

Possessions: Heavy Mace, Light Crossbow (w/ 20 bolts), *Bracers of Armor +1, Potion of Eagle's Splendor, Potion of Cure Light Wounds*.

Mercenary Cleric: Human Clr2 of Zilchus; CR 2; Medium Humanoid; 5'/5'; HD 2d8+2; hp 14; Init +6; Spd 20 ft/x4; AC 19, touch 12, flat-footed 17; Base Attack +1; Grp +2; Atk/Full Atk +3 melee (1d8+1/x2, Heavy Mace); SQ Aura, Spontaneous Casting, cannot cast Chaotic spells. Rebuke Undead; SV Fort +4, Ref +2, Will +6; AL LN; Str 12, Dex 14, Con 12, Int 10, Wis 16, Cha 10;

Skills & Feats: Concentration +6, Heal +8, Knowledge (religion) +2, Spellcraft +1; Combat Casting, Improved Initiative.

Cleric Spells Known: (4/3+1; save DC 13 + spell level) 0 - *Resistance x2, Light, Virtue*; 1 - *Disguise Self*, Bless, Shield of Faith, Summon Monster I*. *Domains: *Trickery, Knowledge*.

Possessions: +1 Breastplate, MW Heavy Mace, Heavy Wooden Shield; *Wand of Cure Light Wounds* (1st level caster).

Encounter Seven

Olwythi Archer, Wood Elf Rgr2: CR 2; Medium Humanoid; 5'/5'; HD 2d8; hp 12; Init +4; Spd 30 ft/x4; AC 18, touch 14, flat-footed 14; Base Atk +2; Grp +4; Atk +6 melee (1d8+2/x3, composite longbow) or +4 melee (1d8+2/19-20, Longsword); Full Atk +4/+4

melee (1d8+2/x3, composite longbow) or +4 melee (1d8+2/19-20, Longsword); SA Wild Empathy, Favored Enemy (humanoid: human) +2; SV Fort +3, Ref +7, Will +0; AL N; Str 14, Dex 18, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +8, Knowledge (geography) +3, Knowledge (nature) +6, Listen +7, Move Silently +8, Search +8, Spot +7, Survival +2. Point Blank Shot, Rapid Shot (Combat Style - Archery), Track.

Possessions: Masterwork Chain Shirt, Composite Longbow (+2 Str bonus), Longsword, *Elixir of Hiding, Elixir of Sneaking*.

Franko, Human Rgr4: CR 4; Medium Humanoid; 5'/5'; HD 4d8+8; hp 30; Init +1; Spd 30 ft/x4; AC 17, touch 11, flat-footed 16; Base Atk +4; Grp +8; Atk +10 melee (1d6+4/18-20, mw scimitar) or +9 melee (1d4+4, lt wooden spiked shield) or +5 ranged (1d8+4/x3, comp longbow); Full Atk +8 melee (1d6+4/18-20, mw scimitar) and +7 melee (1d4+2, lt wooden spiked shield) or +5 ranged (1d8+4/x3, comp longbow); SA Wild Empathy, Favored Enemy (giant) +2, Animal Companion; SV Fort +6, Ref +5, Will +1; AL CG; Str 19, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Spot +7, Listen +7, Survival +9, Jump +11, Hide +7, Move Silently +7; Weapon Focus (scimitar), Weapon Focus (spiked shield), Endurance, Improved Shield Bash, Track, Two Weapon Fighting.

Possessions: Chain Shirt, Masterwork Scimitar, Lt Wooden Spiked Shield, Composite Longbow (+4 Str bonus), *Potion of Haste*.

Encounter Eight

Swordwraith Male Human Ftr4: CR 6; Medium Undead; HD 4d12; hp 36; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +4; Grp +7; Atk +10 melee (2d6+8/19-20, greatsword); Full Atk +10 melee (2d6+8/19-20, greatsword); SA Strength Damage; SQ DR 10/magic and slashing, turn resistance +2, undead traits; AL LE; SV Fort +4, Ref +4, Will +4; Str 17, Dex 12, Con -, Int 12, Wis 12, Cha 14.

Skills and Feats: Diplomacy +5, Intimidate +9, Knowledge (Nobility and Royalty) +4, Knowledge (Religion) +2, Listen +3, Ride +8, Spot +3; Alertness, Improved Buckler Defense, Power Attack, Cleave, Lightning Reflexes, Iron Will, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

Possessions: +2 Greatsword, +1 Full Plate, +1 Buckler, *Cloak of Minor Displacement*.

APL 6

Encounter One

Davyth ap Donalt: Human Rog2/Ftr4; CR 6; Medium Humanoid (Human); HD 2d6+4d10+12; hp 48; Init +2; Spd 20 ft.; AC 21, touch 12, flat-footed 19; Base Atk +5; Grp +8; Atk +10 melee (1d8+5/19-20, longsword) or +7 ranged (1d4+3/19-20, dagger); Full Atk +10 melee (1d8+5/19-20, longsword) or +7 ranged (1d4+3/19-20, dagger); SA Sneak Attack +1d6; SQ Evasion; AL LN; SV Fort +6, Ref +6, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +5, Gather Information +5, Intimidate +9, Sense Motive +5, Jump +8, Climb +8, Profession (Soldier) +5, Knowledge (Local-Sheldomar Valley) +5; Power Attack, Cleave, Improved Sunder, Weapon Focus (Longsword), Weapon Specialization (Longsword), Close-Quarters Fighting, Combat Brute.

Possessions: Masterwork Longsword, 2 Daggers, +1 Large Steel Shield, +1 Breastplate, *Potion of Cure Light Wounds*.

Rhyfelwr 1: Human Ftr3; CR 3; Medium Humanoid (Human); HD 3d10+6; hp 27; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19-20, longsword) or +4 ranged (1d4+2/19-20, dagger); Full Atk +7 melee (1d8+2/19-20, longsword) or +4 ranged (1d4+2/19-20, dagger); AL LN; SV Fort +5, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +3, Intimidate +6, Jump -4; Power Attack, Cleave, Improved Sunder, Weapon Focus (Longsword). Close Quarters Fighting.

Possessions: Dagger x2, Masterwork Longsword, Large Steel Shield, Breastplate, *Potion of Cure Light Wounds*.

Rhyfelwr 2: Human Ftr3; CR 3; Medium Humanoid (Human); HD 3d10+6; hp 27; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +4; Atk +5melee (1d8+1/x3, longspear) or +6 ranged (1d4+1/19-20, dagger); Full Atk +5 melee (1d8+1/x3, longspear) or +6 ranged (1d4+1/19-20, dagger); AL LN; SV Fort +5, Ref +3, Will +1; Str 12, Dex 15, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +6, Intimidate +6, Jump +6; Weapon Focus (Longspear), Combat Reflexes, Hold the Line, Improved Buckler Defense, Dodge.

Possessions: Dagger x2, Masterwork Longspear, Buckler, Chain Shirt, *Potion of Cure Light Wounds*.

Rhyfelwr 3: Human Ftr3; CR 3; Medium Humanoid (Human); HD 3d10+6; hp 27; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +4; Atk

+5melee (1d8+1/x3, longspear) or +6 ranged (1d4+1/19-20, dagger); Full Atk +5 melee (1d8+1/x3, longspear) or +6 ranged (1d4+1/19-20, dagger); AL LN; SV Fort +5, Ref +3, Will +1; Str 12, Dex 15, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +6, Intimidate +6, Jump +6; Weapon Focus (Longspear), Combat Reflexes, Hold the Line, Improved Buckler Defense, Dodge.

Possessions: Dagger x2, Masterwork Longspear, Buckler, Chain Shirt, *Potion of Cure Light Wounds*.

Cyvryn: Human Wiz3; CR 3; Medium Humanoid (Human); HD 3d4+3; hp 12; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +1; Atk +1 melee (1d4, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4, dagger) or +3 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +2, Ref +3, Will +3; Str 11, Dex 14, Con 12, Int 15, Wis 10, Cha 10.

Skills and Feats: Concentration +7, Knowledge (Arcana) +8, Knowledge (Local – Sheldomar Valley) +8, Profession (Soldier) +6, Spellcraft +8; Combat Casting, Spell Focus (Illusion), Spell Focus (Conjuration), Scribe Scroll.

Wizard Prepared (save DC (12 + spell level)) 0 - daze x3, flare x2; 1st- Sleep, color spray x2; 2- glitterdust, web

Possessions: Spellbook, Dagger, Light Crossbow (w/ 20 bolts), *Bracers of Armor +2*, *Potion of Cure Light Wounds*.

Diwinyth: Human Clr3 of Ehlonna; CR 3; Medium Humanoid (Human); HD 3d8+3; hp 21; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +2; Grp +2; Atk +2 melee (1d8, heavy mace) or +4 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8, heavy mace) or +4 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +4, Ref +3, Will +5; Str 11, Dex 14, Con 12, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +7, Heal +8, Knowledge (Religion) +6; Combat Casting, Eschew Materials, Silent Spell.

Cleric Spells Prepared (save DC (10+ability modifier) + spell level): 0- cure minor x2, light, virtue; 1st- entangle, bless, magic weapon, shield of faith; 2 - aid*, hold person, sound burst. *Domains: Good, Plant.*

Possessions: Heavy Mace, Light Crossbow (w/ 20 bolts), Large Wooden Shield, Breastplate, *Potion of Cure Light Wounds*.

Encounter Three

Orc Shock Trooper: Orc Bbn2; CR 2; Medium Humanoid (Orc); HD 2d12+4; hp 21; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +2; Grp +6;

Atk +7 melee (1d12+6/x3, greataxe); Full Atk +7 melee (1d12+6/x3, greataxe); SA rage; SQ darkvision 60 ft., light sensitivity, fast movement, uncanny dodge; AL CE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +6, Jump +6, Swim +3; Weapon Focus (Greataxe).

Stats in rage: hp 25; AC 14; Atk +9 melee (1d12+9/x3, greataxe); Fort +7, Will +1, duration 7 rounds.

Possessions: Breastplate, Greataxe.

Ogre Shock Trooper: Ogre Bbn1/Ftr2; CR 6; Large Giant; HD 4d8+1d12+2d10+31; hp 72; Init +1; Spd 40 ft.; AC 20, touch 10, flat-footed 19; Base Atk +6; Grp +17; Atk +13 melee (2d8+10/x3, large glaive); Full Atk +13/+8 melee (2d8+10/x3, large glaive); SA rage; SQ darkvision 60 ft., low-light vision, fast movement; AL CE; SV Fort +13, Ref +2, Will +3; Str 25, Dex 12, Con 18, Int 9, Wis 10, Cha 4.

Skills and Feats: Climb +15, Jump +10; Toughness, Weapon Focus (Glaive), Iron Will, Endurance, Die Hard.

Stats in rage: hp 86; AC 18; Atk +15 melee (2d8+13/x3, large glaive); Fort +15, Will +5, duration 9 rounds.

Possessions: Large Breastplate, Large Glaive.

Encounter Six

Mercenary Leader: Human Rog4/Ftr2; CR 6; Medium Humanoid (Human); HD 4d6+2d10+12; hp 42; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 20; Base Atk +5; Grp +10; Atk +12 melee (2d4+7, mw spiked chain) or +9 ranged (1d4+5/19-20, dagger); Full Atk +12 melee (2d4+7, mw spiked chain) or +9 ranged (1d4+5/19-20, dagger); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL LN; SV Fort +6, Ref +8, Will +1; Str 17 (21), Dex 14 (18), Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +7, Gather Information +5, Hide +10, Intimidate +8, Move Silently +10, Sense Motive +5, Tumble +10, Use Magic Device +7, Perform (Dance) +2, Profession (Mercenary) +5, Knowledge (Local-Sheldomar Valley) +4, Languages: Common, Old Oeridian; Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (Spiked Chain), Weapon Focus (Spiked Chain).

Possessions: Masterwork Spiked Chain, 2 Daggers, +1 Chain Shirt, Brooch of Shielding, ~~Potion of Bull's Strength~~, ~~Potion of Cat's Grace~~, ~~Potion of Cure Light Wounds~~, Wand of Magic Missile – 1st level caster.

Mercenary Fighter 1: Human Ftr3; CR 3; Medium Humanoid (Human); HD 3d10+6; hp 27; Init +8; Spd 20 ft.; AC 20, touch 14, flat-footed 16; Base Atk +3; Grp

+8; Atk +10 melee (1d10+9, glaive) or +7 ranged (1d4+5/19-20, dagger); Full Atk +10 melee (1d10+9, glaive) or +7 ranged (1d4+5/19-20, dagger); AL LN; SV Fort +5, Ref +5, Will +1; Str 16 (20), Dex 14 (18), Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Intimidate +6, Jump +2, Languages: Common, Old Oeridian; Combat Reflexes, Improved Initiative, Power Attack, Cleave, Weapon Focus (Glaive).

Possessions: Dagger x2, Masterwork Glaive, +1 Breastplate, ~~Potion of Bull's Strength~~, ~~Potion of Cat's Grace~~, ~~Potion of Cure Moderate Wounds~~.

Mercenary Fighter 2: Human Ftr3; CR 3; Medium Humanoid (Human); HD 3d10+6; hp 27; Init +9; Spd 30 ft.; AC 20, touch 15, flat-footed 15; Base Atk +3; Grp +5; Atk +10 melee (1d6+2/19-20, short sword) or +8 ranged (1d4+2/19-20, dagger); Full Atk +8 melee (1d6+2/19-20, short sword) and +8 melee (1d6+1/19-20, short sword) or +8 ranged (1d4+2/19-20, dagger); AL LN; SV Fort +5, Ref +6, Will +1; Str 14, Dex 16 (20), Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Intimidate +6, Jump +7, Languages: Common, Old Oeridian; Improved Initiative, Weapon Focus (Short Sword), Weapon Finesse, Two-Weapon Defense, Two-Weapon Fighting.

Possessions: Dagger x2, Masterwork Short Sword x2, +1 Chain Shirt, ~~Potion of Cat's Grace~~, ~~Potion of Cure Moderate Wounds~~.

Mercenary Fighter 3: Human Ftr3; CR 3; Medium Humanoid (Human); HD 3d10+6; hp 27; Init +9; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3; Grp +6; Atk +7 melee (1d8+3/19-20, longsword) or +10 ranged (1d8+3/x3, composite longbow); Full Atk +7 melee (1d8+3/19-20, longsword) or +8/+8 ranged (1d8+3/x3, composite longbow); AL LN; SV Fort +5, Ref +6, Will +1; Str 12 (16), Dex 16 (20), Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Intimidate +6, Jump +8, Languages: Common, Old Oeridian; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Composite Longbow).

Possessions: Longsword, Masterwork Composite Longbow (+3 Str bonus), +1 Chain Shirt, ~~Potion of Bull's Strength~~, ~~Potion of Cat's Grace~~, ~~Potion of Cure Moderate Wounds~~.

Mercenary Sorcerer: Human Sor3; CR 3; Medium Humanoid (Human); HD 3d4+3; hp 12; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +1; Grp +1; Atk +1 melee (1d8, heavy mace) or +4 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8, heavy mace) or +4 ranged (1d8/19-20, light crossbow); AL LN;

SV Fort +2, Ref +3, Will +5; Str 10, Dex 15, Con 12, Int 10, Wis 10, Cha 16 (20).

Skills and Feats: Concentration +7, Knowledge (Arcana) +1, Profession (Mercenary) +3, Spellcraft +6, Languages: Common, Old Oeridian; Combat Casting, Iron Will, Weapon Focus (Ray).

Sorcerer Spells Known (6/6; save DC 15 + spell level): 0- *Acid Splash, Daze, Mage Hand, Ray of Frost, Touch of Fatigue*, 1st- *Enlarge Person, Ray of Enfeeblement, Magic Missile*.

Possessions: Heavy Mace, Masterwork Light Crossbow (w/ 20 bolts), *Bracers of Armor +2, ~~Potion of Eagle's Splendor~~, Potion of Cure Light Wounds*.

Mercenary Cleric: Human Clr3 of Zilchus; CR 3; Medium Humanoid; 5'/5'; HD 3d8+3; hp 21; Init +6; Spd 20 ft/x4; AC 19, touch 12, flat-footed 17; Base Attack +2; Grp +3; Atk/Full Atk +4 melee (1d8+2/x2, Heavy Mace); SQ Aura, Spontaneous Casting, cannot cast Chaotic spells. Rebuke Undead; SV Fort +4, Ref +3, Will +6; AL LN; Str 12, Dex 14, Con 12, Int 10, Wis 16, Cha 10;

Skills & Feats: Concentration +6, Heal +8, Hide +0, Knowledge (religion) +2, Spellcraft +1; Combat Casting, Improved Initiative.

Cleric Spells Known: (4/3+1/2+1; save DC 13 + spell level) 0 – *Resistance x2, Light, Virtue*; 1 – *Disguise Self*, Bless, Shield of Faith, Summon Monster I*; 2 – *Invisibility*, Sound Burst, Bull's Strength*. *Domains: *Trickery, Knowledge*.

Possessions: +1 *Breastplate, +1 Heavy Mace, Heavy Wooden Shield; Wand of Cure Light Wounds (1st level caster), Pearl of Power (1st level)*.

Encounter Seven

Olwythi Archer, Wood Elf Rgr3: CR 3; Medium Humanoid; 5'/5'; HD 3d8; hp 18; Init +4; Spd 30 ft/x4; AC 18, touch 14, flat-footed 14; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/x3, composite longbow) or +5 melee (1d8+2/19-20, Longsword); Full Atk +5/+5 melee (1d8+2/x3, composite longbow) or +5 melee (1d8+2/19-20, Longsword); SA Wild Empathy, Favored Enemy (humanoid: human) +2; SV Fort +3, Ref +7, Will +1; AL N; Str 14, Dex 18, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +9, Knowledge (geography) +4, Knowledge (nature) +7, Listen +8, Move Silently +9, Search +9, Spot +8, Survival +3. Point Blank Shot, Precise Shot, Rapid Shot (Combat Style – Archery), Endurance, Track.

Possessions: Masterwork Chain Shirt, Composite Longbow (+2 Str bonus), Longsword, *Elixir of Hiding, Elixir of Sneaking*.

Franko, Human Rgr6: CR 6; Medium Humanoid; 5'/5'; HD 6d8+12; hp 45; Init +1; Spd 30 ft/x4; AC 17, touch 11, flat-footed 16; Base Atk +6; Grp +10; Atk +12 melee (1d6+4/18-20, mw scimitar) or +11 melee (1d4+4, lt wooden spiked shield) or +7 ranged (1d8+4/x3, comp longbow); Full Atk +10/+5 melee (1d6+4/18-20, mw scimitar) and +9/+4 melee (1d4+2, lt wooden spiked shield) or +7/+1 ranged (1d8+4/x3, comp longbow); SA Wild Empathy, Favored Enemy (giant) +2, Favored Enemy (humanoid: human) +2, Animal Companion; SV Fort +8, Ref +7, Will +3; AL CG; Str 19, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Spot +9, Listen +9, Survival +9, Jump +13, Hide +9, Move Silently +9; Weapon Focus (scimitar), Weapon Focus (spiked shield), Endurance, Improved Shield Bash, Track, Two Weapon Fighting, Improved Two Weapon Fighting, Power Attack.

Possessions: Chain Shirt, Masterwork Scimitar, Lt Wooden Spiked Shield, Composite Longbow (+4 Str bonus), *Potion of Haste, Potion of Fly, Cloak of Resistance +1*.

Wolf, Animal Companion: HD 4D8+8; hp 30; Facing 5/5; Spd: 50 ft AC: 17, Touch 13, Flatfooted 14; BAB/Grapple: +3/+5 Atk: Bite +6 melee (1D8+2); SA: Trip (+2 bonus) SQ: Link, Share Spells, Evasion, Low Light Vision, Scent; AL N; SV Fort +6 Ref +7 Will +1; Str 14 Dex 16 Con 15 Int 2 Wis 12 Cha 6

Skills/Feats: Hide +2, Listen +3, Move Silently +3, Spot +5, Survival +1; Track, Weapon Focus Bite, Improved Natural attack (Bite).

Encounter Eight

Death Knight Male Human Ftr6: CR 9; Medium Undead; HD 6d12; hp 54; Init +1; Spd 20 ft.; AC 27, touch 11, flat-footed 26; Base Atk +6; Grp +9; Atk +12 melee (2d6+8+1d6/19-20, greatsword); Full Atk +12/+7 melee (2d6+8+1d6/19-20, greatsword); SA Abyssal Blast, Fear Aura, Touch Attack; SQ DR 15/magic, Immune to cold, electricity, and polymorph, SR 20, Summon Mount, Turn Immunity, Undead Traits; AL LE; SV Fort +5, Ref +3, Will +5; Str 17, Dex 12, Con -, Int 12, Wis 12, Cha 14.

Skills and Feats: Diplomacy +6, Intimidate +11, Knowledge (Nobility and Royalty) +5, Knowledge (Religion) +2, Listen +3, Ride +10, Spot +3; Power Attack, Cleave, Improved Sunder, Improved Buckler Defense, Iron Will, Combat Brute, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Abyssal Blast (Su): Once per day, the death knight can unleash a blast of eldritch fire. The blast fills a 20-foot-radius spread anywhere within a range of 640 feet. The blast deals 6d6 points of damage. Half of the damage is fire damage, but the rest results directly

from divine power and is therefore not subject to being reduced by *protection from elements (fire)*, *fire shield (chill shield)*, or similar magic. A Reflex save (DC 15) reduces the damage by half.

Fear Aura (Su): Death knights are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD within 15 feet of a death knight must succeed at a Will save (DC 15) or be affected as though by a *fear* spell cast by a sorcerer of the death knight's level.

Summon Mount (Su): A death knight has the ability to summon a mount, typically a nightmare, though it may be of any other species normally used as a mount. The mount may have no more Hit Dice than half the death knight's levels. If the mount is lost or killed, the death knight may summon another one after a year and a day.

Turn Immunity (Ex): A death knight cannot be turned. It can be banished with *holy word*, however, just as if it were an evil outsider. (The banished death knight returns to the plane of the evil god it serves).

Touch Attack: If disarmed, a death knight will use a touch attack that deals negative energy damage of 1d8 + the death knight's Cha bonus to living creatures. Each successful touch attack also deals 1 point of Con damage. A Will save (DC 10 + ½ death knight's HD + death knight's Cha modifier) reduces the damage by half and negates the Con damage.

Possessions: +2 Frost Greatsword, +1 Full Plate Armor, +1 Buckler, Cloak of Minor Displacement, Boots of Speed.

APL 8

Encounter One

Davyth ap Donalt: Human Rog2/Ftr6; CR 8; Medium Humanoid (Human); HD 2d6+6d10+16; hp 66; Init +2; Spd 20 ft.; AC 21, touch 12, flat-footed 19; Base Atk +7; Grp +11; Atk +13 melee (1d8+7/19-20, longsword) or +9 ranged (1d4+4/19-20, dagger); Full Atk +13/+8 melee (1d8+7/19-20, longsword) or +9/+4 ranged (1d4+4/19-20, dagger); SA Sneak Attack +1d6; SQ Evasion; AL LN; SV Fort +7, Ref +7, Will +2; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +5, Gather Information +5, Intimidate +11, Sense Motive +5, Jump +11, Climb +11, Profession (Soldier) +5, Knowledge (Local-Sheldomar Valley) +5; Power Attack, Cleave, Improved Sunder, Improved Bull Rush, Weapon Focus (Longsword), Weapon Specialization (Longsword), Close-Quarters Fighting, Combat Brute.

Possessions: +1 Longsword, 2 Daggers, +1 Large Steel Shield, +1 Breastplate, *Potion of Cure Light Wounds*.

Rhyfelwr 1: Human Ftr5; CR 5; Medium Humanoid (Human); HD 5d10+10; hp 45; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +5; Grp +8; Atk +10 melee (1d8+5/19-20, longsword) or +6 ranged (1d4+3/19-20, dagger); Full Atk +10 melee (1d8+5/19-20, longsword) or +6 ranged (1d4+3/19-20, dagger); AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +9, Intimidate +8, Jump +3; Close-Quarters Fighting*, Power Attack, Cleave, Improved Sunder, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: Dagger x2, Masterwork Longsword, Large Steel Shield, Breastplate, *Potion of Cure Light Wounds*.

Rhyfelwr 2: Human Ftr5; CR 5; Medium Humanoid (Human); HD 5d10+10; hp 45; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +5; Grp +6; Atk +7 melee (1d8+3/x3, longspear) or +8 ranged (1d4+1/19-20, dagger); Full Atk +7 melee (1d8+3/x3, longspear) or +8 ranged (1d4+1/19-20, dagger); AL LN; SV Fort +6, Ref +4, Will +1; Str 12, Dex 16, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +8, Intimidate +8, Jump +8; Weapon Focus (Longspear), Weapon Specialization (Longspear), Combat Reflexes, Hold the Line, Improved Buckler Defense, Dodge.

Possessions: Dagger x2, Masterwork Longspear, Buckler, Chain Shirt, *Potion of Cure Light Wounds* x2.

Rhyfelwr 3: Human Ftr5; CR 5; Medium Humanoid (Human); HD 5d10+10; hp 45; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +5; Grp +6; Atk +7 melee (1d8+3/x3, longspear) or +8 ranged (1d4+1/19-20, dagger); Full Atk +7 melee (1d8+3/x3, longspear) or +8 ranged (1d4+1/19-20, dagger); AL LN; SV Fort +6, Ref +4, Will +1; Str 12, Dex 16, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +8, Intimidate +8, Jump +8; Weapon Focus (Longspear), Weapon Specialization (Longspear), Combat Reflexes, Hold the Line, Improved Buckler Defense, Dodge.

Possessions: Dagger x2, Masterwork Longspear, Buckler, Chain Shirt, *Potion of Cure Light Wounds* x2.

Cyvrin: Human Wiz5; CR 5; Medium Humanoid (Human); HD 5d4+5; hp 19; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d4, dagger) or +4 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d4, dagger) or +4 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +2, Ref +3, Will +4; Str 11, Dex 14, Con 12, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +9, Knowledge (Arcana) +11, Knowledge (Local – Sheldomar Valley) +11, Knowledge (Nobility and Royalty) +5, Profession (Soldier) +8, Spellcraft +11; Combat Casting, Spell Focus (Illusion), Spell Focus (Conjuration), Scribe Scroll, Greater Spell Focus (Conjuration).

Wizard Prepared (save DC (13 + spell level)) o - daze x3, flare x2; 1st- Mage armor, hypnotism, color spray x2; 2- glitterdust x2, web; 3 - dispel magic, deep slumber

Possessions: Spellbook, Dagger, Light Crossbow (w/ 20 bolts), *Bracers of Armor +3, Potion of Cure Light Wounds.*

Diwinyth: Human Clr5 of Ehlonna; CR 5; Medium Humanoid (Human); HD 5d8+5; hp 34; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +3; Grp +3; Atk +3 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +5, Ref +3, Will +7; Str 11, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +9, Heal +11, Knowledge (Religion) +8; Combat Casting, Eschew Materials, Silent Spell.

Cleric Spells Prepared (save DC (13) + spell level) o- cure minor x2, light, virtue x2; 1st- entangle, bless, bane, magic weapon, shield of faith; 2 - aid*, hold person, sound burst, bear's endurance; 3 - plant growth*, dispel magic. *Domains: Good, Plant.*

Possessions: Heavy Mace, Light Crossbow (w/ 20 bolts), Large Wooden Shield, *+1 Breastplate, Potion of Cure Light Wounds.*

Encounter Three

Orc Shock Trooper: Orc Bbn2; CR 2; Medium Humanoid (Orc); HD 2d12+4; hp 21; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +2; Grp +6; Atk +8 melee (1d12+6/x3, mw greataxe); Full Atk +8 melee (1d12+6/x3, mw greataxe); SA rage; SQ darkvision 60 ft., light sensitivity, fast movement, uncanny dodge; AL CE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +6, Jump +6, Swim +3; Weapon Focus (Greataxe).

Stats in rage: hp 25; AC 14; Atk +10 melee (1d12+9/x3, mw greataxe); Fort +7, Will +1, duration 7 rounds.

Possessions: Breastplate, Masterwork Greataxe.

Ogre Shock Trooper: Ogre Bbn1/Ftr2; CR 6; Large Giant; HD 4d8+1d12+2d10+31; hp 72; Init +1; Spd 40 ft.; AC 20, touch 10, flat-footed 19; Base Atk +6; Grp +17; Atk +14 melee (2d8+10/x3, mw large glaive); Full

Atk +14/+9 melee (2d8+10/x3, mw large glaive); SA rage; SQ darkvision 60 ft., low-light vision, fast movement; AL CE; SV Fort +13, Ref +2, Will +3; Str 25, Dex 12, Con 18, Int 9, Wis 10, Cha 4.

Skills and Feats: Climb +15, Jump +10; Toughness, Weapon Focus (Glaive), Iron Will, Endurance, Die Hard.

Stats in rage: hp 86; AC 18; Atk +16 melee (2d8+13/x3, mw large glaive); Fort +15, Will +5, duration 9 rounds.

Possessions: Large Breastplate, Masterwork Large Glaive.

Encounter Six

Mercenary Leader: Human Rog6/Ftr2; CR 8; Medium Humanoid (Human); HD 6d6+2d10+16; hp 54; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 20; Base Atk +6; Grp +12; Atk +14 melee (1d8+10/19-20, spiked chain) or +10 ranged (1d4+6/19-20, dagger); Full Atk +14/+9 melee (1d8+10/19-20, spiked chain) or +10/+5 ranged (1d4+6/19-20, dagger); SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge; AL LN; SV Fort +8, Ref +10, Will +3; Str 18 (22), Dex 14 (18), Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +7, Diplomacy +7, Gather Information +7, Hide +14, Intimidate +10, Move Silently +14, Sense Motive +5, Tumble +13, Use Magic Device +10, Perform (Dance) +4, Profession (Mercenary) +5, Knowledge (Local-Sheldomar Valley) +5, Languages: Common, Old Oeridian; Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (Spike Chain), Weapon Focus (Spiked Chain).

Possessions: *+1 Spiked Chain, 2 Daggers, +1 Mithral Chain Shirt, Cloak of Resistance +1, Brooch of Shielding, Ring of Protection +1, Potion of Cure Light Wounds, ~~Potion of Bull's Strength, Potion of Cat's Grace, Wand of Magic Missile (3rd level caster).~~*

Mercenary Fighter 1: Human Ftr5; CR 5; Medium Humanoid (Human); HD 5d10+10; hp 45; Init +8; Spd 20 ft.; AC 21, touch 14, flat-footed 17; Base Atk +5; Grp +10; Atk +12 melee (1d10+9/x2, glaive) or +9 ranged (1d4+5/19-20, dagger); Full Atk +12 melee (1d10+9/x2, glaive) or +9 ranged (1d4+5/19-20, dagger); AL LN; SV Fort +6, Ref +5, Will +1; Str 16 (20), Dex 14 (18), Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +8, Intimidate +8, Jump +4, Languages: Common, Old Oeridian; Combat Reflexes, Improved Initiative, Power Attack, Cleave, Weapon Focus (Glaive), Weapon Specialization (Glaive).

Possessions: Dagger x2, Masterwork Glaive, *+1 Breastplate, +1 Amulet of Natural Armor, ~~Potion of Bull's Strength, Potion of Cat's Grace, Potion of Cure Moderate Wounds x2.~~*

Mercenary Fighter 2: Human Ftr5; CR 5; Medium Humanoid (Human); HD 5d10+10; hp 45; Init +9; Spd 30 ft.; AC 21, touch 15, flat-footed 16; Base Atk +5; Grp +9; Atk +12 melee (1d6+6/19-20, short sword) or +10 ranged (1d4+4/19-20, dagger); Full Atk +10 melee (1d6+6/19-20, short sword) and +10 melee (1d6+4/19-20, short sword) or +10 ranged (1d4+4/19-20, dagger); AL LN; SV Fort +6, Ref +6, Will +1; Str 14 (18), Dex 16 (20), Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +9, Intimidate +8, Jump +11, Languages: Common, Old Oeridian; Improved Initiative, Weapon Focus (Short Sword), Weapon Specialization (Short Sword), Weapon Finesse, Two-Weapon Defense, Two-Weapon Fighting.

Possessions: Dagger x2, Masterwork Short Sword x2, *+1 Chain Shirt*, *+1 Amulet of Natural Armor*, ~~*Potion of Bull's Strength*~~, ~~*Potion of Cat's Grace*~~, *Potion of Cure Moderate Wounds*.

Mercenary Fighter 3: Human Ftr5; CR 5; Medium Humanoid (Human); HD 5d10+15; hp 49; Init +9; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +5; Grp +8; Atk +9 melee (1d8+4/19-20, longsword) or +12 ranged (1d8+5/x3, composite longbow); Full Atk +8 melee (1d8+4/19-20, longsword) or +10/+10 ranged (1d8+5/x3, composite longbow); AL LN; SV Fort +7, Ref +6, Will +1; Str 12 (16), Dex 16 (20), Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Intimidate +8, Jump +10, Languages: Common, Old Oeridian; Point Blank Shot, Precise Shot, Rapid Shot, Improved Initiative, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow).

Possessions: Longsword, Masterwork Composite Longbow (+3 Str bonus), *+1 Chain Shirt*, *+1 Amulet of Natural Armor*, ~~*Potion of Bull's Strength*~~, ~~*Potion of Cat's Grace*~~, *Potion of Cure Moderate Wounds*.

Mercenary Sorcerer: Human Sor5; CR 5; Medium Humanoid (Human); HD 5d4+5; hp 19; Init +5; Spd 30 ft.; AC 18, touch 18, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d8, heavy mace) or +8 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8, heavy mace) or +8 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +2, Ref +6, Will +6; Str 10, Dex 16 (20), Con 12, Int 10, Wis 10, Cha 16 (20).

Skills and Feats: Concentration +9, Knowledge (Arcana) +3, Profession (Mercenary) +3, Spellcraft +8, Languages: Common, Old Oeridian; Combat Casting, Iron Will, Weapon Focus (Ray).

Sorcerer Spells Known (6/7/5; save DC 15 + spell level): 0- *Acid Splash*, *Daze*, *Flare*, *Mage Hand*, *Ray of Frost*, *Touch of Fatigue*, 1st- *Chill Touch*, *Enlarge Person*, *Magic Missile*, *Ray of Enfeeblement*; 2nd- *Scorching Ray*, *Spectral Hand*.

Possessions: Heavy Mace, Masterwork Light Crossbow (w/ 20 bolts), *Bracers of Armor +3*, ~~*Potion of Cat's Grace*~~, ~~*Potion of Eagle's Splendor*~~, *Potion of Cure Light Wounds*.

Mercenary Cleric: Human Clr5 of Zilchus; CR 5; Medium Humanoid; 5'/5'; HD 5d8+5; hp 34; Init +6; Spd 20 ft/x4; AC 21, touch 12, flat-footed 19; Base Attack +3; Grp +4; Atk/Full Atk +6 melee (1d8+2/x2, Heavy Mace); SQ Aura, Spontaneous Casting, cannot cast Chaotic spells. Rebuke Undead; SV Fort +5, Ref +3, Will +8; AL LN; Str 12, Dex 14, Con 13, Int 10, Wis 18, Cha 10.

Skills & Feats: Concentration +9, Heal +9, Hide +4, Knowledge (religion) +2, Spellcraft +1; Combat Casting, Improved Initiative, Weapon Focus (Heavy Mace).

Cleric Spells Known: (5/4+1/3+1/2+1; save DC 14 + spell level) 0 – *Resistance x2*, *Light*, *Virtue*, *Cure Minor Wounds*; 1 – *Disguise Self**, *Bless*, *Doom*, *Shield of Faith*, *Summon Monster I*; 2 – *Invisibility**, *Sound Burst*, *Bull's Strength x2*, 3 – *Nondetection**, *Dispel Magic x2*. *Domains: *Trickery*, *Knowledge*.

Possessions: +2 *Breastplate*, *+1 Heavy Mace*, *+1 Heavy Wooden Shield*, *Wand of Cure Light Wounds (1st level caster)*, *Pearl of Power (1st level)*, *Periapt of Wisdom +2*, *Divine Scroll of Glyph of Warding (10th level caster)*.

Encounter Seven

Olwythi Archer, Wood Elf Rgr5: CR 5; Medium Humanoid; 5'/5'; HD 5d8; hp 30; Init +4; Spd 30 ft/x4; AC 18, touch 14, flat-footed 14; Base Atk +5; Grp +7; Atk +9 melee (1d8+2/x3, composite longbow) or +7 melee (1d8+2/19-20, Longsword); Full Atk +7/+7 melee (1d8+2/x3, composite longbow) or +7 melee (1d8+2/19-20, Longsword); SA Wild Empathy, Favored Enemy (humanoid: human) +4, Favored Enemy (giant) +2, Animal Companion; SV Fort +4, Ref +8, Will +1; AL N; Str 14, Dex 18, Con 11, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +11, Knowledge (geography) +4, Knowledge (nature) +11, Listen +10, Move Silently +11, Search +11, Spot +10, Survival +5; Point Blank Shot, Precise Shot, Rapid Shot (Combat Style – Archery), Endurance, Track.

Possessions: Masterwork Chain Shirt, Composite Longbow (+2 Str bonus), Longsword, *Elixir of Hiding*, *Elixir of Sneaking*.

Franko, Human Rgr8: CR 8; Medium Humanoid; 5'/5'; HD 8d8+16; hp 60; Init +1; Spd 30 ft/x4; AC 19, touch 11, flat-footed 18; Base Atk +8; Grp +13; Atk +15 melee (1d6+6/18-20, +1 scimitar) or +15 melee (1d4+6, +1 lt wooden spiked shield) or +9 ranged (1d8+4/x3,

comp longbow); Full Atk +13/+8 melee (1d6+6/18-20, +1 scimitar) and +13/+8 melee (1d4+3, +1 lt wooden spiked shield) or +9/+4 ranged (1d8+4/x3, comp longbow); SA Wild Empathy, Favored Enemy (giant) +4, Favored Enemy (humanoid: human) +2, Animal Companion, Woodland Stride, Swift Tracker; SV Fort +9, Ref +8, Will +3; AL CG; Str 20, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Spot +11, Listen +11, Survival +11, Jump +15, Hide +11, Move Silently +11; Weapon Focus (scimitar), Weapon Focus (spiked shield), Endurance, Improved Shield Bash, Track, Two Weapon Fighting, Improved Two Weapon Fighting, Power Attack.

Possessions: +1 Chain Shirt, +1 Scimitar, +1 Spiked Lt Wooden Shield, Composite Longbow (+4 Str bonus), *Potion of Haste*, *Potion of Fly*, *Cloak of Resistance* +1.

Encounter Eight

Death Knight Male Human Ftr6/Rgr1/BlckGrdr: CR 11; Medium Undead; HD 8d12; hp 72; Init +1; Spd 20 ft.; AC 30, touch 11, flat-footed 29; Base Atk +8; Grp +12; Atk +15 melee (2d6+10+1d6/19-20, greatsword); Full Atk +15/+10 melee (2d6+10+1d6/19-20, greatsword); SA Abyssal Blast, Fear Aura, Favored Enemy (Human) +2, Poison Use, Touch Attack; SQ DR 15/magic, Immune to cold, electricity, and polymorph, SR 20, Summon Mount, Turn Immunity, Undead Traits, Aura of Evil, Detect Good; AL LE; SV Fort +9, Ref +5, Will +5; Str 18, Dex 12, Con -, Int 12, Wis 12, Cha 14.

Skills and Feats: Diplomacy +10, Hide +9, Intimidate +12, Knowledge (Nobility and Royalty) +5, Knowledge (Religion) +3, Listen +3, Ride +10, Spot +3; Power Attack, Cleave, Improved Sunder, Improved Buckler Defense, Iron Will, Combat Brute, Track, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Abyssal Blast (Su): Once per day, the death knight can unleash a blast of eldritch fire. The blast fills a 20-foot-radius spread anywhere within a range of 720 feet. The blast deals 8d6 points of damage. Half of the damage is fire damage, but the rest results directly from divine power and is therefore not subject to being reduced by *protection from elements (fire)*, *fire shield (chill shield)*, or similar magic. A Reflex save (DC 16) reduces the damage by half.

Fear Aura (Su): Death knights are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD within 15 feet of a death knight must succeed at a Will save (DC 16) or be affected as though by a *fear* spell cast by a sorcerer of the death knight's level.

Summon Mount (Su): A death knight has the ability to summon a mount, typically a nightmare, though it may be of any other species normally used as a mount. The mount may have no more Hit Dice than half the death knight's levels. If the mount is lost or killed, the death knight may summon another one after a year and a day.

Turn Immunity (Ex): A death knight cannot be turned. It can be banished with *holy word*, however, just as if it were an evil outsider. (The banished death knight returns to the plane of the evil god it serves.)

Touch Attack: If disarmed, a death knight will use a touch attack that deals negative energy damage of 1d8 + the death knight's Cha bonus to living creatures. Each successful touch attack also deals 1 point of Con damage. A Will save (DC 10 + ½ death knight's HD + death knight's Cha modifier) reduces the damage by half and negates the Con damage.

Possessions: +2 Frost Greatsword, +2 Full Plate Armor, +2 Buckler, +1 Amulet of Natural Armor +1, *Cloak of Minor Displacement*, *Boots of Speed*.

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Encounter One

Davyth ap Donalt: Human Rog2/Ftr8; CR 10; Medium Humanoid (Human); HD 2d6+8d10+20; hp 84; Init +2; Spd 20 ft.; AC 22, touch 12, flat-footed 20; Base Atk +9; Grp +13; Atk +16 melee (1d8+7/17-20, longsword) or +11 ranged (1d4+4/19-20, dagger); Full Atk +16/+11 melee (1d8+7/17-20, longsword) or +11/+6 ranged (1d4+3/19-20, dagger); SA Sneak Attack +d6; SQ Evasion; AL LN; SV Fort +8, Ref +8, Will +3; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +5, Gather Information +5, Intimidate +11, Sense Motive +5, Jump +11, Climb +11, Profession (Soldier) +5, Knowledge (Local-Sheldomar Valley) +5; Power Attack, Cleave, Improved Sunder, Improved Bull Rush, Weapon Focus (Longsword), Weapon Specialization (Longsword), Greater Weapon Focus (Longsword), Close-Quarters Fighting, Combat Brute, Improved Critical (Longsword).

Possessions: +1 Longsword, 2 Daggers, +2 Large Steel Shield, +1 Breastplate, *Potion of Cure Light Wounds*.

Rhyfelwr 1: Human Ftr7; CR 7; Medium Humanoid (Human); HD 7d10+14; hp 63; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +7; Grp +10; Atk +12 melee (1d8+5/19-20, longsword) or +8 ranged (1d4+3/19-20, dagger); Full Atk +12/+7 melee (1d8+5/19-20, longsword) or +8/+3 ranged (1d4+3/19-

20, dagger); AL LN; SV Fort +7, Ref +3, Will +2; Str 16, Dex 12, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +11, Intimidate +10, Jump +5; Combat Brute*, Close-Quarters Fighting*, Power Attack, Cleave, Improved Bull Rush, Improved Sunder, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: Dagger x2, Masterwork Longsword, Large Steel Shield, Breastplate, *Potion of Cure Light Wounds* x2.

Rhyfelwr 2: Human Ftr7; CR 7; Medium Humanoid (Human); HD 7d10+14; hp 63; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +7; Grp +8; Atk +10 melee (1d8+3/x3, longspear) or +10 ranged (1d4+1/19-20, dagger); Full Atk +10/+5 melee (1d8+3/x3, longspear) or +10/+5 ranged (1d4+1/19-20, dagger); AL LN; SV Fort +7, Ref +5, Will +2; Str 12, Dex 16, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +10, Intimidate +10, Jump +10; Weapon Focus (Longspear), Weapon Specialization (Longspear), Combat Reflexes, Hold the Line, Improved Buckler Defense, Dodge, Mobility, Spring Attack.

Possessions: Dagger x2, Masterwork Longspear, Buckler, Chain Shirt, *Potion of Cure Light Wounds* x2.

Rhyfelwr 3: Human Ftr7; CR 7; Medium Humanoid (Human); HD 7d10+14; hp 63; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +7; Grp +8; Atk +10 melee (1d8+3/x3, longspear) or +10 ranged (1d4+1/19-20, dagger); Full Atk +10/+5 melee (1d8+3/x3, longspear) or +10/+5 ranged (1d4+1/19-20, dagger); AL LN; SV Fort +7, Ref +5, Will +2; Str 12, Dex 16, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +10, Intimidate +10, Jump +10; Weapon Focus (Longspear), Weapon Specialization (Longspear), Combat Reflexes, Hold the Line, Improved Buckler Defense, Dodge, Mobility, Spring Attack.

Possessions: Dagger x2, Masterwork Longspear, Buckler, Chain Shirt, *Potion of Cure Light Wounds* x2.

Cyvrin: Human Wiz7; CR 7; Medium Humanoid (Human); HD 7d4+7; hp 27; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +3 melee (1d4, dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d4, dagger) or +5 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +4, Will +5; Str 11, Dex 14, Con 12, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +11, Knowledge (Arcana) +13, Knowledge (Local – Sheldomar Valley) +13, Knowledge (Nobility and Royalty) +7, Profession (Soldier) +10, Spellcraft +13; Combat Casting, Spell

Focus (Illusion), Spell Focus (Conjuration), Scribe Scroll, Greater Spell Focus (Conjuration), Greater Spell Focus (Illusion).

Wizard Prepared save DC (13 + spell level): 0 – daze x3, flare x2; 1st– Mage armor, hypnotism x2, color spray x2; 2– glitterdust x2, web, blur; 3 – dispel magic, deep slumber, slow; 4 – Globe of invulnerability

Possessions: Spellbook, Dagger, Light Crossbow (w/ 20 bolts), Bracers of Armor +4, *Potion of Cure Light Wounds*.

Diwinyth: Human Clr7 of Ehlonna; CR 7; Medium Humanoid (Human); HD 7d8+7; hp 48; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +5; Grp +5; Atk +5 melee (1d8, heavy mace) or +7 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8, heavy mace) or +7 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +6, Ref +4, Will +8; Str 11, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Heal +13, Knowledge (Religion) +10; Combat Casting, Eschew Materials, Silent Spell, Spell Focus (Enchantment).

Cleric Spells Prepared (save DC (13 + spell level)) 0– cure minor x3, light, virtue x2; 1st– entangle*, bane, doom, magic weapon, shield of faith x2; 2 – aid*, hold person, sound burst, bear's endurance x2; 3 – plant growth*, dispel magic, prayer; 4 – Command Plant*, Freedom of movement. *Domains: Good, Plant.

Possessions: Heavy Mace, Light Crossbow (w/ 20 bolts), Large Wooden Shield, +1 Breastplate, *Potion of Cure Light Wounds*.

Encounter Three

Orc Shock Trooper: Orc Bbn2/Ftr2; CR 4; Medium Humanoid (Orc); HD 2d12+2d10+8; hp 39; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +4; Grp +8; Atk +10 melee (1d12+6/x3, mw greataxe); Full Atk +10 melee (1d12+6/x3, mw greataxe); SA rage; SQ darkvision 60 ft., light sensitivity, fast movement, uncanny dodge; AL CE; SV Fort +8, Ref +1, Will -1; Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +8, Jump +6, Swim +3; Weapon Focus (Greataxe), Power Attack, Cleave, Great Cleave.

Stats in rage: hp 47; AC 14; Atk +12 melee (1d12+9/x3, mw greataxe); Fort +10, Will +1, duration 7 rounds.

Possessions: Breastplate, Masterwork Greataxe.

Ogre Shock Trooper: Ogre Bbn1/Ftr4; CR 8; Large Giant; HD 4d8+1d12+4d10+39; hp 93; Init +1; Spd 40 ft.; AC 20, touch 10, flat-footed 19; Base Atk +8; Grp +20; Atk +17 melee (2d8+14/x3, mw large glaive); Full Atk +17/+12 melee (2d8+14/x3, mw large glaive); SA

rage; SQ darkvision 60 ft., low-light vision, fast movement; AL CE; SV Fort +14, Ref +3, Will +4; Str 26, Dex 12, Con 18, Int 9, Wis 10, Cha 4.

Skills and Feats: Climb +18, Jump +11; Toughness, Weapon Focus (Glaive), Weapon Specialization, Iron Will, Endurance, Die Hard, Power Critical.

Stats in rage: hp 111; AC 18; Atk +19 melee (2d8+17/x3, mw large glaive); Fort +16, Will +6, duration 9 rounds.

Possessions: Large Breastplate, Masterwork Large Glaive.

Encounter Six

Mercenary Leader: Human Rog7/Ftr2/Shd1; CR 10; Medium Humanoid (Human); HD 7d6+2d10+1d8+20; hp 68; Init +8; Spd 30 ft.; AC 21, touch 15, flat-footed 21; Base Atk +7; Grp +11; Atk +15 melee (2d4+10, spiked chain) or +11 ranged (1d4+6/19-20, dagger); Full Atk +15/+10 melee (2d4+10/20, spiked chain) or +11/+6 ranged (1d4+6/19-20, dagger); SA Sneak Attack +4d6; SQ Evasion, Uncanny Dodge; SU Hide in Plain Sight; AL LN; SV Fort +8, Ref +12, Will +3; Str 18 (22), Dex 14 (18), Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +9, Diplomacy +7, Gather Information +7, Hide +17, Intimidate +11, Move Silent +17, Sense Motive +5, Tumble +15, Use Magic Device +13, Perform (dance) +5, Profession (Mercenary) +5, Knowledge (Local-Sheldomar Valley) +5, Languages: Common, Old Oeridian; Dodge, Mobility, Spring Attack, Improved Initiative, Exotic Weapon Proficiency (Spike Chain), Weapon Focus (Spiked Chain).

Possessions: +1 Spiked Chain, 2 Daggers, +2 Mithral Chain Shirt, Cloak of Resistance +1, Brooch of Shielding, Ring of Protection +1, Potion of Cure Light Wounds, ~~Potion of Bull's Strength~~, ~~Potion of Cat's Grace~~, Wand of Fireball (5th level caster).

Mercenary Fighter 1: Human Ftr7; CR 7; Medium Humanoid (Human); HD 7d10+14; hp 63; Init +7; Spd 20 ft.; AC 24, touch 17, flat-footed 20; Base Atk +7; Grp +12; Atk +14 melee (1d10+10, glaive) or +11 ranged (1d4+5/19-20, dagger); Full Atk +14/+9 melee (2d4+10, spiked chain) or +11/+6 ranged (1d4+5/19-20, dagger); AL LN; SV Fort +7, Ref +6, Will +2; Str 16 (20), Dex 14 (18), Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +12, Intimidate +10, Jump +6, Languages: Common, Old Oeridian; Combat Reflexes, Hold the Line, Improved Initiative, Power Attack, Cleave, Power Lunge*, Weapon Focus (Glaive), Weapon Specialization (Glaive).

Possessions: Dagger x2, +1 Breastplate, +1 Amulet of Natural Armor, +1 Glaive, ~~Potion of Shield of Faith~~

~~+3, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Cure Moderate Wounds x2.~~

Mercenary Fighter 2: Human Ftr7; CR 7; Medium Humanoid (Human); HD 7d10+14; hp 63; Init +9; Spd 35 ft.; AC 21, touch 15, flat-footed 16; Base Atk +7; Grp +10; Atk +14 melee (1d6+7/19-20, short sword) or +12 ranged (1d4+4/19-20, dagger); Full Atk +12/+7 melee (1d6+7/19-20, short sword) and +12 melee (1d6+5/19-20, short sword) or +12/+7 ranged (1d4+4/19-20, dagger); AL LN; SV Fort +7, Ref +7, Will +2; Str 14 (18), Dex 16 (20), Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +11, Intimidate +10, Jump +13, Languages: Common, Old Oeridian; Close-Quarters Fighting, Dash*, Improved Initiative, Weapon Focus (Short Sword), Weapon Specialization (Short Sword), Weapon Finesse, Two-Weapon Defense, Two-Weapon Fighting.

Possessions: Dagger x2, Masterwork Short Sword x2, +1 Chain Shirt, +1 Amulet of Natural Armor, ~~Oil of Greater Magic Weapon +1 x2 (on short swords)~~, ~~Potion of Bull's Strength~~, ~~Potion of Cat's Grace~~, ~~Potion of Cure Moderate Wounds.~~

Mercenary Fighter 3: Human Ftr7; CR 7; Medium Humanoid (Human); HD 7d10+21; hp 69; Init +9; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +7; Grp +10; Atk +10 melee (1d8+3/19-20, longsword) or +14 ranged (1d8+6/x3, composite longbow); Full Atk +10/+5 melee (1d8+3/19-20, longsword) or +12/+12/+7 ranged (1d8+6/x3, composite longbow); AL LN; SV Fort +8, Ref +7, Will +2; Str 12 (16), Dex 16 (20), Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Intimidate +10, Jump +12, Languages: Common, Old Oeridian; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Ranged Disarm*, Sharp-Shooting*, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow).

Possessions: Longsword, +1 Composite Longbow (+3 Str bonus), +1 Chain Shirt, +1 Amulet of Natural Armor, ~~Potion of Bull's Strength~~, ~~Potion of Cat's Grace~~, ~~Potion of Cure Moderate Wounds.~~

Mercenary Sorcerer: Human Sor7; CR 7; Medium Humanoid (Human); HD 7d4+7; hp 27; Init +3; Spd 30 ft.; AC 19, touch 19, flat-footed 14; Base Atk +3; Grp +3; Atk +3 melee (1d8, heavy mace) or +7 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8, heavy mace) or +7 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +7, Will +7; Str 10, Dex 16 (20), Con 12, Int 10, Wis 10, Cha 16 (20).

Skills and Feats: Concentration +11, Knowledge (Arcana) +5, Profession (Mercenary) +3, Spellcraft +12,

Languages: Common, Old Oeridian; Combat Casting, Iron Will, Weapon Focus (Ray), Weapon Finesse.

Sorcerer Spells Known (6/7/7/5; save DC 15 + spell level): 0- *Acid Splash, Daze, Flare, Mage Hand, Ray of Frost, Resistance, Touch of Fatigue*, 1st- *Chill Touch, Enlarge Person, Grease, Magic Missile, Ray of Enfeeblement*; 2nd- *Scorching Ray* 3rd, *Ghoul Touch, Spectral Hand- Dispel Magic, Hold Person*.

Possessions: Heavy Mace, Masterwork Light Crossbow (w/ 20 bolts), *Bracers of Armor +4, ~~Potion of Cat's Grace, Potion of Eagle's Splendor, Potion of Cure Light Wounds, Arcane Scroll of Haste~~* (5th level caster).

Mercenary Cleric: Human Clr7 of Zilchus; CR 7; Medium Humanoid; 5'/5'; HD 7d8+7; hp 48; Init +6; Spd 20 ft/x4; AC 22, touch 12, flat-footed 20; Base Attack +5; Grp +6; Atk/Full Atk +9 melee (1d8+3/x2, Heavy Mace); SQ Aura, Spontaneous Casting, cannot cast Chaotic spells. Rebuke Undead; SV Fort +6, Ref +6, Will +9; AL LN; Str 12, Dex 14, Con 13, Int 10, Wis 18, Cha 10.

Skills & Feats: Concentration +9, Heal +9, Hide +4, Knowledge (religion) +2, Spellcraft +3; Combat Casting, Improved Initiative, Lightning Reflexes, Weapon Focus (Heavy Mace).

Cleric Spells Known: (6/5+1/4+1/3+1/2+1; save DC 14 + spell level) 0 – *Resistance x2, Light, Virtue, Cure Minor Wounds x2*; 1 – *Disguise Self*, Doom, Protection from Good x2, Shield of Faith, Summon Monster I*; 2 – *Invisibility*, Sound Burst, Bull's Strength x2, Silence, 3 – Nondetection*, Dispel Magic x2, Prayer*; 4 – *Confusion*, Planar Ally (Lesser), Cure Critical Wounds*. *Domains: *Trickery, Knowledge*.

Possessions: +3 *Breastplate, +2 Heavy Mace, +1 Heavy Wooden Shield, Wand of Cure Light Wounds* (1st level caster), *Pearl of Power* (1st level), *Pearl of Power* (2nd level), *Periap of Wisdom +2, Divine Scroll of Glyph of Warding* (10th level caster).

Encounter Seven

Olwythi Archer, Wood Elf Rgr7: CR 7; Medium Humanoid; 5'/5'; HD 7d8; hp 42; Init +4; Spd 30 ft/x4; AC 18, touch 14, flat-footed 14; Base Atk +7; Grp +9; Atk +11 melee (1d8+2/x3, composite longbow) or +9 melee (1d8+2/19-20, Longsword); Full Atk +9/+9/+4 melee (1d8+2/x3, composite longbow) or +9/+4 melee (1d8+2/19-20, Longsword); SA Wild Empathy, Favored Enemy (humanoid: human) +4, Favored Enemy (giant) +2, Animal Companion, Woodland Stride; SV Fort +5, Ref +9, Will +4; AL N; Str 14, Dex 18, Con 11, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +13, Knowledge (geography) +4, Knowledge (nature) +13, Listen +12, Move Silently +13, Search +13, Spot +12, Survival +7;

Iron Will, Manyshot (Improved Combat Style – Archery), Point Blank Shot, Precise Shot, Rapid Shot (Combat Style – Archery), Endurance, Track.

Possessions: Masterwork Chain Shirt, Composite Longbow (+2 Str bonus), Longsword, *Elixir of Hiding, Elixir of Sneaking*.

Wolf, Animal Companion: HD 4D8+8; hp 30; Facing 5/5; Spd: 50 ft AC: 17, Touch 13, Flatfooted 14; BAB/Grapple: +3/+5 Atk: Bite +6 melee (1D8+2); SA: Trip (+2 bonus) SQ: Link, Share Spells, Evasion, Low Light Vision, Scent; AL N; SV Fort +6 Ref +7 Will +1; Str 14 Dex 16 Con 15 Int 2 Wis 12 Cha 6

Skills/Feats: Hide +2, Listen +3, Move Silently +3, Spot +5, Survival +1; Track, Weapon Focus Bite, Improved Natural attack (Bite).

Franko, Human Rgr10: CR 10; Medium Humanoid; 5'/5'; HD 8d8+16; hp 60; Init +1; Spd 30 ft/x4; AC 19, touch 11, flat-footed 18; Base Atk +10; Grp +15; Atk +17 melee (1d6+6/18-20, +1 scimitar) or +17 melee (1d4+6, +1 lt wooden spiked shield) or +11 ranged (1d8+4/x3, comp longbow); Full Atk +15/+10 melee (1d6+6/18-20, +1 scimitar) and +15/+10 melee (1d4+3, +1 lt wooden spiked shield) or +11/+6 ranged (1d8+4/x3, comp longbow); SA Wild Empathy, Favored Enemy (giant) +6, Favored Enemy (humanoid: human) +2, Favored Enemy (humanoid: goblinoid) +2, Animal Companion, Woodland Stride, Swift Tracker, Evasion; SV Fort +11, Ref +10, Will +5; AL CG; Str 20, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Spot +13, Listen +13, Survival +13, Jump +17, Hide +13, Move Silently +13; Weapon Focus (scimitar), Weapon Focus (spiked shield), Endurance, Improved Shield Bash, Track, Two Weapon Fighting, Improved Two Weapon Fighting, Power Attack, Improved Critical (Scimitar).

Possessions: +1 *Chain Shirt, +1 Scimitar, +1 Spiked Lt Wooden Shield, Composite Longbow* (+4 Str bonus), *Potion of Haste, Potion of Fly, Cloak of Resistance +2*.

Encounter Eight

Death Knight Fighter APL 10: Death Knight (Ex-Human) Fighter 6/Ranger 1/Blackguard 3; CR 13; Medium Undead; HD 10d12; hp 90; Init +1; Spd 20 ft.; AC 31, touch 11, flat-footed 30; Base Atk +10; Grp +14; Atk +17 melee (2d6+10+1d6/17-20, greatsword); Full Atk +17/+12 melee (2d6+10+1d6/17-20, greatsword); SA Abyssal Blast, Fear Aura, Favored Enemy (Human) +2, Poison Use, Smite Good 1/day, Touch Attack; SQ DR 15/magic, Immune to cold, electricity, and polymorph, SR 20, Summon Mount, Turn Immunity, Undead Traits, Aura of Evil, Detect Good, Dark

Blessing; AL LE; SV Fort +12, Ref +8, Will +8; Str 18, Dex 12, Con -, Int 12, Wis 12, Cha 14.

Skills and Feats: Diplomacy +15, Hide +9, Intimidate +15, Knowledge (Nobility and Royalty) +5, Knowledge (Religion) +3, Listen +3, Ride +10, Spot +3; Power Attack, Cleave, Improved Sunder, Improved Buckler Defense, Iron Will, Combat Brute, Track, Improved Critical (Greatsword), Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Abyssal Blast (Su): Once per day, the death knight can unleash a blast of eldritch fire. The blast fills a 20-foot-radius spread anywhere within a range of 800 feet. The blast deals 10d6 points of damage. Half of the damage is fire damage, but the rest results directly from divine power and is therefore not subject to being reduced by *protection from elements (fire)*, *fire shield (chill shield)*, or similar magic. A Reflex save (DC 18) reduces the damage by half.

Fear Aura (Su): Death knights are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD within 15 feet of a death knight must succeed at a Will save (DC 18) or be affected as though by a *fear* spell cast by a sorcerer of the death knight's level.

Summon Mount (Su): A death knight has the ability to summon a mount, typically a nightmare, though it may be of any other species normally used as a mount. The mount may have no more Hit Dice than half the death knight's levels. If the mount is lost or killed, the death knight may summon another one after a year and a day.

Turn Immunity (Ex): A death knight cannot be turned. It can be banished with *holy word*, however, just as if it were an evil outsider. (The banished death knight returns to the plane of the evil god it serves.)

Touch Attack: If disarmed, a death knight will use a touch attack that deals negative energy damage of 1d8 + the death knight's Cha bonus to living creatures. Each successful touch attack also deals 1 point of Con damage. A Will save (DC 10 + ½ death knight's HD + death knight's Cha modifier) reduces the damage by half and negates the Con damage.

Possessions: +2 Icy Burst Greatsword, +2 Full Plate Armor, +3 Buckler, +1 Amulet of Natural Armor, Cloak of Minor Displacement, Boots of Speed.

Appendix II – New Feats

Close-Quarters Fighting [General]

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

Prerequisites: Base attack bonus +3.

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

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

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

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

Dash [General]

You can move faster than normal.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster.

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Improved Buckler Defense [General]

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisites: Shield Proficiency.

Benefit: When you attack with a weapon in your off hand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

Special: A fighter may select Improved Buckler Defense as one of his fighter bonus feats.

Power Critical [General]

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on a roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Ranged Disarm [General]

You can disarm a foe from a distance.

Prerequisites: Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5.

Benefit: Choose one type of ranged weapon with which you are proficient. You can make a disarm attempt with this weapon as long as your target is within 30 feet.

Special: A fighter may select Ranged Disarm as one of his fighter bonus feats.

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new ranged weapon.

When using this feat, a character gains no benefit from the Improved Disarm feat.

Combat Brute [Tactical]

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

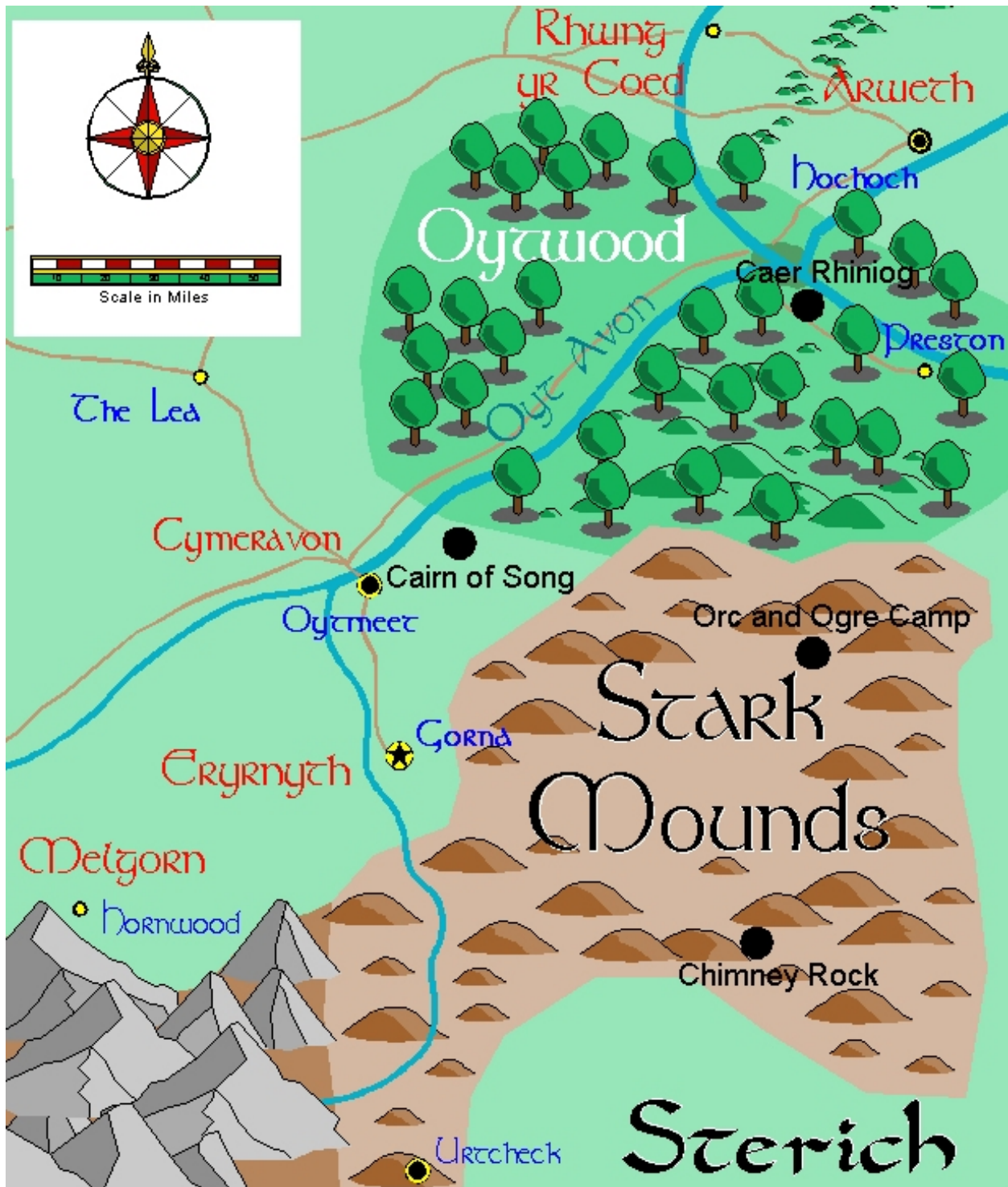
Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc in the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*). If you do so, you gain an immediate additional melee attack against the same foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

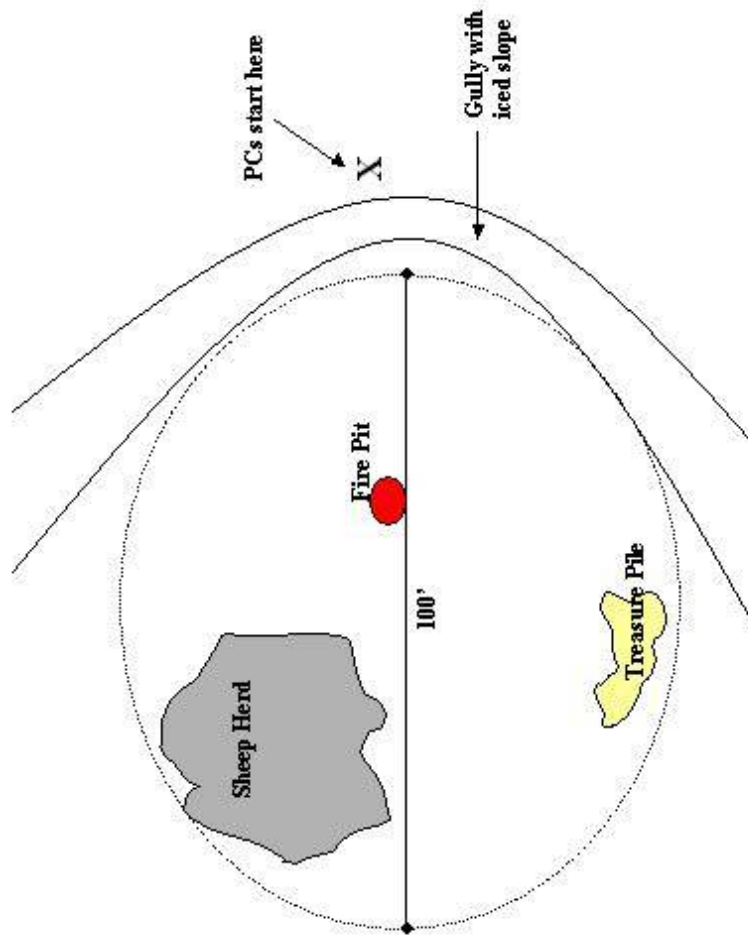
Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be –5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty $\times 1-1/2$, or $\times 3$ if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a –6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points of damage if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

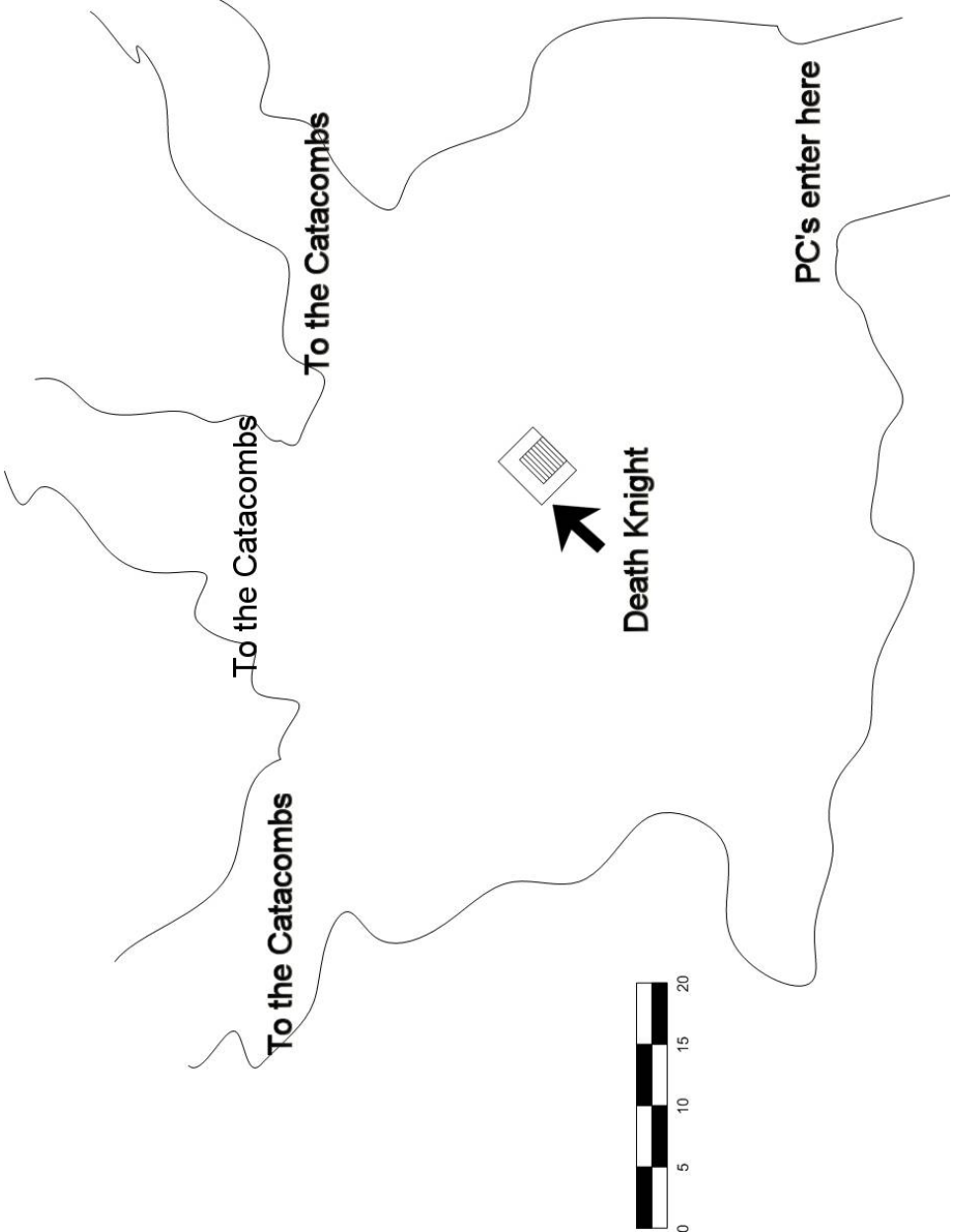
DM Aids: Map #2 –Stark Mounds and Chimney Rock



DM Aids: Map #3 – Difficult Decisions



DM Aids: Map #4 –The Cairn of Song



Player Handout #1 – Rumors at the Smiling Frog

A dockhand is talking to a young woman, trying to engage her in conversation. “Owen left very suddenly on this quest to find new allies, and he left a lot of doubts and questions when he departed. Do you think this has anything to do with Keoland withdrawing their army back to Sterich?”

A local journeyman blacksmith tells you an interesting bit of information. “I heard that Owen made all the other nobles agree that Llwyres Sierra Blackblade would be the regent in his absence. He had to force Bedwyn the Fat to agree. It’s no secret that Bedwyn wants the Griffon Chair.”

An Army of Liberation dwrthdyn tells you, “Sierra is overstepping her bounds. She has claimed the sword Dusk as her own. That is the Brenin’s sword. She is only the Regent and has no right to the Brenin’s sword. What will she claim next? The Griffon Chair?”

A local hunter is quite willing to share his opinion. “Bedwyn is a pawn of Gran March. He’s got a lot of relatives that live across the Anniben Dwr. If he gains more power, then we’ll just be another province of Gran March inside of a decade. Mark my words.”

A local fishman tells you, “I hear that Blackblade ain’t a paladin anymore. She used to be a follower of the Heironeous, but I guess he didn’t want her since she showed her backside to combat once too often.”

A boatman says to some other rivermen. “Bedwyn’s a greedy, fat man. He’s raised taxes on the folk, and increased the tolls on the merchants. He’s the only noble who has his lands back, and he’s done nothing to help the refugees who aren’t living in his cantrev.”

A minstrel is more than willing to talk of tales and rumors. “The Blackblades have a dark and bloody history. They got their name from some evil sword that would eat a man’s soul. Sierra Blackblade might be an upstanding woman, but there are others in her family who live up to the Blackblade legacy.”

A rather poor looking merchant is grumbling into his cups. “Bedwyn’s in hip deep with the Midnight Ravens. Every job they pull, he gets a cut. In return, he lets the Ravens run amok.”

You overhear two veterans talking. “I can’t believe that Blackblade is the regent and commands the army,” says one. “She’s a known coward. She fled from both Derelion and Gorna.” The other one nods and adds “How is a woman like that supposed to lead us to victory over the giants? We need a brave leader.”

A veteran is telling a story to several new recruits. “I fought with Bedwyn when we reclaimed Preston from the giants. He’s a wild man in battle, with his huge warhammer swinging this way and that. We won a victory that day and freed Preston. Where was Blackblade? Down in Keoland hobnobbing with her Keoish relatives.”

Player Handout #2 – Rhys' Song that Opens the Way

*Comes the call of Earth and Flower
To each Gyri at this hour.
Bind thy strength unto his power;
Llywellyn calls for thee!*

*Armed with bows of Crimson Fluid
Warmed by Sunlight is the Druid.
Gyruff's foes shall greatly rue it.
Llywellyn calls for thee!*

*Hear his call resounding
From the hills rebounding.
The echoes strong
Shall Right the Wrong,
unnatural plans entirely confounding.*

*Winter, too, shall join the chorus,
"Death to those stand before us!"
With the Cycle set before us,
Llywellyn calls for thee!*