

BIS6-02

Seeking Refuge

A One-Round D&D® LIVING GREYHAWK™

Bissel Regional Adventure

Version 1.0

by Christopher Ravlin and Jay Babcock

Reviewer: Bissel Triad

Circle Reviewer: Steven Conforti

Playtesters: Chris Babcock, Lee Burton, Brian Eberhardt, Heather Eberhardt, Derek Knutsen, and Jon Sedich

Evard has been vanquished and the ancient capital of Bissel is once again under control of the March. But these grand things mean very little to the common folk. The dispossessed, the disenfranchised, and those just tired of seeing their lives in ruin seek something - anything to make their lives whole once again. They seek refuge. A Bissel regional adventure for APLs 2-12, and Part 2 of the *Rebuilding the March* series.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at jay@viceandvillainy.org. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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	

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

For three years, war has ravaged the March of Bissel. Evard's dark threat proved real, and political machinations and treachery have left the entire March in turmoil. Recent events have, however, seen a turn for the better; the Necromancer has been slain, and the capital city of Thornward reclaimed.

To many of the common citizens of Bissel, these grander issues are of little importance. What is of interest to them is the effect of the war upon their daily lives. Military conscription had stripped the countryside of its men. Entire baronies had been deprived of craftsmen and laborers, productivity was low, and so was morale. Trust in the government and the nobility was at an all time low - and some had had enough. These proud folk decided, at the low tide, to take matters into their own hands.

Once such group decided to simply desert. Near the beginning of 595 CY, three semi-retired adventurers - Purvis Valyr, Silas Foulke, and Aleister Zimm - had been deployed together. They were forced to flee from a doomed battlefield, taking shelter in the remnants of a village laid to ruin during the war.

Eventually, Evard's hordes moved away from the village. The three chose not to return home, and instead started fixing up parts of the town. Over time, other folk came upon the village, and decided to remain. They came from all walks of life - military and common, merchant and man at arms, discontented or displaced. Out of necessity, they formed a working society, which they named Refuge.

Refuge has existed for about a year now and things have gone very well. The community is now over a hundred strong. They have their own crops, animals, fodder and security. The town has instituted strict rules and guidelines that have brought peace, prosperity and contentment to all its citizens. Through various friends and allies, Refuge has managed to stay out of sight from those government officials that would bristle at the news of a village operating outside the normal rules.

ADVENTURE SUMMARY

The PCs are hired by the Department of Tax Collection to search for a missing tax collector. They track down a guide that agrees to take them to the refugee settlement where he was last seen. Along the way, the party is attacked by unusual animals.

Upon reaching the settlement, the PCs learn that the tax collector arrived, and seemingly disappeared a day later. They question inhabitants of the town, and gradually unearth a conspiracy to upset the peacefully community.

The agents of the local baron get desperate, and launch an attack on the town. A tense standoff ensues, as the body of the missing tax collector is found.

INTRODUCTION: MISSING IN ACTION

Estimated Time: 10 minutes

The PCs are summoned to the Department of Tax Collection, where they learn about the missing tax collector.

ENCOUNTER 1: COCK & BULL

Estimated Time: 5 minutes

The PCs question the merchants that carried the threatening message back to Thornward.

ENCOUNTER 2: LOOKING TO THE OPEN ROAD

Estimated Time: 5 minutes

The PCs question the clerics of Fharlanghn that guided the merchants to Refuge, and convince the clerics to take them to the settlement.

ENCOUNTER 3: OR TWO IN THE BUSH

Estimated Time: 45 minutes

Along the way to Refuge, the PCs are attacked by some rather unusual animals.

ENCOUNTER 4: FINDING REFUGE

Estimated Time: 10 minutes

The PCs arrive at Refuge, and talk their way past the gate guards.

ENCOUNTER 5: PUT YOUR RIGHT FOOT IN

Estimated Time: 15 minutes

The PCs stay for a night in the Threshold Inn.

ENCOUNTER 6: TAKE YOUR RIGHT FOOT OUT

Estimated Time: 5 minutes

The PCs are interviewed by a member of the Refuge Triumvirate.

ENCOUNTER 7: DARK SIDE OF THE RAINBOW

Estimated Time: 5 minutes

The PCs explore the village of Refuge.

ENCOUNTER 8: MIDDLE OF THE MATTER

Estimated Time: 10 minutes

The PCs investigate the Refuge town hall.

ENCOUNTER 9: THE TROUBLE I'VE SEEN

Estimated Time: 10 minutes

The PCs investigate the Refuge jail.

ENCOUNTER 10: SO MOTE IT BE

Estimated Time: 10 minutes

The PCs investigate the Refuge temple.

ENCOUNTER 11: SECRETS AND SOLUTIONS

Estimated Time: 15 minutes

The PCs investigate the Refuge alchemist shop.

ENCOUNTER 12: NOTHING TO SEE HERE

Estimated Time: 5 minutes

The PCs investigate the Refuge mill.

ENCOUNTER 13: BACK AT THE INN

Estimated Time: 10 minutes

The PCs return to the inn, and are accosted by another Triumvirate member. They also overhear two merchants discussing something suspicious.

ENCOUNTER 14: CATCH!

Estimated Time: 40 minutes

The Threshold Inn is attacked. The PCs escape, and confront the agents of the Baron.

ENCOUNTER 15: SHOWDOWN

Estimated Time: 15 minutes

The body of the tax collector is located, and a tense standoff ensues between the townsfolk and agents of the Baron.

CONCLUSION A: THE HOME TEAM

Estimated Time: 5 minutes

The PCs side with the townsfolk. They return to Thornward with the tax collector's body.

CONCLUSION B: LOOSE ENDS

Estimated Time: 5 minutes

The PCs side with the agents of the baron. They return to Thornward with the tax collector's body.

PREPARATION FOR PLAY

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this allows 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: MISSING IN ACTION

As the adventure begins, the characters are contacted by Colin Aurus, an undersecretary to the Federal Exchequer who wishes to engage the party in a matter of grave importance.

“Evard is dead! “ The cries of joy still echo in your mind. “The necromancer is fallen! Long stand the March of Bissel!”

The last month of CY 595 began with dire tidings. A horde of undead abominations pushed south from Thornward and was on the doorstep of Pellak, itself. But in a mere matter of weeks, the situation went from certain defeat to unbelievable victory – the horde was destroyed, and the Great Army assaulted Evard’s defenses. After a tense battle, the necromancer was defeated.

It has been several months, and the revels of Needfest are still apparent – banners of the Bissel crest still hang from many buildings, and the general tenor is much more upbeat. It is a rebirth for the March.

Since the liberation of Thornward, things have quieted down. All across the March, men have gone home to pick up the tools of trades left behind due to military conscription. Many lives have been lost and many more ruined. In the aftermath of the war, the March has begun to rebuild.

As adventurers, life is seldom boring, but even your lives have quieted down as of late. You and some comrades are just discussing this very issue over a few bowls of the Prancing Pixie’s house stew, a welcome and warming contrast to the numbing chill that has settled over Thornward.

At this point, allow the PCs a few moments to briefly introduce themselves to each other.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- Following the fall of Evard, the Bissel government has rapidly moved the capital back to the city of Thornward.
- Many of Evard’s agents escaped from Thornward, and are living among the common citizenry. All spellcasters are required to sign an Oath of Loyalty, stating that they are not necromancers.

- Lady Saralind Markavan, the Regent of Bissel, has died. This leaves the March leaderless during these troubling times.

DC 20

- Evard’s undead forces were obliterated by a ‘great light in sky’, rumored to be a weapon developed in secret from Evard’s own research.
- Adventurers snuck into Thornward via the Plane of Shadow, and closed a secret gate that the necromancer was using to bolster his forces.
- The two adventurers that slew Evard were obliterated in the resulting explosion. Nym Greenbottle and Mason “Grandpa” DeVillars have been declared Martyrs of the March.
- Thornward Keep is being repaired extraordinarily quickly. The government is preparing to receive a delegation from the Court of the Land.

DC 25

- The Evard that terrorized Bissel for so long was not really the Baron Evard Markavan, just someone that stole his identity.
- Evard the necromancer was not necessarily killed. There was a great explosion, and no body was found. Divinations trying to ascertain the truth have failed.
- The Barony of Nightwatch is healing itself following the death of Evard. The grass is greener, the air is cleaner, and the people go about their daily business with a newfound bounce in their step.

DC 30

- A man arrested for suspicion of being a necromancer developed odd black marks on his skin while in jail, and finally died from the unknown malady. The incident was explained away as some sort of mishap that occurred while messing around with forbidden magic.
- Many of the Barons would like to seize the vacant Margrave’s seat, which will be voted upon at the next Council in Sunsebb of CY 596. The wheels of politics have already begun turning, though no one can predict who will come out on top.

When they are finished with introductions and rumors, continue:

A young man enters the common room of the tavern. He seems flustered, almost panicked, as he surveys the occupants. Spying your table, he hustles over.

If the PCs succeed at a Knowledge [nobility & royalty] or Knowledge [local - Sheldomar Valley Metaregion] check (DC 15) they recognize his livery as

that of the Ministry of the Exchequer. If the result is higher (DC 20) they recognize it specifically as that of the Department of Tax Collection.

“Greetings! I have been sent to find adventurers with some experience working for the government. Gads! I hoped to find you hours ago. I never realized how many taverns and bars are in this city! Anyhow, I have been sent by my boss, Colin Aurus, a government official who would like to speak to you in regards to a matter of some importance. I was told to inform you that the job pays quite well, but you must come with me immediately, if you are interested.” With that, the young man awaits your decision.

The young man has very little information about the request. He will answer any questions posed; however he grows more and more impatient. He can relate the following:

- His name is Logan Stewart. He is a junior auditor in the Department of Tax Collection.
- Colin Aurus is his boss. He is an Undersecretary to the Exchequer of the federal government, and is an impatient taskmaster.
- Colin was rather insistent that he find individuals to assist him as soon as possible.

Once the PCs have agreed to follow him, continue with the following:

Logan leads you at a break neck pace across the central square of Thornward towards one of the many large municipal buildings that flank Thornward Keep. The office is on the 3rd floor and the young man takes the stairs two at a time.

You are not in the hallway for one second before you hear a booming voice from down the hall yell, “I don’t care what you do! Find Stewart and find out where those adventurers are! If he is lollygagging in some tavern somewhere, I’ll have his hide!”

An impeccably dressed woman comes out into the hallway as you approach. Upon seeing you, she turns right back around, her demeanor noticeably calmer.

“I have found them Sir.”

As you enter the front office, you see the woman now sitting at the desk reading some papers. Through the door to the interior office, you see a rotund, red-faced man with a thick, waxed moustache. He is standing behind a desk glowering at your guide.

“Are these them!?! Hrmpfh. Stewart you wait outside for me to finish this meeting, and then you and I are going to have a little chat. And close the door on your way out!”

Logan leaves and gently closes the door. With an exasperated sigh, Colin Aurus collapses into a chair that threatens to crumple with every squeak.

“Now then, I am Colin Aurus, CHIEF Undersecretary to the Minister of the Exchequer. And of course, I know of you - You have come highly recommended to me as... people... of some skill and experience. However, I must tell you upfront that I wary of using “outsiders” on such a sensitive matter. Never the less, it seems I must - so here are the particulars.

It has come to our attention that a number of citizens have been displaced by the war, and have formed new settlements. These people are uncounted and their tax debt unaccounted in our ledgers.

Obviously, this cannot be tolerated. We’ve sent our tax collectors out to assess the situation. One of our men, Bernard Fletcher by name, was assigned to a section of the Barony of Bandalar. He was supposed to report back nearly a week ago. His tardiness, though vexing, was somewhat understandable – we don’t know exactly how many refugees are out there.

Unfortunately, our wait has come to an abrupt end. Yesterday morning we received... this:”

Aurus reaches into a desk drawer and pulls out a worn leather bag. He then unceremoniously dumps its contents on to the desk. Two severed hands land with a sickening thud. They appear to be the hands of a human adult. On one hand is a signet ring with the same heraldic device born by the employees of the Exchequer. A small piece of parchment falls out of the bag, as well, a phrase written upon it: ‘SEEK NOT REFUGE’.

If the PCs can make a Heal check (DC 15) they can tell that the hands belonged to a lean male human, in his mid-adult years. If the check is higher (DC 20), they can tell that the hands were removed while the victim was still alive.

“We cannot let such an egregious act of defiance to go unpunished. I would like for you to investigate this deed, so that justice may be done. Oh, and if you have time, recover Fletcher’s body, his wife might want it back.”

The undersecretary can relate the following information, if questioned:

- The Department will pay the PCs 50 gp each, upon successfully returning with a useful report.
- The missing tax collector sent back early reports via merchants he encountered in the area. This is a common practice for non-sensitive materials and messages.

- The severed hands were delivered in the same manner.
- The merchants that delivered the package were pretty shaken up when they learned about the grisly contents. They agreed to remain at the Cock & Bull, a tavern and inn near the Eastern Gate, until the Department could send someone to question them.

Once the PCs decide to head to the Cock & Bull, continue with Encounter 1.

All APLs

☛ **Logan Stewart:** Male human Com2 (Bluff +1, Sense Motive +1); AL LG.

☛ **Chief Undersecretary Colin Aurus:** Male human Ari4 (Bluff +2, Sense Motive +1); AL LN.

ENCOUNTER 1: COCK & BULL

The Cock & Bull is set just inside the Eastern Gate of Thornward, along the Fals River. The simple wooden sign bears a carving of a rooster standing on the back of a bull. The entrance is a high arched wooden door between two leaded-glass windows. The ruddy light of several oil lamps indicates that the business is open.

Upon entry, you see that the Cock & Bull is quite busy, even at this early hour. There are several groups eating and talking. Two men are wagering over darts. There are still a few tables open as well as a couple of stools at the bar.

If the PCs ask around, they quickly learn that the two men at the dart board are the merchants they seek. They can provide the following information:

- They are Stannis Gleason and Brandon Foulke, merchants out of Dountham.
- They trade in all sorts of goods – anything that will garner them a profit.
- They always try to take a Guidebrother of Fharlanghn along with them for luck on their journeys.
- On their last journey, the cleric with them was particularly knowledgeable of some of the refugee settlements, and led them to some fairly profitable locations.
- At one of these unscheduled stops – a fairly large settlement – they were paid to carry a few packages to Thornward. The grisly package that was delivered to the Undersecretary was among them.
- They do not recall who gave them any particular package. It didn't seem important at the time.

- The cleric that guided them on this last trip was Guidebrother Francilis.
- If the PCs want to catch up with the Guidebrother, they should head to the Shrine of Fharlanghn near the Watchtower Gate... but they'd better hurry. The clerics of the Traveler don't stay in one place for very long.

Once the PCs decide to head to the Temple of Fharlanghn, continue with Encounter 2.

All APLs

☛ **Stannis Gleason:** Male human Com4 (Bluff +4, Sense Motive +2); AL LG.

☛ **Brandon Foulke:** Male human Com4 (Bluff +3, Sense Motive +3); AL LG.

ENCOUNTER 2: LOOKING TO THE OPEN ROAD

You make your way down through the boroughs of the city to the southern-most gate. A steady flow of merchants and common travelers bustle about here, either coming or going on the Watchtower Road.

Alongside the main thoroughfare lies the Shrine of Fharlanghn. More like a market plaza than a traditional temple, the structure is open to the sky.

If the PCs succeed at a Knowledge [religion] check (DC 10) they can identify Fharlanghn as an Oeridian deity of roads and travel. Known as the Dweller on the Horizon, his clerics act as guides, caravan guards, and nomads.

As you enter the shrine, you notice a number of men standing around a glowing brazier, warming their hands. They notice you, and one walks over towards you. Beneath his traveling cloak, you can see the glint of a holy symbol – a wooden disk bearing a curved line and crescent.

“My fellow travelers! Welcome! Please, come join us. It is far too cold to stand on ceremony.”

The cleric can provide the following information, if questioned:

- He is Francilis, a Guidebrother of Fharlanghn. If the PCs played **BIS5-IS4 Faith No More**, they have traveled with him before.
- Guidebrothers are often hired as guides and escorts for caravans.
- He was engaged in Dountham as a guide for the merchants that the PCs met at the Cock & Bull.
- He has extensively traveled the northern reaches of Bissel. He has encountered numerous refugees – folks displaced by the ravages of war.

- He led the merchants to a refugee village. The village isn't well known, and doesn't receive much in the way of commercial traffic.
- Before departing, a few villagers gave the merchants parcels to carry to Thornward – a fairly common occurrence.

Francilis will, under no circumstances reveal the location of Refuge. However, if the PCs succeed at a Diplomacy check (DC 10) he can be persuaded to take the PCs to it, without revealing its location to them... for a price. He will charge the PCs each 5 gp. A successful Bluff, Diplomacy, or Intimidate check (DC 15) will allow a PC to reduce their fee to only 3 gp each.

Once the PCs convince Francilis to escort them, continue with Encounter 3.

All APLs

☛ **Guidebrother Francilis:** Male human Clr5 (Bluff +7, Sense Motive +4); AL NG.

ENCOUNTER 3: OR TWO IN THE BUSH

“Well then, no time to waste.” Francilis looks you over with a smile. “Get yourselves ready, and meet me back here in an hour. I’ll procure a few mounts.”

The PCs have an hour to make any special preparations. If they wish to purchase equipment or services, they are in luck – Thornward is the heart of trade in the March. They can purchase anything from the following PHB tables: Table 7-3: Trade Goods, Table 7-5: Weapons (small & medium sized), Table 7-6: Armor and Shields, Table 7-8: Goods and Services (except they can't have spells cast by NPCs). They may not purchase llamas smaller than medium size. They may purchase any potion, oil, or scroll from the DMG Tables 7-17, 7-23, or 7-24 with a market price of 750 gp or less, and any standard spell components up to 2,000 gp in value.

Once they have made any preparations, continue:

True to his word, when you return to the shrine, Guidebrother Francilis is waiting with a number of mounts. He secures a final saddlebag, and leads you out through the Watchtower Gate. Within minutes, you are on your way.

The rest of the day passes quickly. You travel west through the lowlands of the Fals river valley, along the Ward Way towards Dountham.

As the sun creeps low on the horizon, you leave the valley and enter the plains of Nightwatch. Even though it is still winter, the land is a vibrant green, as if it were the middle of spring. As you progress further, the grassy plains give way to dense forest.

“Oh, good... glad I’m not the only one,” Francilis says to no one in particular as he looks around at the terrain. “Ever since ol’ Evard met his end, the land has been reacting. These trees, for instance... I’ve been walking this land all my days... this forest wasn’t here before. It’s like the land is coming back to life...”

If the PCs succeed at a Knowledge (nature) or Survival check (DC 10) they realize that this growth is clearly unnatural. If they succeed at a Knowledge (arcana) check (DC 15) they know that druids and rangers can influence the growth of plants, but the sheer scope of the growth here would require an impossibly large and powerful group to accomplish.

The sun rapidly disappears behind the tree cover, and your guide locates a decent clearing to camp for the night. The moon is full, but barely penetrates the forest ceiling, casting a plethora of eerie shadows. As you huddle around your campfire, you can’t help but feel that something is watching you. After a few hours, it strikes you: there is no sound – no howl of wind, no woodland foragers.

Suddenly, the Guidebrother cocks his head and looks around.

“Did you hear that?”

Have the PCs make Listen checks (DC 10 + APL). If they succeed, they may act during the surprise round.

If the PCs are playing at APL 2 or 4, read the following:

Near the edge of the clearing, the brush shudders for a moment before several squat creatures burst from within. The beasts charge at you, teeth bared and growling.

If the PCs are playing at APL 6 or 8, read the following:

Near the edge of the clearing, the brush shudders for a moment – and then disappears – beneath the feet of several large creatures that burst from within. The huge bears charge at you, teeth bared and growling.

If the PCs are playing at APL 10 or 12, read the following:

Near the edge of the clearing, you see several small trees falling towards you. After a split second of confusion, you realize the trees are actually being uprooted by the antlers of massive beasts that have just trampled through where the copse once stood. Their forms cast huge shadows on the ground as they charge at you.

APL 2 (EL 5)

☛ **Dire Badgers (3):** hp 33 each; see Monster Manual, page 62.

APL 4 (EL 7)

🐾 **Dire Wolverines** (3): hp 53 each; see *Monster Manual*, page 66.

APL 6 (EL 9)

🐾 **Dire Bears** (2): hp 123 each; see *Monster Manual*, page 63.

APL 8 (EL 11)

🐾 **Dire Bears** (4): hp 123 each; see *Monster Manual*, page 63.

APL 10 (EL 13)

🐾 **Dire Elk of Legend** (4): hp 198 each; see *Appendix 5*.

APL 12 (EL 15)

🐾 **Advanced Dire Elk of Legend** (4): hp 344 each; see *Appendix 6*.

Tactics: The beasts will straightforwardly attack, charging the nearest opponent, and attacking him until he falls. Guidebrother Francilis will not fight in this combat.

Developments: If the animals manage to incapacitate a PC, and the remaining PCs retreat, the animals will not pursue. Instead, they will drag the incapacitated PCs back to their lair, where they will be slain and devoured.

If the PCs succeed in the combat, and can make a Search check (DC 20) or Survival check with the Track feat (DC 15) they can backtrack along the animals' route, and find their lair – an unstable sinkhole. Read the following if the PCs stumble into it:

The tracks lead you a short distance through the woods. Suddenly, the ground beneath you collapses!

APL 2 (EL 2)

🦋 **Camouflaged Pit Trap:** CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids, 20 ft. deep (2d6, fall); Search DC 24; Disable Device DC 19.

APL 4 (EL 3)

🦋 **Camouflaged Pit Trap:** CR 3; mechanical; location trigger; repair reset; DC 21 Reflex save avoids, 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.

APL 6 (EL 4)

🦋 **Camouflaged Pit Trap:** CR 4; mechanical; location trigger; repair reset; DC 22 Reflex save avoids, 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 26; Disable Device DC 20.

APL 8 (EL 5)

🦋 **Camouflaged Pit Trap:** CR 5; mechanical; location trigger; repair reset; DC 23 Reflex save avoids, 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 28; Disable Device DC 22.

APL 10 (EL 6)

🦋 **Camouflaged Pit Trap:** CR 6; mechanical; location trigger; repair reset; DC 24 Reflex save avoids, 60 ft. deep (6d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 29; Disable Device DC 24.

APL 12 (EL 7)

🦋 **Camouflaged Pit Trap:** CR 7; mechanical; location trigger; repair reset; DC 29 Reflex save avoids, 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 29; Disable Device DC 26.

If the PCs survive the trap, they can find a few trinkets from past meals within the sinkhole.

Treasure:

APL 2: L: 0 gp, C: 2 gp, M: *pearl of power* (1st level spell) (83 gp), *Quaal's feather token* (tree) (33 gp).

APL 4: L: 0 gp, C: 2 gp, M: *chime of opening* (250 gp), *horn of hog* (166 gp), *pearl of power* (1st level spell) (83 gp), *Quaal's feather token* (tree) (33 gp).

APL 6: L: 0 gp, C: 2 gp, M: *candle of truth* (208 gp), *chime of opening* (250 gp), *horn of hog* (166 gp), *pearl of power* (1st level spell) (83 gp), *Quaal's feather token* (tree) (33 gp).

APL 8: L: 0 gp, C: 2 gp, M: *candle of truth* (208 gp), *chime of opening* (250 gp), *horn of hog* (166 gp), *pearl of power* (1st level spell) (83 gp), *pipes of sounding* (150 gp), *Quaal's feather token* (tree) (33 gp).

APL 10: L: 0 gp, C: 2 gp, M: *candle of truth* (208 gp), *chime of opening* (250 gp), *circlet of persuasion* (375 gp), *horn of hog* (166 gp), *pearl of power* (1st level spell) (83 gp), *pipes of sounding* (150 gp), *Quaal's feather token* (tree) (33 gp), *stone salve* (333 gp).

APL 12: L: 0 gp, C: 2 gp, M: *candle of truth* (208 gp), *chime of opening* (250 gp), *circlet of persuasion* (375 gp), *horn of hog* (166 gp), *pearl of power* (1st level spell) (83 gp), *pipes of sounding* (150 gp), *Quaal's feather token* (tree) (33 gp), *stone salve* (333 gp).

Also within the sinkhole is the body of a dead traveler. If the PCs spend the time to retrieve the body from the sinkhole, and give it a proper burial, they earn the 'Respect of the Wayward Son' favor on the Adventure Record.

Once the PCs are ready to proceed on their journey, continue with Encounter 4.

ENCOUNTER 4: FINDING REFUGE

The rest of your trip continues without incident. Around noon, Francilis breaks off of the Ward Way, and leads you north into the Barony of Bandalar.

As the shadows of dusk advance across your path, you find yourself cresting a hill and looking down upon a large clearing. A tall fieldstone farm wall is surrounded by sharp pickets driven into the ground, forming a meager first line of defense. The worn path you are on leads you towards a makeshift gate in the stone wall. A tall, three-story stone and wood building straddles the wall to the left of the gate.

“Well, here we are...” Guidebrother Francilis surveys the village before you with a satisfied gaze. “Welcome to Refuge... A place of hopes and dreams, weathering out the storm.”

Nearing the gate, the two guards posted there come to attention and await your approach. Both men are burly and each carries an unadorned pike.

If the PCs succeed at a Spot check (DC 22) they notice that there is a pair of camouflaged platforms hidden in the trees at the edge of the clearing. Each holds an archer, who is training a bow upon the party with an arrow knocked. If they succeed at a Survival check (DC 15) they realize that these blinds are positioned so that the archers would see approaching visitors before they could themselves be easily noticed.

Once the PCs decide to approach the gate, continue:

As you arrive in front of the posted guards, one of them holds out a hand and speaks.

“Halt! Who are you, and what business do you have in the village of Refuge?”

The guards will ask basic questions about the party's intentions (intent, point of origin, length of stay, etc.). They have an initial attitude of Indifferent. To gain admittance through Diplomacy, the PCs must shift their attitude to Friendly (PHB, page 71). If the PCs are particularly cooperative, and provide believable answers to the guards' questions, you may award them a circumstance bonus up to +5. If their answers sound suspicious, you may apply a penalty up to -5. If the PCs attempt to lie, allow the guards a Sense Motive check against the speaker's Bluff check. If the PCs are caught in a lie or act in a hostile manner, you may apply a penalty up to -15.

The PCs may also attempt to bully their way past the guards with an Intimidate check (DC 1d20 + 4). However, if they attempt this, they automatically receive a penalty to Diplomacy checks for hostile actions, as above. If they fail the Intimidate check by 5 or more, they

are denied access to Refuge, and the adventure is effectively over.

If the PCs manage to talk their way past the guards, continue with the following:

“Very well, then. It is law in Refuge that all travelers must spend their first night at the Threshold Inn. No exceptions. You will meet with a member of the Triumvirate in the morning. Follow me...”

The speaker leaves his post, and heads towards the large building to the left of the gate. He opens a large iron-shod door, and gestures for you to enter.

“Enjoy your stay in Refuge.”

Without further pause, he closes the door behind you.

Once the PCs are inside the Threshold Inn, continue with Encounter 5.

All APLs

☞ **Town Guards (2):** Male human Ftr3 (Bluff +2, Sense Motive +4); AL NG.

ENCOUNTER 5: PUT YOUR RIGHT FOOT IN

Entering the inn, your senses are overloaded – the smell of freshly cooked meat lingers in your nose, the sound of laughter echoes in your ears. A beautiful woman sitting by the fireplace - whose red hair seems aglow with reflections of the flames - catches your eye.

There are several patrons seated around the common room. Many appear to be either local farmers or craftsmen. They look up at your entrance, take stock of you, and then turn back to their friends.

“Hello, travelers!” From behind the bar, a short, wide man waves at you. “Welcome to the Threshold. What can I get for ye? We have a fine roast o’ venison on tonight and a fine soup, if you’d rather.”

The innkeeper can provide the following information, if questioned:

- His name is Riley Cross. He is the proprietor of this inn.
- The Threshold Inn is the first stop for all those desiring entrance to Refuge for the first time.
- Cost of a room is 3 sp per night.
- One of the Triumvirate members will be here in the morning to question them. He will decide if the PCs will be allowed admittance into Refuge.

- He remembers the tax collector coming to town not that long ago. He remembers him being denied entrance, but that he was very interested in Refuge. If he had to guess, it sounded like the man wanted to stay.
- The tax collector never checked out of his room. The innkeeper was forced to gather up his belongings, so he could reuse the room.
- There is one other visitor in Refuge tonight – Eve Mirron. She sells reagents and chemicals to the alchemist shop.
- The only way out of the inn and into Refuge is through the door on the other side of the common room. They will only be allowed to enter if they are approved by the Triumvirate.

The PCs may look through the tax collector's belongings. There is nothing of consequence. It appears that the tax collector was planning to return – none of the 'essentials' are missing.

The PCs may also wish to gather additional information from the other patrons of the inn. The following items are available, with the required DCs for Gather Information checks:

General

- (DC 10) Refuge has received an unusually high number of visitors lately.
- (DC 15) Eve Mirron – one of the inn patrons - has some sort of sinister agenda. She has made five recent trips to Refuge.
- (DC 25) A couple of people have died recently of some unknown ailment. Those stricken have been quarantined in the temple infirmary.
- (DC 30) Millicent Porter is the latest victim of the disease.

Village of Refuge

- (DC 10) Refuge has one cow, bull, lamb and sheep for every man, woman and child, in addition to two chickens, a goat, and one bushel of whey and corn.
- (DC 15) The best thing a newcomer to Refuge can do is not to rock the boat. Just follow the admission procedure and everything will be smooth.
- (DC 20) The Triumvirate are the founding members of the village. They built the settlement upon the remains of a ruined village, sacked during the war.

Missing Tax Collector

- (DC 10) A federal tax collector arrived in town about a month ago.

- (DC 15) "If they have sent one tax collector, who is to say that more are not on the way? Or what if they send soldiers instead?"
- (DC 15) The official seemed a likeable person, but was irked at having to spend the night in the Threshold as it was still early in the day. He did not understand why he was not allowed into the village proper.
- (DC 18) Instead of simply leaving, Fletcher stayed on an extra day here in the inn.
- (DC 20) Purvis Valyr, one of the Triumvirate, interviewed Fletcher. Valyr politely told Fletcher that Refuge was not part of Bissel, and as such did not acknowledge his authority to collect taxes.

The lovely woman by the window is Eve Mirron. She can provide the following information, if questioned:

- This is her fifth trip to Refuge.
- She doesn't trouble herself with most of the residents of town – she generally deals only with the innkeeper for lodging and the alchemists to sell her reagents and chemicals. This has sparked some nasty rumors about her.
- Otto and Ida Uller are the village alchemists. Their shop is called 'Uller's Ointments and Unguents'.

The night will go without event if the PCs choose to retire for the night. The only doors out of the inn are accessed by going through the main area, so they cannot sneak out without being seen.

Once the PCs have decided to retire for the evening, continue to Encounter 6.

All APLs

☛ **Riley Cross:** Male human Com5 (Bluff +2, Sense Motive +2); AL LG.

☛ **Eve Mirron:** Male human Com2 (Bluff +2, Sense Motive +0); AL N.

ENCOUNTER 6: TAKE YOUR RIGHT FOOT OUT

Morning comes quickly after the best night of sleep you have had in quite some time. Breakfast is served buffet-style in the large main room. A variety of breads are offered along with a selection of cheeses, smoked and dried meats, pickles and boiled eggs. Watered wine, beer, cider and tea are offered as drinks.

You are just finishing your meal when a striking figure enters the inn. He is a tall man dressed in traveling leathers. A fine axe rests in a loop on his belt and a short sword is on the opposite hip. His

movements are lithe and sure as his long steps bring him over to your table.

He grabs a chair and spins it around. He sits down with the back of the chair facing you. Taking his hat off, he looks you over quickly, "Well met, travelers. Welcome to Refuge. My name is Purvis Valyr, one of the founders of this fine village. It is my duty to meet every traveler who seeks to enter Refuge and determine whether you will be allowed to enter or asked to leave. Now, tell me what brings you here?"

Valyr is an ex-adventurer. He knows the game and suspects that the PCs may be here as mercenaries. But he is willing to listen to them.

If the PCs are rude or violent during the interview, they will be denied entry, earning the 'Cast Out of the Village of Refuge' favor on the Adventure Record. If questioned about or the name of the tax collector is mentioned, Valyr will become suspicious. If the PCs seem to pose no threat, they will be allowed a two-day pass into Refuge.

Valyr can provide the following information, if questioned:

- Refuge is a little over a year old.
- Silas Foulke, Aleister Zimm and he make up the Triumvirate.
- They are a peaceful group and are loathe having anyone upset that.

If denied entry, the PCs will have to find an alternate, furtive way into Refuge. There are certainly breaks in the outer wall they could sneak through. Valyr will not entertain a second interview with them.

If Valyr allows entry, continue with the following:

"Well, then. I see no reason not to allow you to enter our fine town."

Reaching into his left coat pocket, he removes a piece of folded paper and hands it to you. "This is a map of Refuge. As this is your first visit, no doubt you will need it."

Reaching into his right coat pocket, he removes several colored sashes and hands one to each of you. "You must wear these at all times during your stay in Refuge. It identifies you as a visitor here."

He leads you across the main hall and towards the door opposite where you came in.

"You may go where you wish, but be mindful to be courteous and polite. Stop by the town hall so that Sarana can enter you in our visitor's log. Enjoy your stay – we'll be seeing you around!"

Once the PCs have passed through the door into Refuge proper, continue with Encounter 7.

All APLs

☞ **Purvis Valyr:** Male human Rng8 (Bluff +2, Sense Motive +7); AL NG.

ENCOUNTER 7: DARK SIDE OF THE RAINBOW

On the other side of the wall, the road into Refuge proper winds its way through well-kept gardens and vegetable plots on one side and pastures on the other. No houses are in this area, though there are a few field shacks.

The path rises up to a small hill where the village is located. The village is laid out in a roughly circular arrangement. Small houses are positioned around a large green. In the center of the green is a tall festival pole.

Three structures stand out in the village: the first looks like a large pavilion with open sides - a workshop of some kind, as you see several workers bustling about. At the other end of the village is a structure that might be a church or possibly the town hall. The last large building you cannot see in its entirety. It is behind some of the houses on the far side of the village. You can see the top parts of two large silos, however, and the peak of a gable.

The PCs may roam wherever they wish within the town for today. Proceed to the appropriate encounter. As it is now late morning, they may not get to every location.

If the PCs wish to visit the town hall, proceed to Encounter 8.

If the PCs wish to visit the jail, proceed to Encounter 9.

If the PCs wish to visit the church, proceed to Encounter 10.

If the PCs wish to visit the alchemist, proceed to Encounter 11.

If the PCs wish to visit the mill, proceed to Encounter 12.

Encounter 13 occurs on the second evening, once the PCs return to the Threshold Inn.

ENCOUNTER 8: MIDDLE OF THE MATTER

The town hall is a small stone building with a timber roof. The stairs are in dire need of repair but seem to hold your weight.

Inside the building, you come to two doors, each bearing a small hand-painted sign. The door to the left says "Town Clerk." The door to the right says "Town Treasurer." Both are ajar. No sounds are

coming from either of the doors and no one can be seen from here.

Town Clerk

Pushing open the office door of the Town Clerk, you find yourself face to face with a short, plump woman in an ill-fitting flower dress. The scent of lilac wafts from her general direction and she looks much like a grandmother or favorite aunt.

The Town Clerk appears to be rosy and plump grandmotherly sort, until she opens her mouth and speaks. Her voice is shrill and loud. She is to be not fond of outsiders and will treat the party as if they were naughty children. She is obsessed with details and procedure and will make it very clear that the party should watch their step.

“Well, what do we have here? Visitors? Why come right in! We simply must get you logged into the ledger.” She sits herself gracefully into her chair and opens the ledger at the top of her pile.

The Town Clerk will not answer any questions until everyone has given their names and the reason for their visit. She knows that Valyr has given the PCs admittance because of their sashes, so she will not care what they tell her... only that they tell her something to put in her ledger.

Once Sarana has the information she requests, she will be happy to answer any questions the PCs have. She can provide the following information, if questioned:

- She is Sarana, the Town Clerk.
- She is the only Town Clerk. All visitors are logged into the book, no matter how long or short the stay.
- She has no record of a Fletcher being admitted recently. She will not let the PCs search the book.
- There is record of two merchants, Merwin Blouer and Torsten Remy, being admitted a few weeks ago. They stayed for two days to speak with Tate Sorenson, the weaver.
- Across the hall is the Town Comptroller, Enos Tallwater. He’s such a nice man and knows so much about the flow of money here in Refuge.

If the PCs somehow manage to steal Sarana’s log book, they find the same information – there is no record of the missing tax collector.

All APLs

🔮 **Sarana Grimm:** Female human Com2 (Bluff +1, Sense Motive +1); AL LN.

Town Treasurer

Pushing open the door to the Town Treasurer’s office, you find him hard at work behind his desk.

He is a spindly bookish man with a hawkish nose and long, creepy fingers. He is dressed formally in a vest and long jacket, though they are wrinkled and a little soiled.

Glancing up from his desk, the man looks at you with squinted eyes, but doesn’t say anything for a long minute. You can see his lips moving silently. He holds up a finger to tell you to wait a moment, and then hurriedly scribbles something into his ledger.

“Ah, thank you... fantastically long calculation - have to do it in your head, or your pen runs dry. Glad you waited... I would hate to start all over again...” He closes his ledger and leans forward on his desk towards you. “Please, come in, have a seat! Is there something I can help you with today?”

The man can provide the following information, if questioned:

- He is Enos Tornin, the town treasurer.
- He has not met a tax collector or anyone named Fletcher since moving here. If someone is missing, he suggests speaking with the constable over at the jail.
- Every citizen is required to donate a certain amount of their productivity for the good of the town. This ranges from livestock, to food, to crafts.
- Money is raised by a tax placed on imported goods. The money is held in reserve until the time it is needed (disaster, family in need, etc.).
- Refuge does not consider itself part of the March, so has never paid taxes.
- If pressured, Enos will admit that Valyr consulted him on how much Refuge would owe should they agree to pay the taxes. The amount was quite substantial, so the Triumvirate decided against it.

All APLs

🔮 **Enos Tornin:** Male human Com2 (Bluff +0, Sense Motive +0); AL LG.

ENCOUNTER 9: THE TROUBLE I’VE SEEN

You come to a small stone building. Upon entering, you find only one room. The back half of the room is divided into two large cells.

Sitting behind a desk is a man dressed in simple clothes. A sheathed long sword hangs from a peg behind the desk. The man is writing on a piece of parchment when you enter.

You can see there are currently two men incarcerated in the cells, one in each cell. The first is sleeping on a cot, snoring loudly. The other man is sitting on his cot, looking indignant and angry.

Moving out from behind his desk, the man stretches out a hand and takes a moment to think before speaking. "You must be new around here; I don't recognize your faces. Is there something I can help you fine folks with today?"

The constable is somewhat stern and cautious. He listens fully to any question or statement then takes his time deliberating his answering. He is not a suspicious person by nature, but he tends to judge people by what they say and do. He is a stickler for the rules.

The constable can provide the following information, if questioned:

- He is Effram Hopwell, the constable of Refuge.
- Crime is quite low in Refuge. There have been no murders since the founding of the town.
- He met the tax collector on the night before he left at the Threshold Inn. He seemed too nice to be a tax collector, but seemed to enjoy his short stay in Refuge.
- Fletcher had a discussion about taxation with Ethan Swanson, the miller, on Fletcher's last night in Refuge. They discussed the right of the government to tax the people without a clear indication as to where the proceeds were used. It was a philosophical discussion and no tempers flared.
- He does not recall two merchants who were interested in rugs during his visit to the Threshold Inn.
- He will not let them talk with the inmates directly but will discuss who they are and why they are there.
- Morris Peabody is in the first cell. He is a Refugee who spends too much time at the Threshold Inn's bar. Hopwell lets him sleep off his libations for fear that Doris Peabody will instead beat them out of him.
- Brandon Hote is in the second cell. He is a traveler who was caught giving shaved coins in trade at one of the merchants. He will be put on trial soon.

The prisoner Brandon Hote has no interest in speaking to the PCs, nor does he have any information of value.

If the PCs spend time speaking with the constable, Morris will wake up and be released at about the time the PCs leave the jailhouse. If this is the case, continue with the following:

Looking mostly sober, Morris exits the jailhouse moments behind you. Bleary-eyed and stumbling, he reaches for <insert PC name> to steady himself. "Ah, sorry lad (or lass). Feels like it has been days since these legs last worked, but I'll bet they can make their way to the Threshold without me thinking about it!"

Morris will answer any questions in a non-committal manner, unless the PCs "wet his lips" with a drink:

With each question you ask, Morris' eyes slink off to the side towards the Threshold Inn and he licks his lips.

If the PCs offer to buy him a drink or accompany him to the Threshold Inn, Morris will talk. He can provide the following information, if questioned:

- Refuge is a boring town, but he has been happy since moving here.
- Most of the folks here are good people, though some he is not so fond of. Otis and Ida Uller are two such people. And that Ethan Swanson likes to provoke people so that he can prove them wrong.
- He met Fletcher in the Threshold Inn. He must be a good man if he can match argument for argument with Swanson!
- Those two merchant fellows were of a different sort. They had the stink of the city on them and seemed to spend a good amount of time wandering around but not really talking to anyone. They did talk to the weaver quite a bit and he thinks they might have had dinner with the weaver and his wife.
- The weaver's name is Tate Yates and his wife is Agnes.
- He has heard rumor of a disease spreading and the latest victim is being kept at the temple.

All APLs

☞ **Effram Hopwell:** Male human Ftr2 (Bluff +2, Sense Motive +5); AL LG.

☞ **Morris Peabody:** Male human Com3 (Bluff +3, Sense Motive +1); AL N.

ENCOUNTER 10: SO MOTE IT BE

The Temple of Refuge is the most impressive building in the town. Tall stone columns guard an open entrance to the interior. Statues once protected the building, but all that is left are piles of broken granite.

Entering the main foyer, you are presented with three directions to choose from. The door directly in

front of you is closed - and judging by the sound of children's voices on the other side, a class is in session. A hallway winds left and you can see an office at its end. To the right you see the door to the sanctum cracked open. You hear chanting and weeping from inside.

Classroom

The large wooden doors open easily. Inside the hall, the normally organized pews have been moved around to form makeshift tables. A number of children are busily at work with quills and parchment. A stern looking woman stalks the aisles overseeing the whole process.

At the sound of the doors opening, the school teacher hurries over to your group with a disapproving look on her face. "Why exactly are you disturbing my classroom, may I ask?"

If the PCs say anything to the effect of "just looking around," the school teacher will reply with "Oh really?" and then closes the door in their faces. Any other excuse will result in a harsh whisper: "If you continue to disturb my class, grave consequences which may include a remedial course in etiquette and manner taught by yours truly will befall you," and she closes the door in their faces.

Sanctum

Entering the sanctum, you notice a priest leaning over the body of a young girl. A holy symbol swings freely from his robes, a golden sunburst with a face. The edges of the symbol appear to burn with a divine radiance.

If the PCs succeed at a Knowledge (religion) check (DC 10) they can identify the cleric's holy symbol as that of Pelor, the Flan deity of the sun, life, and healing. If the PC making the check is a member of the church of Pelor in Bissel, he recognizes the flames as a symbol of the Vigilant Flame, a fraternity popular with paladins and militant clerics.

You can see that the priest is trying to heal her but by his look of concern and frustration and the parents' weeping, something must be wrong. The girl's father sits by her side, holding her hand and stoking her forehead. Her mother is kneeling next to the pallet, lost in her sobbing.

The PCs may wish to examine the little girl. If the approach, read the following:

Taking a better look at the little girl, you see that her skin is marked with odd black blemishes that look vaguely like hands. The air about her reeks with the stench of decaying flesh.

The following information is available, if they succeed at the listed Heal checks:

- (DC 10) The girl appears to be light-sensitive. Closing the curtains might make her more comfortable.
- (DC 15) This is some sort of disease or poison, but it is not one that has been seen before.
- (DC 20) The ointments and poultices on the bed tray are various disease and poison remedies. Some of them are rather potent.

The cleric will provide the following information, if questioned:

- His name is Father Danien Loria.
- He has been wandering the baronies of Bissel since the conclusion of the war. There are many to tend to and on which to shine the light of Pelor during these dark times.
- He has been in town for only two days and will be leaving in the morning.
- The girl's name is Millicent Porter, daughter of Lyndia and Richard Porter.
- Millicent is not the first victim of this ailment. A refugee from Cullen Drae arrived with it, and died shortly thereafter. Now, two weeks later, this poor girl is showing the same symptoms.
- Millicent first showed symptoms five days ago. The first symptoms were a mild fever and soreness. By the conclusion of the second day, black splotches began to appear on her skin. On the fourth day, some of the splotches had turned into seeping lesions.
- Nothing he has tried has worked. He has tried mundane means, potions and ointments, and magic. He has tried all manner of magic – including *remove disease*, *remove curse*, and *break enchantment*.
- It worries him that Pelor has not given him the ability to heal this.
- He thinks that Millicent will not live through the night while the lesions spread throughout her body.

Keep track of any PC that enters this room. After the adventure is over, each PC that entered this room must attempt a Fortitude save (DC 15). If they fail, they receive the "Black Hand of Evard" item on the Adventure Record.

All APLs

☛ **Father Danien Loria:** Male human Clr6/Pal3 (Bluff +3, Sense Motive +3); AL LG.

Office

The office at the end of the hall is small. Inside, a rather plain looking woman sits behind a small

desk. She is busily writing on some scrolls and jumps at the sounds of your arrival.

The woman knows the following information, if questioned:

- Her name is Emma Sorenson, the church secretary.
- She has lived in Refuge for about seven months, having moved here from Pellak with her husband Tate. Tate is Refuge's weaver.
- She likes Refuge and most of the people here. She does not trust the alchemists.
- She knows little about Millicent - just that she is gravely ill and the supposed alchemists have been unable to help her.

Emma will absently play with things on her desk and glance nervously out the door and windows if the PCs question her about the tax collector or the two merchants. A successful Sense Motive check (DC 15) will reveal that Emma is deliberately avoiding their questions and seems very nervous and squirrely (even for a church secretary).

If questioned rudely or hostilely about her behavior, she will become indignant. She will insist that if they are going to be rude or violent that they should leave her office, or she'll go get Constable Hopwell.

If questioned tactfully about her behavior, continue with the following:

You can see that Emma is on the verge of a nervous breakdown. Tears openly well up and spill from her eyes. She reaches for a handkerchief in her pocket and dabs at them. "Oh, it does the heart good to hear compassion in these trying times. I have been unable to shed this weight I carry on my shoulders. Please, come sit with me."

"My husband and I did not come here by happenstance. We were sent here by Baron Nanjari to just keep an eye on things, so to speak. Every once in awhile a runner comes through and gathers our information to be taken back home. It has been a pretty simple task thus far and we have really enjoyed our stay in Refuge these last few months."

"But just a few weeks ago, two runners came to get our report. In itself, this was slightly strange, as we had never had two people arrive before. They said their names were Merwin and Torsten. After taking our report, they told us that they had met up with a tax collector at the Threshold Inn who was here to insist that Refuge pay its owed taxes to the March. They instructed that our next assignment was to do anything we could to make sure that the tax collector's presence angered people and caused fear."

"Well, we love this town too much to cause our friends to be angry and fearful! In fact, Tate and I

have seriously considered severing ties with the Baron and living here as the church secretary and weaver everyone already knows us as."

"Obviously we did not disclose this to those two... two... scoundrels! And we didn't follow through with the assignment they gave us either."

"After we convinced them that we would do as told, they left and we haven't seen them since."

"I can't help but think that they knew we were lying. What if they send someone after us? Or what if they spread it around we were responsible for the tax collector's disappearance? I don't want to end up in the stocks or in jail!"

Emma falls into an uncontrollable sob and motions for you to let her alone.

All APLs

♀ **Emma Sorenson:** Female human Rog4 (Bluff +5, Sense Motive +5); AL LN.

ENCOUNTER 11: SECRETS AND SOLUTIONS

The sign on this small shop reads "Uller's Ointments and Unguents". Smoke drifts from the chimney, and a pungent odor lingers on the air. The front windows are adorned with flower boxes filled with various herbs.

A small bell rings when you enter the shop. The walls are lined with a variety of jars, urns and bottles. The curtain to the back area parts and a plump, cheerful looking older woman greets you.

"Why, good day to ya folks." She wipes her hands on her apron and reaches up to smooth her hair before continuing. "The name be Ida. What is't I be able to do for ya?" A worried looks crosses Ida's face as she looks at each of you closely. "Ya haven't bin 'round that litt'l girl, have ya?"

If the PCs have not been to the temple yet, went to the Temple but not the sanctum, or lie to Ida, continue with the following:

"Ah, that be good. Be mindin' of yourself these days. I bin finding nothin' that cures or keeps away those dark sores."

If questioned further about the disease, Ida knows little except the latest victim is at the temple with the healer.

If the PCs respond that they have encountered Millicent at the temple, proceed with the following:

Ida moves to the other side of the counter in her small shop, obviously putting distance between yourselves and her. "I see. Don't be comin' here

lookin' for no cure. All these here bottles bin tried and nothin' be workin'. Mind yourself if ya be startin' to feel sick. Find ya way over to the temple. I don't be thinking that dat priest can help ya, but he be the last hope ya have. Now tell me what ya be comin' to my shop for today?"


If the PCs succeed at a Spot check (DC 20) while talking with her, they can notice that as Ida reaches up to smooth her hair, the simple metal bracelet she wears has a symbol of a mailed fist, grasping six arrows, imprinted on the underside. A successful Knowledge (religion) check (DC 10) will identify this as a symbol representing Hextor.

The woman can provide the following information, if questioned:

- She is Ida Uller. She and her brother Otto run this shop.
- Otto is currently not in the shop. He is out running errands.
- None of the potions or salves they have created has been able to alleviate the symptoms of Millicent's disease.
- Otto met Fletcher at the Threshold Inn and said he seemed like a nice enough man, even though he worked for the March. She guesses you can't judge everyone by who pays their salary.
- Refuge has been a quiet, peaceful place to reside. They have found some very rare and potent herbs in the area.
- She did see two merchants lurking around town. Several times she saw them slip into the weaver's shop. She heard they were interested in the rugs, but "truth be told, them rugs don't be of good quality."
- She is a little unsettled that the PCs have arrived asking of the tax collector. He disappeared on the last day the two merchants were here in town.
- If questioned about her bracelet, she will say, "Oh this old thing? It be handed down from my great-grandmamma through four generations to me. It be more sentimental than anything else." A successful Sense Motive check (DC 20) will indicate that she is lying. If pushed further about it, she will refuse to elaborate. She will not admit to being a Hextorite.

Ida deals heavily in spell components, potions, and oils. The PCs may purchase any potion or oil from the DMG Table 7-17 with a market price of 450 gp or less, and any standard spell components up to 20 gp in value.

All APLs

 **Ida Uller:** Female human Clr1 (Bluff +5, Sense Motive +2); AL LE.

ENCOUNTER 12: NOTHING TO SEE HERE

The mill is a small building on the edge of town. The area is eerily clean and very organized. As you enter, you see a wiry man on the opposite side measuring small amounts of grain on an apothecary's scale. Your entry draws his attention and he stops his measuring to watch suspiciously as you approach.

Ethan Swanson is very opinionated and will freely speak his mind. He is a zealot with a hard time grasping the "big picture" for Refuge.


Ethan will not speak until the PCs have come across the mill to stand before him:

"Well, what do we have here? Something I can do for you?"

Ethan can provide the following information, if questioned:

- His name is Ethan Swanson, the miller.
- He was part of the first group to come to Refuge.
- He used to be part of the Bissel military until he was demoted to kitchen duty. He was appalled at the quality of grain used in the kitchen and eventually deserted when he had the chance.
- He hates the idea of taxation and grew worried when the tax collector came to town.
- He did meet Fletcher and had a conversation with him about taxation at the Threshold Inn. He found Fletcher to be an arrogant, opinionated man – mostly because he did not agree with Ethan. He only met Fletcher this one time.
- If questioned about Fletcher's disappearing, he becomes agitated. "Oh, now I suppose I'm being blamed for his disappearance, too?"
- The Ullers are outspoken pro-Refuge people with good ideas.
- The weaver and his wife are a mite bit strange. They have been stranger than normal over the last couple of weeks, always looking over their shoulders.
- He is not aware of Millicent's disease.

All APLs

 **Ethan Swanson:** Male human Com3 (Bluff +2, Sense Motive +2); AL LG.

ENCOUNTER 13: BACK AT THE INN

As evening sets in on your second night in Refuge, you return to the Threshold Inn to procure some food and lodging. As the previous night, there are several patrons already there and the atmosphere is friendly and jovial.

Not long after your meal has arrived, a shadow crosses your table. Looking up, you see a tall man standing before you in simple clothing. He motions to an empty seat at your table. "Do you mind if I join you for a bit?"

If the PCs allow him to sit, continue with the following:

"Allow me to introduce myself. My name is Silas Foulke, a member of the Triumvirate here in Refuge. I understand you have met with one of my colleagues, Purvis Valyr. He told me of your entry this morning; it's not that often that we get a group of your size within our walls. I hear that you have made the rounds in our little village. May I ask why you have come to Refuge?"

At the same time, the front door opens and two men enter the inn. Judging from their attire, they appear to be merchants of some sort. They stop at the bar to speak briefly with Riley and then find empty seats at the table next to you.

This should put the PCs in an awkward place: Silas will interrogate the PCs, asking probing questions about their reasons for being here. He will barely hide the fact that he does not care for their presence.

Simultaneously, the two merchants will have a whispered conversation. Periodically, have random PCs make Listen checks (DC 15) or Spot checks (DC 20). Success means they either overhear part of the conversation, or manage to read the lips of one of the merchants. If they fail the Spot check by 5 or more, and fail the Listen check, they mistakenly interpret their lip reading as something entirely different. Give them bits and pieces of the following:

"Tomorrow is going to be a big day!"

"Shhh! We don't want to draw any unwanted attention."

"Oh, right. Sorry."

You secured everything before we came in, right?"

"Of course I did. Do you make me for a fool?"

"Well, I'd rather not leave anything to chance, you know?"

"How will we capture them?"

"Haven't figured that out, yet. But we will."

"Bunch of traitors, all of them."

However, listening in on the whispered conversation comes with a price; The listener must make a Bluff check, opposed by Silas' Sense Motive, to listen while still appearing interested in the conversation with him. Failure at this check, or choosing not to be subtle, leads to Silas getting increasingly angrier and snappier.

Once this conversation has played out, proceed to Encounter 14.

All APLs

☛ **Silas Foulke:** Male human Ftr7 (Bluff +1, Sense Motive +4); AL LN.

☛ **Merwin:** Male human Rog3 (Bluff +1, Sense Motive +1); AL LE.

☛ **Torstan:** Male human Rog2 (Bluff +2, Sense Motive +0); AL LE.

ENCOUNTER 14: CATCH!

Suddenly, there is a loud crash and the sound of glass shattering. A moment later, there is a rush of heat and light. A wall of flame springs up in the middle of the common room. Patrons scream in terror and alarm.

If the PCs succeed at a Listen check (DC 15) they can tell that something was thrown through one of the windows of the inn, nearest the door leading out of the village. A Knowledge (arcana) check (DC 20) recognizes the fire as the product of alchemist's fire.

The fire quickly springs up, blocking passage through the door nearest the broken window. If the PCs wish to pursue the assailant, they will have to move through the hazard.

If the PCs think to ask about any of the patrons of the inn, they can see that most of them are fleeing off into the village. The two merchants from the next table dart off into the village, check to make sure they aren't being followed, and then plant the evidence for tomorrow's confrontation.

APL 2 (EL 2)

☛ **Roaring Inferno:** CR 2; mechanical; proximity trigger; automatic reset; DC 16 Reflex save avoids, curtain of fire (2d6, fire); Disable Device DC 24.

APL 4 (EL 3)

☛ **Roaring Inferno:** CR 3; mechanical; proximity trigger; automatic reset; DC 18 Reflex save avoids, curtain of fire (4d6, fire); Disable Device DC 24.

APL 6 (EL 4)

🔥 **Roaring Inferno:** CR 4; mechanical; proximity trigger; automatic reset; DC 20 Reflex save avoids, curtain of fire (6d6, fire); Disable Device DC 24.

APL 8 (EL 5)

🔥 **Roaring Inferno:** CR 5; mechanical; proximity trigger; automatic reset; DC 22 Reflex save avoids, curtain of fire (8d6, fire); Disable Device DC 24.

APL 10 (EL 6)

🔥 **Roaring Inferno:** CR 6; mechanical; proximity trigger; automatic reset; DC 24 Reflex save avoids, curtain of fire (10d6, fire); Disable Device DC 24.

APL 12 (EL 7)

🔥 **Roaring Inferno:** CR 7; mechanical; proximity trigger; automatic reset; DC 24 Reflex save avoids, curtain of fire (12d6, fire); Disable Device DC 24.

If the PCs survive the fire and escape through the door out of town, read the following:

Escaping the inn, you stop to catch your breath. Through the obscuring smoke, you can see two figures standing near the broken window. You cannot discern much about them, except that one is holding a flask. The figure throws it through the broken window, and a new burst of fire erupts inside.

The figures apparently notice you. They quickly flee towards the woods.

If the PCs choose to pursue the attackers, they will stand and fight.

APL 2 (EL 3)

🔥 **Baronial Agent Priest, Male human Clr2:** hp 14; see *Appendix 1*.

🔥 **Baronial Agent Warrior, Male human Ftr1:** hp 9; see *Appendix 1*.

APL 4 (EL 5)

🔥 **Baronial Agent Priest, Male human Clr4:** hp 28; see *Appendix 1*.

🔥 **Baronial Agent Warrior, Male human Ftr2:** hp 19; see *Appendix 1*.

APL 6 (EL 7)

🔥 **Baronial Agent Priest, Male human Clr6:** hp 42; see *Appendix 1*.

🔥 **Baronial Agent Warrior, Male human Ftr4:** hp 38; see *Appendix 1*.

APL 8 (EL 9)

🔥 **Baronial Agent Priest, Male human Clr8:** hp 56; see *Appendix 1*.

🔥 **Baronial Agent Warrior, Male human Ftr6:** hp 57; see *Appendix 1*.

APL 10 (EL 11)

🔥 **Baronial Agent Priest, Male human Clr10:** hp 70; see *Appendix 1*.

🔥 **Baronial Agent Warrior, Male human Ftr8:** hp 76; see *Appendix 1*.

APL 12 (EL 13)

🔥 **Baronial Agent Priest, Male human Clr12:** hp 84; see *Appendix 1*.

🔥 **Baronial Agent Warrior, Male human Ftr10:** hp 95; see *Appendix 1*.

Preparation: Before the assault begins, the cleric casts buff spells upon himself and his ally. These spells are listed in the 'power-up suite' sections of their statistics.

Tactics: The fighter will try to get into close melee range as quickly as possible. The cleric will try to stay behind the fighter, keeping him healed. If an opportunity develops to use a touch spell against a PC, the cleric will carefully weigh his options and act intelligently.

Treasure:

APL 2: L: 243 gp, C: 3 gp, M: *phylactery of faithfulness* (83 gp), *potion of cure light wounds* x2 (4 gp each).

APL 4: L: 167 gp, C: 3 gp, M: +1 *heavy flail* (192 gp), +1 *quarterstaff* (383 gp), *elixir of fire breath* (91 gp), *phylactery of faithfulness* (83 gp), *potion of cure light wounds* x2 (4 gp each).

APL 6: L: 1 gp, C: 3 gp, M: +1 *breastplate* (112 gp), +1 *full plate* (220 gp), +1 *heavy flail* (192 gp), +1 *quarterstaff* (383 gp), *elixir of fire breath* (91 gp), *gloves of arrow snaring* (333 gp), *necklace of fireballs (type II)* (225 gp), *phylactery of faithfulness* (83 gp), *potion of cure moderate wounds* x2 (25 gp each), *potion of enlarge person* (20 gp).

APL 8: L: 1 gp, C: 3 gp, M: +1 *breastplate* (112 gp), +1 *flaming heavy flail* (692 gp), +1 *flaming quarterstaff* (1,383 gp), +1 *full plate* (220 gp), *elixir of fire breath* (91 gp), *gloves of arrow snaring* (333 gp), *percept of wisdom* +2 (333 gp), *phylactery of faithfulness* (83 gp), *potion of cure moderate wounds* x2 (25 gp each), *potion of enlarge person* (20 gp).

APL 10: L: 1 gp, C: 3 gp, M: +1 *breastplate* (112 gp), +1 *flaming heavy flail* (692 gp), +1 *flaming quarterstaff* (1,383 gp), +1 *full plate* (220 gp), *elixir of fire breath* (91 gp), *fire elemental gem* (187 gp), *gloves of arrow snaring* (333 gp), *percept of wisdom* +2 (333 gp), *phylactery of*

faithfulness (83 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds (62 gp), potion of enlarge person (20 gp), ring of protection +1 (166 gp).

APL 12: L: 1 gp, C: 3 gp, M: +1 breastplate of light fortification (362 gp), +1 flaming burst quarterstaff (3,050 gp), +1 flaming heavy flail (692 gp), +1 full plate (220 gp), elixer of fire breath (91 gp), fire elemental gem (187 gp), gloves of arrow snaring (333 gp), periapt of wisdom +2 (333 gp), phylactery of faithfulness (83 gp), potion of cure serious wounds x2 (62 gp each), potion of enlarge person (20 gp), ring of evasion (2,083 gp), ring of protection +1 (166 gp).

Developments: If the PCs defeat their opponents, they can find some paperwork on the bodies – writs of investigation signed by the Baron of Bandalar.

If the opponents are subdued and questioned, an Intimidate check (DC 15) will get them to admit that they were sent to Refuge by the Baron. If the check makes a higher DC (DC 20), they will admit that their orders were to ‘observe’ the village, but sabotage was implied. If the check makes a much higher DC (DC 30), they will admit that there are several baronial agents still within Refuge.

Once the PCs are finished with the attackers, continue to Encounter 15.

ENCOUNTER 15: SHOWDOWN

In the morning, there is a great deal of bustle. The word of last night’s hubbub has traveled quickly throughout the citizenry of Refuge. Many have turned out to survey the damage caused to the Threshold Inn and to help begin the repairs. All three members of the Triumvirate have arrived and are trying to put together the pieces of what happened. From what they can tell, two armed men seemed to be behind the attack, but they have been unable to figure out a motive.

“Excuse me. Excuse me. Excuse me, please.” Ethan Swanson makes his way through the crowd to where you stand with the Triumvirate.

“Sirs, I think there is something you need to see. Immediately. It’s at my mill.”

The Triumvirate members follow Ethan through the crowd back towards his mill.

If the PCs head towards the mill, continue with the following:

Entering the mill, Ethan leads you all over to the nearest bin. Stopping just before it, he turns to address you, wringing his hands.

“I came in here this morning to fill a new order. When the first batch came through, I smelled something foul in the grain. I swear I ran grain from

here yesterday and everything was fine. But, I came over here and... found... that...”

Ethan moves aside so that you all can take a look in the bin as well. Leaning over the edge, you see a booted foot sticking up out of the grain.

If the PCs remove the body from the bin, continue with the following:

Many of the citizens who were at the Threshold Inn have followed your group down to the mill. As you pull the body from the bin, a collective gasp runs through the crowd. Pulling the body over the edge, you can finally get a good look at it. The first thing you notice is that the body is missing both of its hands.

If the PCs examine the body, a successful Heal check with the appropriate DCs will provide the following information:

- (DC 10) The victim was a lean male human in his mid-adult years.
- (DC 15) A single blow to the head with a blunt object was most likely the cause of death. Other than that and the missing hands, the body is free of wounds.
- (DC 18) The victim has been dead at least two weeks.
- (DC 20) The hands were removed while the victim was still alive.

Two men push to the forefront of the crowd and motion for everyone to quiet down. You immediately recognize them as the two merchants you overheard at the Threshold Inn last night.

“Fair citizens of Refuge, please hear what we have to say. We have come here at the request of Baron Naziim Nanjari to make an arrest for the murder of Bernard Fletcher. We are not just simple merchants. You must turn over Swanson to the baron to be disciplined.”

Turning to the Sorensens and to your party, Torsten addresses you directly.

“Emma... Tate... visiting adventurers... you are all agents of the March. Join with us and take this man into custody!”

“You traitors!” Purvis Valyr fumes, barely able to hold back his anger. “We have let you in our village and our lives, and now you purport to arrest one of us with no evidence?! He turns to your group. “How can you let such injustice happen?”

Almost simultaneously, both parties withdraw swords and brandish them. You must choose which side to take.

If the PCs examine the body, a successful Heal check with the appropriate DCs will provide the following information:

- (DC 5) The body has been dead at least two weeks.
- (DC 10) A blow to the head was most likely the cause of death.
- (DC 15) The hands were removed post-mortem.

The PCs must make a choice to which side they will take. There isn't enough time to really do further investigation, and no amount of diplomacy will stop the inevitable. If you have extra time, feel free to role play this conflict.

If the PCs join the side of the townsfolk, continue with Conclusion A.

If the PCs join the side of the baronial agents, continue with Conclusion B.

CONCLUSION A: THE HOME TEAM

The tense standoff holds the crowd in suspense. An uneasy silence lingers until you voice your opinions, and stand with the villagers.

The agents of the baron shout rhetoric in protest, but are quickly overpowered by the crowd. Without support, the agents are forced to flee the village.

Your objective complete, you say your goodbyes, and begin the trek home with Bernard Fletcher's body. The two-day trip back to Thornward goes by without incident, and you soon gaze once more upon the cliffs and tiers of the capital.

Seeing you enter the building, Stewart ushers you right in to see the Undersecretary. Colin Aurus anxiously awaits your report.

"Good. Good. You have returned. Well, what have you? Did you find anything out?"

Give the PCs the opportunity to tell Colin about their adventure in Refuge. If the PCs tell Colin that they have recovered Fletcher's body, continue with the following:

"I see that you are thorough indeed. Good, good. Widow Fletcher is going to want him back, I guess. I'll see that our men drag him over to her."

Do not suggest or encourage it, but the PCs may decide to take the body to the widow themselves. If they do, Aurus will concede this without care. Ask who will be taking the body to the widow (only one PC can do this). That PC receives the **'Relief of a Distressed Widow'** on the AR. Again, only one PC may leave the table with this favor, and most tables will not think to do this.

After they have had their chance to speak their mind, continue:

After listening breathlessly for the duration, an oily smile crosses his face.

"Very well, you have done as I have asked and at least now we know what has happened ... or at least in part. This... Refuge... will be looked into."

"You have proved yourselves, in spite of my resistance to hire 'outsiders.' Here is your pay, as promised. Perhaps I will be seeing you again."

With a wave of his hand, Aurus dismisses you from his office.

Aurus gives a bag of coins to each PC, as promised in the introduction.

Treasure:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

The adventure is now over. The PCs receive the 'Welcome in the Village of Refuge', 'Favor of the Village of Refuge', 'The Simpler Life', and 'Favor of the Exchequer' favors on the Adventure Record.

CONCLUSION B: LOOSE ENDS

The tense standoff holds the crowd in suspense. An uneasy silence lingers until you voice your opinions, and stand with the baron's men.

The agents of the baron attempt to take the miller into custody, but the crowd will not yield. You are able to take the corpse, but you and the agents are forced to flee the village.

No longer welcome in Refuge, you begin the trek home with Bernard Fletcher's body. The two-day trip back to Thornward goes by without incident, and you soon gaze once more upon the cliffs and tiers of the capital.

Seeing you enter the building, Stewart ushers you right in to see the Undersecretary. Colin Aurus anxiously awaits your report.

"Good. Good. You have returned. Well, what have you? Did you find anything out?"

Give the PCs the opportunity to tell Colin about their adventure in Refuge. If the PCs tell Colin that they have recovered Fletcher's body, continue with the following:

"I see that you are thorough indeed. Good, good. Widow Fletcher is going to want him back, I guess. I'll see that our men drag him over to her."

Do not suggest or encourage it, but the PCs may decide to take the body to the widow themselves. If they do, Aurus will concede this without care. Ask who will be taking the body to the widow (only one PC can do this).

That PC receives the 'Relief of a Distressed Widow' on the AR. Again, only one PC may leave the table with this favor, and most tables will not think to do this.

After they have had their chance to speak their mind, continue:

After listening breathlessly for the duration, an oily smile crosses his face.

"Very well, you have done as I have asked and at least now we know what has happened ... or at least in part. This... Refuge... will be looked into."

"You have proved yourselves, in spite of my resistance to hire 'outsiders.' Here is your pay, as promised. Perhaps I will be seeing you, again."

With a wave of his hand, Aurus dismisses you from his office.

Aurus gives a bag of coins to each PC, as promised in the introduction.

Treasure:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

The adventure is now over. The PCs receive the 'Cast Out of the Village of Refuge' and 'Favor of the Exchequer' favors on the Adventure Record.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3: Or Two in the Bush

Defeat the dire animals.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Survive the pit trap.

APL 2: 60 xp.

APL 4: 90 xp.

APL 6: 120 xp.

APL 8: 150 xp.

APL 10: 180 xp.

APL 12: 210 xp.

Encounter 14: Catch!

Survive the roaring inferno.

APL 2: 60 xp.

APL 4: 90 xp.

APL 6: 120 xp.

APL 8: 150 xp.

APL 10: 180 xp.

APL 12: 210 xp.

Defeat the thugs.

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Story Award

Recover the body of Bernard Fletcher.

APL 2: 45 xp.

APL 4: 67 xp.

APL 6: 90 xp.

APL 8: 112 xp.

APL 10: 135 xp.

APL 12: 157 xp.

Discretionary Roleplaying Award

APL 2: 45 xp.

APL 4: 68 xp.

APL 6: 90 xp.

APL 8: 113 xp.

APL 10: 135 xp.

APL 12: 158 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 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 adventure, 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.

Encounter 3: Or Two in the Bush

APL 2: L: 0 gp, C: 2 gp, M: *pearl of power* (1st level spell) (83 gp), *Quaal's feather token* (tree) (33 gp).

APL 4: L: 0 gp, C: 2 gp, M: *chime of opening* (250 gp), *horn of fog* (166 gp), *pearl of power* (1st level spell) (83 gp), *Quaal's feather token* (tree) (33 gp).

APL 6: L: 0 gp, C: 2 gp, M: *candle of truth* (208 gp), *chime of opening* (250 gp), *horn of fog* (166 gp), *pearl of power* (1st level spell) (83 gp), *Quaal's feather token* (tree) (33 gp).

APL 8: L: 0 gp, C: 2 gp, M: *candle of truth* (208 gp), *chime of opening* (250 gp), *horn of fog* (166 gp), *pearl of power* (1st level spell) (83 gp), *pipes of sounding* (150 gp), *Quaal's feather token* (tree) (33 gp).

APL 10: L: 0 gp, C: 2 gp, M: *candle of truth* (208 gp), *chime of opening* (250 gp), *circlet of persuasion* (375 gp), *horn of fog* (166 gp), *pearl of power* (1st level spell) (83 gp), *pipes of sounding* (150 gp), *Quaal's feather token* (tree) (33 gp), *stone salve* (333 gp).

APL 12: L: 0 gp, C: 2 gp, M: *candle of truth* (208 gp), *chime of opening* (250 gp), *circlet of persuasion* (375 gp), *horn of fog* (166 gp), *pearl of power* (1st level spell) (83 gp), *pipes of sounding* (150 gp), *Quaal's feather token* (tree) (33 gp), *stone salve* (333 gp).

Encounter 14: Catch!

APL 2: L: 243 gp, C: 3 gp, M: *phylactery of faithfulness* (83 gp), *potion of cure light wounds* x2 (4 gp each).

APL 4: L: 167 gp, C: 3 gp, M: +1 *heavy flail* (192 gp), +1 *quarterstaff* (383 gp), *elixir of fire breath* (91 gp), *phylactery of faithfulness* (83 gp), *potion of cure light wounds* x2 (4 gp each).

APL 6: L: 1 gp, C: 3 gp, M: +1 *breastplate* (112 gp), +1 *full plate* (220 gp), +1 *heavy flail* (192 gp), +1 *quarterstaff* (383 gp), *elixir of fire breath* (91 gp), *gloves of arrow snaring* (333 gp), *necklace of fireballs* (type II) (225 gp), *phylactery of faithfulness* (83 gp), *potion of cure moderate wounds* x2 (25 gp each), *potion of enlarge person* (20 gp).

APL 8: L: 1 gp, C: 3 gp, M: +1 *breastplate* (112 gp), +1 *flaming heavy flail* (692 gp), +1 *flaming quarterstaff* (1,383 gp), +1 *full plate* (220 gp), *elixir of fire breath* (91 gp), *gloves of arrow snaring* (333 gp), *periapt of wisdom* +2 (333 gp), *phylactery of faithfulness* (83 gp), *potion of cure moderate wounds* x2 (25 gp each), *potion of enlarge person* (20 gp).

APL 10: L: 1 gp, C: 3 gp, M: +1 *breastplate* (112 gp), +1 *flaming heavy flail* (692 gp), +1 *flaming quarterstaff* (1,383 gp), +1 *full plate* (220 gp), *elixir of fire breath* (91 gp), *fire elemental gem* (187 gp), *gloves of arrow snaring* (333 gp), *periapt of wisdom* +2 (333 gp), *phylactery of faithfulness* (83 gp), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (62 gp), *potion of enlarge person* (20 gp), *ring of protection* +1 (166 gp).

APL 12: L: 1 gp, C: 3 gp, M: +1 *breastplate of light fortification* (362 gp), +1 *flaming burst quarterstaff* (3,050 gp), +1 *flaming heavy flail* (692 gp), +1 *full plate* (220 gp), *elixir of fire breath* (91 gp), *fire elemental gem* (187

gp), *gloves of arrow snaring* (333 gp), *periapt of wisdom +2* (333 gp), *phylactery of faithfulness* (83 gp), *potion of cure serious wounds x2* (62 gp each), *potion of enlarge person* (20 gp), *ring of evasion* (2,083 gp), *ring of protection +1* (166 gp).

Conclusion: Loose Ends

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 243 gp, C: 55 gp, M: 207 gp – Total: 505 gp (450 gp).

APL 4: L: 167 gp, C: 55 gp, M: 1,289 gp – Total: 1,511 gp (650 gp).

APL 6: L: 1 gp, C: 55 gp, M: 2,449 gp – Total: 2,505 gp (900 gp).

APL 8: L: 1 gp, C: 55 gp, M: 4,207 gp – Total: 4,263 gp (1,300 gp).

APL 10: L: 1 gp, C: 55 gp, M: 5,305 gp – Total: 5,361 gp (2,300 gp).

APL 12: L: 1 gp, C: 55 gp, M: 9,343 gp – Total: 9,399 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Welcome in the Village of Refuge:** You have entered the village of Refuge and been accepted by the inhabitants. This may impact future interactions you might have with them.

↗ **Cast out of the Village of Refuge:** You have entered the village of Refuge and been found wanting by the inhabitants. This may impact future interactions you might have with them.

☛ **Favor of the Village of Refuge:** This PC has served the expatriate community of Refuge. This favor counts as an Influence Point with the citizens of Refuge. If you are ever in danger of being arrested by the Bissel government, you may spend this favor and 2 additional TUs to instead flee to the safety of Refuge. The local citizens will then help you safely leave the borders of the March. You may not safely return to Bissel afterwards. Contact the Bissel Triad immediately if you use this option. Mark this favor as USED once it has been spent.

☛ **The Simpler Life:** You have decided to forgo your adventuring life and become a simple citizen of Refuge. You are immediately removed from play, but gain access (Frequency: Regional) to purchase the following items: corncob pipe, overalls, pitchfork, rake, shovel.

☛ **Respect of the Wayward Son:** You have earned the admiration of Guidebrother Francilis and, with it, the blessings of Fharlanghn. You may spend this favor during a Withdraw action to avoid all Attacks of Opportunity that you would otherwise incur during that movement. Mark this favor as USED once it has been spent.

☛ **Favor of the Exchequer:** Due to the exemplary work you have done for the Exchequer, he has agreed to use his influence to your benefit. You may spend this favor to gain access (Frequency: Adventure) to one currently legal item that you previously had access to on an Adventure Record, but lost this access because it expired (rather than a loss caused by an action or penalty). Mark this favor as USED once it has been spent.

☛ **Relief of a Distressed Widow:** For returning the body of her deceased husband, Widow Fletcher owes you a debt of gratitude. The kindness you have shown her family is rewarded by the loan of a family heirloom, a gold ring with an intricate gold filigree pattern. If the ring is worn by an individual (who must be the PC given the ring by the widow) who is dying, on the round after they perish they are returned to the land of the living as if by a *revivify* spell (*Spell Compendium*). This effect may only occur once, at which point this ring no longer radiates magic (strong conjuration). Once the effect has occurred, the PC must return the heirloom to the widow (which costs 2 additional TUs). Only one PC at this table may earn this ring. Mark this favor as USED once the effect has been used and the TUs spent.

↗ Mark of the Black Hand:

You have been stricken by a mysterious ailment that has been creeping across the March of Bissel. Rumor has it that this illness is the final legacy of Evard the Necromancer.

You immediately begin at Stage 1 of this disease. At the end of each adventure, you must succeed at a Fort save (DC 15) or progress to the next stage of the illness. This should be noted on the Adventure Record for which you fail the save as well as to the right. The effects of the stages are cumulative.

This illness does not affect characters that are immune to magical diseases (such as paladins with the divine health class ability). Currently, it can only be successfully removed by the most powerful of magics (*wish* or *miracle*).

The various stages of the disease are listed to the right:

Stage 1: Your skin is covered in small black pocks that resemble hands. This gives you a -2 penalty to all Gather Information and Diplomacy checks if they are visible (not masked by illusions or disguises). The pocks radiate slight conjuration magic.

Stage 2: More of the pocks appear on your skin. You become heat-intolerant from the disease. You take a -4 penalty on all saving throws against heat or fire.

Advanced to Stage 2 on Adventure Record ____

Stage 3: The pocks ooze greenish puss that smells like decaying flesh. Living creatures within 5 feet of this PC must succeed on a Fort save (DC 10) or be sickened for 1d4 minutes. The pocks now radiate moderate conjuration magic.

Advanced to Stage 3 on Adventure Record ____

Stage 4: The whites of your eyes turn a sickly yellow. You become light-sensitive, dazzled in bright sunlight or within the radius of a *daylight* spell.

Advanced to Stage 4 on Adventure Record ____

Stage 5: Your skin takes on a dull, pallid appearance, and your joints stiffen. Being reduced to below 50% of your maximum hp automatically causes you to become fatigued. The pocks now radiate strong conjuration magic.

Advanced to Stage 5 on Adventure Record ____

Stage 6: Contact the Bissel Triad if you reach this stage. Your PC is removed from play until further notice.

Advanced to Stage 6 on Adventure Record ____

Item Access

APL 2:

- *Pearl of Power, 1st Level Spell* (Adventure; Dungeon Master's Guide)
- *Phylactery of Faithfulness* (Adventure; Dungeon Master's Guide)
- *Quaal's Feather Token, Tree* (Adventure; Dungeon Master's Guide)

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

- *Chime of Opening* (Adventure; Dungeon Master's Guide)
- *Elixir of Fire Breath* (Adventure; Dungeon Master's Guide)
- *Horn of Fog* (Adventure; Dungeon Master's Guide)

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

- *Candle of Truth* (Adventure; Dungeon Master's Guide)
- *Gloves of Arrow Snaring* (Adventure; Dungeon Master's Guide)
- *Necklace of Fireballs, Type II* (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 2, 4, 6 plus the following):

- *+1 Flaming Heavy Flail* (Adventure; Dungeon Master's Guide)
- *+1 Flaming Quarterstaff* (Adventure; Dungeon Master's Guide)
- *Pipes of Sounding* (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- *Circlet of Persuasion* (Adventure; Dungeon Master's Guide)
- *Elemental Gem, Fire* (Adventure; Dungeon Master's Guide)
- *Stone Salve* (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- *+1 Flaming Burst Quarterstaff* (Adventure; Dungeon Master's Guide)
- *+1 Light Fortification Breastplate* (Adventure; Dungeon Master's Guide)
- *Ring of Evasion* (Adventure; Dungeon Master's Guide)

ENCOUNTER 14

Baronial Agent Priest, Male human Clr2: Medium humanoid (human); CR 2; HD 2d8+2; hp 14; Init +4; Spd 30 ft.; AC 18, touch 10, flat-footed 18 (+8 armor); Base Atk/Grp: +1/+3; Atk +3 melee (1d6+4, quarterstaff); Full Atk +3 melee (1d6+4, quarterstaff); SA -; SQ Spontaneous inflict, rebuke undead; AL CN; SV Fort +4, Ref +0, Will +7; Str 14, Dex 10, Con 12, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +7, Heal +4, Knowledge (arcane) +3, Knowledge (religion) +3, Spellcraft +7, Improved Initiative, Spell Focus (enchantment) and Weapon Focus (quarterstaff).

Cleric Spells Prepared (4/3+1; save DC 14 + spell level (enchantments DC 15 + spell level): 0 – *detect magic*, *light*, *resistance*, *virtue*; 1st – *bane*, *bless*, *command*, ~~*magic weapon*~~.

Deity: Joramy.

Domains: Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Languages: Common.

Possessions: *phylactery of faithfulness*, *potion of cure light wounds*, masterwork full plate, masterwork quarterstaff, 10 gp.

Power-Up Suite (*bless*) - Atk +4 melee (1d6+4, quarterstaff); Full Atk +4 melee (1d6+4, quarterstaff); SV Fort +4, Ref +0, Will +7 (+8 vs. fear).

Baronial Agent Warrior, Male human Ftr1: Medium humanoid (human); CR 1; HD 1d10+2; hp 9; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk/Grp: +1/+4; Atk +6 melee (1d10+4, 19-20, heavy flail); Full Atk +6 melee (1d10+4, 19-20, heavy flail); SA -; SQ -; AL CN; SV Fort +4, Ref +2, Will -1; Str 17, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4, Ride +6, Improved Sunder, Power Attack, Weapon Focus (heavy flail).

Languages: Common.

Possessions: *potion of cure light wounds*, longsword, masterwork heavy flail, masterwork breastplate, 10 gp.

Power-Up Suite (*bless*, *magic weapon*) - Atk +7 melee (1d10+5, 19-20, heavy flail); Full Atk +7 melee (1d10+5, 19-20, heavy flail); SV Fort +4, Ref +2, Will -1 (+0 vs. fear).

ENCOUNTER 14

Baronial Agent Priest, Male human Clr4: Medium humanoid (human); CR 4; HD 4d8+4; hp 28; Init +4; Spd 30 ft.; AC 18, touch 10, flat-footed 18 (+8 armor); Base Atk/Grp: +3/+5; Atk +6 melee (1d6+4, quarterstaff); Full Atk +6 melee (1d6+4, quarterstaff); SA -; SQ Spontaneous inflict, rebuke undead; AL CN; SV Fort +5, Ref +1, Will +8; Str 14, Dex 10, Con 13, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +8, Heal +5, Knowledge (arcane) +3, Knowledge (religion) +3, Spellcraft +7, Combat Casting, Improved Initiative, Spell Focus (enchantment), Weapon Focus (quarterstaff).

Cleric Spells Prepared (5/4+1/3+1; save DC 14 + spell level (enchantments DC 15 + spell level): 0 – *detect magic, guidance, light, resistance, virtue*; 1st – *bane, bless, burning hands, command* (x2); 2nd – *calm emotion, enthrall, hold person, spiritual weapon*.

Deity: Joramy.

Domains: Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Languages: Common.

Possessions: +1 quarterstaff, phylactery of faithfulness, potion of cure light wounds, masterwork full plate, 10 gp.

Power-Up Suite (*bless*) - Atk +7 melee (1d6+4, quarterstaff); Full Atk +7 melee (1d6+4, quarterstaff); SV Fort +5, Ref +1, Will +8 (+9 vs. fear).

Baronial Agent Warrior, Male human Ftr2: Medium humanoid (human); CR 2; HD 2d10+4; hp 19; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk/Grp: +2/+5; Atk +7 melee (1d10+5, 19-20, heavy flail); Full Atk +7 melee (1d10+5, 19-20, heavy flail); SA -; SQ -; AL CN; SV Fort +5, Ref +2, Will -1; Str 17, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Climb +5, Jump +5, Ride +6, Combat Reflexes, Improved Sunder, Power Attack, Weapon Focus (heavy flail).

Languages: Common.

Possessions: +1 heavy flail, elixer of fire breath, potion of cure light wounds, longsword, masterwork breastplate, 10 gp.

Power-Up Suite (*bless*) - Atk +8 melee (1d10+5, 19-20, heavy flail); Full Atk +8 melee (1d10+5, 19-20, heavy flail); SV Fort +5, Ref +2, Will -1 (+0 vs. fear).

ENCOUNTER 14

Baronial Agent Priest, Male human Clr6: Medium humanoid (human); CR 6; HD 6d8+6; hp 42; Init +4; Spd 30 ft.; AC 19, touch 10, flat-footed 19 (+9 armor); Base Atk/Grp: +4/+6; Atk +7 melee (1d6+4, quarterstaff); Full Atk +7 melee (1d6+4, quarterstaff); SA -; SQ Spontaneous inflict, rebuke undead; AL CN; SV Fort +6, Ref +2, Will +9; Str 14, Dex 10, Con 13, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +10, Heal +6, Knowledge (arcane) +4, Knowledge (religion) +4, Spellcraft +8, Combat Casting, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment), Weapon Focus (quarterstaff).

Cleric Spells Prepared (5/4+1/4+1/3+1; save DC 14 + spell level (enchantments DC 15 + spell level): 0 – *detect magic, guidance, light, resistance, virtue*; 1st – *bane, bless, burning hands, command* (x2); 2nd – *calm emotion, darkness, enthrall, hold person, spiritual weapon*; 3rd – *blindness/deafness, dispel magic, prayer, resist energy (fire)*.

Deity: Joramy.

Domains: Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Languages: Common.

Possessions: +1 quarterstaff, +1 full plate, gloves of arrow snaring, necklace of fireballs, type II, phylactery of faithfulness, *potions of cure moderate wounds*, 10 gp.

Power-Up Suite (*bless, prayer, resist energy (10 pts, fire)*) - Atk +9 melee (1d6+5, quarterstaff); Full Atk +9 melee (1d6+5, quarterstaff); SV Fort +7, Ref +3, Will +10 (+11 vs. fear); +1 to all skills.

Baronial Agent Warrior, Male human Ftr4: Medium humanoid (human); CR 4; HD 4d10+8; hp 38; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk/Grp: +4/+8; Atk +10 melee (1d10+9, 19-20, heavy flail); Full Atk +10 melee (1d10+9, 19-20, heavy flail); SA -; SQ -; AL CN; SV Fort +6, Ref +3, Will +0; Str 18, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Climb +7, Jump +7, Ride +6, Combat Reflexes, Improved Sunder, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common.

Possessions: +1 breastplate, +1 heavy flail +1, *elixir of fire breath, potion of cure moderate wounds, potion of enlarge person, longsword*, 10 gp.

Power-Up Suite (*bless, guidance, prayer, resistance, virtue*) - 39 hp; Atk +12 melee (1d10+10, 19-20, heavy flail); Full Atk +12 melee (1d10+10, 19-20, heavy flail); SV Fort +8, Ref +5, Will +2 (+3 vs. fear); +1 to all skills.

ENCOUNTER 14

Baronial Agent Priest, Male human Clr8: Medium humanoid (human); CR 8; HD 8d8+8; hp 56; Init +4; Spd 30 ft.; AC 19, touch 10, flat-footed 19 (+9 armor); Base Atk/Grp: +6/+8; Atk +9 melee (1d6+4 plus 1d6 fire, quarterstaff); Full Atk +9/+4 melee (1d6+4 plus 1d6 fire, quarterstaff); SA -; SQ Spontaneous inflict, rebuke undead; AL CN; SV Fort +7, Ref +2, Will +10; Str 14, Dex 10, Con 13, Int 10, Wis 19, Cha 8.

Skills and Feats: Concentration +11, Heal +7, Knowledge (arcane) +5, Knowledge (religion) +6, Spellcraft +9, Combat Casting, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment), Weapon Focus (quarterstaff).

Cleric Spells Prepared (6/6+1/4+1/4+1/3+1; save DC 15 + spell level (enchantments DC 17 + spell level): 0 – detect magic, ~~guidance~~, light, read magic, ~~resistance~~, ~~virtue~~; 1st – bane (x2), ~~bless~~, burning hands, command (x2), ~~protection from good~~; 2nd – calm emotion, darkness, enthrall, hold person, spiritual weapon; 3rd – blindness/deafness, contagion, dispel magic, ~~prayer~~, ~~resist energy (fire)~~; 4th – dismissal, ~~divine power~~, ~~freedom of movement~~, poison.

Deity: Joramy.

Domains: Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Languages: Common.

Possessions: +1 flaming quarterstaff, +1 full plate, gloves of arrow snaring, periapt of wisdom +2, phylactery of faithfulness, potion of cure moderate wounds, 10 gp.

Power-Up Suite (*bless, divine power, freedom of movement, guidance, prayer, resist energy (20 pts, fire)*) – 64 hp; Base Atk/Grp: +8/+13; Atk +16 melee (1d6+9 plus 1d6 fire, quarterstaff); Full Atk +16/+11 melee (1d6+9 plus 1d6 fire, quarterstaff); SV Fort +8, Ref +3, Will +11 (+12 vs. fear); Str 20; +1 to all skills.

Baronial Agent Warrior, Male human Ftr6: Medium humanoid (human); CR 6; HD 6d10+12; hp 57; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk/Grp: +6/+10; Atk +12 melee (1d10+9 plus 1d6 fire, 19-20, heavy flail); Full Atk +12/+7 melee (1d10+9 plus 1d6 fire, 19-20, heavy flail); SA -; SQ -; AL CN; SV Fort +7, Ref +4, Will +1; Str 18, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Climb +8, Jump +8, Ride +8, Cleave, Combat Reflexes, Great Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common.

Possessions: +1 breastplate, +1 flaming heavy flail, elixer of fire breath, potion of cure moderate wounds, potion of enlarge person, longsword, 10 gp.

Power-Up Suite (*bless, prayer, protection from good, resistance, virtue*) – 58 hp; Atk +14 melee (1d10+10 plus 1d6 fire, 19-20, heavy flail); Full Atk +14/+9 melee (1d10+10 plus 1d6 fire, 19-20, heavy flail); SV Fort +9, Ref +6, Will +3 (+4 vs. fear); +1 to all skills.

ENCOUNTER 3

Dire Elk of Legend: Huge Animal; CR 9; HD 12d8+120; hp 198; Init +7; Spd 50 ft.; AC 23, touch 11, flat-footed 20 (-2 size, +12 natural, +3 Dex); Base Atk/Grp: +9/+21; Atk +19 melee (2d6+12, slam) or +17 melee (2d4+5, hoof) or +19 melee (2d8+18, gore); Full Atk +19 melee (2d6+12, slam) and +17 melee (2d4+5, 2 hooves) or +19 melee (2d8+18, gore); SA Breath weapon, trample 2d8+15; SQ Haste, low-light vision, scent, SR 16; AL N; SV Fort +24, Ref +11, Will +12; Str 34, Dex 17, Con 30, Int 4, Wis 13, Cha 11.

Skills & Feats: Listen +7, Spot +7; Improved Initiative, Multiattack.

Trample (Ex): As a standard action during its turn each round, a dire elk of legend can trample opponents at least one size category smaller than itself. This attack deals 2d8+18 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at -4 penalty or a Reflex save (DC 28) for half damage.

Scent (Ex): A dire elk of legend can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Breath Weapon (Su): Every 1d4+1 rounds, a dire elk of legend can use a breath weapon (15-foot cone, 3d6 acid damage). A target can make a Reflex save (DC 26) for half damage.

Haste (Su): A dire elk of legend is supernaturally quick. It can make an extra attack during a full-attack action, as if affected by *haste* spell.

ENCOUNTER 14

Baronial Agent Priest, Male human Clr10: Medium humanoid (human); CR 10; HD 10d8+10; hp 70; Init +4; Spd 30 ft.; AC 19, touch 10, flat-footed 19 (+9 armor); Base Atk/Grp: +7/+9; Atk +10 melee (1d6+4 plus 1d6 fire, quarterstaff); Full Atk +10/+5 melee (1d6+4 plus 1d6 fire, quarterstaff); SA -; SQ Spontaneous inflict, rebuke undead; AL CN; SV Fort +8, Ref +3, Will +11; Str 14, Dex 10, Con 13, Int 10, Wis 19, Cha 8.

Skills and Feats: Concentration +13, Heal +8, Knowledge (arcane) +6, Knowledge (religion) +7, Spellcraft +10, Combat Casting, Divine Spell Power, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment), Weapon Focus (quarterstaff).

Cleric Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; save DC 15 + spell level (enchantments DC 17 + spell level): 0 – *detect magic, guidance, light, read magic, resistance, virtue*; 1st – *bane* (x2), *bles*, *burning hands, command* (x2), ~~*protection from good*~~; 2nd – *calm emotion, darkness, enthrall, hold person* (x2), *spiritual weapon*; 3rd – *blindness/deafness, contagion, dispel magic, magic circle against good, prayer*; 4th – *dismissal, divine power, freedom of movement* (x2), *poison*; 5th – *flame strike, righteous might, slay living* (x2).

Deity: Joramy.

Domains: Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Languages: Common.

Possessions: +1 flaming quarterstaff, +1 full plate, fire elemental gem, gloves of arrow snaring, periapt of wisdom +2, phylactery of faithfulness, potion of cure serious wounds, 10 gp.

Power-Up Suite (*bles, divine power, freedom of movement, guidance, magic circle against good, prayer, resist energy* (20 pts, fire), *righteous might*) – Large humanoid (human); 100 hp; AC 22, touch 9, flat-footed 22 (+9 armor, +4 natural, -1 size); Base Atk/Grp: +10/+19; Atk +22 melee (1d8+15 plus 1d6 fire, quarterstaff); Full Atk +22/+17 melee (1d8+15 plus 1d6 fire, quarterstaff); SQ DR 5/good; SV Fort +11, Ref +4, Will +12 (+13 vs. fear); Str 28, Con 17; +1 to all skills.

Baronial Agent Warrior, Male human Ftr8: Medium humanoid (human); CR 8; HD 8d10+16; hp 76; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (+2 Dex, +6 armor, +1 ring); Base Atk/Grp: +8/+12; Atk +14 melee (1d10+9 plus 1d6 fire, 18-20, heavy flail); Full Atk +14/+9 melee (1d10+9 plus 1d6 fire, 18-20, heavy flail); SA -; SQ -; AL CN; SV Fort +7, Ref +4, Will +1; Str 19, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Climb +10, Jump +10, Ride +8, Cleave, Combat Reflexes, Great Cleave, Improved Critical (heavy flail), Improved Sunder, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common.

Possessions: +1 breastplate, +1 flaming heavy flail, elixer of fire breath, potion of cure moderate wounds, ring of protection +1, potion of enlarge person, longsword, 10 gp.

Power-Up Suite (*bless, freedom of movement, prayer, protection from good, resistance, virtue*) – 77 hp; Atk +16 melee (1d10+10 plus 1d6 fire, 18-20, heavy flail); Full Atk +16/+11 melee (1d10+10 plus 1d6 fire, 18-20, heavy flail); SV Fort +9, Ref +6, Will +3 (+4 vs. fear); +1 to all skills.

ENCOUNTER 3

Advanced Dire Elk of Legend: Gargantuan Animal; CR 11; HD 18d8+236; hp 344; Init +7; Spd 50 ft.; AC 25, touch 9, flat-footed 22 (-4 size, +16 natural, +3 Dex); Base Atk/Grp: +13/+25; Atk +23 melee (3d6+16, slam) or +21 melee (2d6+7, hoof) or +23 melee (3d8+24, gore); Full Atk +23 melee (3d6+16, slam) and +21 melee (2d6+7, 2 hooves) or +23 melee (3d8+24, gore); SA Breath weapon, trample 3d8+19; SQ Haste, low-light vision, scent, SR 19; AL N; SV Fort +26, Ref +17, Will +15; Str 42, Dex 17, Con 34, Int 4, Wis 13, Cha 11.

Skills & Feats: Listen +10, Spot +10; Improved Initiative, Multiattack.

Trample (Ex): As a standard action during its turn each round, a dire elk of legend can trample opponents at least one size category smaller than itself. This attack deals 3d8+24 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at -4 penalty or a Reflex save (DC 35) for half damage.

Scent (Ex): A dire elk of legend can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Breath Weapon (Su): Every 1d4+1 rounds, a dire elk of legend can use a breath weapon (15-foot cone, 3d6 acid damage). A target can make a Reflex save (DC 31) for half damage.

Haste (Su): A dire elk of legend is supernaturally quick. It can make an extra attack during a full-attack action, as if affected by *haste* spell.

ENCOUNTER 14

Baronial Agent Priest, Male human Clr12: Medium humanoid (human); CR 12; HD 12d8+12; hp 84; Init +4; Spd 30 ft.; AC 19, touch 10, flat-footed 19 (+9 armor); Base Atk/Grp: +9/+11; Atk +12 melee (1d6+4 plus 1d6 fire, 19-20, quarterstaff); Full Atk +12/+7 melee (1d6+4 plus 1d6 fire, 19-20, quarterstaff); SA -; SQ Spontaneous inflict, rebuke undead; AL CN; SV Fort +9, Ref +4, Will +13; Str 14, Dex 10, Con 13, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +14, Heal +10, Knowledge (arcane) +7, Knowledge (religion) +8, Spellcraft +12, Combat Casting, Divine Spell Power, Greater Spell Focus (enchantment), Improved Critical (quarterstaff), Improved Initiative, Spell Focus (enchantment), Weapon Focus (quarterstaff).

Cleric Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/2+1; save DC 15 + spell level (enchantments DC 17 + spell level): 0 – ~~detect magic, guidance, light, read magic, resistance, virtue~~; 1st – bane (x2), ~~bleed~~, burning hands, command (x2), ~~divine favor, protection from good~~; 2nd – calm emotion, darkness, enthrall, hold person (x2), spiritual weapon; 3rd – blindness/deafness, contagion, dispel magic (x2), ~~magic circle against good, prayer~~; 4th – dismissal, ~~divine power, freedom of movement (x2)~~, poison; 5th – flame strike (x2), ~~righteous might~~, slay living (x2); 6th – blade barrier, greater dispel magic, harm.

Deity: Joramy.

Domains: Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Languages: Common.

Possessions: +1 flaming burst quarterstaff, +1 full plate, fire elemental gem, gloves of arrow snaring, periapt of wisdom +2, phylactery of faithfulness, potion of cure serious wounds, ring of evasion, 10 gp.

Power-Up Suite (*bleed, divine power, freedom of movement, guidance, magic circle against good, prayer, resist energy (20 pts, fire), righteous might*) – Large humanoid (human); 120 hp; AC 22, touch 9, flat-footed 22 (+9 armor, +4 natural, -1 size); Base Atk/Grp: +12/+21; Atk +24 melee (1d8+15 plus 1d6 fire, 19-20, quarterstaff); Full Atk +24/+19/+14 melee (1d8+15 plus 1d6 fire, 19-20, quarterstaff); SQ DR 10/good; SV Fort +12, Ref +5, Will +14 (+15 vs. fear); Str 28, Con 17; +1 to all skills.

Baronial Agent Warrior, Male human Ftr10: Medium humanoid (human); CR 10; HD 10d10+20; hp 95; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (+2 Dex, +6

armor, +1 ring); Base Atk/Grp: +10/+14; Atk +17 melee (1d10+9 plus 1d6 fire, 18-20, heavy flail); Full Atk +17/+12 melee (1d10+9 plus 1d6 fire, 18-20, heavy flail); SA -; SQ -; AL CN; SV Fort +8, Ref +5, Will +2; Str 19, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Climb +11, Jump +11, Ride +10, Cleave, Combat Reflexes, Endurance, Great Cleave, Greater Weapon Focus (heavy flail), Improved Critical (heavy flail), Improved Sunder, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common.

Possessions: +1 breastplate of light fortification, +1 flaming heavy flail, elixer of fire breath, potion of cure serious wounds, ring of protection +1, potion of enlarge person, longsword, 10 gp.

Power-Up Suite (*bless, freedom of movement, prayer, protection from good, resistance, virtue*) – 96 hp; Atk +19 melee (1d10+10 plus 1d6 fire, 18-20, heavy flail); Full Atk +19/+14 melee (1d10+10 plus 1d6 fire, 18-20, heavy flail); SV Fort +10, Ref +7, Will +4 (+5 vs. fear); +1 to all skills.