

YEO5-06

Broken Spear

A One-Round D&D® LIVING GREYHAWK™ Yeomanry Regional Adventure

Version 1.1

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Reviewer: Yeomanry Triad

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The tranquility amongst the vineyards of Coldfair Green is interrupted by the kidnapping of a boy, the son of a wealthy landowner. The party must keep their wits about them and act quickly to foil the sinister plot set forth by the child's abductors. A Yeomanry regional adventure for APLs 4-12.

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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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, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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 the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

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

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

ACADEMY OF LORE

Members of the Academy of Lore (or Dustdigger College, as it is more commonly referred) are scientists, archaeologists, and treasure hunters who serve the Yeomanry League in an official capacity. Members are charged with exploring, mapping, and bringing back artifacts from the extensive number of Suel (and other) ruins that dot the Yeoman countryside. As a secondary task, they are expected to protect these same sites from those who would exploit those treasures for personal gain and without permission of the Academy or the Yeoman government.

THE SILENT ONES

Silent Ones are members of a mysterious and ancient order of spellcasters based in the Sheldomar Valley of the Flanaess. They seek out lost magical lore and forever lock it from would-be abusers. In their vaulted libraries in the Lonely Tower, the Silent Ones Guard countless secrets regarding pre-Cataclysms

history, the Great Migrations, and the evolution of magical theory from the dawn of time to the present day.

The order can be broken down into two distinct branches: cloistered disciples known as Anchorites of the Tower and roving adherents known as Wanderers. The former spend most of their lives steeped in study and contemplation, often guarding places of magical power or conducting research important to the order. Often sought out as sages, they will exchange knowledge for information that does not violate their trust. Some serve as advisors or seers in various noble courts, but their ultimate allegiance is always to the order. Wanderers, on the other hand, actively seek out ancient magicks and mysteries to protect from exploitation. They often travel in groups of three, or attach themselves to adventuring bands (since the abandoned tombs and keeps that so often capture the attention of thrill seekers also happen to hold the type of magic Silent Ones work to keep from dangerous hands and minds).

The Silent Ones usually accomplish their goals through subterfuge and manipulation, but it is not unheard of for the members of the order to act swiftly, even ruthlessly. They are neither good nor evil, seeing their role as above petty morality. Their ethics tend to the lawful, though they will interpose themselves against anyone to protect their interests, taking whatever actions are deemed necessary.

The bulk of the order is made up of sorcerers, who by their very nature have internalized magical processes to the point at which they cannot be stolen or corrupted by the uninitiated. Among the ranks of the Anchorites are found several wizards, whose penchant for study and research make them the perfect archivists. Bards are increasingly popular among the Wanderers, their greatest performances being private tales told to superiors within the walls of the Tower of Silence. Loremasters rarely become Silent Ones, as their focus on discovering magic for personal improvement is seen as antithetical to the beliefs of the order, which hold that some such knowledge should be buried forever from the ken of men.

Silent Ones usually dress in drab cassocks, with gray and brown being most typical. They eschew armor and weapons save the simplest of implements, such as a staff or dagger. Outside the Tower of Silence, Silent Ones rarely carry dangerous spells (on scrolls or in spellbooks) or easily corrupted magical items, so as to better avoid their secrets falling into the hands of the uninitiated. In fact, Silent Ones believe that they do not truly "own" their magical items at all, but rather hold them in trust until they are destroyed (if evil or dangerous) or deposited in the Tower. When artifacts or other great items of magic are carried they are very well protected.

COLDFAIR GREEN (POP. 550)

Coldfair Green lies at the heart of Yeoman wine country. The town sits at the base of the Javan River and is surrounded by lush, green hills that are perfect for grape growing. The people are proud of their vintage, as it has won a number of awards for taste in the Sheldomar Valley, much to the chagrin of the larger Keoish wineries to the north. Interestingly, one of the wine storage facilities burned down recently — locals suspect arson. Despite its size, Coldfair Green does not have a Grossspokesman at current, although Humphrey, one of the more popular distillers in town, has vied to pry the position away from an existing Grossspokesman. Should the townsfolk vote for him, the seat surely would become his.

BACKGROUND

When the House of Malhel rejected the decisions of the Great Council of Niole Dra, where the House Neheli had established their rule, their eventual downfall was practically assured. The Neheli, together with the Rhola, eventually established the Kingdom of Keoland. The failure to join with Vecna, and then his eventual destruction, led the Malhel to acts of desperation. They lashed out. First, they assaulted the Lonely Tower, the stronghold of the Silent Ones established by the Neheli. The Silent Ones were responsible for the protection of artifacts. During the assault the Malhel captured a number of treasures, including the fabled *Hand and Eye of Vecna*. The Malhel then turned their attention to the Darkwood, seeking a place where they could restore their power. In an attempt to take Valadis by means of an unnatural power, the Malhel brought destruction upon themselves instead.

Asberdies, one of the only remaining survivors of the Malhel, seized power in the Yeomanry. Lord Asberdies ruled the land and its people with cold-blooded ruthlessness in a vain attempt to resurrect a vestige of the glory of the Old Imperium. The tyrant was eventually cast down after years of dominion, during which his outrages ultimately grew unbearable. The Yeoman farmers banded together into small cadres of around a dozen fighters to overcome the forces of the mage in piecemeal fashion through relentless guerrilla strikes upon his forces. Asberdies was soon harried from his throne by the insurgents, who were eventually able to besiege his stronghold and force him from the land entirely. In the aftermath of securing their independence, these citizen-warriors realized that they had essentially formed the framework of a government. They elected their own spokesmen, who in turn chose leaders to direct the affairs of the realm. The Grossspokesmen, as these leaders would come to be called, established the office of Freeholder, who was essentially an administrator elected to run the government, military, and conduct foreign policy.

What happened to Asberdies after his fall is uncertain. While he had in his possession the *Hand and Eye of Vecna*, he did not use them. These objects would fall into hands of Nolhast the Unforgiven and make their way north, into history. This would mark the second time that House Malhel refused the power of the Whispered One. Lately a rumor has arisen that Asberdies lived on as a lich, but such are the tales of the low-born in the Yeomanry (but a true tale in this case).

Many, many years later, a party of adventurers led by Beorngar ap Regenald came across a tomb. Beorngar contracted a mysterious disease while fighting the constructs that protected the tomb. Over time this disease would alter him. While the tomb provided little in the way of treasure, Beorngar's party was later approached by a man in black. This man revealed to Beorngar certain secrets, and an understanding of his malady, without which Beorngar was destined to become part man, part construct. Eventually Beorngar would swear fealty to Lord Asberdies, not knowing that it was the lich who had created the contagion. The group called themselves the Order of the Malhel Rose, and settled down in Coldfair Green to watch the eastern border and answer their master's call when it was needed.

As history tends to repeat itself, the Hand and Eye of Vecna returned to the Yeomanry. Not the artifacts of legend, but a cult. "The Eye" was a hideous monstrosity whose real name was Golob, although the name "Eye" may be more suitable. Through insane visions, Golob claimed to receive communion with The Whispered One. At his side was "The Hand", Horace Greyspire, a lifelong criminal who had lost his family years ago to the treachery of "noble" men and now vowed vengeance against the world. Horace served the cult as the front man, the leader to those who were not in the know. The cult itself referred to themselves as simply "The Friends." When pressed on who they were friends of, they would simply reply Kevan, a phonetic anagram for Vecna.

According to Golob, Vecna instructed the Friends to infiltrate and influence the Yeomanry as he had done with others throughout the Flanaess. They were to seize artifacts and keep a watch out for agents of Iuz, who were thought to be seeking these same artifacts for their own dark purpose. Since communication was viewed critical, Golob created a method to distribute messages to his cultists throughout the Yeomanry. Hidden within the tales of bards, in allegory, he placed coded messages understood only by those who had the keys. For while Golob is most definitely insane, his intellect is sharp.

Golob set up his lair in the abandoned dwarven fortress of Marakdor, in the depths below the Yeomanry. From there, the Eye directed the Hand, and the Hand directed the Friends. In his own vanity, Golob directed the Hand to build a temple, dedicated to The Whispered One. Although it was crude, Golob was quite pleased.

Having a keen sense of the activities in his lands, Lord Asberdies moved to strike down the infiltration of

The Whispered One. The Order of the Malhel Rose was called into action. Rather than direct confrontation, which might gain unwanted attention from Vecna, Asberdies directed Beorngar to find an intermediary. Being of an adventuring nature himself, Beorngar knew that a ruse could be setup to lure a party into the midst of the Friends. Even if it failed, the plan would rid the Rose and their master of a likely enemy they would have to confront eventually. But, for the plan to work they would need an opportunity to strike when the Eye and Hand were together.

Today, the opportunity that Beorngar needs comes when Pyralis, follower of the great Iuz, is captured by the Friends and taken to Marakdor for interrogation. A party of worthy adventurers has entered Coldfair Green, and seeks comfort at the Briggand's Inn. The Rose puts their plan in motion.

Meanwhile, the Silent Ones have dispatched their own spies. These men in black seek out any sign of the Whispered One, and will move quickly to protect the Kingdom. After all, in their eyes the Yeomanry is part of Keoland and always has been.

ADVENTURE SUMMARY

Encounter 1

The party begins their adventure at the Briggand's Inn with stout ale and a hearty meal. A bard entertains the crowd with a fanciful tale used by the Friends to pass information between cells located throughout the Sheldomar Valley.

After a brief period of roleplaying, a woman enters the inn. Her husband is a wealthy Yeomanry citizen who retired from adventuring due to a mysterious sickness (Construct Contagion). She is hysterical. She claims that her son has been kidnapped, and presents a ransom note to Humphrey, whom she considers an authority. Humphrey, seizing the opportunity to impress his townspeople, assembles a search party. Any militia members are activated. He recommends the party consult Quiana, a woman known to have divination powers. Humphrey will be too busy "organizing" the townsfolk to be of any real help for the rest of the adventure.

Encounter 2

The party seeks the consultation from the old crone Humphrey had recommended. She will cast her divinations, and identify the house where the boy is held.

If the party does not take Humphrey's advice, a young boy claiming to be the kidnapped boy's friend approaches the party. He tells them he saw a man dressed in black carrying the boy into a house, and will show them where it is.

If the party is able to cast their own divinations, they should easily locate the boy. If they attempt to *teleport*

into the area, they will end up just outside the front door of the house.

Encounter 3

The party arrives at the house where the boy is held. Upon entering, they spot the boy and a man dressed in black with a construct. The man orders the construct to attack the intruders, grabs the child, and rushes through a curtain into a back room. The boy cries, "No, no, no...", then there is silence. The construct is merely an obstacle, and should be dispatched in rapid order. As the party enters the back room, there is no sign of the man or boy. The only obvious exit is a teleportation circle on the floor that appears to be fading quickly. The party must make a quick decision, enter the *teleportation circle*, and then the fun begins. If the party waits too long, the *teleportation circle* ends as does their adventure. From this point forward, the pace of the adventure accelerates.

The *teleportation circle* is a ruse meant to place the party in the vicinity of Marakdor. The man, who is the boy's uncle, departs with the boy via a *cape of the mountebank*.

Encounter 4

Once the effects of *teleportation* end, the party finds themselves in an immense underground tunnel measuring approximately 80 feet across and heading, what they assume to be, an east-west direction. Unless the party has darkvision or a light source, most will be completely in the dark. The terrain makes movement difficult (one half speed and can't run without falling). The party has two minutes real time to act before a patrol of drow come across them. If the party heads to the east, they will meet the drow almost immediately. If they head west, the drow will follow them up to the worm tunnels.

The drow will be quite concerned as to how surface dwellers have come into the area. They will ask questions to obtain whatever information they can, but will attack any open aggression, e.g. drawing of weapons or hostile words. If the party manages to convince the drow that they intend to take the boy and leave, along with any other surface dwellers they may come across, then the patrol will permit them to travel west without mentioning the danger in the worm tunnels. If the party manages to bribe the patrol with a magical item or something of comparable worth, the drow will warn them of the worms and describe the underground fortress beyond.

Attacking the drow will cause an alarm to be sounded. Soon the tunnels will be full of drow with the intent to kill or capture the intruders. The drow will avoid the worm tunnels if at all possible. If the party decides to fight it out, waves upon waves of drow and their notorious sleep arrows will fall upon the party. They will attempt to knock the party out and take them captive.

Encounter 5

The main tunnel the party follows soon comes to an end. In the north side of the tunnel is a smaller tunnel measuring 20 feet in diameter, although the floor is covered in rubble (movement half). The smaller tunnel seems to travel in a wave-like or side-to-side pattern (an obvious hint for an observant adventurer), leading into a large chamber with three other tunnels heading to the left, straight ahead, and down to the right.

The left tunnel gradually comes to another chamber that serves as a lair for a purple worm. There is nothing of value in this place.

The tunnel straight ahead leads on for a ways. In this tunnel, the purple worm is making his gradual return to his lair. Fighting this behemoth will most likely end the adventure. At lower APLs the worm will not notice the party; who have probably fled by the time it would see them anyway. At higher level APLs the worm will be more aggressive; however, the intent of this encounter is to get the party moving quickly along with some sense of urgency. When the party flees, the worm will head to its lair first, burrowing into the earth as it goes.

Encounter 6

The tunnel leading down and to the right continues on for about a mile, leading into another tunnel system. In a large chamber sits Marakdor, an old dwarven fortress carved out of the rock face. Thin, steep stairs lead up to entrance. A massive stone gate blocks the way. The main hall of the fortress is under the effects of an *unhallow* spell. The door requires the solution of a puzzle and is trapped.

Most of the rooms within the fortress are in disrepair. A few rooms contain bedding and the place serves as a halfway house for the Friends infiltrating the Yeomanry.

Encounter 7

The main hall is the current meeting place of the Friends. Many have gathered to interrogate a spy from Iuz who has strayed too far. The Iuz spy, Pyralis, is badly beaten, but appears to be conditioned to the treatment by the amount of scar tissue on his back. The Friends have stripped him of his armor and weapons, leaving him in only a pair of trousers. Occasionally, he glances up to the wall at the far end of the room where the image of the withered hand and amber eye of Vecna is set in mosaic; the stained glass image shows the eye resting in the open palm of a thousand pieces of obsidian. The eye alone measures some eight feet in diameter, and seems to glare at all who enter. A closer inspection of the mosaic will reveal well-concealed footholds that lead up to the eye. It is through the eye that the cultists enter and exit the fortress. The eye rests on hinges in such a way that it can be pried open, and then returned gently back into position.

The Friends will fight to keep their hideout and plans from seeing the light of day. They will fight to the death because they fear the Whispered One. An examination of the contents of the room reveals a list of key words with their true meanings. Any character who can successfully recall the bard's tale, may use this information to decipher a message that has been sent throughout the Sheldomar Valley.

Encounter 8

Behind the eye are a series of passages ten feet in diameter that travel in many directions, including vertically. If the party has made enough noise in fighting the cultists, or smashes the glass eye, Golob will be waiting for them in ambush (surprise round occurs). As the party comes through the main passage, the beholder attacks from the front with its eye stalk ray attacks. It then darts into and out of the honeycombed passages, and then redirects its attack from another direction. It will attempt two fly-by attacks, and then it will move in to separate the spell casters from the fighters. Against the spell casters it will focus its antimagic eye. Against the fighter types it will use its eye stalk ray attacks.

The party will find the method of egress further down the main passage, the one most traveled with a successful Track check. A gate *teleports* PCs back to a country farmhouse just outside of Coldfair Green.

Encounter 9

At a nearby farmhouse, the party is greeted by the boy and man in black the party was in search of. Beorngar, looking more like a construct than a man, introduces himself and explains why the party was tricked into confronting the Friends. The rest of the Order of the Malhel Rose is well hidden. The boy congratulates his father on the plan to get the party to rid the town of the "bad guys."

The Rose will respond if attacked. Killing any member of the Rose without evidence of their connection with Asberdies could be considered an evil act. The boy, if left alive and his father or uncle slain, will accuse the party of kidnapping him. Attempts to bring the faction to the authorities will be in vain. The boy will simply say he got away from the cultists.

PREPARATION FOR PLAY

Collect all character sheets from the players as if to inspect them and take notes. Record the applicable bonuses for the following checks and have each character roll a 1d20 eleven times, applying each result in the opposite order listed:

1. Encounter 1: Hear the bard's tale if the PC is not already actively listening (DC 15 Listen check).
2. Encounter 1: Recognize there is something more to the bard's tale such as the kennings and hidden

meanings (DC 25 Sense Motive or Bardic Knowledge check).

3. Encounter 1: Recognize the meanings of some of the bard's tale dealing with historical references (DC 30 Knowledge (history) or Bardic Knowledge check).
4. Encounter 7: Remember the bard's tale later (DC 20 Int check).
5. Encounter 1: See that the people in the inn are cheating at cards (DC 20 Spot check).
6. Encounter 1: Sense that the people in the inn are cheating at cards (DC 20 Sense Motive check).
7. Encounter 4: Hear the Drow patrol approaching the party (Listen check [DC 20+ APL]).
8. Encounter 9: Sense that there is something to Beorngar's explanation that he is not telling (DC 25 Sense Motive check).
9. Encounter 9: Spot the embroidered rose on Beorngar and Hereric's cloak (Spot check [DC 15 + APL]).
10. Encounter 9: Realize that the embroidered rose is a symbol of House Malhel and that Asberdies was a member of this house and that Malifor was a name used by Asberdies (DC 30 Knowledge (history) or Bardic Knowledge check).
11. Encounter 9: Understand the nature of Beorngar's affliction (Spellcraft check; see Construct Contagion below).

Record these results and keep them handy during play. You can also use this time to prepare Combat Initiative Cards if you intend to use them, asking each player to write down the checks above. If during play a character actively attempts one of the above actions, let them roll even if the recorded result would be successful otherwise.

Is This a Military Adventure?

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does significantly involve archaeological matters, students in the Academy of Lore may count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for

promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.
2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoo.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

CONSTRUCT CONTAGION

This magical curse causes the eventual transformation of humanoids into constructs. Created by the archlich Asberdies to swell his ranks at little or no cost to himself, the contagion has continued to change various humanoids, humans, orcs, elves and the like, even without the presence of Asberdies to direct it.

Unfortunately, the contagion now creates what are called the Altered, who, although they do eventually transform into constructs, sadly retain their intelligence and personality. They know full well what they were before their awful change. The Altered are creatures (primarily humanoid) that have been infected with the Construct Contagion. This magical disease alters the victim's body in several horrendous ways. The Altered resemble half-golems, but where a half-golem's limbs have been replaced rather than regenerated or healed in another way, the Altered's limbs (and possibly other body parts), have been transformed by the curse and given properties similar to the original infectious construct. As such, an altered will take on the appearance of wood, stone or other material in the affected areas.

Because the contagion is a magical curse, there are no "cures" which will reverse it. This curse can currently only be removed by a *remove curse*, *break enchantment*, *miracle*, or *wish* spell from a caster of 17th level or higher.

However, there may be other means to remove this curse that may be discovered in future Yeomanry adventures.

A Spellcraft check may reveal some valuable information about construct contagion:

- DC 10 It's a magical curse, not a disease.
- DC 15 It's a powerful curse that can't easily be removed.
- DC 20 Extreme damage passes the curse to a victim.
- DC 25 Extreme damage advances the curse to its next phase.
- DC 30 The archmage Asberdies created the curse.

A humanoid creature is the only creature type susceptible to the contagion; constructs can carry it, but they do not change as a result of being "infected" with it. Creating an Altered is a gradual process, which begins in an encounter with a construct that carries the contagion. The curse is transmitted in any of several ways, all involving critical damage to the victim. The creature suffers a serious blow (one that was a critical hit, one for massive damage, or one that put the creature's hp total below zero) from an "infected" construct, and thus is vulnerable to the curse (it is not a disease, despite the name and use of the word infected). When the infection event occurs, the victim gets a Fort save (DC 20 + the APL this adventure is played at) to avoid receiving the curse.

After becoming infected, each time the victim is struck with a critical hit, a blow for massive damage, or has his hp total reduced below zero, they must make a Fort save (DC 12 + the APL this adventure was played at). If they fail the save, this indicates the contagion has advanced in intensity, transforming more of their body into a construct (although they do not assume the construct type yet). Each advance further affects the abilities of the cursed victim.

In this adventure, all constructs carry the clay version of this contagion (except for Beorngar who has the stone, wood, and iron versions in addition to the clay version). Its first stage (initial infection) grants a +2 natural armor bonus and a -2 penalty to Cha. Second stage is a -2 penalty to Dex. Third stage is a -10 ft. penalty to Speed (-5 ft. for Small creatures). Fourth stage is that all healing spells cast on this PC are only half as effective with regards to curing hp damage. The fifth stage is the final one, the victim becomes a construct (an Altered).

PCs infected by Construct Contagion receive the **Curse – Construct Contagion** effect on the Adventure Record. Those reaching the final stage are transformed into an Altered and removed from play; contact the Yeomanry Triad for details.

NOTES ON PRONUNCIATION

Many of the NPCs appearing in this adventure have unusual names. The following gives the correct pronunciation. Emphasis is indicated by capital letters.

Altoneyl	all-town-EEL
Beorngar	bay-ORN-gar
Erelhei-Kenafin	air-el-HI KEN-a-fin
Fagoli	fah-GOAL-ee
Golob	GO-lahb
Hereric	hair-ER-ick
Jarlin	JAR-len
Marakdor	mar-ACK-door
Orric	or-RICK
Pyralis	PIRE-all-is
Quiana	kwee-ANN-ah
Rhyloyn	rye-LO-een
Tebuque	ta-BOO-koo
Valadren	val-ah-DREN
Zarithiel	zar-ITH-eel

INTRODUCTION

Your travels have brought you into the wine country of the Yeomanry just outside of Coldfair Green. While the trip has been pleasant and without incident, that storm cloud ahead makes you nervous. The hard, dusty road looks thirsty for a drink. It might be worth the detour just to taste the famed brandy that fat merchant back down the road would not stop talking about.

Along the way you meet up with several fellow travelers who appear to be heading to Coldfair Green for the same reason...

Allow the players to introduce their PCs, and then proceed to Encounter 1.

ENCOUNTER 1: BRIGGAND'S INN

Refer to DM Aid: Map #1.

Just as you make it into Coldfair Green, the downpour begins. Through the rain, you make out what appears to be an inn. Coming closer, you see the sign: BRIGGAND'S INN. The thick, heavy oak door creaks as you open it.

The downstairs of the inn is an open room with wooden floors and a high ceiling. Seven tables are

collected around a large hearth. As you step inside and shake off beads of water, a short, heavyset Oeridian man spots you and approaches.

"Greetings, travelers! Welcome to my inn."

A dozen or so men glance in your direction, and then turn back to their discussions, meals, or whatever they were doing before. The Innkeeper shuffles over to you.

"Please, set yourselves down by the fire. Orric, can you and your lady friends sit over there so that these weary travelers can rest and warm their bones?"

A stout little gnome in fancy dress gets up courteously from the table nearest the fire. Two common-looking women gather their drinks and food, and the three make their way to a table closer to a very long, busy bar. A robust bar maid serves ale in large wooden tankards.

"Buck Briggand," shouts the gnome at the innkeeper, "you're always pushing us wee folk about. Ah, but keep playing cards like you did last night, and I will own this inn."

Buck leads you to the table by the fire. While there are only four chairs, there is room by the fire on the warm flagstones jutting from the hearth. The rest of the tables are full.

Allow the party to role-play a little or until they beckon the busy serving wench, and then the bard begins his tale. Apply the check to hear the bard's tale if the players are not actively listening (Listen DC 15). Note that ordering food and drink from the serving wench is not consistent with active listening. Only those who hear the gnome will be able to remember the tale (Int DC 20) or sense there is something more to it (Sense Motive or Bardic Knowledge DC 25), with successful checks.

If no one is listening and the listen check fails, read the following:

Orric begins to tell a story to his two companions, who giggle. A pale, yet attractive flan woman hurries from table to table to check on the patrons, and then finally stops by your table.

"What would ye be having today?"

Dawn Weaver, the serving wench, will show obvious interest in the most attractive PC. More on Dawn is provided below. Should the party inquire about what is available, Dawn will reply with the following:

"We have ale, mead, beer, brandywine, oh, and you must try our peach brandy. We also have pork pie, barley soup, and beef stew. If you'd like I'll bring you some bread and cheese. Our melons are also in season."

Dawn blushes at her last statement, realizing the party may have misunderstood her meaning. Once she has the PCs order, her eyes linger a little longer on the target of her desire, and then she darts off toward the kitchens.

If at least one person is listening or hears the bard's tale, read the following:

*By Taliesin's breaker of rings,
of what I speak now, let it be heard,
so that you shall know the things
that live with the flame-farewelled.
The brow star shines upon Oerth.
The father of secrets
shows us what we hold within.
Spear-din comes to us all in time.*

*There was once a feeder of ravens
called Aegeron – young, strong and proud.
Blessed by the gods, feared by mortal man,
sent by his tribe to battle the dragon Tarasol.
Aegeron, blood-ember in hand,
rode upon Pelor's Mane three days
boldly into Javan's onion of war.
He rested therein against peace's bosom.*

*Word-weavers betrayed Tarasol's hiding place,
a fortress upon the Plains of Pesh,
where Galitholian's pupil made his claim.
Aegeron pulled the blood-worm from the Book
Tower,
put on mace's foe, and bridled Pelor's Mane.
He rode off to meet the crest of the mountain
hawk
to find a spear of legendary power,
like the sword of stars, called Githonial's bane.*

*From ancient rock took Aegeron the spear,
strung his bow and slung on his quiver.
He took the palm of string-notch south,
Into the house of refuge to find the
valley trout woman, Windowmere's whisperer.
The woman was one the eye must behold,
covered with the palm, open with gold,
lest one be silver, rigid and cold.*

*What boons she gave him: a serpent's lair,
a cloak to protect him from the breaker of trees
and arrow bane, once belonging to the
gatekeeper.
With these gifts, Aegeron girded himself for
a weather of weapons against Tarasol.
He met the beast with a hail of points
at the fortress upon the Plains of Pesh.
The creature came out for slaughtered dew.*

*The two met in a dance of spear and claw.
Aegeron dodged the dragon's kiss,
then aimed the taming wand at the creature's
gaze.
The shield-piercer struck Tarasol's eye true,
bringing slaughtered dew upon Baxter's nest.*

*The dragon roared, then fell, a raven's harvest.
The spear, however, snapped and broke,
the victim of Tarasol's wicked vengeance.*

*And so Aegeron, now Tarasol's doom,
cut off the head of his foe most ancient
as a trophy for he and his people,
and returned home in glory and song.
He cast the head into the heavens,
for to this day the broken-spear points
to the wounded eye of the dragon Tarsol,
which many a traveler have seen.*

Should other PCs wish to order from the serving wench while characters try to listen to Orric's tale, feel free to intersperse the dialog. This will add to the distraction that the characters would likely face.

Orric's tale is full of kennings and allegory. On a successful Sense Motive check, mentioned previously, the PC will be able to understand the kennings (read below). If the PC who listens to the tale and understands the kennings makes a successful Knowledge (history) or Bardic Knowledge check (DC 30), he might figure out the following the meanings of the words in parentheses.

The literal translation of Orric's tale is:

By the King of the world (Followers of Vecna often refer to him as the king of the world), *of what I speak now, let it be heard, so that you shall know the things that live with the honored dead. The Eye shines upon Oerth. The father of secrets shows us what we hold within. Battle comes to us all in time.*

There was once a warrior called Aegeron – young, strong and proud. Blessed by the gods, feared by mortal man, sent by his tribe to battle the dragon Tarasol. Aegeron, axe in hand, rode upon a horse called Pelor's Mane three days boldly into Javan's spear (Longspear is located on the river Javan). *He rested therein with a woman.*

Bards betrayed Tarasol's hiding place, a fortress upon the Plains of Pesh (the ancient name for the lands that are now called Keoland), *where Galitholian's pupil made his claim. Aegeron pulled the sword from the Book Tower* (Loftwick), *put on a helm, and bridled his horse. He rode off to meet the Hand to find a spear of legendary power, like the sword of stars, called Githonial's bane* (Githonial was an ancient elven civilization that was defeated by the armies of Vecna with the use of a sword crafted from material from the stars – later called the Sword of Kas).

From ancient rock took Aegeron the spear, strung his bow and slung on his quiver. He took the arrow south, into the house of refuge (Newick) *to find the serpent woman, Windowmere's whisperer* (Della). *The woman was one the eye must behold, covered with the palm, open with gold, lest one be*

ice or stone, rigid and cold. (This is an apparent warning that Della is a medusa.)

What boons she gave him: gold, a cloak to protect him from the wind and a shield, once belonging to the gatekeeper (Westburn is referred as the gatekeeper since it is near Slerotin's Tunnel). *With these gifts, Aegeron girded himself for battle against Tarasol. He met the beast with a hail of arrows at the fortress upon the Plains of Pesh. The creature came out for blood.*

The two met in combat. Aegeron dodged the dragon's breath weapon, then aimed the spear at the creature's gaze. The spear struck Tarasol's eye true, bringing blood upon Baxter's nest (Fort Baxter). *The dragon roared, then fell, a corpse. The spear, however, snapped and broke, the victim of Tarasol's wicked vengeance.*

And so Aegeron, now called Tarasol's doom, cut off the head of his foe most ancient as a trophy for he and his people, and returned home in glory and song. He cast the head into the heavens, for to this day the broken-spear points to the wounded eye of the dragon Tarsol, which many a traveler have seen.

The allegorical meaning of Orric's tale can be found in Encounter 7 by using the cryptic keys in possession of the cult.

The following information is provided should the party wish to converse with the patrons or employees of the inn. While they will not be able to converse with everyone before Anna enters the inn with word of her son's kidnapping, this will allow the players to role-play and possibly pick up some useful information. Anna will enter the inn approximately fifteen minutes after Orric has completed his story. Feel free to speed things up if the players are not inclined to role play.

♣ **Buck Briggand:** innkeeper, male Oeridian Rog8.

Buck Briggand, 47, is short and fat, but moves gracefully. He has long, curly black hair and a mustache that curls up on the sides. His eyes are blue. Sweat pours down his tan-colored flesh. He is unusually well dressed for an innkeeper, but based on the number of patrons you would guess that he is well off. He appears likable, but you couldn't tell it from his stodgy patrons.

Buck won this inn from its former owner in a game of cards, and since changed the name to Briggand's Inn. Buck was passing through and the opportunity of a proprietorship sounded more appealing than his previous occupation. He doesn't like to talk about the past. Buck owes Orric 750 gp from a game of cards the previous night.

♣ **Dawn Weaver:** serving wench, female Flan Com1.

Dawn Weaver, 16, is a frail looking young woman, but very attractive. Her eyes are brown and doe-eyed. Her

long blonde haired is pulled together with a red kerchief. Her skin is pale, with residue of sweat, dirt and smoke between her fingers and on her cheeks. She wears a simple dress made of a rough textured fabric and an apron about her waist.

Dawn has lived a very hard life. She became an orphan when she was three years old, and fell under the wing of Ashely Cole, the barmaid. She dreams of leaving Coldfair Green for someplace more exciting – a city perhaps. She often throws herself at the more attractive travelers, and hopes they will take her away to a better life.

TABLE 1

Two men and a woman are sitting at this table nearest to the main entrance of the inn. The men are brothers, and both have dark brown hair and brown eyes. The woman has black hair and green eyes. All three are dressed in travelers clothing. They are enjoying their ales. These are simply common folk enjoying their break from a hard day of work. They are in the business of transporting wine and brandy to the larger towns and cities throughout the Yeomanry. All three smell of horses. If the PCs are successful in Gather Information checks (DC 15), they may pick up a rumor from one of these patrons. Refer to the Rumors section near the end of this Encounter.

TABLE 2

Three men sit at a table in the corner near the front of the inn. They eat their meals and keep to themselves. They claim to be travelers on their way to Loftwick. In actuality they are members of the Silent Ones sent to keep a watchful eye out in the Yeomanry. These men will refrain from any kind of altercation, preferring to blend into the crowd.

♣ **Burle:** male Suloise Sor7/SilentOne8; see Appendix 6.

Burle, 47, is the larger man of the three at 6'2." He has short, blond hair and blue eyes. He, like his companions, is dressed in a drab grey cassock, grey trousers and a worn, brown cape with a hood. Being a pure born Suloise, his skin is a milky white.

Burle is a member of the Silent Ones. He eats a large meat pie with a dagger, his only visible weapon. He is the leader of this trio, and has a sharp ear for anything that might sound suspicious.

♣ **Lyman:** male Suloise Sor7/SilentOne4; see Appendix 6.

Lyman, 34, is short, thin and wears a bushy mustache. His hair is white rather than blonde, and his eyes have a reddish tint. He sports a hat with a large brim, preferring a more stylish look than his companions. He

also wears a scar that begins just below his left eye and ends almost in his ear.

Lyman used to fancy himself as a duelist. When it became obvious that he wasn't cut out with the lifestyle, he opted to pursue sorcery. He's been with the Silent Ones for three years.

🔮 **Mendel:** male Suloise Brd7/SilentOne1; see Appendix 6.

Mendel, 28, is built more like a blacksmith than a bard. He has a shaved head, and watches the crowd with his steel blue eyes. His sleeves are rolled up, exposing large biceps and forearms.

Mendel is on his first assignment with the Silent Ones. Upon request, and if he is willing, he plays upon a piccolo. This performance stands in stark contrast to his physique. He has been listening to Orric's tale, and if asked about it he will claim there is something about the story that makes him think there is a meaning to it. He doesn't have the keys to the message, so will not be able to draw any conclusions other than something is odd.

TABLE 3

Three men sit at this table. They are laborers who pick the grapes for Humphrey's vineyard. They have had a wee bit too much to drink, and may complain that Humphrey is a cheap man, despite the fact he is on the other side of the room. If the party makes a successful Gather Information check (DC 13) they will receive some bit of information. Refer to Rumors.

TABLE 4

This is the party's table.

TABLE 5

Four of the more respectable men in the inn sit at a table in the corner at the back, opposite the bar. One of them is Humphrey, a local distiller who is looked upon as a leader. The other three are his competition. The four men tend to distance themselves from the rest of the crowd, which they view as rift-raft. A successful Gather Information check (DC 17) will lead to some information. Refer to Rumors.

🔮 **Humphrey the Distiller:** male Suloise/Flan Exp5.

Humphrey, 53, is tall and well built for his age. Although he is balding, he keeps his white hair trimmed. He wears fine clothing fitting the latest style in Keoland.

Humphrey has visions of grandeur, and is a politician to the core. He is vying to become a Grosspokesman. This is purely for status, as Humphrey is not one to fight for a particular cause. In fact he is very much for the status quo, with himself being in charge.

TABLE 6

Three men and a dwarf sit around this table. They are playing cards and drinking ale. They are more interested in their game. The dwarf in particular will become very irritated with any interruptions, even from Buck who lingers around the table. If anyone asks to join in the game, they will at first refuse. If coins are presented, especially gold, they will welcome the player. The game won't go very well for the player. If they can't win honestly, these fellows will cheat. The player will lose around 10 gp every 5 minutes. A PC can make a Spot or Sense Motive check (DC 20) to discover the deception. If the characters detect the cheating, but do nothing about it, the other players win as described above, but they also are more than eager to pass on several rumors. Should the player characters either make a ruckus about the cheating (in which case, Buck Briggand closes down the game) or cheat themselves (using Sleight of Hand and/or Bluff) and win, then these other card players will be unwilling to share any information they might know. Refer to Rumors.

TABLE 7

Orric Thorne and the two common women who accompany him sit at the table closest to the bar. After he finishes his tale, he orders some soup and ale. The women are not the most attractive, but fawn over the gnome.

🔮 **Orric Thorne:** male Gnome Brd8.

Orric Thorne, 50, is short and stocky even by gnome standards. His long hair is gray, and he has a long beard that is braided. He wears fine linens, and a black leather jacket that seems to be a different color depending upon how the light shines on it.

Orric has no clue that the tale he tells has a hidden message. In fact, the Friends would be unlikely to send one of their own so close to Coldfair Green. If he is asked about the tale, he claims that he learned it from a half-elven bard named Cyrill up around the Little Hills.

Orric will goad Buck whenever he can about the money the innkeeper owes him. Realizing that Buck cannot cover his bets, Orric will spread his newfound wealth by generously offering patrons free drinks or meals. "It's all on Buck," he'll explain, while giving the innkeeper a wicked grin.

THE BAR

Three men and a woman sit on the stools in front of the bar. They are just ordinary townfolk. Refer to Rumors if the party is successful in Gather Information checks (DC 15). Ashley Cole, the barmaid, is busy pouring ale into tankards and drinks into glasses. A nervous, solitary man sits at the corner of the bar. He is Merrimack Flint, a Dust Digger from Loftwick.

☞ **Ashley Cole:** barmaid; female Suloise/Flan Com5.

Ashley Cole, 42, is a large woman with auburn hair tied back in a knot. Her piercing, brown eyes and an occasional scowl let everyone know that she doesn't put up with nonsense. She is dressed in a simple brown dress with a leather apron.

Ashley has worked at the Briggand's Inn longer than anyone, including Buck. She is somewhat arrogant, especially to Buck. Buck keeps her on because he knows if he ever did let her go the patrons would soon follow. She can out-drink and out-fight any man in Coldfair Green, and won't put up with smart talking travelers.

Ashley is very protective of Dawn Weaver. She's raised the girl since she was dropped off at the inn thirteen years ago. She is aware of how Dawn throws herself at travelers, and will intercede whenever she feels things are getting out of hand.

☞ **Merrimack Flint:** Dust Digger, male Suloise/Flan Wiz7.

Merrimack Flint, 45, looks as though he hasn't had a good meal in days. He runs his fingers nervously through his disheveled brown hair. He wears well worn travelers clothing, and carries a thick leather bound book.

Merrimack has been working on research and a thesis to obtain a teaching position in the Academy of Lore (Dustdigger College). The allotted time to complete this effort is due to expire very soon, and Merrimack has nothing to show for it. Years of dedicated study and exploration now appear to be for naught. If someone knows of an archeological site or artifacts, then he would gladly compensate them or share the find and continued research. He'll even claim to be well connected, and could provide extra favors for competing Dustdiggers.

Treasure: Merrimack can provide the PCs with some gold (50 gp each) if they bring him the dwarven artifacts from Marakador.

THE KITCHENS

Few venture into the kitchens if they know what's good for them. Bruno Fagoli, the cook will chase off anyone who dares to enter his territory. Only Buck, Ashley and Dawn are allowed admittance into this part of the inn. Two large pots sit over an open fire. One contains beef stew and the other contains barely soup. Several pies rest on a shelf over a cutting table. Several haunches of meat hang from the ceiling.

☞ **Bruno Fagoli:** cook; male Oeridian Exp6.

Bruno Fagoli, 63, is of average height and build. He is bald, and has a very large nose. He wears simple clothes with a leather apron. When he's not tending to the food, he's sharpening a knife.

Bruno is a frugal chef. When the meat runs out, he'll find a substitute. He's really not that picky. He has an extraordinary talent of making even the worst kinds of flesh tasty. To put it bluntly, Coldfair Green does not have a rodent problem. Those in the know stick with the barley soup. He also has a penchant for being very vindictive when patrons complain about his cooking. It is best not to talk about what he does in these instances.

RUMORS

The following rumors may be gathered from the various patrons of the inn:

- ***"A man in black with an odd accent came into town about a week ago. He was nosing around into other people's business."*** (True – the man in black is Pyralis, a follower of Iuz who was sent to the Sheldomar Valley to get information on artifacts and people of interest.)
- ***"My cousin said he saw a creature in the woods north of town. It was big, and very frightening. At first he thought it was a rock, until it moved!"*** (True – the creature is Beorngar on one of his rare walks through the countryside.)
- ***"I heard that Dawn, you know the serving wench, has a fortune coming to her when she marries. Seems her parents were well to do merchants."*** (False)
- ***"Some folks think Humphrey may have been involved in that fire a while back."*** (True – some townsfolk do suspect Humphrey, but have no evidence. Humphrey was not involved with the arson of his rival)
- ***"There is a spy from Keoland in Coldfair Green. I think he's trying to sabotage our vineyards."*** (True)
- ***"I hear there are great Suel treasures around the Suss Forest. Ya loads of adventurers have gone there following the Jewel River but have never returned or so I hear. Lots of goblinoids and worse, like three armed giants and shadow beast's lair there guarding the lost city of the Suloise. I'd love to go there with some band of brave heroes just to get my hands on all that treasure..."*** (Source: Whispers on the Wind by Tim Sech, an online article on incorporating rumors into an RPGA LIVING GREYHAWK adventure.)
- ***"When I was fighting with the Geoff armies recently I overheard that some of the grand treasures were stolen. Yah, I fought over there. I'm on uh... leave... yah, that's it. No lying. But anyways I heard that they came at night and took quite a few things. Not sure what they were looking for but they must've found it. No one was captured, but you know what? It was those***

darn, dirty Dyvers' thieves...ya it's always Dyvers. People always think you can't trust the Greyhawk thieves, but I find them nice compared to those from Dyvers." (Source: Whispers on the Wind by Tim Sech, an online article on incorporating rumors into an RPGA LIVING GREYHAWK adventure.)

Feel free to provide additional rumors typical of a small town.

KIDNAPPED!

Fifteen minutes after the bard has finished his tale, Anna, the mother of Brand ap Beorngar, enters the inn.

The merriment of the inn is interrupted by the entrance of a middle-aged woman. She is drenched. She struggles to close the door as the wind and rain beat upon it. She appears very distraught, and holds a parchment in her hand.

"Anna?" asks Buck. "What brings you this way?"

"It's Brand," the woman catches her breath. "He's been taken."

"Taken?" A crowd gathers around.

"Now, now, let the woman be." Humphrey steps forward. "Anna..."

"It's right here," interrupts Anna. "A ransom note. If I don't pay 500 gold pieces, it says (sob) they will kill Brand." Humphrey inspects the note. It is soaked and somewhat illegible.

"Does it say who took him?" asks a patron. "I bet it was that man who was here last week asking a lot of questions. He was dressed in black. Can't be good if you're dressed in black."

If there are any PCs who are dressed in black they will receive suspicious looks from several patrons.

"As acting Crosspokesman," says Humphrey, "I say we approach this in two ways. I'll work with the other distillers to come up with the gold in the event we can't find the boy. We need someone to investigate this and find out where the boy is. Not you Lem, you're too drunk. You there." He looks at you. "You look like folks who can handle themselves in a tough situation. Remember though, no harm must come to the boy."

If there are any Yeomanry militia in the party Humphrey will activate them.

"I would suggest you talk with Quiana the seer. She lives in a cottage on the edge of town. Victor here can take you there. Perhaps she knows where the boy might have been taken to or who did this. If you find the boy, report back here."

Treasure: Should the party demand a reward, the distillers will gather for a moment and then come back with an offer of 50 gp. This can be negotiated up to 100 gp. These men know that Beorngar, the boy's father is wealthy and will likely pay them back for the return of his son. Humphrey also offers each PC a bottle of his finest brandy for the successful return of the boy.

Should the party ask about the boy's father, the patrons will give them a sour look. Beorngar, for what the town and Anna know, has been very ill for a long time. He has closed himself away from his family in the east wing of the estate. Anna, in fact, hasn't seen him in years, but they sit and talk to each other with a thick door between them. Brand is their only son, and without any prospect of having more children, Anna is devastated.

☞ **Anna:** mother of Brand ap Beorngar; female Suloise/Flan Ari6.

ENCOUNTER 2: THE DIVINER

There are several things the party could do to get off track. The conspirators of the Malhel Rose have considered several options.

First, they have made it possible to locate Brand through means of divination, but have blocked any would be diviner from seeing more than they want them to see. If the party has their own means of divination, they will see the boy with a man dressed in black in a house towards the north side of town. If an attempt is made to *teleport* to the location, they will at best have used some other divination to be classified as 'viewed once', necessitating a roll for a possibility of teleporting off target. If the party does successfully *teleport* in, adjust the encounter as necessary, having the man move through to the back room 'during the casting of the *teleport*'.

If the PCs opt to search elsewhere instead of going to Quiana's cottage, Dunstan Blackshear will approach them. He'll tell the party the following:

"Help! Some man took my friend Brand into the old woodsman's house. You've got to hurry! I think he's going to kill him."

If asked, Dunstan will describe the man dressed in black. Dunstan is genuinely concerned about his friend, and has no intent to deceive anyone. What he doesn't know is that the Malhel Rose has setup the boy to lure in the adventurers, who they figure would be looking around town for any clues. Dunstan will lead the party to the house.

Quiana the seer lives in an old cottage on the west side of town. She is one hundred and fifteen years old, and has lost most of her faculties including her memory. Quiana still possesses an extraordinary ability for divination. She'll frequently lose track of where she is, who she is speaking with, or even the time, day or year.

She lost her children years ago, but she still thinks they are around, perhaps playing in the back yard.

Quiana's cottage is located on the east side of town, and from the looks of it, it's the oldest building in town. The front of the house has a covered porch, and dried herbs hang from the beams. There is a peculiar smell in the air. It is a cross between oatmeal and sour milk.

An unbelievably old woman stands in the doorway. She greets each of you by name and invites you in. The skin hangs from her bones, and every movement she makes is accompanied by a wince or moan of some sort.

"Would you folks like some tea?"

Regardless of whether or not the PCs say yes, the old woman will retreat into her kitchen and return with tea cups on a tray. They are full of reddish-brown vinegar.

The old woman waddles into a back room, the kitchen perhaps. You hear the clinking of dishes and cups. The woman's house is filled with nick-knacks. There is no order or theme to the décor. It's as though there's a hundred years of trivial odds and ends all packed onto shelves, nooks, or cubbyholes. The woman returns holding a tray with eight tea cups. She offers you each a cup. When she hands out the last cup, she glances down at the cups remaining on the tray.

"Oh, dear." She then looks at you oddly. "Who are you?"

Quiana will continue with small talk until the party asks her to look for Brand. She'll continue to forget things, even things the PCs may have said moments before. She'll also ask a PC to check on the "boys" in the back yard.

When she finally gets to work, she'll describe the same scene through her divination as what is described above.

🔮 **Quiana:** female Suloise Adept15.

Quiana, 115, is short and very thin. She has long gray hair and brown eyes. She has a far off look, as though she were somewhere else. She wears an old, tattered gown that was probably in fashion fifty or so years ago.

🔮 **Dunstan Blackshear:** male Flan Com1.

Dunstan, 10, is about average in height for his age, but is a bit plump. He has short blond hair and blue eyes. He wears trousers and a white shirt that is not tucked in. His shoes are muddy.

Dunstan was sent by his father to make a delivery of candles to the miller. Dunstan's father is in league with the Malhel Rose, and sent his son by way of the old woodsman's house so that Dunstan would witness Brand and the man in black.

ENCOUNTER 3: THE DECEPTION

Refer to DM Aid: Map #2.

One way or another, the PCs soon find themselves in front of the old woodsman's house. The house is built from masonry and has a thatched roof. The windows are too small for a person, even a small halfling, to fit through. The glass is opaque, allowing enough light in without revealing what is inside. There is only one entrance, a large oak door that is reinforced with iron. The thatched roof is packed too tightly to slip through, and it would be too obvious to those within if the PCs were to try to dig their way in.

As you open the door, you can see the main room of the house. It appears to have been unused for quite some time. A tall man dressed in black holds the arm of a small boy.

"Kill them!" says the man in black, as he slips behind a red curtain and into a room beyond.

The boy cries, "no, no, no -" and then there is silence.

Standing between you and the curtain is an imposing figure. It moves slowly in your direction.

The figure is Mawler, a half-golem barbarian. It will fight toe-to-toe, and doesn't follow a strategy beyond raging and smashing things. This is not meant to be a difficult obstacle, and the party should be able to dispatch it quickly.

Mawler was created by Asberdies for use by the Malhel Rose. This construct has Construct Contagion (clay variety). Should a character be wounded by the construct, make note of it. See Preparation for Play section above for more details.

APL 4 (EL 3)

🔮 **Mawler:** male clay half-golem War1; hp 21; see Appendix 1.

APL 6 (EL 5)

🔮 **Mawler:** male clay half-golem Bbn2; hp 33; see Appendix 2.

APL 8 (EL 7)

🔮 **Mawler:** male clay half-golem Bbn4; hp 51; see Appendix 3.

APL 10 (EL 9)

🔮 **Mawler:** male clay half-golem Bbn6; hp 69; see Appendix 4.

APL 12 (EL 11)

🔮 **Mawler:** male clay half-golem Bbn8; hp 87; see Appendix 5.

The man in black is Hereric ap Regenald, the uncle of Brand ap Beorngar. Once Hereric and the boy walk past the curtain, Hereric activates a *cape of the mountebank*. They will be well away from the party by the time the PCs realize what has happened.

➤ **Hereric ap Regenald:** male Flan Sor[APL-1]; see Encounter 9.

➤ **Brand ap Beorngar:** male Suloise/Flan AriI; see Encounter 9.

The room beyond the curtain has a *teleportation circle* on the floor just in front of a large bed. From the time the party enters the back room, they have ten minutes to act before the *teleportation circle* expires. Read the following once the party enters the back room:

As you pass through the red curtain and into the back room, there is no sign of the man in black or the boy. A circle of blue light is drawn upon the floor just in front of a large bed. There is a small window on the opposite side of the room, but it is too small for the man or the boy to fit through. As you gaze at the pattern on the floor, the blue light seems to flicker and fade.

If a PC steps into the circle, he or she is teleported to the cavern in Encounter 4. Keep track of who steps through, and when. Do not reveal the destination. Unless they have a light source, they'll be in the dark on the other side.

If the circle expires, any PCs who have not stepped through will have avoided the trap set up by the Friends. Proceed to the Conclusion of the adventure for a description of what happens next.

Treasure: Mawler's possessions are the only treasure here.

ENCOUNTER 4: IN THE DARK

Refer to DM Aid: Map #3.

Unless the PCs have a light source, they will be in total darkness:

You are in total darkness. You sense a vast, open area around you. The sound of dripping water echoes everywhere. You feel sharp rocks at your feet. A gentle breeze blows against your face. There is a musty smell.

Footing in this area is treacherous. Movement is at half speed. Any attempt to move at a faster pace than normal results in a possible fall and 1d4 points of damage. PCs must make a Reflex save (double movement DC 15; run DC 25) or fall. Dwarves and gnomes receive a +2 bonus on their checks for being accustomed to such surroundings.

It will take twice the amount of time for the PCs to find a light source in their backpacks since they are in

total darkness, unless they have a magical pouch such as Heward's *handy haversack*, *belt of many pockets*, or the like.

Characters with darkvision or those with a light source will observe the following:

You are in a large cavern. The sides of the cavern are visible 40 feet in front and behind you, spanning a total of 80 feet. You see no visible ceiling, however drops of water fall from above, striking pools and the rough ground. Large stalagmites jut from the floor, and the ground is very rocky. The brilliant colors of the rocks, fungi and mineral deposits are beyond imagination. IS THAT MITHRAL?

A successful Survival or Search check (DC 15) will reveal light tracks heading in both directions of the cavern.

There is indeed a vein of mithral in this cavern; however, the PCs may never have a chance to mine it. Two minutes from the time they enter the cavern, a patrol of drow will arrive from the east passage. They will keep at least 100 feet distance between themselves and the PCs (out to a maximum of 120 ft., the limit of their darkvision). This tactic keeps the PCs in the drow's sight, but beyond the vision of most PCs.

Note: Be sure to highlight the tension here. PCs arrive in the middle of nowhere, in the dark, with unknown numbers of drow in the area. The PCs should feel like they may have stepped into a situation they aren't getting out of. Don't push it too far or prevent them from being reckless, if they so choose. Just make it a tense situation.

The drow begin with:

"You dar. Who you?" A high-pitched voice calls from the darkness.

Should the party choose to negotiate with the drow, the patrol consists of the following members:

Altoneyl: The leader of the drow patrol. He is willing to ignore the PCs if they leave. He is aware of the worm tunnels to the west, and will let the PCs go to their deaths. He is just as willing to kill them if they pose a threat, but his orders are to capture anyone who they may come across. Altoneyl will accept bribes, and for a magic item or equivalent he will tell the party about the worms and the old dwarven fortress.

Jarlin: He is the only one who can speak Common. He has a hard time with the language, but is able to communicate basic concepts. He will sometimes intentionally mistranslate if the message might cause trouble. This is fortunate for the party.

Rhyloyn: He will aim for the weakest in the party, and if the word is given he'll attempt to strike his target with a sleep arrow. He will maintain his distance from the party, keeping himself out of range of the limited vision of the surface-dwellers.

Tebuque: He will sound his horn when the attack begins, if the party causes one to occur. Once the alarm is sounded, he will attack using his bow. Tebuque is a loyal soldier, but if his captain accepts bribes or allows the party to escape, he will report him once he returns to the drow city Erelhei-Kenafin.

The party will hear Altoneyl and Jarlin talking since Jarlin is performing the role of translator. If a PC understands Undercommon, he or she will hear this and may pick up on Jarlin's mistranslations. Conversations in Undercommon are denoted by UC below.

Jarlin will repeat whatever the PCs said in Undercommon. If the PCs make threats, he will tell Altoneyl that they are lost or tone down the threat to avoid a direct confrontation.

Altoneyl will have the following questions or statements:

If the party has weapons drawn, Altoneyl will demand the following:

Altoneyl: (UC) ***"Put down your weapons or your heads will decorate our city walls."***

Jarlin: ***"Us no harm. Pleez, weapons away. Us talk."***

If the PCs refuse to put their weapons away, Altoneyl will order the attack. Otherwise:

Altoneyl: (UC) ***"Why are you here?"***

Jarlin: ***"Why you har?"***

The drow have no idea about the man in black or the boy. They have not seen either in the tunnels. If the party mentions the man in black or the boy, Altoneyl will follow up with additional questions, but he will be more concerned with the questions below:

Altoneyl: (UC) ***"Are you with those from Marakdor?"***

Jarlin: ***"You wit doz fum Marakdor?"***

Marakdor is an old dwarven fortress abandoned long ago. The drow have witness activity there within the past five years. Some reports even mention a horrible creature (Golob). If the PCs enquire about Marakdor, the drow will laugh. Jarlin will simply reply ***"You lost."***

Altoneyl will then direct the interrogation to how the PCs managed to get down here:

Altoneyl: (UC) ***"How did you get here?"***

Jarlin: ***"How you har?"***

If the party lies that they came in by tunnel, the drow will suspect them of being deceptive. If, however, the PCs offer the truth, that they *teleported* into the tunnels, the drow will begin discussing this among themselves. The party should be able to surmise that there are several drow, not just Altoneyl and Jarlin. The

drow will be very concerned about this situation. The ability of surface dwellers to *teleport* into their domain is a direct threat to their existence.

From here the conversation can go in many directions. Jarlin will continue to translate, poorly. If the PCs mentioned the boy and man in black, the drow will tell the party to find them and bring them back to the cavern. Altoneyl's intent is to capture the party and the two intruders, and bring them back as slaves to the drow city Erelhei-Kenafin.

Since the drow have already mentioned Marakdor, they will tell the PCs what they know about the fortress and the activity that has been reported. Jarlin will even tell them:

"Beware da Eye!"

If the party attempts to bribe the drow with a magic item or something comparable, Altoneyl will warn the PCs about the worms. Jarlin will tell them:

"Wormz bad, very bad. Run, run."

Altoneyl figures the PCs will come to some horrific end, kill those within Marakdor, or become slaves to the drow. By his reckoning, he can't lose. When he sees that the PCs have something of value, he warns them about the worms because it will be more difficult for him to collect the rest of the party's items if they are in the belly of a worm.

Altoneyl will order two of his patrol to shadow the PCs, while he sends for reinforcements. The force will be sufficiently large enough to overwhelm the party. The drow will sit in ambush outside of Marakdor, ready to pounce on the party and whoever else may be with them. So, going back will lead to capture and slavery.

Should the PCs approach this encounter by force, then the situation will be more difficult. Tebuque will sound his horn, a piercing screech unlike anything the PCs have ever heard. Rhyloyn will take a shot at who he estimates is the weakest PC with a sleep arrow. Altoneyl and Jarlin will then join in, first with a volley of arrows and then hand-to-hand. The drow will be at least 100 feet from the nearest PC. Remember that movement is affected by the terrain, which is an advantage for the drow.

Within 1d4+3 rounds, the first wave of reinforcements will appear. There will be 1d6+2 drow in each wave (use same stat blocks as for original patrol). Waves of reinforcements will arrive every 1d4+3 rounds. If the party seems to handle this too easily, mix in a bulette, trained to fight for the drow (*Monster Manual*, page 30). Eventually, the party will run out of spells or be sufficiently weakened. Capture is more likely the longer the PCs stay where they are. Should the party insist they stand and fight, remind them politely at least once that they always have the option of withdrawing. If they continue to stand their ground, feel free to overwhelm them as quickly and brutally as possible. Those who die

will stripped and eaten, as long they are not dwarven or half-orc. Those that live will be taken as prisoners—see the appropriate section in the Conclusion. The adventure is over for these players.

If the party retreats to the west after combat has begun, into the worm tunnels, the drow will not pursue, but they will send patrols to shadow the PCs (as mentioned above). Reinforce the danger of the situation. Tell them that the tunnel to the east is active with the sounds of drums, horns, and shouts in Undercommon.

APLs 4, 6, 8 (EL 11)

➤ **Altoneyl, Jarlin, Rhyloyn, and Tebuque, Drow Patrol Members** (4): male drow Ftr5; hp 42 each; see Appendix 6.

APLs 10, 12 (EL 15)

➤ **Altoneyl, Jarlin, Rhyloyn, and Tebuque, Experienced Drow Patrol Members** (4): male drow Ftr9; hp 81 each; see Appendix 6.

Treasure: The drow equipment is the only treasure here.

ENCOUNTER 5: THE WORM

Refer to DM Aid: Map #4.

The intent of this encounter is to provide the PCs with a sense of urgency, and to get them moving towards Marakdor. If they have attacked the drow, the PCs should already get the impression that they need to continue moving forward. The tunnels they enter are worm tunnels:

You follow the cavern along to what you assume to be the west. The cavern narrows to twenty feet wide and ends abruptly. Water trickles down the west wall. Cut into the wall to the north, a tunnel some twenty feet in diameter winds its way downwards into the darkness. The ground in the tunnel is rough and treacherous.

If drow patrols follow, they will remain at least 100 feet away and hide among the rocks. In general, they are fearful of the worm tunnels, but will carefully follow the PCs until they reach Marakdor.

Travel through the tunnel is very slow going. Several hours pass, and it feels as though you haven't traveled far. The tunnel continues down then up, down then up. At one point it moves off to the left in a big, gradual curve, but then moves back to the right in the same motion.

Eventually, you arrive at a chamber that is fifty feet in diameter. The chamber is bare. Three other tunnels connect to this location. One tunnel leads to the left, another heads straight ahead, and the third tunnel goes down and to the right.

The tunnel to the left leads to the lair of a purple worm. Luckily, the occupants are not there. The party could spend some time trying to dig out scales from the walls. If they linger too long, the purple worm will arrive.

The tunnel to the left travels about three hundred feet, entering into a very large chamber. The chamber is only twenty feet high, but is at least sixty feet in diameter. The walls are concave and smooth. The ground, unlike the tunnels or the other chamber is very smooth and well worn. There are several pieces of what appear to be scales embedded in the walls. Shards of what look like giant eggshells are collected in the center of the room.

The tunnel straight ahead brings the party face-to-face with one of the worms. It is essential that they have plenty of opportunity to retreat. The worm is making his way back to his lair.

The tunnel continues its gradual up and down motion. The path is still treacherous. About a quarter of a mile down the passage, you begin to hear a low rumbling sound. It sounds like stone grinding upon stone. Pebbles and dust begin to fall from the ceiling and walls of the tunnel. You feel the ground shaking. Something big is headed your way.

At APLs 4, 6, and 8, the worm will not notice the party. At APLs 10 and 12, the worm will be more aggressive, perhaps giving out some hideous sound. If the PCs don't make for an escape and decide to fight the leviathan, the purple worm will attack, seeking to slay and eat the lot of them. You may also opt to have the worm cave-in the tunnel, preventing the PCs from advancing, thus forcing a retreat. If the PCs have forced a fight, use the ability of the worm to move through the earth. The worm may dig down, collapsing the tunnel in front of the party, and then come up to swallow as many PCs that it can. It could then travel upward, continuing its movement until the meal is digested. The worm will eventually head toward its lair.

All APLs (EL 12)

➤ **Purple Worm:** hp 204; see *Monster Manual*, page 211.

If by some miracle the PCs beat the behemoth, there are other purple worms in the vicinity that will head in this direction. In the end, the PCs will be forced to head down the tunnel down and to the right (Encounter 6).

ENCOUNTER 6: MARAKDOR

Refer to DM Aid: Map #5.

The tunnel continues on for about a mile, entering into another tunnel system. Following this new tunnel, which is less treacherous, you enter into an enormous cavern. The walls of this cavern emit a green phosphorescent light. On close inspection, you can see the source of this light is a

fungus, possibly a single living organism beyond the size of anything you have ever seen.

Perched up against one of the walls is a fortress, which could only be Marakdor. It is carved directly from the face of an underground cliff. Thin, steep stairs lead up about two hundred feet to a massive granite door.

If the PCs cut or pull at the fungus, perhaps to investigate what happens or to collect some of the phosphorescent material, a large patch will darken around the affected area. This defensive response, during which time the fungus stores its phosphorescent energies, is followed by a more aggressive response: the fungus effectively *flares* (as the spell, Fort DC 15), blinding those within a 10-foot radius of the affected area as it releases a large burst of light. This of course will alert those within the fortress. In such cases, adjust the following encounters accordingly.

The granite gate is twenty feet wide and thirty feet tall. Its thickness must be on the scale of a few feet, judging by its dimensions. A large war hammer is engraved in the gate. The walls of the fortress are smooth, and there is no apparent way to climb them. You can see there are small slits about fifty feet up that travel all the way around the wall on both sides.

PCs who have the capability for flight will quickly notice that the gate is the only way in. The slits in the walls are for archers, and are too small for anyone to possibly get through. Peering into the structure, they can see a courtyard within, and then another building beyond. They can see the green phosphorescent light striking the courtyard, if they haven't caused the fungus to go out.

The gate is trapped with a magical trap. The gate opens with a successful Str check (DC 25).

All APLs (EL 4)

⚡ **Lightning Bolt Trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Once the PCs have entered the fortress, they will find that most of the structures are in ruin save for a building at the center. At APLs 4-8, the main hall is under the effects of an *unhallow* spell with *cause fear*. At APLs 10 and 12, the entire main hall is under the effects of an *unholy aura*.

BED CHAMBERS

These chambers serve members of the Friends. Each chamber contains a cot, bedding, a chest with a variety of simple items (candles, a robe, string, a tinderbox, etc.). Only three of these rooms have been slept in recently.

KITCHEN

The kitchen shows recent usage. There are fresh fruits and vegetables, an assortment of meat, and fresh bread. Several barrels of ale and wine have been placed against a wall.

MAIN HALL

Proceed to Encounter 7.

ENCOUNTER 7: THE HAND

If the party has not disrupted the fungus in Encounter 6, read the following:

The sounds of laughter echo throughout the great hall. Three men gather around a huddled man. They are beating upon him with sticks and mocking him. The man on the ground is severely scarred and takes the punishment without objection. He says not a word, but occasionally glances up to the wall opposite the entryway. A large, glaring eye made from fragments of stained, red glass stares out into the room. A large obsidian mosaic of a withered hand holds the eye in its palm. You estimate that the eye is at least eight feet in diameter.

The man being beaten is Pyralis, an agent of Iuz sent to spy on the Sheldomar Valley. The three men are members of the Friends, and include Horace Blackshear known as "The Hand" among them. They will attack the party immediately. Pyralis is tied and badly beaten, so he is not capable of putting up much of a fight at this point.

All APLs

♁ **Pyralis:** male Oeridian Clr5 of Iuz; hp 1 (normally 39); see *Appendix 6*.

If the party has disrupted the fungus, The Friends will set up their defense in the courtyard, using the building as shelter. They will first strike from a distance, and then retreat into the structure. When the PCs pursue, Alek will hide and maneuver into position to strike a spellcaster or those at the rear. Valadren and Horace will move back into the main hall.

The Friends will fight to the death. They know that there is no retreat. Golob would surely destroy them, and they believe that Vecna would haunt them forever.

APL 4 (EL 4)

♁ **Valadren:** Male Grugach Ftr2; hp 17; see *Appendix 1*.

♁ **Horace, "The Hand":** Male Oeridian Ftr2; hp 20; see *Appendix 1*.

♁ **Alek:** Male Oeridian Rog2; hp 12; see *Appendix 1*.

APL 6 (EL 6)

➤ **Valadren**: Male Grugach Ftr3; hp 25; see Appendix 2.

➤ **Horace, "The Hand"**: Male Oeridian Ftr3; hp 30; see Appendix 2.

➤ **Alek**: Male Oeridian Rog3; hp 18; see Appendix 2.

APL 8 (EL 8)

➤ **Valadren**: Male Grugach Ftr5; hp 42; see Appendix 3.

➤ **Horace, "The Hand"**: Male Oeridian Ftr5; hp 49; see Appendix 3.

➤ **Alek**: Male Oeridian Rog5; hp 30; see Appendix 3.

APL 10 (EL 10)

➤ **Valadren**: Male Grugach Ftr6/Sor1; hp 54; see Appendix 4.

➤ **Horace, "The Hand"**: Male Oeridian Ftr7; hp 69; see Appendix 4.

➤ **Alek**: Male Oeridian Rog5/Assassin2; hp 42; see Appendix 4.

APL 12 (EL 12)

➤ **Valadren**: Male Grugach Ftr6/Sor1/Arcane Archer2; hp 74; see Appendix 5.

➤ **Horace, "The Hand"**: Male Oeridian Ftr7/Blackguard2; hp 88; see Appendix 5.

➤ **Alek**: Male Oeridian Rog5/Assassin4; hp 54; see Appendix 5.

If the players search the room, they find various dwarven artifacts, none having any real monetary value, but possibly having some archeological value.

Papers are strewn about a table under the watchful red eye of glass. Some of the papers appear to be drafts of stories. Others have words written on them with the names of people and places. One parchment is a map of the Sheldomar Valley. A red circle is marked on several major cities, and numbers are written in the columns.

These papers are used to craft the tales that are passed on to the bards. Those who remember Orric's tale will recognize some of the words, and will conclude that the stories are coded messages. From the map, PCs may conclude that the owners of the map were tracking the locations of people throughout the Sheldomar Valley. A successful Knowledge (local – Sheldomar Valley metaregion) check (DC 15) will reveal that some of the names are of military personnel and city leaders, some rather prominent. The latest paper, judging from the fact that the ink is still wet, appears to contain instructions to assassinate a Grosspokesman in Westburn.

If a PC remembers Orric's tale from Encounter 1, he or she may piece together the following using the papers above:

In the name of Vecna, of what I speak now, let it be heard, so that you shall know the things that live with the honored dead. Golob shines upon Oerth. Vecna shows us what we hold within. Battle comes to us all in time. (This simply lets members of the Friends know that what is to follow has been directed to them from Vecna via their leader Golob.)

The cultist known as "the Axe" is to travel to Longspear to join the woman called "Peace's Bossom."

The cultist known as "the Sword" is to pull out of Loftwick because the bards there have become suspicious. He is to meet with the cultist known as "the Hand" for further instructions and further wisdom from the Whispered One.

The cultist known as "the Arrow" is to travel to Newick to investigate Della, an advisor to Grosspokeswoman Windowmere. Beware, the woman is a medusa. You should cover your eyes when you look upon her or be turned to stone.

The cultist known as "the Shield" located at Westburn will be receiving a shipment of gold and marvelous treasures taken from Keoland.

The cultist known as "the Spear" has been taken at Fort Baxter.

The Friends are to kill the cultist called "the Spear" so that word of the cult does not get out.

Pyralis is in poor condition. He will accept the PCs' offer to rescue him (if they make it), but will take any convenient opportunity to escape. If he is healed, the likelihood of his escape is greater.

A closer inspection of the hand and eye mosaic will reveal handholds and footholds that lead up to the eye. It's a twenty-five foot climb up to the eye (Climb DC 5). The eye is made out of stained glass, and the whole eye is a door, with hinges on the top so that door gently closes shut. Opening the eye reveals a tunnel. The sides of the tunnel are smooth and form a perfect cylinder that travels off into the darkness. The passage proceeds to Encounter 8.

If the party goes back the way they came, they will find a large contingent of drow outside of Marakdor, preparing for them (the drow are not quite ready and will not see the party until the party has a chance to respond). The PCs will have three options: find another way out, fight, or surrender. They may bar the gate of Marakdor. This tactic will work for a few hours, which could buy them some time to find the exit through the eye. If they have the means of *teleporting* to the surface, you may want to remind them that they have not yet found the boy. If they get out by any way other than the Eye door (or

something more drastic, such as *teleport*), they will eventually be captured. Proceed to the appropriate section of the Conclusion of this adventure.

Treasure: The possessions of the cultists are the only monetary treasure here. The dwarven archeological artifacts have other value and may also be taken.

ENCOUNTER 8: THE EYE

Refer to DM Aid: Map #6.

Unlike the passages you have previously used, this one is unusual. It is a perfect tube, ten feet in diameter. Equally puzzling, there is an intersection every fifty feet or so. Similar tunnels branch off to the left, right, up and down at ninety-degree angles. Each intersection can be crossed by following the walls to avoid falling into the passage below. The most daring of your party leaps across the ten-foot hole.

Crossing an intersection takes a successful Balance check (DC 5) or risk falling 250 ft. (20d6 falling damage).

As you are crossing the third intersection, you hear a carnal laugh from the passage ahead...

APL 4 (EL 7)

☛ **Golob:** Gauth; hp 50; see *Monster Manual*, page 26.

☛ **Quasits (2):** hp 18 each; see *Monster Manual*, page 46.

APL 6 (EL 9)

☛ **Golob:** Gauth; hp 50; see *Monster Manual*, page 26.

☛ **Babaus (2):** hp 69 each; see *Monster Manual*, page 40.

APL 8 (EL 11)

☛ **Golob:** Gauth; hp 50; see *Monster Manual*, page 26.

☛ **Bebilith (1):** hp 144; see *Monster Manual*, page 42.

☛ **Babau (1):** hp 69; see *Monster Manual*, page 40.

APL 10 (EL 13)

☛ **Golob:** Beholder; hp 99; see *Monster Manual*, page 26.

APL 12 (EL 15)

☛ **Golob:** Beholder; hp 99; see *Monster Manual*, page 26.

☛ **Glabrezu (1):** hp 162; see *Monster Manual*, page 43.

Tactics: Golob makes a strafing attack once those who are in the front of the party cross the third intersection. He then travels up the shaft, into the next tunnel, which runs above and parallel to the direction the

party is traveling. He will travel down this tunnel to position himself at the rear of the party. If he has minions, they will attack from the side tunnels of the third intersection after the first strike. When Golob is positioned at the rear, he will make another strafing attack at those in the rear. He will then travel down the shaft, and follow the tunnel running parallel beneath the party. While his minions attack, Golob will come up in the third intersection. He will then focus his anti-magic ray at spellcasters, while making attacks against the fighters with his eyestalks. He will repeat these cycles, taking advantage of the party's split-status at each junction as he can.

If his ally dies, Golob continues to fight, having considered the creature expendable anyway. If Golob himself is wounded beyond halfway, he will become more defensive in his strategies, seeking to take occasional shots at the party when he can on his looping path. If necessary, he will retreat away completely, only attacking when he feels sure he can minimize his chance of taking further damage. His ire will be increased, however, and the party will do well to destroy him or suffer the consequences of his escape (see the appropriate section of the Conclusion).

If reduced to 10 or fewer hp, Golob retreats completely, seeking one of several concealed exits as quickly as he can.

Development: After eight intersections from where the party runs into Golob, the tunnel comes to an end. A circle of black stone hangs on the wall. Words are written on the stone in Flan – *“It is something that is nothing, but it has a name. It joins our walks; it joins our talks; it plays in every game.”* If Pyralis is with the party, he will be able to read the inscription. The answer to this riddle is your shadow. When the word “shadow” is spoken, the gate will activate. The gate leads to the farmhouse in Encounter 9.

ENCOUNTER 9: THE ROSE

Refer to DM Aid: Map #7.

You feel a brief pull as you walk through the gate. The dark, sullen cave gives way to a warm, tranquil farmhouse. A table is set for you: a feast has been prepared. A roasted pig sits on a spit across the fireplace. The smell of fresh bread whets your appetite. A short, weatherworn man stands humbly by the table.

“Good morning, my lords. I have been instructed to prepare this meal for you. Please sit.”

The Malhel Rose, despite being somewhat malevolent, does have a flair for style. The feast before the party is a small token of the Rose's appreciation. The farmhouse has been used by the Friends as a cover for their operations. The farmer's name is Samuel. He knows nothing about the Friends or the Malhel Rose. He is a

simple man, who was instructed by Hereric to prepare this feast. The man has been working all night to finish his task, and will be greatly disappointed if the PCs refuse his hospitality.

If the PCs ask who instructed him to prepare the meal, Samuel will reply *"Hereric ap Regenald, brother of Beorngar ap Regenald."* If asked where this man is, he will reply *"He is out by the barn with his nephew. They arrived late last night and instructed me to prepare a meal for (insert the number of party members) good fellows."* Samuel will not tell the party that he was paid for this. He has had money taken from him before by Horace Blackshear and the Friends, and isn't about to lose the recent fortune to strangers.

☛ **Samuel:** male Suloise/Flan Com3.

Samuel, 47, is short, balding and worn-out. He lost his wife to fever five years ago, and they had no children. Coincidentally, this was around the time the Horace Blackshear arrived for a visit. The Friends have been somewhat harsh to poor Samuel, and care nothing for the man except that he should keep his mouth shut. When Hereric arrived with instructions for the farmer to prepare a feast, he gave Samuel a bag of gold worth ten times what the poor man makes in a year. His only regret was that he had to slaughter his finest hog, which now sits upon the fire.

Pyralis will see this moment as an opportunity to escape. He will thank the PCs for their help, and will insist that he must hurry off to find out what happened to his comrades. This is of course a bluff (Sense Motive DC 25 to detect). Unless the PCs detain him, Pyralis will head north, never to be seen again.

The party will inevitably be drawn to the barn. By now they may figure out that they have been deceived. Hereric and Brand will be sitting in the Barn. Wimbly will be hidden in the rafters, while Throm will be sitting out back. Beorngar sits on a stool in a stall in the corner of the barn, and he is momentarily hidden from view.

Within the barn, the man in black plays a game with the child you have been searching for. Brand turns to you when he sees you.

"Ha! See, uncle, I told you they could do it."

"That's right child." The man in black stands up. "I am Hereric ap Regenald. Please forgive this deception. I shall explain —"

"No, I will explain." A low, grumbling voice with a hill man's accent interrupts Hereric's melodic apology. From out of a stall at the corner of the barn, a large man – no, not a man but something quite different – approaches. Where his limbs should be are expanses of stone, iron and wood. His chest looks like a great boulder. His face is contorted, literally disfigured by an iron jaw.

"I am Beorngar ap Regenald. I, like you, was once an adventurer. I came to Coldfair Green long ago and met my wife Anna. She was kind and gentle, not like the women of my clan. We married and had a son, Brand. However, the domestic life did not suit me. I yearned to return to my companions for one more adventure. That is how I ended up with this." He gestures at his grotesque body.

"My life is no longer what it was. I now only seek peace, and the well being of my family. My brother came here to take care of my wife once the inevitable occurs, as it is our tradition. I don't know how much time I have left."

"You may take the man out of the wilderness, but you'll never take the wilderness out of the man. Rather than being stuck in my home, I like to take walks in the woodlands. It was during such a walk that I overheard two men talking. From what I could gather, they belonged to some kind of foul cult with designs on our people."

"I consulted my old friends, and we setup watches on the cult. My good friend Malifor, a mage, was instrumental in locating the hidden lair of this cult. He provided us with the means to transport you there, and even provided us with the construct."

"I and my brother would have done this thing ourselves, but the opportunity arrived at a bad time. We wanted both leaders of the cult to be there, otherwise the survivors would have uprooted to another location. When that follower of Iuz was captured, we knew we had a brief opportunity to strike. Unfortunately, most of my adventuring companions headed off to the north about a week ago."

"Our impromptu plan required assistance from the boy here. It was his idea to be kidnapped, or at least to appear to be kidnapped. We needed someone strong, adventurers such as yourselves, who would be willing to face the perils of the Underoerth. We dared not tell you directly out of fear that the cult would have spies about."

"Let's keep this between ourselves. You may receive the glory and fortune of being the heroes. I am sure that Humphrey will have something planned for such an occasion. The burden of fame is one I no longer wish to carry."

Sounds like a good story, but there are several clues that may provide the PCs with reasons to be suspicious.

A successful Sense Motive check (DC 25) will give the impression that Beorngar is not telling them the whole story. He will not let on about the Malhel Rose.

On a successful Spot check (DC 15 + APL) the PCs will notice an embroidered rose on Beorngar and Hereric's cloaks. The rose is in the style of the House Malhel, and a successful Knowledge (History) or Bardic

Knowledge check (DC 30) will reveal this. Otherwise, the PCs may just assume that the Rose is a family symbol. The PC succeeding on this check will know that Malhel was the house of Asberdies and that Asberdies frequently used the name Malifor when he traveled for fear that his enemies might strike.

If asked about embroidered rose, Beorngar will tell the PCs that his wife made them. His good friend Malifor told him that it would bring him luck and protection.

Some party members may recognize the affliction that Beorngar suffers from is Construct Contagion by making a successful Spellcraft check (see the section on Construct Contagion under Preparation for Play). They may also have noticed that the construct Malifor sent had the same curse.

Beorngar will tell the party that his friend Malifor has been tending to his condition, but it hasn't gotten better.

Putting these pieces together, the party could attempt to convince Beorngar that his friend is the arch-lich or see the Malhel Rose as an enemy that needs to be destroyed. This could play out several ways, and this is detailed in the Conclusion of the adventure.

Malifor is not Asberdies, but is a minion of Asberdies who serves to quicken the effects of the Construct Contagion. He also has been directed to twist the mind of Beorngar as well as the body. Beorngar now believes the Yeomanry has become too corrupt to serve its people. The virtues of House Malhel, as twisted as they are, seem better than the slow rot of Yeomanry indifference or the aspirations of Keoland. He seeks to restore House Malhel to its former state.

If the PCs attack, the Malhel Rose will respond with a vengeance. Brand will stick close to his father and uncle, and attack with his dagger. Throm Firebrand will charge in through the back entrance of the barn. Wimbly will attempt to take a spellcaster by surprise.

If Brand is killed, the PCs will be blamed for it. Brand will not run off, and will often put himself between his father and foe. He will attempt to make futile attacks, and will aid Beorngar whenever possible (attack at AC 10 giving a +2 attack bonus). Hereric may use his *cape of the mountebank* to escape or place himself in better position. Finally, due to the administrations of Malifor, Beorngar ap Regenald is now has an active strain of Construct Contagion, and can pass the curse on to others.

Optimally, the PCs will realize that the Malhel Rose are dupes, like they have been, and try to explain this to the members of the Rose. See the appropriate section of the Conclusion if they pursue this end.

APL 4 (EL 6)

➤ **Beorngar ap Regenald:** Male Altered (Flan) Ftr3; hp 30; see *Appendix 1*.

➤ **Hereric ap Regenald:** Male Flan Sor3; hp 12; see *Appendix 1*.

➤ **Brand ap Beorngar:** Male Suloise/Flan Ari1; hp 6; see *Appendix 1*.

➤ **Wimbly:** Male Halfling Rog2; hp 12; see *Appendix 1*.

➤ **Throm Firebrand:** Male Dwarven Ftr2; hp 20; see *Appendix 1*.

APL 6 (EL 8)

➤ **Beorngar ap Regenald:** Male Altered (Flan) Ftr5; hp 49; see *Appendix 2*.

➤ **Hereric ap Regenald:** Male Flan Sor5; hp 19; see *Appendix 2*.

➤ **Brand ap Beorngar:** Male Suloise/Flan Ari1; hp 6; see *Appendix 2*.

➤ **Wimbly:** Male Halfling Rog3; hp 18; see *Appendix 2*.

➤ **Throm Firebrand:** Male Dwarven Ftr3; hp 30; see *Appendix 2*.

APL 8 (EL 10)

➤ **Beorngar ap Regenald:** Male Altered (Flan) Ftr7; hp 69; see *Appendix 3*.

➤ **Hereric ap Regenald:** Male Flan Sor7; hp 27; see *Appendix 3*.

➤ **Brand ap Beorngar:** Male Suloise/Flan Ari1; hp 6; see *Appendix 3*.

➤ **Wimbly:** Male Halfling Rog5; hp 30; see *Appendix 3*.

➤ **Throm Firebrand:** Male Dwarven Ftr5; hp 49; see *Appendix 3*.

APL 10 (EL 12)

➤ **Beorngar ap Regenald:** Male Altered (Flan) Ftr9; hp 88; see *Appendix 4*.

➤ **Hereric ap Regenald:** Male Flan Sor9; hp 34; see *Appendix 4*.

➤ **Brand ap Beorngar:** Male Suloise/Flan Ari1; hp 6; see *Appendix 4*.

➤ **Wimbly:** Male Halfling Rog7; hp 42; see *Appendix 4*.

➤ **Throm Firebrand:** Male Dwarven Ftr7; hp 69; see *Appendix 4*.

APL 12 (EL 14)

➤ **Beorngar ap Regenald:** Male Altered (Flan) Ftr11; hp 108; see *Appendix 5*.

➤ **Hereric ap Regenald:** Male Flan SorII; hp 42; see Appendix 5.

➤ **Brand ap Beorngar:** Male Suloise/Flan AriI; hp 6; see Appendix 5.

➤ **Wimbly:** Male Halfling Rog9; hp 54; see Appendix 5.

➤ **Throm Firebrand:** Male Dwarven Ftr9; hp 88; see Appendix 5.

Treasure: The possessions of the Malhel Rose are the only treasure here.

CONCLUSION

There are many possible outcomes to this adventure. Each variation is described below. Some of these may be combined given the circumstances of how the adventure played out for this party of PCs.

ASBERDIES WOULD BE PROUD

If the PCs accept the fact that they have been used, they achieve this conclusion. The PCs accept the role of heroes. They will receive a small favor from the Malhel Rose as payment for their cooperation (**Blessing of the Order of the Malhel Rose** effect on the AR). They will return to a heroes' welcome at the Briggand's Inn.

The patrons of the Briggand's Inn greet you warmly. Anna embraces her son. Humphrey presents you with your reward and the eternal thanks of the citizens of Coldfair Green. He presents you each with a bottle of his finest vintage brandy.

THE BLOODY ROSE

If the PCs attack Beorngar and the members of the Malhel Rose, they achieve this conclusion.

If Brand lives, he will claim that the PCs were in league with the kidnappers. Quiana will have seen the attack through her visions and will be with a guest to recall the event. Samuel is another potential witness.

Your attack on Beorngar and his companions has not gone unnoticed. You are detained until the authorities can sort out the matter.

The PCs receive the **Detained for Questioning** effect on the AR. If the PCs have some evidence to prove their innocence, like the information concerning the Malhel Rose's connection with Asberdies, then the PCs are detained for 2 additional TUs until the authorities can sort out the matter. Without such evidence, the PCs are jailed for 4 additional TUs.

BRAND IS DEAD

If the PCs have killed Brand ap Beorngar or their actions result in his death, they achieve this conclusion.

Quiana will have seen this in her visions and will be with a guest who will recall the event. Word of this will reach the Briggand's Inn well before the party.

Word of Brand's death has spread, and the townsfolk are up in arms demanding justice. Quiana arrives with another woman you have not seen before. The woman claims that you were responsible for the death of the child.

The PCs receive the **Detained for Questioning** effect on the AR. Unless the PCs can provide evidence that they were not responsible for the death of Brand, the PCs are jailed for 4 additional TUs (this stacks with the TUs for attacking the Malhel Rose (see above).

I'M NOT STEPPING INTO THAT CIRCLE!

Any PC that did not step into the *teleportation circle* in Encounter 3 achieves this conclusion.

The blue circle on the floor fades out. You continue your search throughout the town for the remainder of the night without success. The mood at the Briggand's Inn is somber.

Feel free to roleplay with the folks in the inn. In the morning, read the following:

At dawn, a man bursts through the door of the inn. He catches his breath and then reports that Brand is safe. The boy apparently escaped from his kidnappers, and is with his uncle at old Samuel's farm.

If the party decides to go to the farm, then proceed to Encounter 9 and modify it slightly. If the party accepts the deception, and shows willingness to go after the cult, Samuel will show them how the Friends enter their hideout. Reverse the order of Encounter 8 and 7, as the party will meet Golob first, and then the cultists. The message ordering the assassination of the grosspokesman will not be present, and Horace Blackshear will be gone.

If the PCs don't go to the farm, proceed to Abandon the Adventure below.

ABANDON THE ADVENTURE

If the PCs, in one way or another, have abandoned their mission or have reached a dead end, use this conclusion.

Sometimes the PCs will get so far off the adventure that they cannot possibly recover without intervention. If such a situation occurs, you can ad lib the situation until the morning of the next day. By that time word will reach the party that Brand has been found.

Shortly after dawn, word about the kidnapped boy reaches you. The boy apparently escaped from his kidnappers, and is with his uncle at old Samuel's farm.

If the party decides to go to the farm, then proceed to Encounter 9 and modify it slightly. If the party accepts the deception, and shows willingness to go after the cult, Samuel will show them how the Friends enter their hideout. Reverse the order of Encounter 8 and 7, as the party will meet Golob first, and then the cultists. The message ordering the assassination of the grosspokesman will not be present, and Horace Blackshear will be gone.

If the PCs don't go to the farm, read the following:

With the rain cleared up and the boy found, you head off out of Coldfair Green in search of more adventures.

DID HE SAY VECNA?

If the PCs mention the name of Vecna to any NPC, especially the Silent Ones, use this conclusion.

Any NPC, except members of the Malhel Rose, will quickly spread the rumor that the PCs defeated a cult of Vecna. This will draw the attention of the Silent Ones. An investigation will follow. This investigation will lead to the PCs:

Three men you remember seeing at the Briggand's Inn approach you. One of the men introduces himself to you. His name is Burle.

"Word has come to my ears that that which should not be spoken has been spoken. What you know, or what you think you know, is not to be mentioned again. You will accompany us to Keoland, to the Lonely Tower, where you will report what you have seen or heard to my associates."

Details for the Silent Ones appear in Appendix 6, if the PCs are foolish enough to refuse to accompany them to the Lonely Tower and decide to instead attack them. Should they simply refuse, the members will try to insist, but will stop short of resorting to force.

If the PCs accompany the Silent Ones, it costs them 2 additional TUs for travel to the Lonely Tower and for time spent being questioned (**Detained for Questioning** effect on the AR). This TU cost stacks with other additional TU costs they might earn in this adventure.

If the PCs refuse to accompany the Silent Ones, they receive the **Ire of the Silent Ones** effect on the AR instead.

REPORTING AN ARCHEOLOGICAL FIND

If the PCs provide Merrimack Flint with the dwarven artifacts they found and other information regarding Marakdor, use this conclusion.

If the PCs met Merrimack at the Briggand's Inn, they may help him out by providing him the artifacts from Marakdor. They can also provide some information

regarding the dwarven fortress. This will make Merrimack a very happy man.

The PCs will receive the monetary award promised. If a PC is a Dust Digger, they will share in the claim and all further research. An expedition will be planned to search for Marakdor.

If the PCs inform Merrimack about the drow, and have even gained some knowledge about Erelhei-Kenafin, Merrimack will suggest they travel to Loftwick. The army will be interested in a report on the Drow in order to assess the risks to the Yeomanry. An expedition into the Underoerth may be for far more than just a bunch of archeological trinkets.

For their help, Merrimack provides the PCs with his favor (**Favor of Merrimack Flint** effect on the AR).

CAPTURED!

If the PCs are captured by the drow, use this conclusion. Whether they were overcome with the knockout poison or fell into the ambush, the PCs are hauled back to Erelhei-Kenafin as slaves. They will eventually escape, and since their adventure is basically over you may opt to play out the escape.

Read the following for those who were knocked out:

You are dreaming a dark dream. Dark, featureless faces stare at you. You are poked and prodded with sticks. You feel like you are floating upon water. Up, down, up, down. You then realize that it is not a dream. The black chains about your hands and feet keep you tied to a litter. Four dark skinned elves with white hair serve as your litter bearers. You struggle to free yourself, and then shout out. A larger, more brutal elf strikes you. He speaks in a harsh, guttural voice.

"Shut up slave!"

The PCs are being taken to Erelhei-Kenafin. A description follows:

The train of dark warriors winds through tunnels, and eventually pours out into an enormous cavern. At the far end you see signs of some sort of civilization. Tall, thick black walls, a mote of lava, gates of iron, and stench of thousands greet your senses. Along the tops of the walls you make out what at first looks like a black picket fence, but to your horror it is the heads of men, beasts, and other things you cannot name.

This is Erelhei-Kenafin, and for the next two weeks you are kept here for training as a slave. Your possessions are given to your new owner, an Underlord in his own right. His name is Zaritheil, the owner of thirty-four mines and five foundries.

Upon completion of the training, which is more for obedience than for practical skill in the mines,

you are gathered with forty other slaves. Zarithiel and his followers lead you through the Underoerth, to some awaiting task and sure death. From then on, life is one misery, one drudgery, after another. Several souls, some hardier than yourself even, fall to these merciless beasts. Most who perish are weak, and they do not last very long at all. And still, there is some hope that escape will present itself sooner or later...

These PCs receive the Prisoner of Erelhei-Kenafin effect on the AR and are ~~REMOVED FROM PLAY~~ until the premiere of YEO6-03 Of My Enemy in 2006.

PYRALIS ESCAPES

If the PC allow Pyralis to escape, use this conclusion. The agent of Iuz continues his mission, stealing a horse and riding north. If any one pursues, they will find the tracks end at the banks of the Javan River. The corpse of the horse lies upon the ground, drained of all life.

GOLOB ESCAPES

If the PCs left Golob alive, use this conclusion. Golob, driven for vengeance, destroys the warehouses and vineyards of Coldfair Green. The act wipes out the small town's economy, which will take several years to repair. If the PCs received the brandy from Humphrey, the bottles are now quite rare and will fetch a healthy price (PCs receive the **Bottle of Rare Brandy** effect on the AR).

As you travel to your next destination, you receive word of disaster upon the town of Coldfair Green. All of the warehouses and wineries were destroyed by fire, or just simply disappeared, in one night. The only witness to the attack has gone mad, mutter something about a flying eye. Locals believe it was an act of sabotage by jealous growers from Keoland. No tracks were left by the culprits.

BEORNGAR LEARNS ABOUT CONSTRUCT CONTAGION

If the PCs have educated Beorngar about Construct Contagion and Asberdies, use this conclusion.

The PCs tell Beorngar of the link between Asberdies and Construct Contagion. Beorngar will at first not believe the party, but there are now enough questions in his mind that he will begin to search for the truth. This will essentially shut down the activities of the Malhel Rose forever.

A few weeks later a courier delivers you a letter. It is barely legible, but read as follows:

Dear Friend,

I have looked into the matter of my condition and have found the true cause of it. I realize that I

have been used in some nefarious plan. If you are ever in Coldfair Green, please visit. I have a gift for you.

Sincerely, Beorngar ap Regenald."

The PCs receive the Favor of Beorngar ap Regenald on the AR.

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

Defeat Mawler.

APL 4: 90 xp.
APL 6: 150 xp.
APL 8: 210 xp.
APL 10: 270 xp.
APL 12: 330 xp.

Encounter 6

Disarm or survive the trap.

All APLs: 120 xp.

Encounter 7

Defeat the cultists.

APL 4: 120 xp.
APL 6: 180 xp.
APL 8: 240 xp.
APL 10: 300 xp.
APL 12: 360 xp.

Encounter 8

Defeat Golob.

APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Story Award

Convince Beorngar that Asberdies is behind the Construct Contagion OR defeat the Order of the Malhel Rose.

APL 4: 60 xp.
APL 6: 90 xp.
APL 8: 120 xp.
APL 10: 150 xp.
APL 12: 180 xp.

Discretionary Roleplaying Award

APL 4: 75 xp.
APL 6: 90 xp.
APL 8: 105 xp.
APL 10: 120 xp.
APL 12: 135 xp.

Total possible experience

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 1:

All APLs: L: 0 gp, C: 67 gp, M: 0 gp.

Encounter 3:

APL 4: L: 56 gp, C: 0 gp, M: *potion of shield of faith* +3 (25 gp).

APL 6: L: 27 gp, C: 0 gp, M: *potion of shield of faith* +3 (25 gp), +1 *breastplate* (113 gp).

APL 8: L: 27 gp, C: 0 gp, M: *ring of protection* +1 (167 gp), +1 *breastplate* (113 gp).

APL 10: L: 0 gp, C: 0 gp, M: *ring of protection* +1 (167 gp), +1 *breastplate* (113 gp), +1 *greataxe* (193 gp).

APL 12: L: 0 gp, C: 0 gp, M: *ring of protection* +1 (167 gp), +1 *breastplate* (113 gp), +1 *greataxe* (193 gp), *potion of good hope* (88 gp), *necklace of fireballs type II* (225 gp).

Encounter 4:

APLs 4, 6, 8: L: 283 gp, C: 0 gp, M: 4 +1 *mithral chain shirts* (175 gp each), 4 *potions of spider climb* (25 gp each), 4 *potions of shield of faith* +5 (75 gp each).

APLs 10, 12: L: 1 gp, C: 0 gp, M: 4 +1 *mithral chain shirts* (175 gp each), 4 *potions of spider climb* (25 gp each), 4 *potions of shield of faith* +5 (75 gp each), 4 +1 *composite shortbows* (+2 Str bonus) (210 gp each), 4 +1 *rapiers* (193 gp each), 4 *cloaks of elvenkind* (208 gp each), 4 *boots of elvenkind* (208 gp each).

Encounter 7:

APL 4: L: 275 gp, C: 0 gp, M: *potion of barkskin* +4 (75 gp), *elixir of fire breath* (92 gp), *Quaal's feather token - whip* (42 gp), *elixir of sneaking* (21 gp), *elixir of hiding* (21 gp).

APL 6: L: 325 gp, C: 0 gp, M: *potion of barkskin* +5 (100 gp), *elixir of fire breath* (92 gp), *Quaal's feather token - whip* (42 gp), *elixir of sneaking* (21 gp), *elixir of hiding* (21 gp), *potion of cat's grace* (25 gp), *potion of cure moderate wounds* (25 gp).

APL 8: L: 325 gp, C: 0 gp, M: *potion of barkskin* +5 (100 gp), *oil of greater magic weapon* +3 (150 gp), *elixir of fire breath* (92 gp), *potion of shield of faith* +5 (75 gp), 2 *potions of cure serious wounds* (63 gp each), *Quaal's feather token - whip* (42 gp), *elixir of sneaking* (21 gp),

elixir of hiding (21 gp), potion of cat's grace (25 gp), brooch of shielding (125 gp).

APL 10: L: 376 gp, C: 0 gp, M: potion of barkskin +5 (100 gp), oil of greater magic weapon +4 (200 gp), slaying arrow – human (190 gp), elixir of fire breath (92 gp), potion of shield of faith +5 (75 gp), 2 potions of cure serious wounds (63 gp each), oil of keen edge (63 gp), +1 heavy steel shield (98 gp), Quaal's feather token - whip (42 gp), elixir of sneaking (21 gp), elixir of hiding (21 gp), potion of cat's grace (25 gp), brooch of shielding (125 gp), ring of feather falling (183 gp), potion of barkskin +3 (50 gp).

APL 12: L: 350 gp, C: 0 gp, M: potion of barkskin +5 (100 gp), oil of greater magic weapon +5 (250 gp), greater slaying arrow – human (338 gp), slaying arrow – human (190 gp), elixir of fire breath (92 gp), potion of shield of faith +5 (75 gp), 2 potions of cure serious wounds (63 gp each), oil of keen edge (63 gp), +1 blinding heavy steel shield (348 gp), shatterspike (360 gp), Quaal's feather token - whip (42 gp), elixir of sneaking (21 gp), elixir of hiding (21 gp), potion of cat's grace (25 gp), brooch of shielding (125 gp), ring of feather falling (183 gp), potion of barkskin +3 (50 gp), slippers of spider climbing (400 gp).

Encounter 9:

APL 4: L: 548 gp, C: 0 gp, M: potion of shield of faith +5 (75 gp), cape of the mountebank (840 gp).

APL 6: L: 586 gp, C: 0 gp, M: potion of shield of faith +5 (75 gp), potion of greater magic fang +3 (150 gp), cape of the mountebank (840 gp), potion of barkskin +3 (50 gp).

APL 8: L: 433 gp, C: 0 gp, M: potion of shield of faith +5 (75 gp), potion of greater magic fang +5 (250 gp), +1 full plate (221 gp), 2 potions of barkskin +3 (50 gp each), cape of the mountebank (840 gp), quiver of Ehlonna (150 gp), +1 bastard sword (195 gp).

APL 10: L: 241 gp, C: 0 gp, M: 2 potions of shield of faith +5 (75 gp each), potion of greater magic fang +5 (250 gp), 2 potions of barkskin +3 (50 gp each), ioun stone (dusty rose prism) (417 gp), cape of the mountebank (840 gp), ring of protection +1 (167 gp), quiver of Ehlonna (150 gp), +1 studded leather (98 gp), +1 short sword (193 gp), +1 bastard sword (195 gp), 2 +1 full plates (221 gp each), +1 heavy steel shield (98 gp).

APL 12: L: 241 gp, C: 0 gp, M: 3 potions of shield of faith +5 (75 gp each), potion of greater magic fang +5 (250 gp), 3 potions of barkskin +3 (50 gp each), ioun stone (dusty rose prism) (417 gp), cloak of resistance +3 (750 gp), cape of the mountebank (840 gp), ring of protection +1 (167 gp), pearl of power (3rd level spell) (750 gp), quiver of Ehlonna (150 gp), +1 studded leather (98 gp), +1 short sword (193 gp), gloves of dexterity +2 (333 gp), +1 bastard sword (195 gp), 2 +1 full plates (221 gp each), +1 heavy steel shield (98 gp), gauntlets of ogre power (333 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 1,162 gp, C: 67 gp, M: 2,291 gp – Total: 3,520 gp (650 gp).

APL 6: L: 1,133 gp, C: 67 gp, M: 2,679 gp – Total: 3,879 gp (900 gp).

APL 8: L: 1,068 gp, C: 67 gp, M: 3,988 gp – Total: 5,123 gp (1,300 gp).

APL 10: L: 618 gp, C: 67 gp, M: 9,359 gp – Total: 10,044 gp (2,300 gp).

APL 12: L: 592 gp, C: 67 gp, M: 13,362 gp – Total: 14,021 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

➤ **Curse – Construct Contagion:** This PC suffered a serious blow (one that was a critical hit, one for massive damage, or one that put the PC's hp total below zero) from an “infected” construct and has been cursed with construct contagion (it is not a disease, despite the name and use of the word infected). The constructs in this adventure cause the clay/iron (circle one) version of this infection. The initial infection causes random parts of this PC's body to transform into bits of clay/iron (circle one). This first stage grants a +2 natural armor bonus and a -2 penalty to Charisma. Each time this PC is struck with a critical hit, a blow for massive damage, or has his hp total reduced below zero, they must make a Fort save (DC 12 + the APL this adventure was played at). If they fail the save, check one of the boxes below; this indicates the contagion has advanced in intensity, transforming more of your body into a construct (although you do not assume the construct type yet). Each advance further affects the abilities of the curse victim:

Second Stage: -2 penalty to Dexterity.

Third Stage: -10 ft. penalty to Speed (-5 ft. penalty for Small PCs).

Fourth Stage: healing spells cast on this PC are only half as effective with regards to curing hp damage.

Final Stage: PC becomes a construct - contact the Yeomanry Triad (see below).

If the curse progress through all four check boxes, this PC is completely transformed by the curse. At that point, your PC is removed from play until you receive documentation for the completed transformation from the Yeomanry Triad. This curse can currently only be removed by a *remove curse*, *break enchantment*, *miracle*, or *wish* spell from a caster of 17th level or higher. However, there may be other means to remove this curse that this PC may discover in future Yeomanry adventures.

☛ **Favor of Merrimack Flint:** Merrimack Flint, Dustdigger, is well connected at the Academy of Lore. He is eternally grateful for your assistance in an archeological find of some significance. You may exchange this favor for (circle the one selected): 3 Influence Points with the Dustdiggers or 1 year free tuition at the Academy of Lore. Mark as USED when this favor is consumed.

☛ **Blessing of the Order of the Malhel Rose:** Spies and agents of the Malhel Rose are present throughout the Yeomanry and the rest of the Sheldomar Valley. The Order of the Malhel Rose secretly appreciates your assistance in thwarting the vile enemies of the Yeomanry. In return for your efforts, the next magical item you purchase is at a 10% discount in price. Mark as USED when this blessing is consumed.

☛ **Detained for Questioning:** You have been detained for ____ additional TUs of time.

☛ **Ire of the Silent Ones:** For refusing their request to accompany them to the Lonely Tower, you have earned the ire of the Silent Ones. You now suffer a -2 circumstance penalty to all Cha-based checks with the Silent Ones, their agents, or while in Keoland. Void any and all influence points, favorable notices, and/or favors you have earned with the Silent Ones or their members. If a member of the Silent Ones, you are immediately demoted one rank. If this would place you below the lowest rank, you instead lose 12 additional TUs to “reeducation”.

☛ **Favor of Beorngar ap Regenald:** Beorngar is grateful for your help in revealing the true nature of his affliction. Beorngar provides you with free Luxury lifestyle for any adventure set in the Yeomanry for one year from the date on this AR.

☛ **Prisoner of Erelhei-Kenafin:** This PC was captured by a drow patrol and enslaved, taken to the drow city of Erelhei-Kenafin. This PC is **REMOVED FROM PLAY** until the premiere of YEO6-03 *Of My Enemy*, at which point the Yeomanry Triad will announce further consequences and effects of this enslavement before the PC may return to play.

☛ **Bottle of Rare Brandy:** You have been awarded with a bottle of one of the finest brandies known throughout the Sheldomar Valley, a vintage Coldfair Green. Due to a disastrous attack upon the warehouses and wineries of Coldfair Green that destroyed their reserves, you possess one of the few bottles of this brandy known to exist.

Item Access

APL 4:

- +1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- Cape of the Mountebank (Adventure; Dungeon Master's Guide)

- Elixir of Fire Breath (Adventure; Dungeon Master's Guide)
- Elixir of Hiding (Adventure; Dungeon Master's Guide)
- Elixir of Sneaking (Adventure; Dungeon Master's Guide)
- Potion of Barkskin +4 (Adventure; Dungeon Master's Guide)
- Potion of Shield of Faith +5 (Adventure; Dungeon Master's Guide)
- Quaal's Feather Token, Whip (Adventure; Dungeon Master's Guide)

APL 6 (all of APL 4 plus the following):

- Potion of Barkskin +5 (Adventure; Dungeon Master's Guide)
- Potion of Greater Magic Fang +3 (Adventure; Dungeon Master's Guide)
- Quiver of Ehlonna (Adventure; Dungeon Master's Guide)

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

- Brooch of Shielding (Adventure; Dungeon Master's Guide)
- Oil of Greater Magic Weapon +3 (Adventure; Dungeon Master's Guide)
- Potion of Greater Magic Fang +5 (Adventure; Dungeon Master's Guide)

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

- Boots of Elvenkind (Adventure; Dungeon Master's Guide)
- Cloak of Elvenkind (Adventure; Dungeon Master's Guide)
- Ioun Stone, Dusty Rose Prism (Adventure; Dungeon Master's Guide)
- Oil of Greater Magic Weapon +4 (Adventure; Dungeon Master's Guide)
- Ring of Feather Falling (Adventure; Dungeon Master's Guide)
- Slaying Arrow, Human (Adventure; Dungeon Master's Guide)

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

- +1 Blinding Heavy Steel Shield (Adventure; Dungeon Master's Guide)
- Cloak of Resistance +3 (Adventure; Dungeon Master's Guide)

- *Greater Slaying Arrow, Human* (*Adventure; Dungeon Master's Guide*)
- *Necklace of Fireballs Type II* (*Adventure; Dungeon Master's Guide*)
- *Oil of Greater Magic Weapon +5* (*Adventure; Dungeon Master's Guide*)
- *Pearl of Power, 3rd Level Spell* (*Adventure; Dungeon Master's Guide*)
- *Potion of Good Hope* (*Adventure; Dungeon Master's Guide*)
- *Shatterspike* (*Adventure; Dungeon Master's Guide*)
- *Slippers of Spider Climbing* (*Adventure; Dungeon Master's Guide*)

ENCOUNTER 3

Mawler: Male Clay Half-Golem War1; CR 3; Medium Construct (Augmented Human (Oeridian)); HD 1d8+20; hp 21; Init +1; Spd 20 ft. (can't run); AC 23, touch 11, flat-footed 22 (+7 natural, +1 Dex, +5 armor); Base Atk +1; Grp +7; Atk +9 melee (1d10+9/x3 plus cursed wound, masterwork greataxe); Full Atk +9 melee (1d10+9/x3 plus cursed wound, masterwork greataxe); SA berserk, cursed wound, construct contagion; SQ construct traits, DR 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL NE; SV Fort +4, Ref +1, Will +1; Str 23, Dex 12, Con –, Int 4, Wis 12, Cha 2. *Monster Manual II*, page 209.

Skills and Feats: Climb +6, Intimidate –1, Jump +6, Survival +1, Swim +3; Power Attack, Weapon Focus (greataxe).

Berserk (Ex): When a clay half-golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the half-golem goes berserk. The uncontrolled half-golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay half-golem goes berserk, no known method can establish control.

Cursed Wound (Ex): The damage a half-golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay half-golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

Haste (Su): After it has engaged in at least 1 round of combat, a clay half-golem can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex): A clay half-golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted under the clay golem description in the *Monster Manual*, page 135 (specifically: *move earth*, *disintegrate*, *earthquake*, and acid-dealing spells).

Possessions: masterwork breastplate, masterwork greataxe, *potion of shield of faith* +3.

Description: Mawler has a grotesquely distorted musculature, an overly large chest, arms attached by thick knots of muscle at the shoulder, and arms that hang almost to the ground. His features appear partially melted. He drips of a bluish-colored clay, and his slimy replacement “flesh” coats his weapon.

ENCOUNTER 7

Valadren: Male Grugach (Wild Elf) Ftr2; CR 2; Medium Humanoid (elf); HD 2d10+2; hp 17; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex); Base Atk +2; Grp +4; Atk +7 ranged (1d8+2/x3, masterwork composite longbow) or +5 melee (1d8+3/19-20, masterwork longsword) or +4 melee (1d4+2/19-20, dagger); Full Atk +7 ranged (1d8+2/x3, masterwork composite longbow) or +5 melee (1d8+3/19-20, masterwork longsword) or +4 melee (1d4+2/19-20, dagger); SQ elven traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 15, Dex 17, Con 12, Int 8, Wis 10, Cha 12.

Skills and Feats: Intimidate +2, Knowledge (religion) +1, Listen +2, Search +1, Spot +2; Point Blank Shot, Precision Shot, Weapon Focus (longbow).

Possessions: masterwork composite longbow (+2 Str bonus), masterwork longsword, masterwork breastplate, dagger, quiver w/ 40 arrows, *potion of barkskin* +4.

Languages: Elven, Common.

Description: Valadren is lean and tall for an elf. He has disheveled brown hair and green eyes. He is missing his left eye and wears an eye patch.

Horace: Male Oeridian Ftr2; CR 2; Medium Humanoid (human); HD 2d10+6; hp 20; Init +1; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+0 Dex, +2 shield, +7 armor); Base Atk +2; Grp +5; Atk +6 melee (1d8+3/19-20, longsword) or +3 ranged (1d8+3/x3, composite longbow) or +5 melee (1d4+3/19-20, dagger); Full Atk +6 melee (1d8+3/19-20, longsword) or +3 ranged (1d8+3/x3, composite longbow) or +5 melee (1d4+3/19-20, dagger); AL NE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide –6, Intimidate +2, Knowledge (religion) +2, Ride +6; Cleave, Improved Toughness*, Power Attack, Weapon Focus (longsword). **Complete Warrior*.

Languages: Common.

Possessions: half-plate, heavy steel shield, longsword, composite longbow (+3 Str bonus), dagger, quiver with 40 arrows, *elixir of fire breath*.

Description: Horace has dark skin and jet-black hair. He is tall and muscular. He wears the scars of a hundred battles. He walks with a slight limp.

Alek: Male Baklunish Rog2; CR 2; Medium Humanoid (human); HD 2d6+4; hp 12; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +3 armor, +1 shield); Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, masterwork rapier) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +3 melee (1d6+1/18-20, masterwork rapier) or +5 ranged (1d8/19-20, masterwork light crossbow); SA sneak attack +1d6; SQ trapfinding, evasion; AL NE; SV Fort +2, Ref +6, Will +0; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +10, Bluff +4, Diplomacy +8, Disable Device +7, Disguise +4 (+6 acting), Escape Artist +8, Hide +8, Jump +8, Move Silently +8, Sense Motive +5, Tumble +10, Use Rope +3 (+5 bindings); Dodge, Mobility.

Languages: Common, Baklunish, Elven.

Possessions: masterwork buckler, masterwork studded leather, masterwork rapier, masterwork light crossbow, quarrel w/ 20 bolts, *Quaal's feather token (whip)*, *elixir of hiding*, *elixir of sneaking*.

Description: Alek is short with black hair and brown eyes. His face is disfigured from childbirth. He wears tattoos on his face, perhaps the markings of a former slave.

ENCOUNTER 9

Beorngar ap Regenald: Male Altered (Flan) Ftr3; CR 3; Medium Construct (Living, Augmented Humanoid (Human)); HD 3d10+9; hp 30; Init -1; Spd 15 ft.; AC 19, touch 9, flat-footed 19 (-1 Dex, +2 natural, +8 armor); Base Atk +3; Grp +7; Atk +8 melee (1d6+6, slam); Full Atk +8 melee (1d6+6, slam); SA natural attack (slam); SQ living construct traits, base 10% arcane spell failure, +2 racial bonus to Will saves against mind-affecting spells and abilities; AL CN; SV Fort +6, Ref +0, Will +2; Str 18, Dex 8, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +5, Knowledge (arcana) +2, Ride +2; Cleave, Improved Sunder, Power Attack, Weapon Focus (slam).

Living Construct Traits (Ex): Unlike other constructs, Altered have a Con score, do not have low-light or darkvision, are not immune to mind-affecting spells and abilities, and are subject to critical hits, nonlethal damage, stunning, ability damage, ability drain, and death effects or necromancy effects.

Altered are immune to poison, sleep effects, paralysis, disease (excluding Construct Contagion), nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

Altered cannot heal damage naturally. They can be healed/harmed by both *cure/inflict wounds* and *repair/inflict damage* spells, as they are both living and construct. However, spells from the healing subschool and supernatural abilities that cure hp damage or ability damage provide only half their normal effect to an Altered. Altered at less than 0 hp automatically stabilize.

Altered with iron elements take damage from *heat metal* and *chill metal* as if they were wearing metal armor. Altered with iron or stone elements are affected by the *repel metal* or *stone* spell, and those with wood elements are affected by the *repel wood* spell. Altered with iron elements are vulnerable to *rusting grasp* or the touch of a rust monster, taking 2d6 damage from it (Reflex half).

Altered can be *raised* or *resurrected*. They do not need to eat, sleep, or breathe, but can still benefit from the effects of consumable spells and magic items.

Languages: Common.

Possessions: full plate, *potion of shield of faith* +5.

Description: Beorngar looks like a man made of flesh, stone, clay, wood, and iron. He has a distinctive iron jaw,

and a boulder-barreled chest. His brown hair is well groomed. His hands are stone.

Hereric ap Regenald: Male Flan Sor3; CR 3; Medium Humanoid (Human); HD 3d4+3; hp 12; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +1; Grp +0; Atk +0 melee (1d4-1, dagger) or +3 ranged (1d4-1, dagger) or +3 ranged touch; Full Atk +0 melee (1d4-1, dagger) or +3 ranged (1d4-1, dagger) or +3 ranged touch; SA spells; SQ summon familiar; AL CN; SV Fort +2, Ref +3, Will +3; Str 8, Dex 14, Con 12, Int 13, Wis 11, Cha 16.

Skills and Feats: Bluff +9, Concentration +7, Diplomacy +5, Disguise +3 (+5 acting), Intimidate +5, Knowledge (arcana) +7, Spellcraft +9; Combat Casting, Point Blank Shot, Precise Shot.

Languages: Common, Draconic.

Sorcerer Spells Known (6/6; save DC 13 + spell level): 0 – *detect magic*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1st – *mage armor*, *magic missile*, *shield*.

Possessions: dagger, *cape of the mountebank*.

Description: Hereric is lean and tall with black hair. His eyes are black, and his look is very sinister despite his pleasant nature. He is dressed in black clothing and wears a black cape.

Brand ap Beorngar: Male Suloise/Flan Aristocrat1; CR ½; Medium Humanoid (Human); HD 1d8; hp 6; Init +1; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+0 Dex, +7 armor); Base Atk +0; Grp -1; Atk +0 melee (1d4-1, masterwork dagger) or +2 ranged (1d4-1, masterwork dagger); Full Atk +0 melee (1d4-1, dagger) or +2 ranged (1d4-1, dagger); AL N; SV Fort +0, Ref +1, Will +1; Str 9, Dex 13, Con 11, Int 10, Wis 8, Cha 12.

Skills and Feats: Bluff +7, Diplomacy +5, Intimidate +7, Knowledge (history) +4, Spot +3; Dodge, Persuasive.

Languages: Common.

Possessions: masterwork dagger, half-plate.

Description: Brand, 10, has blonde hair and blue eyes. He is thin and wiry. He wears fine clothes for a boy befitting his station.

Wimply: Male Halfling Rog2; CR 2; Small Humanoid (Halfling); HD 2d6+4; hp 12; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 14 (+3 Dex, +1 size, +3 armor); Base Atk +1; Grp -2; Atk +4 melee (1d4+1/19-20, masterwork short sword) or +6 ranged (1d4+1/x3, masterwork composite shortbow) or +7 ranged (1d3+1, masterwork dart); Full Atk +4 melee (1d4+1/19-20, masterwork short sword) or +6 ranged (1d4+1/x3, masterwork composite shortbow) or +7 ranged (1d3+1, masterwork dart); SA sneak attack +1d6; SQ halfling traits, +2 morale bonus on saving throws against fear, trapfinding, evasion; AL CN; SV Fort +3, Ref +7, Will +1; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +10, Bluff +5, Climb +8, Diplomacy +2, Disguise +0 (+2 acting), Escape Artist +8, Hide +12, Intimidate +2, Jump +10, Listen +7, Move Silently +10, Spot +5, Tumble +10, Use Rope +3 (+5 bindings); Dodge.

Languages: Common, Halfling, Dwarven, Gnome.

Possessions: masterwork studded leather, masterwork short sword, masterwork composite shortbow (+1 Str bonus), quiver with 20 arrows, 4 masterwork darts.

Description: Wimbly, short even for a halfling, has curly black hair and is missing a part of his ear. He wears well-worn adventurer's clothes.

Throm Firebrand: Male Dwarf Ftr2; CR 2; Medium Humanoid (Dwarf); HD 2d10+6; hp 20; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); Base Atk +2; Grp +5; Atk +7 melee (1d10+3/19-20, masterwork bastard sword) or +3 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d10+3/19-20, masterwork bastard sword) or +3 ranged (1d8/19-20, light crossbow); SQ weapon familiarity, darkvision 60 ft., stonecunning, stability, +2 racial bonus on saving throws against poison and spells/spell-like effects, +1 racial bonus on attack rolls against orcs, +4 dodge bonus to AC against giants; AL N; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Appraise +1 (+3 stone/metal), Climb +1, Craft +1 (+3 stone/metal), Jump +1, Swim -6; Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword).

Languages: Common, Dwarven, Gnome.

Possessions: masterwork full plate, heavy steel shield, masterwork bastard sword, light crossbow, quarrel with 10 bolts.

Description: Throm is a fiery, bombastic dwarf with red hair and a long beard that is braided.

ENCOUNTER 3

Mawler: Male Clay Half-Golem Bbn2; CR 5; Medium Construct (Augmented Human (Oeridian)); HD 2d12+20; hp 33; Init +1; Spd 30 ft. (can't run); AC 24, touch 11, flat-footed 24 (+7 natural, +1 Dex, +6 armor); Base Atk +2; Grp +8; Atk +10 melee (1d10+9/x3 plus cursed wound, masterwork greataxe); Full Atk +10 melee (1d10+9/x3 plus cursed wound, masterwork greataxe); SA berserk, cursed wound, construct contagion; SQ construct traits, DR 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision, fast movement, illiteracy, rage 1/day, uncanny dodge; AL NE; SV Fort +5, Ref +1, Will +1; Str 23, Dex 12, Con –, Int 4, Wis 12, Cha 2. *Monster Manual II*, page 209.

Skills and Feats: Climb +8, Intimidate +1, Jump +8, Survival +6, Swim +5; Power Attack, Weapon Focus (greataxe).

Berserk (Ex): When a clay half-golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the half-golem goes berserk. The uncontrolled half-golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay half-golem goes berserk, no known method can establish control.

Cursed Wound (Ex): The damage a half-golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay half-golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

Haste (Su): After it has engaged in at least 1 round of combat, a clay half-golem can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex): A clay half-golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted under the clay golem description in the *Monster Manual*, page 135 (specifically: *move earth*, *disintegrate*, *earthquake*, and acid-dealing spells).

Possessions: +1 breastplate, masterwork greataxe, *potion of shield of faith* +3.

Description: Mawler has a grotesquely distorted musculature, an overly large chest, arms attached by thick knots of muscle at the shoulder, and arms that hang almost to the ground. His features appear partially melted. He drips of a bluish-colored clay, and his slimy replacement "flesh" coats his weapon.

ENCOUNTER 7

Valadren: Male Grugach (Wild Elf) Ftr3; CR 3; Medium Humanoid (elf); HD 3d10+3; hp 25; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex); Base Atk +3; Grp +5; Atk +8 ranged (1d8+2/x3, masterwork composite longbow) or +6 melee (1d8+3/19-20, masterwork longsword) or +5 melee (1d4+2/19-20, dagger); Full Atk +8 ranged (1d8+2/x3, masterwork composite longbow) or +6/+6 ranged (1d8+2/x3, masterwork composite longbow) or +6 melee (1d8+3/19-20, masterwork longsword) or +5 melee (1d4+2/19-20, dagger); SQ elven traits; AL NE; SV Fort +4, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int 8, Wis 10, Cha 12.

Skills and Feats: Knowledge (religion) +2, Listen +2, Search +1, Spot +2; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: masterwork composite longbow (+2 Str bonus), masterwork longsword, masterwork breastplate, dagger, quiver w/ 40 arrows, *potion of barkskin* +5.

Languages: Elven, Common.

Description: Valadren is lean and tall for an elf. He has disheveled brown hair and green eyes. He is missing his left eye and wears an eye patch.

Horace: Male Oeridian Ftr3; CR 3; Medium Humanoid (human); HD 3d10+9; hp 30; Init +1; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+0 Dex, +2 shield, +7 armor); Base Atk +3; Grp +6; Atk +8 melee (1d8+3/19-20, masterwork longsword) or +4 ranged (1d8+3/x3, composite longbow) or +6 melee (1d4+3/19-20, dagger); Full Atk +8 melee (1d8+3/19-20, masterwork longsword) or +4 ranged (1d8+3/x3, composite longbow) or +6 melee (1d4+3/19-20, dagger); AL NE; SV Fort +5, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide –3, Knowledge (religion) +3, Ride +7; Cleave, Improved Sunder, Improved Toughness*, Power Attack, Weapon Focus (longsword). *Complete Warrior.

Possessions: masterwork half-plate, masterwork heavy steel shield, masterwork longsword, composite longbow (+3 Str bonus), dagger, quiver with 40 arrows, *elixir of fire breath*.

Description: Horace has dark skin and jet-black hair. He is tall and muscular. He wears the scars of a hundred battles. He walks with a slight limp.

Alek: Male Baklunish Rog3; CR 3; Medium Humanoid (human); HD 3d6+6; hp 18; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +3 armor, +1 shield); Base Atk +2; Grp +3; Atk +4 melee (1d6+1/18-20, masterwork rapier) or +6 ranged (1d8/19-20, masterwork light crossbow); Full Atk +4 melee (1d6+1/18-20, masterwork rapier) or +6 ranged (1d8/19-20, masterwork light crossbow); SA sneak attack +2d6; SQ trapfinding,

evasion, trap sense +1; AL NE; SV Fort +3, Ref +6, Will +1; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +11, Bluff +5, Diplomacy +9, Disable Device +8, Disguise +5 (+7 acting), Escape Artist +9, Hide +9, Jump +9, Move Silently +9, Sense Motive +6, Tumble +11, Use Rope +4 (+6 bindings); Combat Expertise, Dodge, Mobility.

Possessions: masterwork buckler, masterwork studded leather, masterwork rapier, masterwork light crossbow, quarrel w/ 20 bolts, *Quaal's feather token (whip)*, *elixir of hiding*, *elixir of sneaking*, *potion of cat's grace*, *potion of cure moderate wounds*.

Description: Alek is short with black hair and brown eyes. His face is disfigured from childbirth. He wears tattoos on his face, perhaps the markings of a former slave.

ENCOUNTER 9

Beorngar ap Regenald: Male Altered (Flan) Ftr5; CR 5; Medium Construct (Living, Augmented Humanoid (Human)); HD 5d10+15; hp 49; Init -1; Spd 15 ft.; AC 19, touch 9, flat-footed 19 (-1 Dex, +2 natural, +8 armor); Base Atk +5; Grp +9; Atk +10 melee (1d6+8, slam); Full Atk +10 melee (1d6+8, slam); SA natural attack (slam); SQ living construct traits, base 10% arcane spell failure, +2 racial bonus to Will saves against mind-affecting spells and abilities; AL CN; SV Fort +7, Ref +0, Will +2; Str 19, Dex 8, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +7, Knowledge (arcana) +3, Ride +2; Cleave, Improved Sunder, Power Attack, Weapon Focus (slam), Weapon Specialization (slam).

Living Construct Traits (Ex): Unlike other constructs, Altered have a Con score, do not have low-light or darkvision, are not immune to mind-affecting spells and abilities, and are subject to critical hits, nonlethal damage, stunning, ability damage, ability drain, and death effects or necromancy effects.

Altered are immune to poison, sleep effects, paralysis, disease (excluding Construct Contagion), nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

Altered cannot heal damage naturally. They can be healed/harmed by both *cure/inflict wounds* and *repair/inflict damage* spells, as they are both living and construct. However, spells from the healing subschool and supernatural abilities that cure hp damage or ability damage provide only half their normal effect to an Altered. Altered at less than 0 hp automatically stabilize.

Altered with iron elements take damage from *heat metal* and *chill metal* as if they were wearing metal armor. Altered with iron or stone elements are affected by the *repel metal* or *stone* spell, and those with wood elements are affected by the *repel wood* spell. Altered with iron elements are vulnerable to *rusting grasp* or the touch of a rust monster, taking 2d6 damage from it (Reflex half).

Altered can be *raised* or *resurrected*. They do not need to eat, sleep, or breathe, but can still benefit from the effects of consumable spells and magic items.

Languages: Common.

Possessions: full plate, *potion of shield of faith* +5, *potion of greater magic fang* +3.

Description: Beorngar looks like a man made of flesh, stone, clay, wood, and iron. He has a distinctive iron jaw, and a boulder-barreled chest. His brown hair is well groomed. His hands are stone.

Hereric ap Regenald: Male Flan Sor5; CR 5; Medium Humanoid (Human); HD 5d4+5; hp 19; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +2; Grp +1; Atk +1 melee (1d4-1, dagger) or +4 ranged (1d4-1, dagger) or +4 ranged touch; Full Atk +1 melee (1d4-1, dagger) or +4 ranged (1d4-1, dagger) or +4 ranged touch; SA spells; SQ summon familiar; AL CN; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 12, Int 13, Wis 11, Cha 17.

Skills and Feats: Bluff +11, Concentration +9, Diplomacy +5, Disguise +3 (+5 acting), Intimidate +5, Knowledge (arcana) +9, Spellcraft +11; Combat Casting, Point Blank Shot, Precise Shot.

Languages: Common, Draconic.

Sorcerer Spells Known (6/7/5; save DC 13 + spell level): 0 – *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd – *Melf's acid arrow*, *scorching ray*.

Possessions: dagger, *cape of the mountebank*.

Description: Hereric is lean and tall with black hair. His eyes are black, and his look is very sinister despite his pleasant nature. He is dressed in black clothing and wears a black cape.

Brand ap Beorngar: Male Suloise/Flan Aristocrat1; CR ½; Medium Humanoid (Human); HD 1d8; hp 6; Init +1; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+0 Dex, +7 armor); Base Atk +0; Grp -1; Atk +0 melee (1d4-1, masterwork dagger) or +2 ranged (1d4-1, masterwork dagger); Full Atk +0 melee (1d4-1, dagger) or +2 ranged (1d4-1, dagger); AL N; SV Fort +0, Ref +1, Will +1; Str 9, Dex 13, Con 11, Int 10, Wis 8, Cha 12.

Skills and Feats: Bluff +7, Diplomacy +5, Intimidate +7, Knowledge (history) +4, Spot +3; Dodge, Persuasive.

Languages: Common.

Possessions: masterwork dagger, half-plate.

Description: Brand, 10, has blonde hair and blue eyes. He is thin and wiry. He wears fine clothes for a boy befitting his station.

Wimbly: Male Halfling Rog3; CR 3; Small Humanoid (Halfling); HD 3d6+6; hp 18; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 14 (+3 Dex, +1 size, +3 armor); Base Atk +2; Grp -1; Atk +5 melee (1d4+1/19-20, masterwork short sword) or +7 ranged (1d4+1/x3, masterwork composite shortbow) or +8 ranged (1d3+1, masterwork dart); Full Atk +5 melee (1d4+1/19-20, masterwork short sword) or +7 ranged (1d4+1/x3, masterwork composite shortbow) or +8 ranged (1d3+1, masterwork dart); SA sneak attack +2d6; SQ halfling traits, +2 morale bonus on saving throws against fear, trapfinding, evasion, trap sense +1; AL CN; SV Fort +4, Ref +7, Will +2; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +11, Bluff +6, Climb +9, Diplomacy +2, Disguise +0 (+2 acting), Escape Artist +9,

Hide +13, Intimidate +2, Jump +11, Listen +8, Move Silently +11, Spot +6, Tumble +11, Use Rope +3 (+5 bindings); Dodge, Mobility.

Languages: Common, Halfling, Dwarven, Gnome.

Possessions: masterwork studded leather, masterwork short sword, masterwork composite shortbow (+1 Str bonus), quiver with 20 arrows, 4 masterwork darts, *potion of barkskin* +3.

Description: Wimbly, short even for a halfling, has curly black hair and is missing a part of his ear. He wears well-worn adventurer's clothes.

Throm Firebrand: Male Dwarf Ftr3; CR 3; Medium Humanoid (Dwarf); HD 3d10+9; hp 30; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); Base Atk +3; Grp +6; Atk +8 melee (1d10+3/19-20, masterwork bastard sword) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8 melee (1d10+3/19-20, masterwork bastard sword) or +5 ranged (1d8/19-20, masterwork light crossbow); SQ weapon familiarity, darkvision 60 ft., stonecunning, stability, +2 racial bonus on saving throws against poison and spells/spell-like effects, +1 racial bonus on attack rolls against orcs, +4 dodge bonus to AC against giants; AL N; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Appraise +1 (+3 stone/metal), Climb +3, Craft +1 (+3 stone/metal), Jump +3, Swim -3; Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword).

Languages: Common, Dwarven, Gnome.

Possessions: masterwork full plate, masterwork heavy steel shield, masterwork bastard sword, masterwork light crossbow, quarrel with 10 bolts.

Description: Throm is a fiery, bombastic dwarf with red hair and a long beard that is braided.

ENCOUNTER 3

Mawler: Male Clay Half-Golem Bbn4; CR 7; Medium Construct (Augmented Human (Oeridian)); HD 4d12+20; hp 51; Init +1; Spd 30 ft. (can't run); AC 25, touch 12, flat-footed 25 (+7 natural, +1 Dex, +6 armor, +1 deflection); Base Atk +4; Grp +11; Atk +13 melee (1d10+10/x3 plus cursed wound, masterwork greataxe); Full Atk +13 melee (1d10+10/x3 plus cursed wound, masterwork greataxe); SA berserk, cursed wound, construct contagion; SQ construct traits, DR 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision, fast movement, illiteracy, rage 2/day, uncanny dodge, trap sense +1; AL NE; SV Fort +6, Ref +2, Will +2; Str 24, Dex 12, Con –, Int 4, Wis 12, Cha 2. *Monster Manual II*, page 209.

Skills and Feats: Climb +11, Intimidate +3, Jump +11, Survival +8, Swim +8; Cleave, Power Attack, Weapon Focus (greataxe).

Berserk (Ex): When a clay half-golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the half-golem goes berserk. The uncontrolled half-golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay half-golem goes berserk, no known method can establish control.

Cursed Wound (Ex): The damage a half-golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay half-golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

Haste (Su): After it has engaged in at least 1 round of combat, a clay half-golem can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex): A clay half-golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted under the clay golem description in the *Monster Manual*, page 135 (specifically: *move earth*, *disintegrate*, *earthquake*, and acid-dealing spells).

Possessions: +1 breastplate, masterwork greataxe, ring of protection +1.

Description: Mawler has a grotesquely distorted musculature, an overly large chest, arms attached by thick knots of muscle at the shoulder, and arms that hang almost to the ground. His features appear partially melted. He drips of a bluish-colored clay, and his slimy replacement “flesh” coats his weapon.

ENCOUNTER 7

Valadren: Male Grugach (Wild Elf) Ftr5; CR 5; Medium Humanoid (elf); HD 5d10+5; hp 42; Init +4; Spd 20 ft.; AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex); Base Atk +5; Grp +7; Atk +11 ranged (1d8+4/x3, masterwork composite longbow) or +8 melee (1d8+3/19-20, masterwork longsword) or +7 melee (1d4+2/19-20, dagger); Full Atk +11 ranged (1d8+4/x3, masterwork composite longbow) or +9/+9 ranged (1d8+4/x3, masterwork composite longbow) or +8 melee (1d8+3/19-20, masterwork longsword) or +7 melee (1d4+2/19-20, dagger); SQ elven traits; AL NE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 18, Con 12, Int 8, Wis 10, Cha 12.

Skills and Feats: Concentration +2, Knowledge (religion) +2, Listen +2, Search +1, Spot +2; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: masterwork composite longbow (+2 Str bonus), masterwork longsword, masterwork breastplate, dagger, quiver w/ 40 arrows, *potion of barkskin* +5, *oil of greater magic weapon* +3.

Languages: Elven, Common.

Description: Valadren is lean and tall for an elf. He has disheveled brown hair and green eyes. He is missing his left eye and wears an eye patch.

Horace: Male Oeridian Ftr5; CR 5; Medium Humanoid (human); HD 5d10+15; hp 49; Init +1; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+0 Dex, +2 shield, +7 armor); Base Atk +5; Grp +8; Atk +10 melee (1d8+5/19-20, masterwork longsword) or +6 ranged (1d8+3/x3, composite longbow) or +8 melee (1d4+3/19-20, dagger); Full Atk +10 melee (1d8+5/19-20, masterwork longsword) or +6 ranged (1d8+3/x3, composite longbow) or +8 melee (1d4+3/19-20, dagger); AL NE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Hide –2, Knowledge (religion) +4, Ride +9; Cleave, Improved Sunder, Improved Toughness*, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword). **Complete Warrior*.

Possessions: masterwork half-plate, masterwork heavy steel shield, masterwork longsword, composite longbow (+3 Str bonus), dagger, quiver with 40 arrows, *elixir of fire breath*, *potion of shield of faith* +5, *potion of cure serious wounds*.

Description: Horace has dark skin and jet-black hair. He is tall and muscular. He wears the scars of a hundred battles. He walks with a slight limp.

Alek: Male Baklunish Rog5; CR 5; Medium Humanoid (human); HD 5d6+10; hp 30; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 17 (+3 Dex, +3 armor, +1 shield); Base Atk +3; Grp +4; Atk +5 melee (1d6+1/18-20, masterwork rapier) or +7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +5 melee (1d6+1/18-20,

masterwork rapier) or +7 ranged (1d8/19-20, masterwork light crossbow); SA sneak attack +3d6; SQ trapfinding, evasion, trap sense +1, uncanny dodge; AL NE; SV Fort +3, Ref +7, Will +1; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +13, Bluff +7, Diplomacy +11, Disable Device +10, Disguise +7 (+9 acting), Escape Artist +11, Hide +11, Jump +11, Move Silently +11, Sense Motive +8, Tumble +13, Use Rope +6 (+8 bindings); Combat Expertise, Dodge, Mobility.

Possessions: masterwork buckler, masterwork studded leather, masterwork rapier, masterwork light crossbow, quarrel w/ 20 bolts, *Quaal's feather token* (whip), *elixir of hiding*, *elixir of sneaking*, *potion of cat's grace*, *potion of cure serious wounds*, *brooch of shielding*.

Description: Alek is short with black hair and brown eyes. His face is disfigured from childbirth. He wears tattoos on his face, perhaps the markings of a former slave.

ENCOUNTER 9

Beorngar ap Regenald: Male Altered (Flan) Ftr7; CR 7; Medium Construct (Living, Augmented Humanoid (Human)); HD 7d10+21; hp 69; Init -1; Spd 15 ft.; AC 20, touch 9, flat-footed 20 (-1 Dex, +2 natural, +9 armor); Base Atk +7; Grp +11; Atk +12 melee (1d6+8, slam); Full Atk +12/+7 melee (1d6+8, slam); SA natural attack (slam); SQ living construct traits, base 10% arcane spell failure, +2 racial bonus to Will saves against mind-affecting spells and abilities; AL CN; SV Fort +8, Ref +1, Will +3; Str 19, Dex 8, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +9, Knowledge (arcana) +4, Ride +2; Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (slam), Weapon Specialization (slam).

Living Construct Traits (Ex): Unlike other constructs, Altered have a Con score, do not have low-light or darkvision, are not immune to mind-affecting spells and abilities, and are subject to critical hits, nonlethal damage, stunning, ability damage, ability drain, and death effects or necromancy effects.

Altered are immune to poison, sleep effects, paralysis, disease (excluding Construct Contagion), nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

Altered cannot heal damage naturally. They can be healed/harmed by both *cure/inflict wounds* and *repair/inflict damage* spells, as they are both living and construct. However, spells from the healing subschool and supernatural abilities that cure hp damage or ability damage provide only half their normal effect to an Altered. Altered at less than 0 hp automatically stabilize.

Altered with iron elements take damage from *heat metal* and *chill metal* as if they were wearing metal armor. Altered with iron or stone elements are affected by the *repel metal* or *stone* spell, and those with wood elements are affected by the *repel wood* spell. Altered with iron elements are vulnerable to *rusting grasp* or the touch of a rust monster, taking 2d6 damage from it (Reflex half).

Altered can be *raised* or *resurrected*. They do not need to eat, sleep, or breathe, but can still benefit from the effects of consumable spells and magic items.

Languages: Common.

Possessions: +1 full plate, *potion of shield of faith* +5, *potion of greater magic fang* +5, *potion of barkskin* +3.

Description: Beorngar looks like a man made of flesh, stone, clay, wood, and iron. He has a distinctive iron jaw, and a boulder-barreled chest. His brown hair is well groomed. His hands are stone.

Hereric ap Regenald: Male Flan Sor7; CR 7; Medium Humanoid (Human); HD 7d4+7; hp 27; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +3; Grp +2; Atk +2 melee (1d4-1, dagger) or +5 ranged (1d4-1, dagger) or +6 ranged touch; Full Atk +2 melee (1d4-1, dagger) or +5 ranged (1d4-1, dagger) or +6 ranged touch; SA spells; SQ summon familiar; AL CN; SV Fort +3, Ref +4, Will +5; Str 8, Dex 14, Con 12, Int 13, Wis 11, Cha 17.

Skills and Feats: Bluff +13, Concentration +11, Diplomacy +5, Disguise +3 (+5 acting), Intimidate +5, Knowledge (arcana) +11, Spellcraft +13; Combat Casting, Point Blank Shot, Precise Shot, Weapon Focus (ranged spells).

Languages: Common, Draconic.

Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level): 0 – *arcane mark*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1st – *enlarge person*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd – *Melf's acid arrow*, *scorching ray*, *touch of idiocy*; 3rd – *lightning bolt*, *ray of exhaustion*.

Possessions: dagger, *cape of the mountebank*.

Description: Hereric is lean and tall with black hair. His eyes are black, and his look is very sinister despite his pleasant nature. He is dressed in black clothing and wears a black cape.

Brand ap Beorngar: Male Suloise/Flan Aristocrat1; CR 1/2; Medium Humanoid (Human); HD 1d8; hp 6; Init +1; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+0 Dex, +7 armor); Base Atk +0; Grp -1; Atk +0 melee (1d4-1, masterwork dagger) or +2 ranged (1d4-1, masterwork dagger); Full Atk +0 melee (1d4-1, dagger) or +2 ranged (1d4-1, dagger); AL N; SV Fort +0, Ref +1, Will +1; Str 9, Dex 13, Con 11, Int 10, Wis 8, Cha 12.

Skills and Feats: Bluff +7, Diplomacy +5, Intimidate +7, Knowledge (history) +4, Spot +3; Dodge, Persuasive.

Languages: Common.

Possessions: masterwork dagger, half-plate.

Description: Brand, 10, has blonde hair and blue eyes. He is thin and wiry. He wears fine clothes for a boy befitting his station.

Wimby: Male Halfling Rog5; CR 5; Small Humanoid (Halfling); HD 5d6+10; hp 30; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 17 (+3 Dex, +1 size, +3 armor); Base Atk +3; Grp +0; Atk +6 melee (1d4+1/19-20, masterwork short sword) or +8 ranged (1d4+1/x3, masterwork composite shortbow) or +9 ranged (1d3+1, masterwork dart); Full Atk +6 melee (1d4+1/19-20, masterwork short sword) or +8 ranged (1d4+1/x3, masterwork composite

shortbow) or +9 ranged (1d3+1, masterwork dart); SA sneak attack +3d6; SQ halfling traits, +2 morale bonus on saving throws against fear, trapfinding, evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +4, Ref +8, Will +2; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +13, Bluff +8, Climb +11, Diplomacy +2, Disguise +0 (+2 acting), Escape Artist +11, Hide +15, Intimidate +2, Jump +13, Listen +10, Move Silently +13, Spot +8, Tumble +13, Use Rope +3 (+5 bindings); Dodge, Mobility.

Languages: Common, Halfling, Dwarven, Gnome.

Possessions: masterwork studded leather, masterwork short sword, masterwork composite shortbow (+1 Str bonus), quiver with 20 arrows, 4 masterwork darts, *potion of barkskin* +3, *quiver of Ehlonna*.

Description: Wimbly, short even for a halfling, has curly black hair and is missing a part of his ear. He wears well-worn adventurer's clothes.

Throm Firebrand: Male Dwarf Ftr5; CR 5; Medium Humanoid (Dwarf); HD 5d10+15; hp 49; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); Base Atk +5; Grp +8; Atk +10 melee (1d10+6/19-20, +1 *bastard sword*) or +7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +10 melee (1d10+6/19-20, +1 *bastard sword*) or +7 ranged (1d8/19-20, masterwork light crossbow); SQ weapon familiarity, darkvision 60 ft., stonecunning, stability, +2 racial bonus on saving throws against poison and spells/spell-like effects, +1 racial bonus on attack rolls against orcs, +4 dodge bonus to AC against giants; AL N; SV Fort +7, Ref +2, Will +2; Str 17, Dex 12, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Appraise +1 (+3 stone/metal), Climb +5, Craft +1 (+3 stone/metal), Jump +5, Swim -1; Cleave, Exotic Weapon Proficiency (*bastard sword*), Power Attack, Weapon Focus (*bastard sword*), Weapon Specialization (*bastard sword*).

Languages: Common, Dwarven, Gnome.

Possessions: masterwork full plate, masterwork heavy steel shield, +1 *bastard sword*, masterwork light crossbow, quarrel with 10 bolts.

Description: Throm is a fiery, bombastic dwarf with red hair and a long beard that is braided.

ENCOUNTER 3

Mawler: Male Clay Half-Golem Bbn6; CR 9; Medium Construct (Augmented Human (Oeridian)); HD 6d12+20; hp 69; Init +1; Spd 30 ft. (can't run); AC 25, touch 12, flat-footed 25 (+7 natural, +1 Dex, +6 armor, +1 deflection); Base Atk +6; Grp +13; Atk +15 melee (1d10+11/x3 plus cursed wound, +1 *greataxe*); Full Atk +15/+10 melee (1d10+11/x3 plus cursed wound, +1 *greataxe*); SA berserk, cursed wound, construct contagion; SQ construct traits, DR 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision, fast movement, illiteracy, rage 2/day, uncanny dodge, trap sense +2, improved uncanny dodge; AL NE; SV Fort +7, Ref +3, Will +3; Str 24, Dex 12, Con –, Int 4, Wis 12, Cha 2. *Monster Manual II*, page 209.

Skills and Feats: Climb +13, Intimidate +5, Jump +13, Survival +10, Swim +10; Cleave, Great Cleave, Power Attack, Weapon Focus (*greataxe*).

Berserk (Ex): When a clay half-golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the half-golem goes berserk. The uncontrolled half-golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay half-golem goes berserk, no known method can establish control.

Cursed Wound (Ex): The damage a half-golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay half-golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

Haste (Su): After it has engaged in at least 1 round of combat, a clay half-golem can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex): A clay half-golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted under the clay golem description in the *Monster Manual*, page 135 (specifically: *move earth*, *disintegrate*, *earthquake*, and acid-dealing spells).

Possessions: +1 breastplate, +1 *greataxe*, ring of protection +1.

Description: Mawler has a grotesquely distorted musculature, an overly large chest, arms attached by thick knots of muscle at the shoulder, and arms that hang almost to the ground. His features appear partially melted. He drips of a bluish-colored clay, and his slimy replacement “flesh” coats his weapon.

ENCOUNTER 7

Valadren: Male Grugach (Wild Elf) Ftr6/Sor1; CR 7; Medium Humanoid (elf); HD 6d10+1d4+7; hp 54; Init +4; Spd 20 ft.; AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex); Base Atk +6; Grp +8; Atk +12 ranged (1d8+4/x3, masterwork composite longbow) or +8/+8 ranged (1d8+4/x3, masterwork composite longbow) or +9 melee (1d8+3/19-20, masterwork longsword) or +8 melee (1d4+2/19-20, dagger); Full Atk +12/+7 ranged (1d8+4/x3, masterwork composite longbow) or +10/+10/+5 ranged (1d8+4/x3, masterwork composite longbow) or +9 melee (1d8+3/19-20, masterwork longsword) or +8 melee (1d4+2/19-20, dagger); SA spells; SQ elven traits, summon familiar; AL NE; SV Fort +6, Ref +6, Will +4; Str 15, Dex 18, Con 12, Int 8, Wis 10, Cha 12.

Skills and Feats: Concentration +3, Intimidate +2, Knowledge (religion) +2, Listen +2, Search +1, Spot +2; Far Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Sorcerer Spells Known (5/4; save DC 11 + spell level; 25% arcane spell failure): 0 – *detect magic*, *mage hand*, *prestidigitation*, *read magic*; 1st – *burning hands*, *shield*.

Possessions: masterwork composite longbow (+2 Str bonus), masterwork longsword, masterwork breastplate, dagger, quiver w/ 40 arrows, *slaying arrow (human)*, *potion of barkskin* +5, *oil of greater magic weapon* +4.

Languages: Elven, Common.

Description: Valadren is lean and tall for an elf. He has disheveled brown hair and green eyes. He is missing his left eye and wears an eye patch.

Horace: Male Oeridian Ftr7; CR 7; Medium Humanoid (human); HD 7d10+21; hp 69; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+1 Dex, +3 shield, +8 armor); Base Atk +7; Grp +10; Atk +12 melee (1d8+5/19-20, masterwork longsword) or +8 ranged (1d8+3/x3, composite longbow) or +10 melee (1d4+3/19-20, dagger); Full Atk +12/+7 melee (1d8+5/19-20, masterwork longsword) or +8/+3 ranged (1d8+3/x3, composite longbow) or +10/+5 melee (1d4+3/19-20, dagger); AL NE; SV Fort +7, Ref +3, Will +3; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Hide +0, Knowledge (religion) +5, Ride +11; Cleave, Great Cleave, Improved Sunder, Improved Toughness*, Power Attack, Power Critical* (longsword), Weapon Focus (longsword), Weapon Specialization (longsword). **Complete Warrior*.

Possessions: masterwork full plate, +1 *heavy steel shield*, masterwork longsword, composite longbow (+3 Str bonus), dagger, quiver with 40 arrows, *elixir of fire breath*, *potion of shield of faith* +5, *potion of cure serious wounds*, *oil of keen edge*.

Description: Horace has dark skin and jet-black hair. He is tall and muscular. He wears the scars of a hundred battles. He walks with a slight limp.

Alek: Male Baklunish Rog5/Assassin2; CR 7; Medium Humanoid (human); HD 7d6+14; hp 42; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 17 (+3 Dex, +3 armor, +1 shield); Base Atk +4; Grp +5; Atk +6 melee (1d6+1/18-20, masterwork rapier) or +8 ranged (1d8/19-20, masterwork light crossbow); Full Atk +6 melee (1d6+1/18-20, masterwork rapier) or +8 ranged (1d8/19-20, masterwork light crossbow); SA sneak attack +4d6, death attack DC 14, spells; SQ trapfinding, evasion, trap sense +1, uncanny dodge, poison use, +1 save against poison, improved uncanny dodge; AL NE; SV Fort +3, Ref +10, Will +1; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +15, Bluff +9, Diplomacy +11, Disable Device +10, Disguise +7 (+9 acting), Escape Artist +13, Hide +13, Jump +13, Move Silently +13, Sense Motive +8, Tumble +15, Use Rope +6 (+8 bindings); Combat Expertise, Dodge, Mobility, Spring Attack.

Assassin Spells Known (2; save DC 12 + spell level; 15% arcane spell failure): 1st – *critical strike**, *disguise self*, *true strike*. *Complete Adventurer.

Possessions: masterwork buckler, masterwork studded leather, masterwork rapier, masterwork light crossbow, quarrel w/ 20 bolts, *Quaal's feather token* (whip), *elixir of hiding*, *elixir of sneaking*, *potion of cat's grace*, *potion of cure serious wounds*, *brooch of shielding*, *ring of feather falling*, *potion of barkskin* +3.

Description: Alek is short with black hair and brown eyes. His face is disfigured from childbirth. He wears tattoos on his face, perhaps the markings of a former slave.

ENCOUNTER 9

Beorngar ap Regenald: Male Altered (Flan) Ftr9; CR 9; Medium Construct (Living, Augmented Humanoid (Human)); HD 9d10+27; hp 88; Init -1; Spd 15 ft.; AC 21, touch 10, flat-footed 21 (-1 Dex, +2 natural, +9 armor, +1 insight); Base Atk +9; Grp +14; Atk +16 melee (1d6+9/19-20, slam); Full Atk +16/+11 melee (1d6+9/19-20, slam); SA natural attack (slam); SQ living construct traits, base 10% arcane spell failure, +2 racial bonus to Will saves against mind-affecting spells and abilities; AL CN; SV Fort +9, Ref +2, Will +4; Str 20, Dex 8, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +11, Knowledge (arcana) +5, Ride +2; Cleave, Great Cleave, Greater Weapon Focus (slam), Improved Bull Rush, Improved Critical (slam), Improved Sunder, Power Attack, Weapon Focus (slam), Weapon Specialization (slam).

Living Construct Traits (Ex): Unlike other constructs, Altered have a Con score, do not have low-light or darkvision, are not immune to mind-affecting spells and abilities, and are subject to critical hits, nonlethal damage, stunning, ability damage, ability drain, and death effects or necromancy effects.

Altered are immune to poison, sleep effects, paralysis, disease (excluding Construct Contagion), nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

Altered cannot heal damage naturally. They can be healed/harmed by both *cure/infllict wounds* and *repair/infllict damage* spells, as they are both living and construct. However, spells from the healing subschool and supernatural abilities that cure hp damage or ability damage provide only half their normal effect to an Altered. Altered at less than 0 hp automatically stabilize.

Altered with iron elements take damage from *heat metal* and *chill metal* as if they were wearing metal armor. Altered with iron or stone elements are affected by the *repel metal or stone* spell, and those with wood elements are affected by the *repel wood* spell. Altered with iron elements are vulnerable to *rusting grasp* or the touch of a rust monster, taking 2d6 damage from it (Reflex half).

Altered can be *raised* or *resurrected*. They do not need to eat, sleep, or breathe, but can still benefit from the effects of consumable spells and magic items.

Languages: Common.

Possessions: +1 full plate, *potion of shield of faith* +5, *potion of greater magic fang* +5, *potion of barkskin* +3, *ioun stone* (dusty rose prism).

Description: Beorngar looks like a man made of flesh, stone, clay, wood, and iron. He has a distinctive iron jaw, and a boulder-barreled chest. His brown hair is well groomed. His hands are stone.

Hereric ap Regenald: Male Flan Sor9; CR 9; Medium Humanoid (Human); HD 9d4+9; hp 34; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11 (+2 Dex, +1 deflection); Base Atk +4; Grp +3; Atk +3 melee (1d4-1, dagger) or +6 ranged (1d4-1, dagger) or +7 ranged touch; Full Atk +3 melee (1d4-1, dagger) or +6 ranged (1d4-1, dagger) or +7 ranged touch; SA spells; SQ summon familiar; AL CN; SV Fort +4, Ref +5, Will +6; Str 8, Dex 14, Con 12, Int 13, Wis 11, Cha 18.

Skills and Feats: Bluff +16, Concentration +13, Diplomacy +6, Disguise +4 (+6 acting), Intimidate +6, Knowledge (arcana) +13, Spellcraft +15; Combat Casting, Point Blank Shot, Precise Shot, Split Ray*, Weapon Focus (ranged spells). *Complete Arcane.

Languages: Common, Draconic.

Sorcerer Spells Known (6/7/7/7/5; save DC 14 + spell level): 0 – *acid splash*, *arcane mark*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1st – *enlarge person*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd – *Melf's acid arrow*, *mirror image*, *scorching ray*, *touch of idiocy*; 3rd – *fireball*, *lightning bolt*, *ray of exhaustion*; 4th – *enervation*, *mass reduce person*.

Possessions: dagger, *cape of the mountebank*, *ring of protection* +1.

Description: Hereric is lean and tall with black hair. His eyes are black, and his look is very sinister despite his pleasant nature. He is dressed in black clothing and wears a black cape.

Brand ap Beorngar: Male Suloise/Flan Aristocrat1; CR ½; Medium Humanoid (Human); HD 1d8; hp 6; Init +1; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+0 Dex, +7 armor); Base Atk +0; Grp -1; Atk +0 melee (1d4-1, masterwork dagger) or +2 ranged (1d4-1, masterwork dagger); Full Atk +0 melee (1d4-1, dagger) or +2 ranged (1d4-1, dagger); AL N; SV Fort +0, Ref +1, Will +1; Str 9, Dex 13, Con 11, Int 10, Wis 8, Cha 12.

Skills and Feats: Bluff +7, Diplomacy +5, Intimidate +7, Knowledge (history) +4, Spot +3; Dodge, Persuasive.

Languages: Common.

Possessions: masterwork dagger, half-plate.

Description: Brand, 10, has blonde hair and blue eyes. He is thin and wiry. He wears fine clothes for a boy befitting his station.

Wimbly: Male Halfling Rog7; CR 7; Small Humanoid (Halfling); HD 7d6+14; hp 42; Init +3; Spd 20 ft.; AC 18, touch 14, flat-footed 18 (+3 Dex, +1 size, +4 armor); Base Atk +5; Grp +2; Atk +8 melee (1d4+2/19-20, +1 *short sword*) or +10 ranged (1d4+1/x3, masterwork composite shortbow) or +11 ranged (1d3+1, masterwork dart); Full Atk +8 melee (1d4+2/19-20, +1 *short sword*) or +10 ranged (1d4+1/x3, masterwork composite shortbow) or +11 ranged (1d3+1, masterwork dart); SA sneak attack +4d6; SQ halfling traits, +2 morale bonus on saving throws against fear, trapfinding, evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +5, Ref +9, Will +3; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +15, Bluff +10, Climb +13, Diplomacy +2, Disguise +0 (+2 acting), Escape Artist +13, Hide +17, Intimidate +2, Jump +15, Listen +12, Move Silently +15, Spot +10, Tumble +15, Use Rope +3 (+5 bindings); Dodge, Mobility, Spring Attack.

Languages: Common, Halfling, Dwarven, Gnome.

Possessions: +1 *studded leather*, +1 *short sword*, masterwork composite shortbow (+1 Str bonus), quiver with 20 arrows, 4 masterwork darts, *potion of barkskin* +3, *quiver of Ehlonna*.

Description: Wimbly, short even for a halfling, has curly black hair and is missing a part of his ear. He wears well-worn adventurer's clothes.

Throm Firebrand: Male Dwarf Ftr7; CR 7; Medium Humanoid (Dwarf); HD 7d10+21; hp 69; Init +1; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); Base Atk +7; Grp +10; Atk +12 melee (1d10+6/19-20, +1 *bastard sword*) or +9 ranged (1d8/19-20, masterwork light crossbow); Full Atk +12/+7 melee (1d10+6/19-20, +1 *bastard sword*) or +9 ranged (1d8/19-20, masterwork light crossbow); SQ weapon familiarity, darkvision 60 ft., stonecunning, stability, +2 racial bonus on saving throws against poison and spells/spell-like effects, +1 racial bonus on attack rolls against orcs, +4 dodge bonus to AC against giants; AL N; SV Fort +8, Ref +3, Will +3; Str 17, Dex 12, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Appraise +1 (+3 stone/metal), Climb +7, Craft +1 (+3 stone/metal), Jump +7, Swim +1; Blind-Fight, Cleave, Exotic Weapon Proficiency (bastard

sword), Improved Sunder, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common, Dwarven, Gnome.

Possessions: +1 *full plate*, +1 *heavy steel shield*, +1 *bastard sword*, masterwork light crossbow, quarrel with 10 bolts, *potion of shield of faith* +5.

Description: Throm is a fiery, bombastic dwarf with red hair and a long beard that is braided.

ENCOUNTER 3

Mawler: Male Clay Half-Golem Bbn8; CR 11; Medium Construct (Augmented Human (Oeridian)); HD 8d12+20; hp 87; Init +1; Spd 30 ft. (can't run); AC 25, touch 12, flat-footed 25 (+7 natural, +1 Dex, +6 armor, +1 deflection); Base Atk +8; Grp +15; Atk +17 melee (1d10+11/x3 plus cursed wound, +1 *greataxe*); Full Atk +17/+12 melee (1d10+11/x3 plus cursed wound, +1 *greataxe*); SA berserk, cursed wound, construct contagion; SQ construct traits, DR 1/–, DR 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision, fast movement, illiteracy, rage 3/day, uncanny dodge, trap sense +2, improved uncanny dodge; AL NE; SV Fort +8, Ref +3, Will +3; Str 25, Dex 12, Con –, Int 4, Wis 12, Cha 2. *Monster Manual II*, page 209.

Skills and Feats: Climb +15, Intimidate +7, Jump +15, Survival +12, Swim +12; Cleave, Great Cleave, Power Attack, Weapon Focus (*greataxe*).

Berserk (Ex): When a clay half-golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the half-golem goes berserk. The uncontrolled half-golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay half-golem goes berserk, no known method can establish control.

Cursed Wound (Ex): The damage a half-golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay half-golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

Haste (Su): After it has engaged in at least 1 round of combat, a clay half-golem can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex): A clay half-golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted under the clay golem description in the *Monster Manual*, page 135 (specifically: *move earth*, *disintegrate*, *earthquake*, and acid-dealing spells).

Possessions: +1 *breastplate*, +1 *greataxe*, *ring of protection +1*, *necklace of fireballs type II*, *potion of good hope*.

Description: Mawler has a grotesquely distorted musculature, an overly large chest, arms attached by thick knots of muscle at the shoulder, and arms that hang almost to the ground. His features appear partially melted. He drips of a bluish-colored clay, and his slimy replacement “flesh” coats his weapon.

ENCOUNTER 7

Valadren: Male Grugach (Wild Elf) Ftr6/Sor1/Arcane Archer2; CR 9; Medium Humanoid (elf); HD 6d10+1d4+2d8+18; hp 74; Init +4; Spd 20 ft.; AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex); Base Atk +8; Grp +10; Atk +14 ranged (1d8+5/x3, masterwork composite longbow) or +10/+10 ranged (1d8+5/x3, masterwork composite longbow) or +11 melee (1d8+3/19-20, masterwork longsword) or +10 melee (1d4+2/19-20, dagger); Full Atk +14/+9 ranged (1d8+5/x3, masterwork composite longbow) or +12/+12/+7 ranged (1d8+5/x3, masterwork composite longbow) or +11 melee (1d8+3/19-20, masterwork longsword) or +10 melee (1d4+2/19-20, dagger); SA spells, *enhance arrow +1*, *imbue arrow*; SQ elven traits, *summon familiar*; AL NE; SV Fort +9, Ref +9, Will +4; Str 15, Dex 19, Con 12, Int 8, Wis 10, Cha 12.

Skills and Feats: Concentration +3, Hide +3, Intimidate +2, Knowledge (religion) +2, Listen +3, Move Silently +3, Search +1, Spot +3; Far Shot, Improved Toughness*, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow). **Complete Warrior*.

Sorcerer Spells Known (5/4; save DC 11 + spell level; 25% arcane spell failure): 0 – *detect magic*, *mage hand*, *prestidigitation*, *read magic*; 1st – *burning hands*, *shield*.

Possessions: masterwork composite longbow (+2 Str bonus), masterwork longsword, masterwork breastplate, dagger, quiver w/ 40 arrows, *slaying arrow (human)*, *greater slaying arrow (human)*, *potion of barkskin +5*, *oil of greater magic weapon +5*.

Languages: Elven, Common.

Description: Valadren is lean and tall for an elf. He has disheveled brown hair and green eyes. He is missing his left eye and wears an eye patch.

Horace: Male Oeridian Ftr7/Blackguard2; CR 9; Medium Humanoid (human); HD 9d10+27; hp 88; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+1 Dex, +3 shield, +8 armor); Base Atk +9; Grp +12; Atk +14 melee (1d8+6/19-20, *shatterspike*) or +10 ranged (1d8+3/x3, composite longbow) or +12 melee (1d4+3/19-20, dagger); Full Atk +14/+9 melee (1d8+6/19-20, *shatterspike*) or +10/+5 ranged (1d8+3/x3, composite longbow) or +12/+7 melee (1d4+3/19-20, dagger); SA spells, *smite good 1/day*; SQ *aura of evil*, *detect good*, *poison use*, *dark blessing*; AL NE; SV Fort +11, Ref +4, Will +4; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Hide +2, Knowledge (religion) +7, Ride +13; Cleave, Great Cleave, Improved Sunder, Improved Toughness*, Mounted Combat, Power Attack, Power Critical* (longsword), Weapon Focus (longsword), Weapon Specialization (longsword). **Complete Warrior*.

Blackguard Spells Prepared (2; save DC 11 + spell level): 1st – *corrupt weapon, divine sacrifice**. *Complete Divine.

Possessions: masterwork full plate, +1 *blinding heavy steel shield, shatterspike*, composite longbow (+3 Str bonus), dagger, quiver with 40 arrows, *elixir of fire breath, potion of shield of faith +5, potion of cure serious wounds, oil of keen edge*.

Description: Horace has dark skin and jet-black hair. He is tall and muscular. He wears the scars of a hundred battles. He walks with a slight limp.

Alek: Male Baklunish Rog5/Assassin4; CR 9; Medium Humanoid (human); HD 9d6+18; hp 42; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 18 (+4 Dex, +3 armor, +1 shield); Base Atk +6; Grp +7; Atk +8 melee (1d6+1/18-20, masterwork rapier) or +11 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8/+3 melee (1d6+1/18-20, masterwork rapier) or +11 ranged (1d8/19-20, masterwork light crossbow); SA sneak attack +5d6, death attack DC 16, spells; SQ trapfinding, evasion, trap sense +1, uncanny dodge, poison use, +2 save against poison, improved uncanny dodge; AL NE; SV Fort +4, Ref +12, Will +2; Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +18, Bluff +11, Diplomacy +11, Disable Device +10, Disguise +7 (+9 acting), Escape Artist +16, Hide +16, Jump +15, Move Silently +16, Sense Motive +8, Tumble +18, Use Rope +7 (+9 bindings); Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack.

Assassin Spells Known (4/2; save DC 12 + spell level; 15% arcane spell failure): 1st – *critical strike**, *disguise self, obscuring mist, true strike*; 2nd – *cat's grace, invisibility, pass without trace*. *Complete Adventurer.

Possessions: masterwork buckler, masterwork studded leather, masterwork rapier, masterwork light crossbow, quarrel w/ 20 bolts, *Quaal's feather token (whip), elixir of hiding, elixir of sneaking, potion of cat's grace, potion of cure serious wounds, brooch of shielding, ring of feather falling, potion of barkskin +3, slippers of spider climbing*.

Description: Alek is short with black hair and brown eyes. His face is disfigured from childbirth. He wears tattoos on his face, perhaps the markings of a former slave.

ENCOUNTER 9

Beorngar ap Regenald: Male Altered (Flan) Ftr11; CR 11; Medium Construct (Living, Augmented Humanoid (Human)); HD 11d10+33; hp 88; Init -1; Spd 15 ft.; AC 21, touch 10, flat-footed 21 (-1 Dex, +2 natural, +9 armor, +1 insight); Base Atk +11; Grp +16; Atk +18 melee (1d8+9/19-20, slam); Full Atk +18/+13/+8 melee (1d8+9/19-20, slam); SA natural attack (slam); SQ living construct traits, base 10% arcane spell failure, +2 racial bonus to Will saves against mind-affecting spells and abilities; AL CN; SV Fort +13, Ref +5, Will +7; Str 20, Dex 8, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +13, Knowledge (arcana) +6, Ride +2; Cleave, Great Cleave, Greater Weapon Focus (slam), Improved Bull Rush, Improved Critical (slam),

Improved Natural Attack (slam), Improved Sunder, Power Attack, Weapon Focus (slam), Weapon Specialization (slam).

Living Construct Traits (Ex): Unlike other constructs, Altered have a Con score, do not have low-light or darkvision, are not immune to mind-affecting spells and abilities, and are subject to critical hits, nonlethal damage, stunning, ability damage, ability drain, and death effects or necromancy effects.

Altered are immune to poison, sleep effects, paralysis, disease (excluding Construct Contagion), nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

Altered cannot heal damage naturally. They can be healed/harmed by both *cure/infllict wounds* and *repair/infllict damage* spells, as they are both living and construct. However, spells from the healing subschool and supernatural abilities that cure hp damage or ability damage provide only half their normal effect to an Altered. Altered at less than 0 hp automatically stabilize.

Altered with iron elements take damage from *heat metal* and *chill metal* as if they were wearing metal armor. Altered with iron or stone elements are affected by the *repel metal or stone* spell, and those with wood elements are affected by the *repel wood* spell. Altered with iron elements are vulnerable to *rusting grasp* or the touch of a rust monster, taking 2d6 damage from it (Reflex half).

Altered can be *raised* or *resurrected*. They do not need to eat, sleep, or breathe, but can still benefit from the effects of consumable spells and magic items.

Languages: Common.

Possessions: +1 full plate, *potion of shield of faith +5, potion of greater magic fang +5, potion of barkskin +3, ioun stone (dusty rose prism), cloak of resistance +3*.

Description: Beorngar looks like a man made of flesh, stone, clay, wood, and iron. He has a distinctive iron jaw, and a boulder-barreled chest. His brown hair is well groomed. His hands are stone.

Hereric ap Regenald: Male Flan Sor11; CR 11; Medium Humanoid (Human); HD 11d4+11; hp 42; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11 (+2 Dex, +1 deflection); Base Atk +5; Grp +4; Atk +4 melee (1d4-1, dagger) or +7 ranged (1d4-1, dagger) or +8 ranged touch; Full Atk +4 melee (1d4-1, dagger) or +7 ranged (1d4-1, dagger) or +8 ranged touch; SA spells; SQ summon familiar; AL CN; SV Fort +4, Ref +5, Will +7; Str 8, Dex 14, Con 12, Int 13, Wis 11, Cha 18.

Skills and Feats: Bluff +18, Concentration +15, Diplomacy +6, Disguise +4 (+6 acting), Intimidate +6, Knowledge (arcana) +15, Spellcraft +17; Combat Casting, Point Blank Shot, Precise Shot, Split Ray*, Weapon Focus (ranged spells). *Complete Arcane.

Languages: Common, Draconic.

Sorcerer Spells Known (6/7/7/7/4; save DC 14 + spell level): 0 – *acid splash, arcane mark, detect magic, disrupt undead, light, mage hand, prestidigitation, ray of frost, read magic*; 1st – *enlarge person, mage armor, magic missile, ray of enfeeblement, shield*; 2nd – *glitterdust, Melf's acid arrow, mirror image, scorching ray, touch of idiocy*; 3rd – *fireball, haste,*

lightning bolt, ray of exhaustion; 4th – enervation, Evard's black tentacles, mass reduce person; 5th – cone of cold, prismatic ray*.
*Complete Arcane.

Possessions: dagger, cape of the mountebank, ring of protection +1, pearl of power (3rd level spell).

Description: Hereric is lean and tall with black hair. His eyes are black, and his look is very sinister despite his pleasant nature. He is dressed in black clothing and wears a black cape.

Brand ap Beorngar: Male Suloise/Flan Aristocrat1; CR ½; Medium Humanoid (Human); HD 1d8; hp 6; Init +1; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+0 Dex, +7 armor); Base Atk +0; Grp -1; Atk +0 melee (1d4-1, masterwork dagger) or +2 ranged (1d4-1, masterwork dagger); Full Atk +0 melee (1d4-1, dagger) or +2 ranged (1d4-1, dagger); AL N; SV Fort +0, Ref +1, Will +1; Str 9, Dex 13, Con 11, Int 10, Wis 8, Cha 12.

Skills and Feats: Bluff +7, Diplomacy +5, Intimidate +7, Knowledge (history) +4, Spot +3; Dodge, Persuasive.

Languages: Common.

Possessions: masterwork dagger, half-plate.

Description: Brand, 10, has blonde hair and blue eyes. He is thin and wiry. He wears fine clothes for a boy befitting his station.

Wimbly: Male Halfling Rog9; CR 9; Small Humanoid (Halfling); HD 9d6+18; hp 54; Init +5; Spd 20 ft.; AC 20, touch 16, flat-footed 20 (+5 Dex, +1 size, +4 armor); Base Atk +6; Grp +3; Atk +13 melee (1d4+2/19-20, +1 short sword) or +13 ranged (1d4+1/x3, masterwork composite shortbow) or +14 ranged (1d3+1, masterwork dart); Full Atk +13/+8 melee (1d4+2/19-20, +1 short sword) or +13/+8 ranged (1d4+1/x3, masterwork composite shortbow) or +14/+9 ranged (1d3+1, masterwork dart); SA sneak attack +5d6; SQ halfling traits, +2 morale bonus on saving throws against fear, trapfinding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge; AL CN; SV Fort +6, Ref +12, Will +4; Str 12, Dex 18 (20), Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +19, Bluff +12, Climb +15, Diplomacy +2, Disguise +0 (+2 acting), Escape Artist +17, Hide +21, Intimidate +2, Jump +17, Listen +14, Move Silently +19, Spot +12, Tumble +19, Use Rope +5 (+7 bindings); Dodge, Mobility, Spring Attack, Weapon Finesse.

Languages: Common, Halfling, Dwarven, Gnome.

Possessions: +1 studded leather, +1 short sword, masterwork composite shortbow (+1 Str bonus), quiver with 20 arrows, 4 masterwork darts, *potion of barkskin* +3, *quiver of Ehlonna*, *potion of shield of faith* +5, *gloves of dexterity* +2.

Description: Wimbly, short even for a halfling, has curly black hair and is missing a part of his ear. He wears well-worn adventurer's clothes.

Throm Firebrand: Male Dwarf Ftr9; CR 9; Medium Humanoid (Dwarf); HD 9d10+27; hp 88; Init +1; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield); Base Atk +9; Grp +14; Atk +17 melee (1d10+8/17-20, +1 bastard sword) or +11 ranged (1d8/19-20,

masterwork light crossbow); Full Atk +17/+12 melee (1d10+8/17-20, +1 bastard sword) or +11 ranged (1d8/19-20, masterwork light crossbow); SQ weapon familiarity, darkvision 60 ft., stonecunning, stability, +2 racial bonus on saving throws against poison and spells/spell-like effects, +1 racial bonus on attack rolls against orcs, +4 dodge bonus to AC against giants; AL N; SV Fort +9, Ref +4, Will +4; Str 18 (20), Dex 12, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Appraise +1 (+3 stone/metal), Climb +11, Craft +1 (+3 stone/metal), Jump +11, Swim +5; Blind-Fight, Cleave, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Sunder, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common, Dwarven, Gnome.

Possessions: +1 full plate, +1 heavy steel shield, +1 bastard sword, masterwork light crossbow, quarrel with 10 bolts, *potion of shield of faith* +5, *potion of barkskin* +3, *gauntlets of ogre power*.

Description: Throm is a fiery, bombastic dwarf with red hair and a long beard that is braided.

APPENDIX 6 – ALL APLS

ENCOUNTER 1/CONCLUSION

Burle: Male Suloise Sor7/Silent One8; CR 15; Medium Humanoid (Suloise); HD 15d4+15; hp 56; Init +1; Spd 30 ft./x4; AC 11, touch 11, flat-footed 10 (+1 Dex); Base Atk +7; Grp +6; Atk +6 melee (1d4-1; 19-20/x2, dagger); Full Atk +6/+1 melee (1d4-1; 19-20/x2, dagger) or +6/+1 melee (special, Touch) or +8 ranged (special, Ray); Space/Reach 5 ft./5 ft.; SQ +4 Save versus Magic, Identify, Tap the Archive Arcanum, Rune of Regulation, Cancellation Touch, Mask of Cymius; AL LN; SV Fort +5, Ref +5, Will +11; Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 18.

Skills and Feats: Concentration +9, Gather Information +17, Knowledge (arcane) +20, Knowledge (history) +15, Knowledge (religion) +15, Sense Motive +8, Spellcraft +22; Combat Casting, Point Blank Shot, Precise Shot, Spell Focus (Divination), Greater Spell Focus (Divination), Spell Penetration, Greater Spell Penetration, Silent Spell, Still Spell.

+4 *Save versus Magic:* Their knowledge of the workings of magical formulae allows Silent Ones to have a greater chance of success to avoid the effects of magical spells and spell-like effects. This is reflected by an insight bonus to all saves made against magical effects at 1st level that increases by +1 for every two levels the Silent One gains (+1 at 1st level, +2 at 3rd level, +3 at 5th level, and so on).

Identify (SP): (2/day) Initiation into the ranks of the Silent Ones involves hours of hands-on study in rooms filled with magical artifice. Silent Ones learn a secret internalized ritual that allows them to learn the single most basic function of a given magic item simply by holding it in their hands and concentrating. Only one item may be examined at a time, and there is no material component for the attempt. Identifying a magic item in this manner counts as a standard action. The ability is otherwise identical to the identify spell (PH p. 216).

Tap the Archive Arcanum (Sp): A Silent One may enter a meditative state to contact the Archive Arcanum, a mysterious psychic repository of knowledge compiled since the earliest days of the order. The enigmatic archivists speak in cryptic phrasings, however, and an answer to a specific query is seldom straightforward. This effect is identical to casting *Legend Lore*, save that there is no material component. As with a *Legend Lore*, physical handling of an object related to the query makes for speedier results. Entering the trance is a standard action that may be used once per day.

Rune of Regulation (Sp): Once per day as a standard action, a Silent One may trace a rune upon a single magic item, nullifying all of that item's magical abilities until such time as the rune is removed. Such runes of regulation, as they are known, are plainly visible, and may be removed at will by any member of the order (this is usually done only in the hidden sanctums of the Lonely

Tower). Like bestow curse, the rune of regulation cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. This ability does not function on artifacts.

Cancellation Touch (Su): Once per day as a standard action, a Silent One may drain the abilities of a magical item by touch. The item touched gets a Will saving throw (DC 19). If a creature is holding it at the time, the attempt provokes an attack of opportunity and the item can use the holder's will save bonus in place of its own if the holder's is better. This ability does not function on artifacts.

Mask of Cymius (Su): Sometimes, a Silent One must use subterfuge to enter an enemy's lair or escape undetected from some theft of magical artifice. In these cases, members of the order turn to the lessons of Cymius, a great Silent One who during the Slumbering managed to liberate the Talons of Athuseloh from the Dire Conclave in Port Toli's fetid undercity. Beginning at 8th level, Silent Ones may change self at will. Silent Ones of 8th level or higher can see through the change self effects of other Silent Ones using this ability.

Sorcerer Spells per day (6/7/7/7/6/6/4; save DC 14 + spell level): 0 – acid splash, arcane mark, detect magic, light, mage hand, message, prestidigitation, read magic, resistance; 1st – comprehend languages, identify, mage armor, magic missile, shield; 2nd – darkvision, detect thoughts, locate object, scorching ray, see invisibility; 3rd – arcane sight, lightning bolt, protection from energy, tongues; 4th – arcane eye, dimension door, greater invisibility, scrying; 5th – Bigby's interposing hand, Mordenkainen's private sanctum, prying eyes, Rary's telepathic bond; 6th – analyze dweomer, antimagic field, Otiluke's freezing sphere; 7th – greater arcane sight, finger of death.

Possessions: dagger.

Description: Burle, 47, is the larger man of the three at 6'2." He has short, blond hair and blue eyes. He, like his companions, is dressed in a drab grey cassock, grey trousers and a worn, brown cape with a hood. Being a pure born Suloise, his skin is a milky white.

Lyman, Silent One: Male Sor7/Silent One4; CR 11; Medium Humanoid (Suloise); HD 11d4+11; hp 41; Init +1; Spd 30 ft./x4; AC 11, touch 11, flat-footed 10 (+1 Dex); Base Atk +5; Grp +4; Atk +4 melee (1d4-1; 19-20/x2, dagger); Full Atk +4 melee (1d4-1; 19-20/x2, dagger) or +4 melee (special, Touch) or +6 ranged (special, Ray); Space/Reach 5 ft./5 ft.; SQ +2 Save versus Magic, Identify; AL LN; SV Fort +4, Ref +4, Will +9; Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 17.

Skills and Feats: Concentration +5, Gather Information +12, Knowledge (arcane) +16, Knowledge (history) +11, Knowledge (religion) +11, Sense Motive +4, Spellcraft +18; Combat Casting, Point Blank Shot, Spell Focus (Divination), Greater Spell Focus (Divination), Spell Penetration, Greater, Silent Spell, Still Spell.

+2 *Save versus Magic*: Their knowledge of the workings of magical formulae allows Silent Ones to have a greater chance of success to avoid the effects of magical spells and spell-like effects. This is reflected by an insight bonus to all saves made against magical effects at 1st level that increases by +1 for every two levels the Silent One gains (+1 at 1st level, +2 at 3rd level, +3 at 5th level, and so on).

Identify (Sp): (2/day) Initiation into the ranks of the Silent Ones involves hours of hands-on study in rooms filled with magical artifice. Silent Ones learn a secret internalized ritual that allows them to learn the single most basic function of a given magic item simply by holding it in their hands and concentrating. Only one item may be examined at a time, and there is no material component for the attempt. Identifying a magic item in this manner counts as a standard action. The ability is otherwise identical to the identify spell (PH p. 216).

Sorcerer Spells per day (6/7/7/7/6/4; save DC 13 + spell level): 0 – *detect magic, detect poison, light, mage hand, message, prestidigitation, ray of frost, read magic, resistance*; 1st – *comprehend languages, mage armor, magic missile, ray of enfeeblement, shield*; 2nd – *detect thoughts, locate object, Melf's acid arrow, scorching ray, see invisibility*; 3rd – *arcane sight, lightning bolt, ray of exhaustion, tongues*; 4th – *dimension door, fire shield, scrying*; 5th – *cone of cold, teleport*.

Possessions: dagger.

Description: Lyman, 34, is short, thin and wears a bushy mustache. His hair is white rather than blonde, and his eyes have a reddish tint. He sports a hat with a large brim, preferring a more stylish look than his companions. He also wears a scar that begins just below his left eye and ends almost in his ear.

Mendel: Male Human (Suel) Brd7/Silent One1; CR 8; Medium Humanoid (Suloise); HD 1d4+7d6; hp 34; Init +2; Spd 30 ft./x4; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +5; Grp +6; Atk +7 melee (1d4+1; 19-20/x2, dagger); Full Atk +7 melee (1d4+1; 19-20/x2, dagger) or +7 melee (special, Touch) or +7 ranged (special, Ray); Space/Reach 5 ft./5 ft.; SA Bardic Music; SQ Bardic Knowledge, Identify, +1 *Save versus Magic*; AL N; SV Fort +2, Ref +7, Will +6; Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 17.

Skills and Feats: Concentration +10, Gather Information +15, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (religion) +11, Perform (Piccolo) +13, Sense Motive +9, Spellcraft +13; Investigator, Spell Focus (Divination), Spell Penetration, Weapon Finesse.

Bardic Music: Performances can create varied magical effects 7 times per day.

Countersong (Su): You can counter any sonic or language-dependent magical effect. Anyone within 30 feet can use your Perform check in place of their saving throw. You can maintain a countersong for 10 rounds.

Fascinate (Sp): You can fascinate 3 creature(s) within 90 feet. If you beat their Will save with a Perform check, they will listen quietly for up to 7 rounds.

Inspire Courage (Su): While singing, all allies who can hear you gain a +1 morale bonus to saving throws against charm and fear effects, and a +1 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.

Inspire Competence (Su): You can help an ally succeed at a task. They get a +2 competence bonus to skill checks as long as they are able to see and hear you and are within 30 feet. This can be maintained for 2 minutes.

Suggestion (Sp): You can make a suggestion (as the spell) to a creature you have already fascinated. Will save (DC 16 negates).

Bardic Knowledge (Ex): You possess special Knowledge skill for stray bits of trivia. This Knowledge check is 1d20+10.

+1 *Save versus Magic*: Their knowledge of the workings of magical formulae allows Silent Ones to have a greater chance of success to avoid the effects of magical spells and spell-like effects. This is reflected by an insight bonus to all saves made against magical effects at 1st level that increases by +1 for every two levels the Silent One gains (+1 at 1st level, +2 at 3rd level, +3 at 5th level, and so on).

Identify (Sp): (1/day) Initiation into the ranks of the Silent Ones involves hours of hands-on study in rooms filled with magical artifice. Silent Ones learn a secret internalized ritual that allows them to learn the single most basic function of a given magic item simply by holding it in their hands and concentrating. Only one item may be examined at a time, and there is no material component for the attempt. Identifying a magic item in this manner counts as a standard action. The ability is otherwise identical to the identify spell (PH p. 216).

Bard Spells per day (3/4/4/2; save DC 13 + spell level): 0 – *detect magic, know direction, light, mage hand, read magic, summon instrument*; 1st – *comprehend languages, cure light wounds, disguise self, Nystul's magic aura*; 2nd – *cat's grace, cure moderate wounds, enthrall, hold person*; 3rd – *confusion, cure serious wounds, see invisibility*.

Possessions: dagger.

Description: Mendel, 28, is built more like a blacksmith than a bard. He has a shaved head, and watches the crowd with his steel blue eyes. His sleeves are rolled up, exposing large biceps and forearms.

ENCOUNTER 4

Drow Patrol Member: Male Drow Ftr5; CR 6; Medium Humanoid (Elf); HD 5d10+5; hp 42; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); Base Atk +5; Grp +7; Atk +10 ranged (1d6+4/x3 plus poison, masterwork composite shortbow) or +8 melee (1d6+2/18-20, masterwork rapier); Full Atk +10 ranged (1d6+4/x3 plus poison, masterwork composite shortbow) or +8 melee (1d6+2/18-20, masterwork rapier); SA poison (on arrows), spell-like abilities; SQ darkvision 120 ft., SR 16 (11 + class levels), drow traits; AL NE; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 13, Int 12, Wis 12, Cha 10.

Skills and Feats: Hide +8, Intimidate +4, Listen +7, Move Silently +8, Search +3, Spot +7; Alertness, Exotic

Weapon Proficiency (hand crossbow), Point Blank Shot, Stealthy, Weapon Focus (shortbow), Weapon Specialization (shortbow).

Languages: Elven, Undercommon, Drow Sign Language, Abyssal (all but one who speaks Common instead).

Possessions: +1 *mithral chain shirt*, masterwork composite shortbow (+2 Str bonus), masterwork rapier, quiver w/ 20 poisoned arrows, *potion of spider climb*, *potion of shield of faith* +5.

Experienced Drow Patrol Member: Male Drow Ftr9; CR 9; Medium Humanoid (Elf); HD 9d10+18; hp 81; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); Base Atk +9; Grp +11; Atk +15 ranged (1d6+5/19-20/x3 plus poison, +1 *composite shortbow*) or +12 melee (1d6+3/18-20, +1 *rapier*); Full Atk +15/+10 ranged (1d6+5/19-20/x3 plus poison, +1 *composite shortbow*) or +13/+13/+8 ranged (1d6+5/19-20/x3 plus poison, +1 *composite shortbow*) or +12 melee (1d6+3/18-20, +1 *rapier*); SA poison (on arrows), spell-like abilities; SQ darkvision 120 ft., SR 20 (11 + class levels), drow traits; AL NE; SV Fort +8, Ref +6, Will +4; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Hide +14, Intimidate +5, Listen +8, Move Silently +14, Search +3, Spot +8; Alertness, Exotic Weapon Proficiency (hand crossbow), Far Shot, Greater Weapon Focus (shortbow), Improved Critical (shortbow), Point Blank Shot, Rapid Shot, Stealthy, Weapon Focus (shortbow), Weapon Specialization (shortbow).

Languages: Elven, Undercommon, Drow Sign Language, Abyssal (all but one who speaks Common instead).

Possessions: +1 *mithral chain shirt*, +1 *composite shortbow* (+2 Str bonus), +1 *rapier*, quiver w/ 20 poisoned arrows, *potion of spider climb*, *potion of shield of faith* +5, *cloak of elvenkind*, *boots of elvenkind*.

ENCOUNTER 7

Pyralis: Male Oeridian Clr 5 of Iuz; CR 5; Medium Humanoid (Oeridian); HD 5d8+5+6; hp 39 (currently 1); Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +3; Grp +5; Atk +5 melee (1d3+2/x2, Unarmed Strike); Full Atk +5 melee (1d3+2/x2, Unarmed Strike); Space/Reach 5 ft./5 ft.; SA Rebuke Dead; SQ Aura, Spontaneous Casting; AL LE; SV Fort +5, Ref +1, Will +7; Str 14, Dex 10, Con 13, Int 8, Wis 16, Cha 12.

Skills and Feats: Knowledge (religion) +7, Spellcraft +7; Toughness x2, Combat Casting.

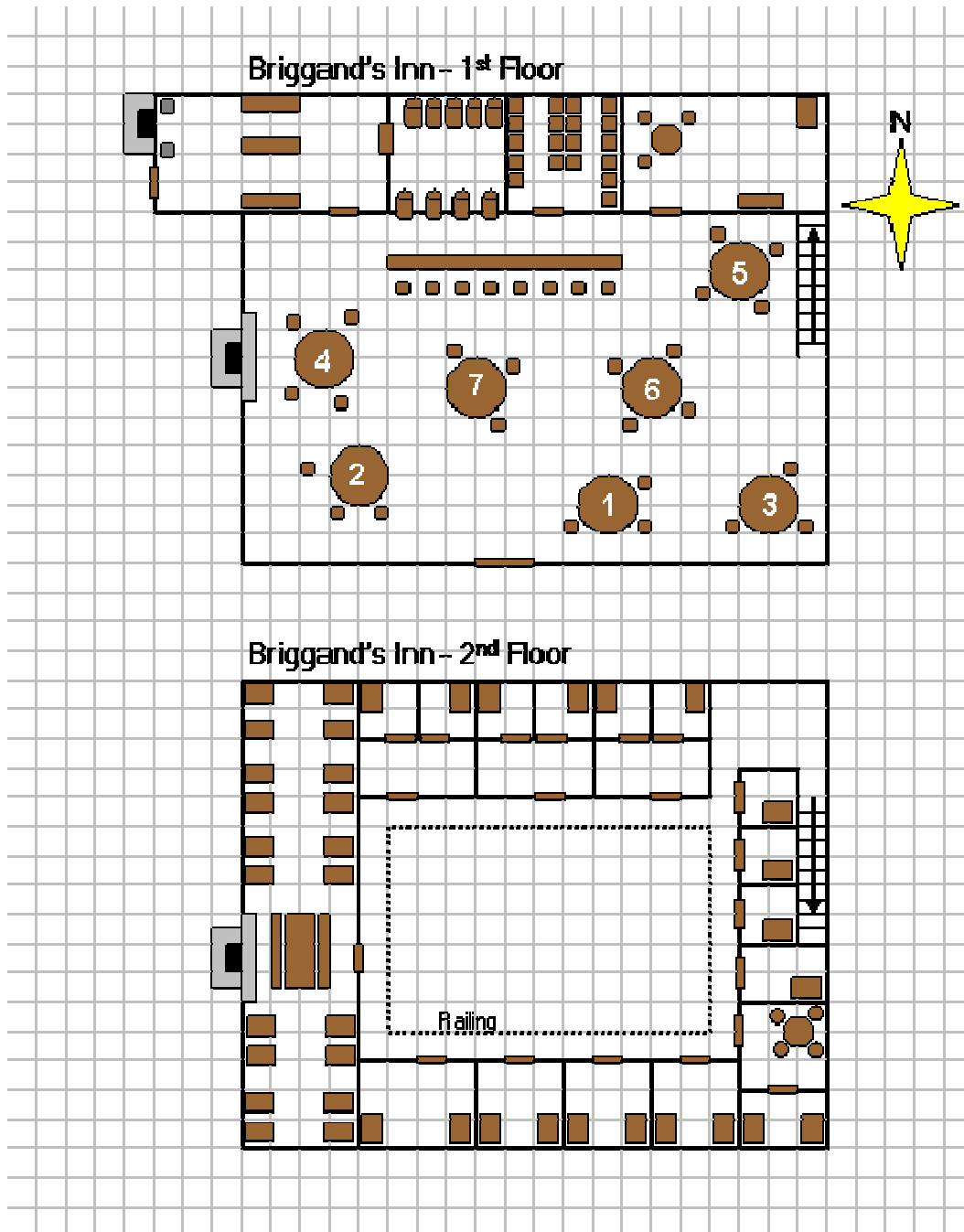
Cleric Spells Prepared (5/4+1/3+1/2+1; save DC 13 + spell level): 0 – *detect magic*, *guidance*, *light*, *read magic*, *resistance*; 1st – *bane*, *divine favor*, *magic weapon*, *protection from good*^D, *shield of faith*; 2nd – *bull's strength*, *death knell*, *invisibility*^D, *spiritual weapon*; 3rd – *contagion*, *nondetection*^D, *searing light*.

^DDomain spells. Domains: Evil (+1 CL for evil spells), Trickery (Bluff, Disguise, Hide are class skills).

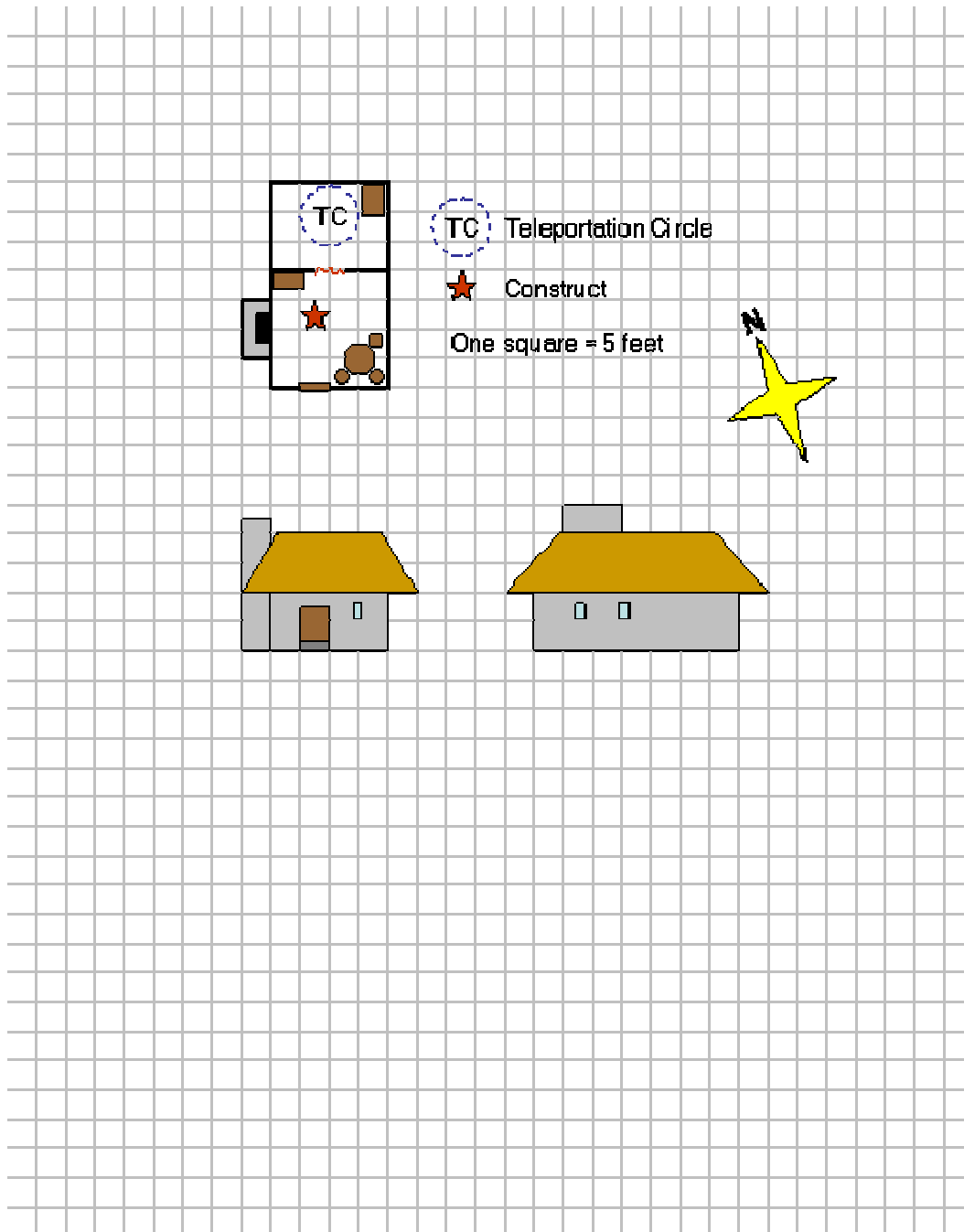
Possessions: none.

Description: Pyralis is a big man, standing a foot taller than the average man. He is scarred on his back, chest, arms, legs, and face. His eyes are pale blue and have the look of ill intent. His right hand has been shattered, and his left hamstring has been cut. This has severely limited his movement. Despite these obvious wounds, he shows no sign of pain – as if this sense had been beaten out of him.

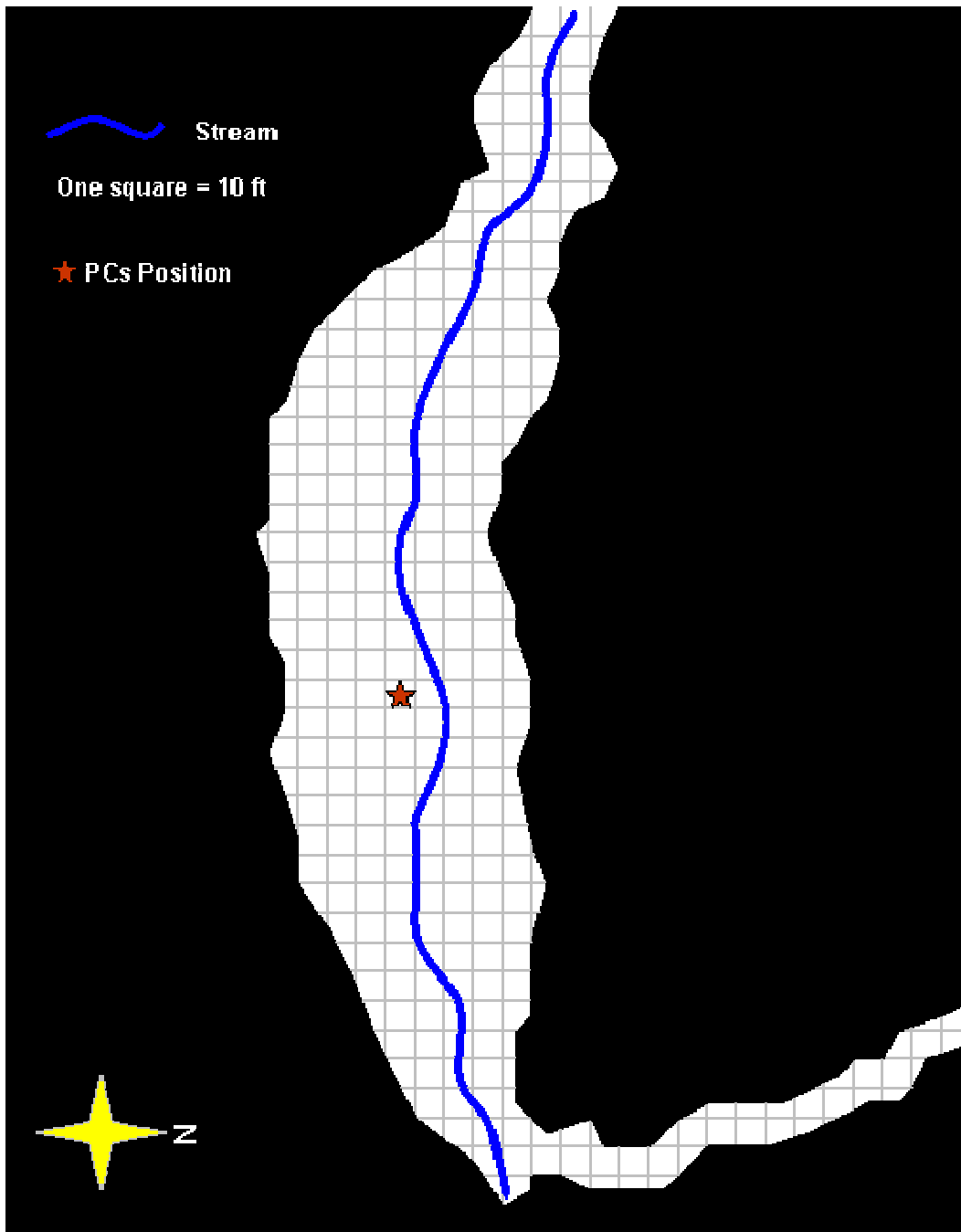
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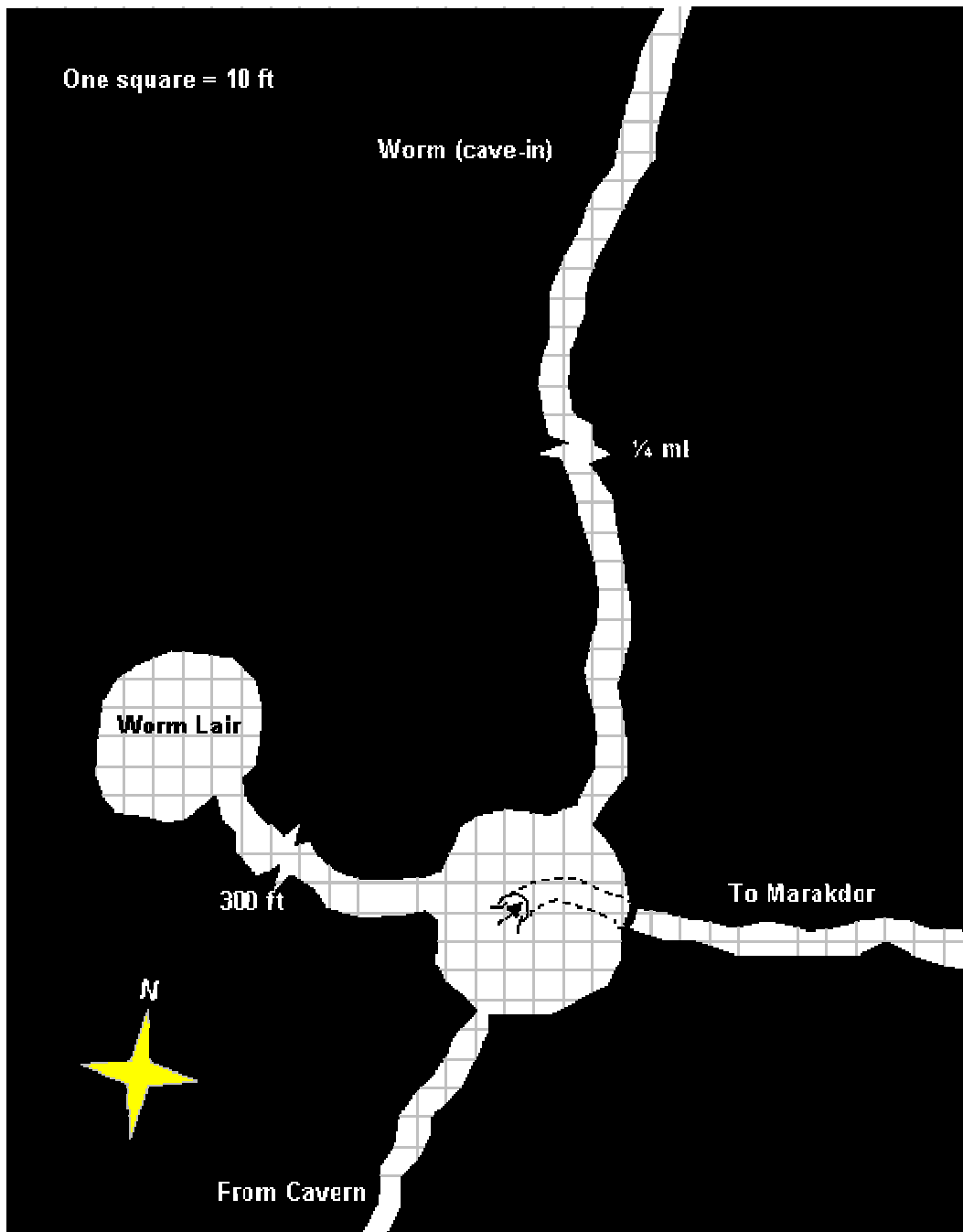
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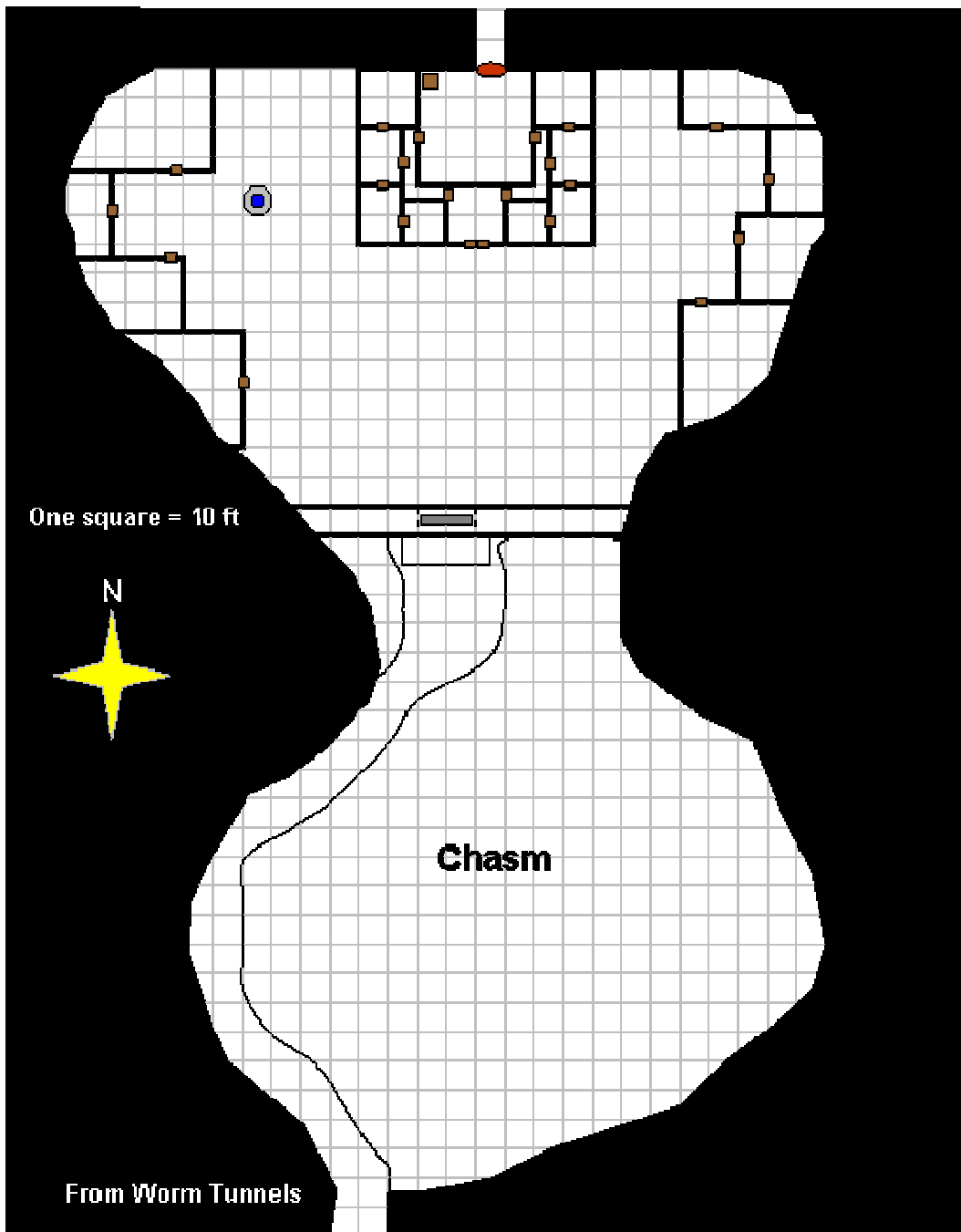
DM AID: MAP #3 – THE CAVERN



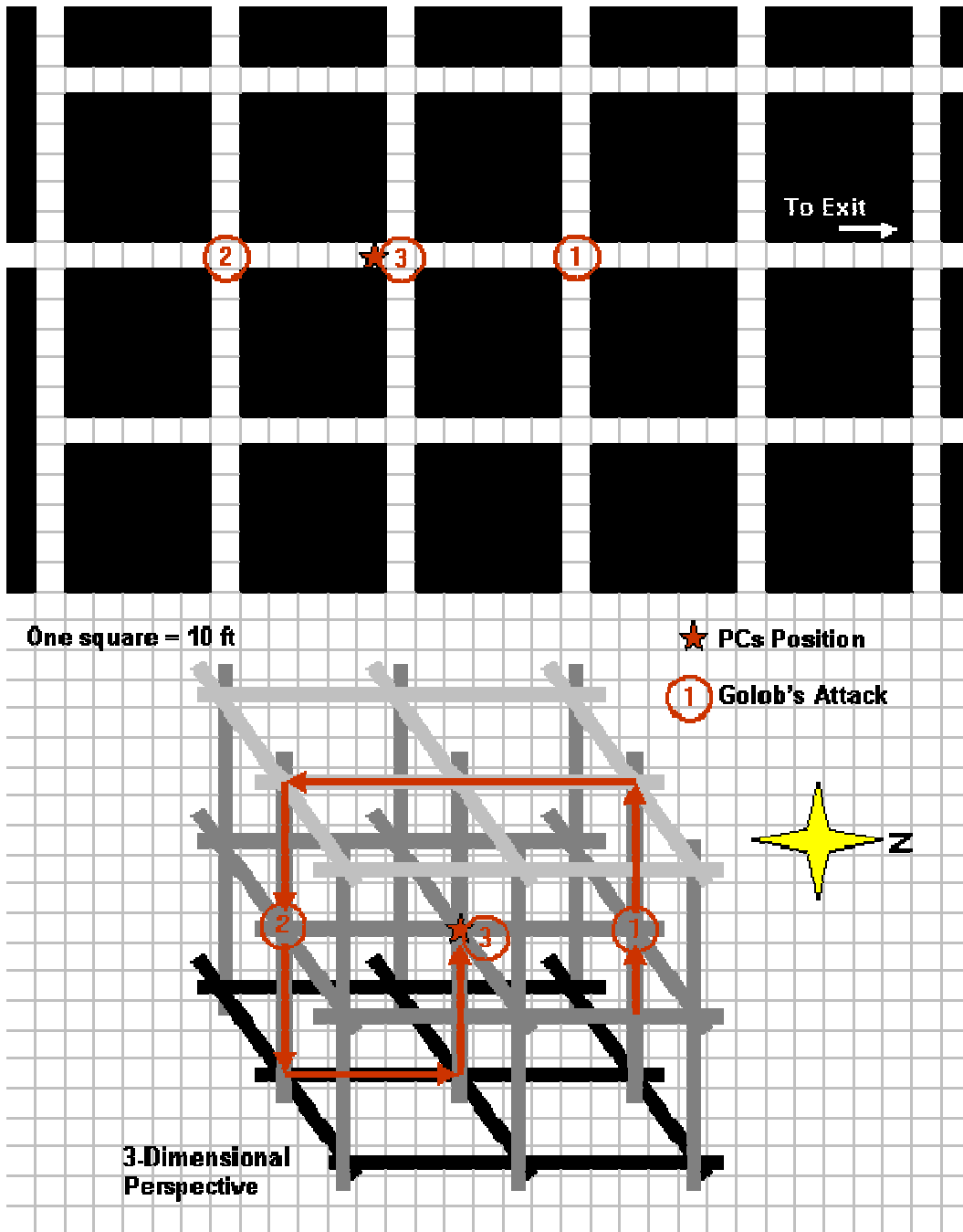
DM AID: MAP #4 – WORM TUNNELS



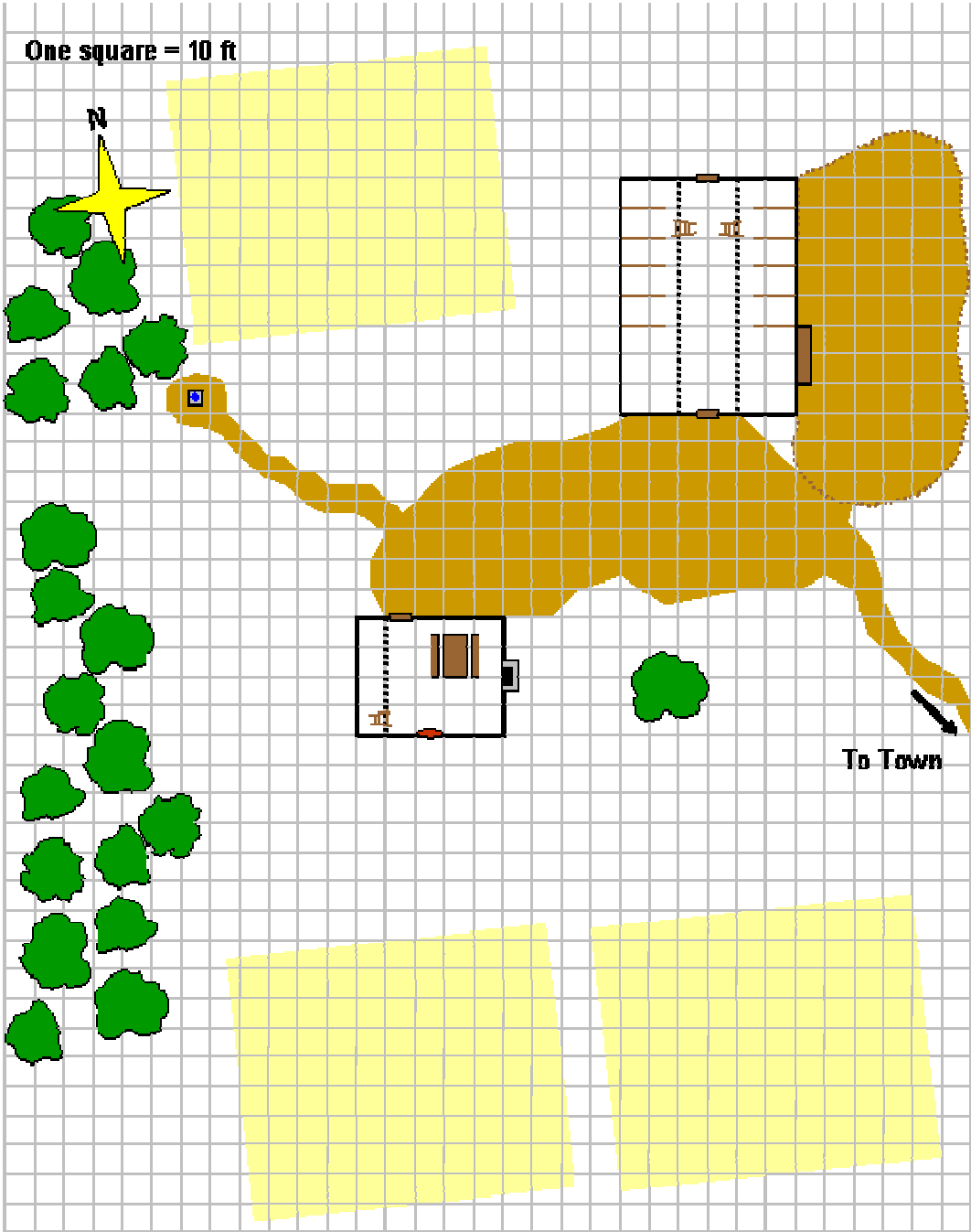
DM AID: MAP #5 - MARAKDOR



DM AID: MAP #6 – GOLOB'S LAIR



DM AID: MAP #7 – THE FARMHOUSE



DM AID: NEW RULES

NEW FEATS

Improved Toughness (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

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

Power Critical (*Complete Warrior*)

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

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

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

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Split Ray (*Complete Arcane*)

Your ray spells can affect an additional target.

Prerequisites: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or to a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray spell uses a spell slot two levels higher than the spell's actual level.

NEW SPELLS

Critical Strike (Complete Adventurer)

Divination

Level: Assassin 1, Sorcerer/Wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your melee attacks are more likely to strike a foe's vital areas. Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effect of *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical hits. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to sneak attacks are immune to the extra damage dealt by your attacks.

Divine Sacrifice (Complete Divine)

Evocation

Level: Blackguard 1, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You can sacrifice life force to increase the damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (doing this does not trigger an attack of opportunity). For every two hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 damage on that attack. Your ability to deal this damage ends when you successfully attack or when the duration ends. You can make as many sacrifices as the spell's duration allows. Sacrificed hit points count as normal damage. For example, an 8th level paladin can cast this spell with

a duration of four rounds. If she sacrifices 10 hit points a round, she can spend up to 40 hit points and deal up to +5d6 damage all four rounds.

Prismatic Ray (Complete Arcane)

Evocation

Level: Sor/Wiz 5, Warmage 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A single beam of brilliantly colored light shoots from your outstretched hand. On a successful ranged touch attack, creatures with 6 HD or fewer are blinded for 2d4 rounds by the prismatic ray in addition to suffering a randomly determined effect: 1 – red beam – 20 pts. fire damage (Ref half); 2 – orange beam – 40 pts. acid damage (Ref half); 3 – yellow beam – 80 pts. electricity damage (Ref half); 4 – green beam – poison (kills; Fort partial, take 1d6 Con damage instead); 5 – blue beam – turned to stone (Fort negates); 6 – indigo – insane (as *insanity* spell; Will negates).