

URC4-03

The Crossroads

Part One of the Lordmakers Finale
(Lordmaker 14)

A One Round D&D LIVING GREYHAWK®
County of Urnst Regional Adventure
for APL's 6, 8, 10 & 12

Version 1.50

by David Morgan

Illustrations by Montgomery Berror

Soon the County of Urnst will be no more. The outer walls of Radigast City are under siege while the forces of Evil run rampant through the streets within. The Countess has not been seen for months now. Why is nothing being done? All that is left now is to prepare for the end . . .

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the County of Urnst. Characters native to the County of

Urnst pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

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	

Author's Notes to the DMs

You cannot over-prepare this module. The initial boxed text is overly long, but this is intended to set the mood of the adventure and to give the players time to fill out some necessary paperwork. It also gives the players information that has only been available to the Triad, the plot group, and the Dungeon Masters running the games for

several years now. The boxed text throughout the module is similarly important and should be read in their entirety as well.

This module has the potential of running over four hours if the DM doesn't stay on top of things and keep the storyline moving. The module greatly depends on the Dungeon Master's ability to run with the story, presenting the players with a clear picture of their surroundings and giving them the opportunity to interact with the NPCs and enemies around them.

This is intended to be a tough module, but still ultimately winnable. The players are given multiple additional advantages to increase their already impressive capabilities and even when they are outnumbered twenty to one, they should still be firmly in control of most of the situation. Lord Underley's Warrant states that the player characters are the most capable heroes in the city. When everything is over and they are walking into the final ceremony, if they feel that the "false praise" was justified, the adventure will have been run as intended.

Acknowledgements

I'd like to thank my editors and playtesters for their support, John Collins for his support and Nick Carnival for his assistance with Captain Daronys. But I'd especially like to thank all seven members of the County of Urnst Triad, past and present, who gave me a green light on writing the concluding four modules of the Lordmaker saga.

Adventure Summary

Introduction: in which the players learn the details of the current situation, are given an opportunity to introduce themselves, and are allowed to purchase a few minor items.

Encounter One: in which the party is asked to perform a service for the County and for House Underley.

Encounter Two: in which the party fights either a band of cultists or a minor devil. In either case, they may find a significant clue, a fortune-telling card with symbol of *The Crossroads* printed upon it.

Encounter Three: in which the party meets Lord Nimar and is asked to defend Countess Belissica's tower until she can return from her travels.

Encounter Four: in which the party is able to pick up some equipment and then have long lasting enhancement spells cast upon them.

Encounter Five: in which they travel to the tower and prepare to defend it. Here they also meet Villiny, the Countess' groundskeeper/ butler/ servant.

Encounter Six: in which the Countess' tower is attacked by the yellow robed cultists of Vathris.

Encounter Seven: in which the Countess' tower is attacked by the army of the Lord of the East.

Encounter Eight: in which the Countess' tower is attacked by devils.

Encounter Nine: in which the Countess finally returns. The party heads back to the Palace, mission accomplished.

Encounter Ten: in which the party meets with Nimar once again and is offered the opportunity to undertake the final mission

Encounter Ten-A: in which the party has their only opportunity to purchase and make preparations for the following module.

Encounter Ten: The conclusion, in which the party prepares to be teleported to a location in the Brown Hills when the Palace comes under attack. The module ends in a cliffhanger, with the party uncertain as to its fate.

DM's Background

The Background for this module is laid out in detail in the introduction to be read to the players. Therefore it is not restated here.

Concerning Winds of Change

In Lordmaker 11: *The Winds of Change*, characters are asked to choose sides in the civil war between Countess Belissica and Lord Terarde Duncombe, the Lord of the East. Based on these choices they either received a tattoo of a Swan, showing them loyal to the Countess or of a Bull declaring them loyal to the Lord Duncombe.

This module can be played without any reference to the tattoos, but this module is written from the standpoint of forces loyal to the Countess and it is possible that at least some of the players will have the wrong tattoos (Bulls).

Before *The Crossroads* premiers, there will be a teaser posted on the County of Urnst websites graphically illustrating that the Lord of the East's forces are somehow directly allied with the infernal invasion. After it's posting on the Internet, this teaser will need to be added as an Adventurers' Handout 4 to be given to any character with a Bull tattoo. It will also make known an optional method of removing the tattoos, but this procedure will not be available until after the module, *The Lordmakers* is completed.

The roleplaying effects of the tattoos in this module are as follows:

Any character with a Bull tattoo will gain a +4 circumstance bonus on any Charisma based skill checks when dealing with the forces of the Lord of the East (Captain Daronys and his army). They will not be able to sway the Captain from his mission, but he will accord them more respect even though they seem to be fighting on the wrong side.

The tattoos radiate magically and are easily detected as such. Tattoos may be covered up, but since they are an identifying mark being used by the armies on both sides, they are difficult to hide; Disguise DC 15.

If the Disguise check is failed, the DM should make a note of it, but not tell the player that they didn't succeed.

The Household Wards and the War

The Household Wards

"the dimly flickering light glistens off the delicate silver swirls of the latticework of the window bracings, which contort into arcane sigils and glyphs designed to keep the darkness away..."

Three of the meta-orgs of the County, the Cygnet University of Arcane Arts, the Obsidian Conclave and the Divine College pooled their resources and devised

mildly enchanted lattice works of silver and cold iron which don't drive outsiders away, but cause them pain to view, similar to the effect of holy symbols to vampires. A home or building protected in this manner can safely be protected from most of the weaker devils roaming the countryside; 9 HD or weaker devils receive no SR against the effect and must make a will save DC 21 to approach a building protected in this fashion. Regrettably, the sudden demand for silver and iron drove the prices and scarcity of both far beyond normal levels. At the time of the module, there are still plenty of buildings unprotected, as well as quite a few devils that are capable of ignoring the wards and breaking into buildings. So these devices are only a stopgap, not a solution to the problem.

The War

During the first part of this adventure, as the characters move through the city, they should be given constant reminders of the war-torn destruction all around them and the strong sense of despair being felt by the common folk. The streets and shops are mostly deserted. Scavengers and looters, both human and animal roam the streets unchecked. Any townsfolk the party sees will be fearful of the characters and will avoid eye contact with them. Any goods sought will have their prices inflated two to three times. Occasional work parties will be seen taking away bodies or clearing the rubble from buildings destroyed during the devils' attacks the previous night but there is no new construction going on. The sounds of distant fighting can be heard from beyond the walls.

Introduction

Have the players fill out the Previous Module Chart (Appendix One). Once you have read the introduction box text, have the players read Adventurer Handout Five. This should give any player not familiar with the Lordmakers' plot line enough information to understand what is going on.

The common room of the Lady's Inn is dark, lit only by the dying embers of last night's fire coming from the fireplace. The wooden walls are draped in shadows, as are the shapes of your companions, sitting around the room silently waiting the dawn. The crackle of the fire brings back memories of this place; memories of songs sung, of the smell of sweat, ale and wood smoke, of great feasts, and heroic tales of heroes who boldly trod the land. But now the dimly flickering light glistens off the delicate silver swirls of the latticework of the window bracings, which contort into arcane sigils and glyphs designed to keep the darkness away. Outside, the sound of the

wind howls like a swarm of tortured souls tearing across the sky. But unlike other storms that have lashed the walls of Radigast City with their fury in years past, this storm is different. For while there is no gale blowing across the city tonight, the horrific sounds coming from beyond the walls of the Inn continue all the same.

The window shutters rattle briefly, but the wards hold firm and whatever is outside moves on in search of easier prey. Hands unclench from weapons and you all relax again. How long ago it seems that this all started when in truth it's only been a couple of years. Staring into the embers, the memories play out in your mind again . . .

Give out Player Handout Four.

Last night as you waited for the night to come, a madman came running into the inn screaming, "The end is near!" He was restrained and will be taken to one of the temples later today. But in one respect he may have been right. Even now with the coming of the dawn, the fighting at the city walls is starting up again. Today could well be the end, indeed!

It is a dark time for the County of Urnst and for Radigast City. After the sun sets, devils roam the streets seeking to cause disruption and terror for the inhabitants. After sunrise, the invading armies of the Lord of the East resume their assaults on the walls of the city. The only reason that the Lord of the East's troops haven't already taken the city is that most of his soldiers would refuse to be allied with devils. Therefore there is a predictable pattern of day assault / night assault that the defenders are able to gear their defenses towards.

The adventure begins in the Lady's Inn, an inn near the Merchant's Gate in the Southtown district of the city. Players who need supplies can attempt to purchase them from the innkeeper, **Boral**. He has a lot of supplies of all varieties that he has stockpiled because of the current situation. The players may buy any item from the PHB up to 40gp in value, but Boral will ask for double the cost of any items. He will stand firm on his prices and will not negotiate.

Encounter One: A Plea for Aid (EL 0)

The party will eventually get tired of waiting and will decide to exit the inn and go out into the streets. As soon as they state their intention to leave, the doors before them will open and five guardsmen in the livery of one of

the noble houses of the County will enter (Knowledge: Nobility and Royalty, DC 14 to recognize House Underley).

One of the guards will move over to the barred window while the second guard will move over towards the entrance to the adjoining kitchen. A third takes up station near the fireplace while the last two guards will take up posts flanking the entrance. (There are an additional five guards stationed outside as well).

After the guardsmen take their positions, a middle-aged man dressed in somber but expensive looking blue and gray clothing with a heavy fur cloak will enter the inn. He will piercingly stare around the room till he spies the party. Then he will stride purposefully towards them.

When he reaches them, the man (Lord Jacobis Underley) will greet one or more of the characters **by name**. Using the Chart that the players filled out during the introduction, the character(s) chosen should follow the following precedence:

1. Any character that has been in at least 3 of the preceding modules
2. A member of one of the listed Meta-Organizations
3. Any character that has been in at least one of the preceding modules
4. A paladin character
5. A cleric character
6. A fighter, ranger, or barbarian character
7. A rogue character

For instances 1, 2, and 3 Lord Underley will know of the characters by reputation from previous missions they have performed in the service of the County. It is entirely possible that he will know the entire party under these conditions.

For instances 4 or 5, Lord Underley will have been referred to them by higher level parties within their respective churches or organizations.

For instance 6, Lord Underley is in a desperate situation and was told by an informant that a powerful warrior could be found in this part of the city.

For instance 7, Lord Underley is the leader of the Underley Network, an organization of spies and agents who serve the Countess directly. As such Lord Underley will seek to co-opt the services of an able bodied rogue for the current situation by promising whatever reward seems suitable.

Note: The players may actually have met Lord Underley in several previous modules. These modules on the list have a ⑥ next to them.

Lord Underley will express great satisfaction in having located the character(s) and then will launch into his plea.

When the hilt gem of the half-orc Thar Grimmaw was taken by the Underley Network to Radigast City, somehow it was diverted into the hands of the Lord of the East. This caused me to fall from the Countess' favor and cast a shadow over my house and my organization. It is only now, when things seem to be at their darkest, that the opportunity to prove my loyalty once more has arrived.

Lord Underley is desperately seeking a group of mighty warriors who he knows can be depended upon to carry out a top-secret mission that could affect the fate of the realm for many years to come. Due to current circumstances, he can offer no monetary award for this service, only his gratitude.

Once the party accepts the mission, Lord Underley will give them a warrant from his house (Adventurer Handout One) and ask them to make their way as quickly as possible to the palace on the other side of town. There they are to present the warrant and ask to speak with Lord Nimar immediately. Nimar will give them further details of their mission.

If the party turns Lord Underley (or later Lord Nimar) down, the adventure will end.

Encounter Two: A Chance Encounter (EL = APL-2)

As the party makes its way across town, the devastation on the streets should hit them hard. The emptiness of the streets, the sound of rats scurrying just out of sight, the destruction of the homes and buildings should all be described to them in sufficient detail that it is obvious that the capitol of the County is in a very bad situation.

Note: Even if the party is capable of flying over the city, the DM should try to lure them into the encounter.

If the group takes the most direct route to the palace, they will pass through the Bluesky Market area of Southtown and pass several churches (of Zilchus, Fharlanghn, and Ralishaz).

In the market, they may again attempt to make purchases of standard items from the PHB or DMG (potions or scrolls) up to 300gp in value. Not much time should be spent doing this. The prices will be triple the standard book prices. A successful Bluff, Diplomacy, or

Intimidate (DC 18) will drop the prices to merely double normal, but that's as low as they'll go.

After the characters leave the market area and start moving past the temples, read

Moving closer to the palace, it is readily apparent that this part of town has drawn a great deal of the devils' recent fury. Once a beautiful avenue of the city, lined with parks and flowers, this street led to the temples of some of the faiths of the city. Now the once beautiful path ahead is a devastated and defiled ruin. Crushed stonework litters the street, the parks are dead and lifeless, the doors and entryways gape open and evil runes in Infernal are scrawled upon the surrounding walls. Not a living soul can be seen or heard.

Whether the party moves quickly through this area or tries to go around, have them make a Listen check, DC 12. Anyone successful will hear a chattering cackle coming from near the entrance to one of the temples. A Knowledge: Religion or Knowledge: Local DC 14 will identify it as the Temple of Ralishaz, Lord of Chance.

Nestled between what may once have been gambling houses are the ruins of a once prosperous temple. Sitting in the doorway of the temple is the body of a man wearing the vestments of a high priest. The body's left arm is nowhere to be seen, but its right arm is extended towards you, as if in supplication. Fallen from the corpse's right hand appear to be a large deck of playing cards lying facedown with ornate designs worked into their backings. Sitting in the corpse's lap is a small winged creature the height of a gnome with tiny horns and a long snakelike tail is perched there. As you watch, it plucks an eye from the face of the corpse with its claws, wraps a forked tongue around it, and gobbles the eye down with lots of smacking sounds. Then it begins cackling again.

The dead cleric's name was Febritz. He was slain last night when the temple was assaulted by a determined force of devils. The characters can bypass this scene or they can attack the creature, a devilish imp that has been set to watch for their passage. If the imp is approached, it will try to escape into the temple proper. There its guardians, yellow robed members of the Cult of Vathris are lying in wait to ambush the party.

APL6:

☞ 1 Imp: hp 13, see Appendix C

☞ 4 Cultists: hp 10, see Appendix C

APL8:

☞ 1 Imp: hp 13, see Appendix C

☞ 8 Cultists: hp 10, see Appendix C

APL10:

☞ 1 Imp: hp 13, see Appendix C

☞ 8 Cultists: hp 14, see Appendix C

APL12:

☞ 1 Imp: hp 13, see Appendix C

☞ 12 Cultists: hp 21, see Appendix C

If the cult members are taken alive, they will refuse to speak any language other than Flan. But even then, they have no information of importance to the players.

If a player states that she looks at one or all of the cards that were held by the dead cleric, give the players Illustration One: The Crossroads and inform them that this is the first card in the deck they see.

A Knowledge: Local or Bardic Knowledge check DC 12 will reveal that the deck is a fortune telling tool used by the clerics of Ralishaz (similar to a Tarot deck).

A second Knowledge check (also DC 12) will reveal that

The sign of the Crossroads represents a great choice that must be made or a major paradigm (para-dime) change coming soon in the viewer's life.

The remaining journey to the Palace will be uneventful.

Encounter Two (second option)

If the party takes an indirect path to the Palace, instead of finding the cleric they will spot a poor fortuneteller lying dead in an alleyway, again with the cards lying in plain sight. There will not be an imp lying in wait with cultists. Instead a half-fiend will pounce on them from the rooftops as they check the body and the cards.

APL6:

☞ ½-fiend Dire Wolf: hp 57, see Appendix C

APL8:

☞ ½-fiend Dire Tiger: hp 56, see Appendix C

APL10:

☞ ½-fiend Monstrous Gargantuan Centipede: hp 78, see Appendix C

APL12:

☞ ½-fiend Monstrous Gargantuan Spider: hp 120, see Appendix C

Encounter Three: Not the Nimar We Knew (EL 0)

Upon arrival at the palace, the characters need only show their warrant to be ushered upstairs into the presence of Nimar Chrysale Gellor, Lord of Dosseldorf.

A tall man wearing wizard's robes, Lord Nimar, greets you at the door. The office that Nimar is working from is several floors up and lies near the Countess' personal chambers within the palace. The room is tastefully decorated and is a large open 40 ft. wide square. In addition to the door you entered from, there are also doors to either side. The back wall of this room has several large windows overlooking the city, through which several pillars of smoke can be seen, emerging from both inside and outside the city walls. In the center of the room is a desk with a small couch and several chairs pulled up in front of it and one chair behind.

Nimar will ask that the characters be seated.

As you sit down, a cat jumps up onto the desk and carefully stares directly into each of your eyes. As Nimar sits down behind the desk, it occurs to those of you who may have met him in previous days that the grim wizard seated across from you has ruled this city in all but name for several months now. There is almost no resemblance to a goofy mage who stepped out of a halfling's fireplace with his robes on fire once upon a time. In a quiet voice Lord Nimar begins speaking.

"As you know, it is common knowledge that Countess Belissica has been gone from the City for several months now. What is not common knowledge is where she has been.

We now know that the two gemstones, the Crone Amulet and the Hilt Gem, had independent spirits trapped within them. Both of these spirits were once spellcasters in the time before the Suel invasion millennia ago. One was a divine high priestess, the other a powerful Ur-Flan wizard. When the two gems were reunited, the spirits inhabiting them were released and took possession of two individuals who were standing nearby. The Hilt Spirit seized control of Terard Duncombe and all of his actions from that date to this have been the actions of the Hilt Gem spirit. This spirit has since taken control of the Lord of the East's armies and has split the County from within into civil war in an attempt to seize power.

On the other hand, the Crone spirit possessed the Countess. I've recently discovered that the spirit

of the Crone opposes the Hilt spirit and has been actively seeking a way to thwart him all this time. To that end, several months ago, Belissica traveled to the lands once controlled by the Lord of Tehn. There she discovered a possible means by which to resolve the current crisis.

Our problem now lies in the situation outside the city. The forces of the Lord of the East prevent anyone from leaving or entering and the emanations of the Tovag are still blocking Teleports for Belissica's instant return to the city. So, the Obsidian Conclave has researched the problem and has determined a means to circumvent these emanations. We have arranged to open an area to magical transport that is well known to the Countess, the tower where she lives and used to spend most of her time. What we don't have are the forces necessary to keep the area secure until she will be able to Teleport back from Tehn.

Can you help us with this?"

If an observant player should ask whom the other spirit possessed, Nimar will pointedly ignore the question.

Encounter Four: The Industry of a Nation (EL 0)

If the party accepts, Nimar will pull a small bell from the desk and ring it. A halfling wearing leather armor with one arm in a sling will emerge from the door to the right.

"Ronco, they have accepted the mission. Please escort them to supply, then to the clerics and then on to the Countess' tower."

Ronco Weathertoe is a halfling shopkeeper in Dosseldorf that players may have met in the Crystal Springs series of modules. He was wounded in the fighting outside the East Gate and is waiting for a cleric to be available to cast a *Cure Critical Wounds* on him (anything less will be insufficient). If a player offers, he will express his thanks but will suggest that they might want to hold onto their spells for now.

Ronco leads the group down several flights of stairs and into the main reception hall of the palace. This is a huge vaulted stone chamber complete with grand stairways, expansive stained glass windows, and huge oaken double doors at the main entrance. But instead of the stately chamber where the Countess sometimes sat and held her court, it is now a major staging area for the defense of the city. Large groups of men move in orderly files around the room, guards stand at the

ready, and the entire chamber bristles with enough supplies to outfit a small army.

Note: Don't let the players spend too much time here, but anything the party needs in the way of provisions, ammunition, weapons, armor or magic (that they have access to) will be readily made available to them, free of charge, up to 100 gp in value per character. This is an individual total: the party is not allowed to "pool" their allowances to increase their "purchasing power".

Important: If any of the players have any of the influence certificates from year one, year two or on year three AR's listed on **Appendix A**, these may now be "cashed in". Each influence point expended in this fashion adds an additional 200 gp to the free equipment they may now receive. The equipment obtained in this manner must be regularly available to the player characters; anything from the Player's Handbook, access to items from previous AR's with the frequencies of Any, Regional or Adventure (as long as the adventure was in the last three AR's), or magic items that the character would normally have access to.

Note: Additional copies of Adventurer's Handout 2 should be made in advance to streamline this process.

This offer must be taken advantage of immediately, before the game continues.

Next Ronco will lead them to a small side chamber. Within wait several men and women dressed in clerical vestments to Heironeous, Pelor, Celestian, Xerbo, Olidammara, Tritherion, Yondalla, and others. Ronco will suggest that each character kneel for a blessing. Then he steps back. (A cleric for whichever deity a character asks for should be present.)

As each cleric invokes his or her deity, two others clerics step up flanking you to either side. After a surreptitious nod from Ronco, they ask in unison for the deity's blessing upon the party's venture and then in an oddly disharmonious chant, they begin to cast a group spell that seems both familiar to you and yet unlike anything you've heard before. Then the casting ends and the blessings are complete.

The clerics have cast a unique spell, *Blessings of the Deity*, on the party. The effect of the casting is an enhancement bonus in three of each character's stats: one increases by +5, one by +4, and one by +3. The receiving characters may choose which of their three stats receive which increases. However, unlike the standard 2nd level 3.5 enhancement spells, the duration of the blessing is for the next 12 hours!

Note: If raising a stat would grant additional bonus spells, these spells can be chosen immediately.

Ronco signals two men and a half-orc dressed in robes standing nearby to follow him and says to you, "This way."

Encounter Five: The Tower Preparations (EL 0)

Ronco introduces the three wizards, **Larendon**, **Moesius**, and **Kurl** and explains that they will be responsible for the spell to allow the Countess' return. Then Ronco leads the party to the Countess' Tower. The trip takes about 15 minutes moving through the back alleyways of the war-torn city.

If asked, Ronco will explain that if the forces of the city were to station a large number of troops in the tower, it would call too much attention to the area. So instead it was decided to leave the defense to a small number of "highly effective" operatives instead. The decision was also made to give the Underley Network the opportunity to correct its previous errors and prove the organization's worth once again. That's why the party is here now.

☛ Larendon, Moesius and Kurl: Wiz9; hp 34, 42, 49.

These three wizards might occasionally toss a Magic Missile at an approaching enemy, but will stay away from combat as much as possible, making themselves comfortable in the rooms of the Countess' tower. The party will need to keep an eye on them, but for the most part they will remain in the background. When the time comes, at the end of the day, Belissica will Scry them, signaling her return. Detecting the Scry, they will go to the courtyard and cast a special three-part *Dispel Magic* that will free a 10 ft radius circle from the effects of the *Dimensional Anchor* affecting the entire county.

DM's Note: This module is *very* combat driven. As such, Ronco and Valliny (below) are the only true role-playing characters of the module, as they are the only NPC's that the players will really get to interact with for more than a few minutes. They should therefore be played up as much as possible as long as they don't detract from the rest of the adventure. Both of them are actually quite friendly and should make positive impressions on the players.

Ronco leads the party and the three wizards to the Tower (give the players Adventurer Handout Three) and rings a bell at the gate. After a few minutes an elderly gnome will open the gates for them. Ronco introduces the party to the gnome, **Valliny** (the emphasis is on the second syllable, like vanilla), and then departs to return to the palace. The defense of the area is now completely in the players' hands. **(This should occur near the 1 hour, 15 min mark.)**

The Countess' Tower and Environs

Valliny is an elderly gnomish groundskeeper/butler/servant that the Countess maintains to keep everything looking nice and neat. He's crotchety and set in his ways, but he understands that the characters are here to defend the tower and will cheerfully open locks or give the players information on any part of the tower except for the upper levels. He is fanatically loyal to the County and the Countess.

🧝 **Valliny** Gnome, LG, Exp12, 27 hp.

Valliny also has several "special" items that he's kept hidden in his room that he will make available to the characters to be used in the defense of his lady's Tower (listed in Appendix B).

These items include

- 20 +2 arrows
- an arcane scroll with *Invisibility*, *Dispel Magic*, and *Greater Magic Weapon*, all scribed at 12th level
- 3 potions of *Cure Serious Wounds*
- a ring of *Feather Falling*
- a Robe of Useful Items with the following patches remaining: 1 bullseye lantern, 2 sacks, 1 scroll of color spray, 1 bag of 100 gp., 1 window, and 3 pits
- a brass *Trumpet of The Swan* (see the AR), which will summon 6 3rd level paladins: AC 18, 28 hp. +5 melee, damage 1d8+1. They can lay on hands for 12 points each and have all other abilities as 3rd level paladins. They last until they are slain or until 1 hour passes. (**Note:** the trumpet can only be used by a character with familiarity with all martial weapons, by a bard or by a character with 3 ranks in Perform, Wind Instruments, similar to a *Horn of Valhalla*). The command word to the Trumpet is *Belissica*.

Naturally, anything left after the Countess returns will have to be given back, but Valliny will let them "borrow" the stuff in the mean time.

Note to DM: Valliny will not directly get into any battles, although he should be present for the remainder of the module. He really is getting too old for that kind of thing. In each conflict he should be present just "off stage", running messages, being a lookout, or doing whatever else the party requires of him. Also, Valliny is not really Valliny. But he has sufficient non-detection spells active and already in place on him before they arrive that the players will have **NO** way of finding this out until the boxed text at the Conclusion of the module. It's all about layers within layers within layers . . .

1. The Grounds

The Countess' Tower is an impressive rectangular tower of white granite reaching 80 feet into the sky. From the ground, several large open windows are easily visible leading to the upper four floors. The tower also includes a large walled interior courtyard. Between the inner courtyard and the front gate is the Administrators Circle, where many of the high level decisions regarding the County take place. The rest of the outside grounds surrounding the walled courtyard have multiple well-tended flowerbeds and several small groves of trees. There are paths leading between many of the gardens and around the tower and there is a large circular pond near the entrance that has dozens of small multi-colored fishes swimming within. A 12 feet high, black iron fence surrounds the edge of the grounds. The lethal looking spikes at the top of the fence are offset by beautiful 8 feet high rosebushes growing up around both sides of the fence and dozens of ivy vines twisting through the upper bars. In the front is a sturdy black metal latticework double gate with a complex locking mechanism.

Any PC opening the gate without the key needs to make an Open Locks check, DC 22. Failure to unlock the gate engages several additional locks that increase future Open Locks attempts to DC 32. In addition, an initial failure also triggers two alarm bells, one on the Countess' library level in the tower, and the second in the Main Reception Hall in the palace.

Invaders attempting to scale the perimeter fence must make two Escape Artist checks at DC 20, and a Climb check DC 18 to get past the rose bushes, the spikes and then the rosebushes on the other side. Each failure results in 1d6 points of damage from either thorns or spikes and also has the culprit being entangled in the bushes or hung up atop the (razor edged) fence.

The remainder of the grounds is peaceful and relaxing to walk around in. They are intended as a place for Belissica to relax in, rather than a fortification.

2. The Inner Courtyard

The walls surrounding the courtyard are 16 feet high and are constructed of solid stone. The entrance to the courtyard is a set of heavy, oaken doors engraved with the seal of the House of Gellor. The two flanking towers (a) are 20 feet high and have high enough external walls on top to provide ¾ cover to archers or spell casters on the top platforms. Inside the courtyard a 12 feet high stone

catwalk borders the walls. There is a high enough retaining wall around the edge of the catwalk (two foot) that anyone on a catwalk has $\frac{1}{4}$ cover from ranged fire from within the courtyard. Due to the outside walls, they also have $\frac{1}{2}$ cover from ranged fire from outside the courtyard. At the ends of the catwalks are short stairways leading up to the flank towers.

The ladders leading up to the catwalk are light enough that they can be pulled up behind defenders to prevent attackers from having easy access.

Beneath the catwalks are storage crates and multiple racks designed to hold water casks or grain/food barrels in case of siege. They are all currently empty, since the Countess left the city long before the local situation developed and never got around to filling them.

The two corner towers (b) are 50 feet high and have no obvious means of entrance, although the upper two levels have numerous arrow slits giving defenders $\frac{9}{10}$ cover and a commanding view of the entire area.

3. The Tower Entrance

The door to the tower is ironwood. Beyond the door is a 10 ft. by 25 ft. chamber with large white marble floor tiles. A grand white marble staircase lined with statues leads up to the next level while doors lead to the common areas on this floor.

The northwestern door is locked (DC 25) and leads to a staircase down providing underground access to the final two guard towers (area 6). The other two doors are not typically locked, although they can be (also DC 25).

4. Meeting Room

This room has a large table surrounded by seven comfortable chairs. It is the room used by the Countess when she invites people to private meetings with her in her home. Inset into the east wall is a fireplace for when the evenings get chilly. Several personal knickknacks sit upon the mantle; small illustrations of relatives, small pewter animal figurines and the like.

5. Villiny's Quarters

This comfortably accoutered room is the dwelling place for the Belissica's butler/servant Villiny. In addition to a large cabinet where he keeps several 'special' magic items (see above), there is also a comfortable bed, a desk covered with paints and brushes, several small chairs, a painting easel, a chest of drawers and several paintings of landscapes hanging from the walls. Also hanging from the walls are hooks where Villiny keeps his gardening

equipment stored. Everything in the room is neat and well kept.

6. The Tunnel

The passage leading to the stairs has several dozen weapons hanging from hooks on the walls. The stairs down lead to a tunnel that runs 20 ft. below the courtyard. The tunnel is 5 ft wide and 6 ft high and ends in a 20 ft by 20 ft chamber underneath the two corner towers. In the center of these chambers are staircases spiraling upward through the center of two storage levels and then through the two top levels with 6 arrow slits (6 inches wide providing $\frac{9}{10}$ cover) each. The third level is 30 ft high and the top level is 40 ft high. The walls and floors of the towers are uniformly 3 ft thick. The two corner towers also have solid stone ceilings, so that the only access is through the tunnels.

This makes both towers good defensive positions with excellent views over the entire area. However, if attackers were to come through the tunnels, any tower defenders would be trapped and unable to escape.

The Upper Levels

The second level of the Countess' tower holds her main dining hall and kitchen.

The staircase to the third level is blocked by a stonewall and is guarded by a statue of a gargoyle. The gargoyle will only reveal the passage upwards if the password (the name of Belissica's first lover) is whispered in its ear. The players have no means of knowing this or finding this information out within the space of the module. In addition the upper windows are lethally warded with *Flesh to Stone* spells (Fort save, DC 22) against unauthorized entry, a point Valliny will be quick to point out if necessary.

The players should be unable to gain further access, but just in case.

The third level is Belissica's library.

The fourth is her sewing room (hey, everybody needs a hobby).

The fifth is her bedroom.

And the sixth and top floor is her casting chamber.

Beyond the Gate

The Countess' tower is in a spacious, well to do neighborhood. The nearest neighboring buildings are 60 ft distant or more from the iron gates. However, the rosebushes and vine-covered fence will make it

impossible for anyone to see incoming intruders unless they are watching from the top floor of the corner towers (b), or are flying overhead.

DM's Notes on Encounters Six, Seven and Eight

The party has been given powerful magic items to use, enhancements through the *Blessings of the Deity* spell, and a strong defensive position to hold.

The Cultists are challenging, but are merely the warm-up act for the two following main events. These fights should be brutally tough but eventually winnable contests that test the mettle of all the characters involved.

Encounter Six: The Tower Defense, Part I – The Cult of Vathris (EL 8)

The party should arrive at the tower at around 10 in the morning. They should be given plenty of time to make whatever plans or preparations they need to defend the area.

At around noon the cultists will start coming over the walls. They are wearing yellow robes and over 50 of them will approach as stealthily as possible and will try to make their way in through the fence in the southeast corner. Most of them get caught on the fence or in the bushes, but a few actually make it past the fence, drink *Invisibility* potions, and move into the outer grounds.

APL6:

☞ **Cultists (12):** hp 20, see Appendix C

APL8:

☞ **Cultists (12):** hp 20, see Appendix C

APL10:

☞ **Cultists (12):** hp 20, see Appendix C

APL12:

☞ **Cultists (12):** hp 20, see Appendix C

Tactics: the cultists are only 2nd level opponents. But they are hyped up on several powerful drugs that will grant them significant advantages for a short time (one hour). Therefore their characteristics are grossly disproportional until they are slain or until they run out of steam. At the end of an hour (if they survive) they will fall unconscious for 2d6 hours as their bodies recover.

In addition, they all have poisons on their blades and several of them have potions of *Invisibility* that they will use to best effect. Allow PCs that are watching for attackers a Spot Check (DC 20) to see the bushes moving

frantically as if someone was in caught in them. After all, 50 have come over the wall but only 12 get to the PCs. Otherwise, the Cultists get the surprise.

Encounter Seven: The Tower Defense, Part II – But You're the Enemy! (1 hour fight – EL = APL+2)

After the cultists are beaten off, the party will have a short break of two hours game time.

Then a real problem arrives.

As the time passes the sounds of distant fighting begin to grow louder and louder. It sounds like some of the Lord of the East's troops may have successfully entered the city. Around 2:30 in the afternoon, a party of armed foot soldiers dressed in plate mail approach the front gate and demand entrance.

The squad of 6 soldiers are led by **Captain Daronys**, a Champion of Heironeous, Paladin of the Right, Knight of the Swan, and Commander of Terard Duncombe's personal guard. A Knowledge, Nobility and Royalty check DC 12 by any character asking will establish that Daronys is whom he says he is.

Daronys will demand that the players relinquish their post and surrender themselves to him. He will show them mercy and see that they are escorted under guard to a location where they will be able to safely await trial for their crimes against the County.

If a player announces himself as a paladin or also a worshiper of Heironeous, Captain Daronys will greet them with respect and offer them parole and the safe treatment of their companions. But he is under the lawful orders of the true Lord of the County and the party must surrender to him or face the consequences.

At this point the group faces a difficult choice. If they surrender, they will be stripped of their items, placed under heavy guard, and escorted from the city to await trial, and the module will end immediately. On the other hand, Daronys will not forsake his sworn duty under any circumstances and with a stout heart and a kind hand he will do his best to best the enemies of his master. The choice is an easy one, from his perspective. The party must surrender. Any other decision is wrong and therefore criminal.

A cleric offering a *Zone of Truth* spell will be informed that clerics of Heironeous will be available at the trial, and that the truth will come out then. Until then he will remind them that they are at war and he will

not be deceived by a trick. Then he will insist on the party's surrender again.

One possible solution would be a duel between Daronys and one of the party members. Daronys won't suggest this, but a "Trial by Combat" to unconsciousness or to the death would be an acceptably honorable solution for him.

Note: Just before approaching the Countess' tower, Captain Daronys drank a potion of *Heroism* and applied an oil of *Keen Edge* to his sword, just in case. The potions will only last 50 minutes, but he chooses to err on the side of caution, in case he's attacked while parleying.

The honor guard is ceremonial and will avoid fighting.

If the party refuses to surrender, Daronys will attempt to depart, but will return 20 minutes later with a large group of soldiers, a heavy catapult and a ram to batter down Belissica's doors.

Each round, the ram will do 2d6+10 damage per hit. The stats of the gate and doors are:

	Hardness	Hit Points
Outer Gate	10	30
Hvy Oaken doors	5	30
Ironwood door	5	40

Additionally, as the soldiers of the East go down, 1st level expert types (medics with Heal skills of 4) will dart in and try to pull the dying troops out of the fighting. There they'll administer Cure Light Wound potions and put the troops back into the fight. This should give the players another moral dilemma to face as well. Do they massacre the non-combatant medics as well?

Note: The attacking army will break and retreat if **either** Captain Daronys **or** all of his personal squad leaders fall, therefore the EL is based on one or the other. **As each squad leader falls, his troops will fall back until they can join up with a different leader.** These individuals should be the obvious leaders for the attacking army and therefore they should be the party's obvious targets, not the dozens of pesky 1st level warriors running all over, tearing the place apart.

The Lord of the East's Forces

If the PCs attack Captain Daronys and his honor guard:

APL6:

☛ **Captain Daronys:** hp 51, see Appendix C

☛ **Honor Guard (6):** hp 12, see Appendix C

APL8:

☛ **Captain Daronys:** hp 68, see Appendix C

☛ **Honor Guard (6):** hp 12, see Appendix C

APL10:

☛ **Captain Daronys:** hp 93, see Appendix C

☛ **Honor Guard (6):** hp 12, see Appendix C

APL12:

☛ **Captain Daronys:** hp 122, see Appendix C

☛ **Honor Guard (6):** hp 12, see Appendix C

OR

If the PCs wait for the full attack:

APL6:

☛ **Squad Leaders (6):** hp 31, see Appendix C

☛ **Infantry (40):** hp 9, see Appendix C

☛ **Medics (6):** hp 8, see Appendix C

APL8:

☛ **Squad Leaders (6):** hp 52, see Appendix C

☛ **Infantry (60):** hp 9, see Appendix C

☛ **Medics (6):** hp 8, see Appendix C

APL10:

☛ **Squad Leaders (6):** hp 61, see Appendix C

☛ **Infantry (80):** hp 9, see Appendix C

☛ **Medics (6):** hp 8, see Appendix C

APL12:

☛ **Squad Leaders (6):** hp 70, see Appendix C

☛ **Infantry (100):** hp 9, see Appendix C

☛ **Medics (6):** hp 8, see Appendix C

Mass Unit Tactics: Instead of trying to maneuver hundreds of miniatures (or jelly beans or M&Ms) in this battle, the author recommends using 4x6 note cards to represent units of 20 men each (3 rows of 6, with 2 more in the 4th rank). Individual miniatures can be pulled out when appropriate, but large troop movements will be much easier to handle.

In addition, rather than rolling dozens of d20's every round and trying to keep track of every single thing occurring over the entire battle field, the DM should focus on the fighting where the player characters are present and tell the rest of the battle as a side note.

Finally, when a character is attacked by large numbers of troops (using bows for example), determine hits as follows; assume EXACTLY average dice rolls. If the character has an AC of 18, then every 20 shots will normally result in 3 hits. 40 shots will equal 6 hits, etc. If the character has an AC of 20 or higher, then every 20 shots would normally result in a hit because natural 20's always hit.

But next, instead take the number of hits and roll that type of die to determine how many hit. For example 40 archers fire at Ook the Barbarian who has an AC of 19. Normally **four** would automatically hit. But instead, now roll a **four**-sided die to determine the number of hits and use that number instead. (The possibility of critical hits should be ignored for these calculations.)

Determining hits in this manner will speed up the combat but still keep an element of chance in the game as well as let the DM roll some dice behind the screen instead of just doing automatic damage every round to the heroes.

The ground troops can be considered to have whatever common siege equipment they might normally need (scaling ladders, ropes and grappling hooks, etc) to storm the walls on all sides.

Archers firing blindly into the courtyard will still miss targets under good cover. In addition, archers will not fire into the courtyard once their own troops have broken in. Instead they will wait, holding their action, until an enemy pokes his head out and then fire.

Note: The army will react intelligently to the actions and capabilities of the characters. After the first fireball, the units will move into an extended formation to reduce casualties and no more than one squad of twenty should ever be hit by a given area effect spell.

Note on Timing: An hour has been allocated to this encounter. But it will need to move quickly or the fight will quickly bog down. The DM will need to enforce combat discipline on the players. When it is their initiatives, the players **must** be ready with their actions or risk being skipped over till the following round.

Specific Tactics: The EL of this encounter is based on the initial encounter with Captain Daronys **or** on defeating his Squad Leaders during a large-scale battle. The smart move will be not to let Daronys reinforce, but

if they choose to let him walk away, the additional troops are a role-playing consequence of the PC's actions.

The Infantry are 1st level warriors in studded leather. In addition to their melee weapons, the soldiers are also armed with bows and will be firing massed volleys at range to try and penetrate high PC armor classes. They have 8 hit points each and will be cannon fodder before the characters' *Great Cleave* attacks and *Fireballs*.

Daronys will place the heavy catapult between two other houses 300 yards away. It will not be able to target specific individuals. Firing from over 800 ft away, it will fire at obvious targets (like the towers) for the first half of the battle and then stop firing. (In *The Making of a Lord*, loyal forces attack the siege engine's crew part way through this very fight, taking it out.)

The catapult automatically fires once every five rounds. It hits on a natural roll of 12 or better on a d20, spraying rock fragments in a 10 ft radius and doing 4d6 damage (Reflex save DC 20 for half). Against the structure of the fortress, the damage is halved, but it automatically ignores hardness.

Author's Note: This is the fight that should justify the blessing the party received from the clerics and Underley's faith in them. It should be a good, sustained, wide-ranging battle, possibly adding additional low-level troops into the fight as needed to present any party with a sufficient challenge. It should also be a good opportunity for 6th, 8th, 10th, or 12th level characters to really cut loose on the invading army. Until the end of the battle, there should always be more first-level enemies for them to butcher. Eventually, the group will either take out Captain Daronys, his squad leaders, or else the battle should eventually wind down (and move to other parts of the city as other forces arrive to take the pressure off the tower).

Encounter Eight: The Tower, Part IV – Dusk (30 minute fight - EL)

After the Lord of the East's army is pushed back, a messenger from the palace (alerted by the destruction of the gate) will arrive.

"We've pushed the Lord of the East back out of the city, but it seems that the Countess has been delayed. But she's on her way! Please! You must hold the tower open at all costs!"

Several hours later, the sun begins to dip lower in the sky. The countess still has not arrived. As the sun edges closer and closer to the horizon the sounds of

distant screams once more begin to be heard on the wind as twisted shapes begin to fill the sky.

At this point the party should be giving serious thought to moving inside either the main tower or to one of the corner towers so they are not obvious targets. If they do so, they will not be caught flatfooted by the final attack. A player choosing to remain outside risks being attacked on multiple sides as the devils come flying down to attack.

APL6:

➤ **Advespas (3):** hp 30, see Appendix C

APL8:

➤ **Winged Bearded Devils (3):** hp 45, see Appendix C

APL10:

➤ **Winged Hellcats (3):** hp 60, see Appendix C

APL12:

➤ **Malebranche (3):** hp 168, see Appendix C

Tactics: this is the final battle of the module. As such, the DM should force the battle indoors and do everything possible to strain the remaining resources of the group. While not as trying as the previous battle, it should still be a stiff fight.

Encounter Nine: Some Comments Concerning Women Being On Time (EL o)

Just as the battle against the devils is ending, a brilliant flash of light illuminates the courtyard. "She's here!" screams Valliny and he runs out into the night.

If the party moves out into the courtyard, they will see the following:

The three wizards seem to be putting candles and other spell components away while Valliny is kneeling before the Countess Belissica weeping tears of joy. She is standing in the center of the courtyard, surrounded by what seem to be a dozen heavily armed mercenaries from Tehn. Even from here, it's easy to make out her shocking glare as she surveys the carnage of her personal property.

In front of a column of troops, Nimar appears at the gates and moves quickly over to the Countess. She listens to him briefly and then begins to make her way out the gate and head towards the palace, trailed by Valliny and her entourage.

Nimar motions for you to follow and then moves quickly to catch up with Belissica as she heads towards the palace.

It is assumed that the party will quickly follow. After all, there are devils roaming about the streets.

Encounter Ten: The Final Briefing (EL o)

The trip back to the palace is strangely uneventful. As the party arrives at the palace, the Reception Hall is a beehive of activity. Everyone seems to be ignoring you as some of the soldiers try to clear all the equipment out of the place while others are setting up candles and braziers near the center of the room.

If the party heads over to the center of the chamber, it looks like a group of wizards and sorcerers are busy inscribing a large 20 ft diameter casting circle in the center of the room using chalks and pigments. Everyone is too busy to give out any details other than the fact that their orders came down from the top and that everything has to be ready by morning.

Valliny has also been left to his own ends, so he will tag along with the party until they find out what's up.

After twenty minutes, a runner comes to bring the characters before Nimar again. Once they're gathered in his office,

Lord Nimar speaks, "I want to thank you for a difficult job well done. For what it's worth, I've seen the report of some of the opponents you faced. I am proud to have you working for the county, the Countess, and I."

He pauses for a minute and looks at you, as if trying to reach a decision.

Pause, and look each player in the eye. Then continue.

"It seems the County has need of you again. It will be a very difficult task and some of you may not survive, but we cannot continue as we are. If you should fail, the County as it exists today will cease to be. What do you say?"

This is the make or break point for part two of this module *The Lordmakers*. Once they start down the path, they are committed. If the party refuses the mission, Nimar and Belissica will find someone else and the final module should not be made available to the players/characters.

After the party agrees to the next mission, Nimar will begin the final briefing.

Give out Adventurer Handout Five.

Again, Nimar will refuse to confirm the identity of the person possessed by the Crone (although it may be obvious to some of the players by now). He has no idea how Ferben Grasch has managed to survive all this time. Maybe the cleric used a suspended animation spell? (This is because the Crone has kept this information a secret till the very end).

Encounter Ten-A: Shopping Spree (EL 0)

At this point, hand out the AR's and GP gained for this adventure (but don't sign them or fill in experience yet) and allow the players to make standard purchases in preparation for the final module, *The Lordmakers*. They need to try to anticipate what they may need because they will not get a chance to buy potions or scrolls in preparation for the next module otherwise.

Then proceed to the final encounter.

The Great Ceremony (and Conclusion)

The characters are able to rest, heal, re-learn spells, etc. with no problems. The next morning they are brought to the Main Reception Hall one final time.

As you enter the Reception Hall, it bears almost no resemblance to what it looked like yesterday. The sun gleams down through the multi-hued stained glass window of a swan on a green field high overhead, casting a rainbow of colors over the casting circle. Ringed around the circle are Belissica, Nimar, and sixteen other casters who all bow somberly at your entrance. The rest of the large chamber is filled with ranks upon ranks of the finest warriors of the County. As you pass them down the center aisle, a command is given. With a ring of steel, every weapon clears its scabbard and is raised in salute.

As the party makes its way to the casting circle, the ring of wizards will open up allowing them to step inside. Then in a low murmur, the wizards will begin to chant. From just beyond the circle, Valliny will give the group a wave and a thumbs-up gesture.

As the eighteen wizards continue to chant, their voices gradually rise in a great crescendo of magical power. Sparks begin to swirl up from the glowing sigils burned into the stone beneath your feet. In the distance you start to make out a cavern with a

pedestal with strange symbols carved into the face slowly becoming visible.

With a tremendous roar, the entrance doors to the Great Hall suddenly shatter into splinters! To the sounds of battle cries, the armies of the Lord of the East begin rushing into the Hall, only to be stopped by the massed troops of the Countess. Chaos erupts as the sound of steel on steel threatens to drown out the words of the spell being cast.

After a few moments, CRASH! The great stained glass window high above shatters into a million pieces and all manner of flying infernal creatures begin to pour through the opening.

Belissica and Nimar exchange a look.

Then Belissica shouts "Good hunting to you!" and the Countess of Urnst steps backwards out of the circle of casters. The ends of her staff begin to crackle with power as she raises it and turns to face the wall of incoming fiends alone. Lord Nimar also steps out of the circle and turns to face a squad of knights in heavy armor charging towards you with their swords and axes raised high. The volume of the chanting diminishes a bit, but then returns again at full strength once more. A great wind begins blowing around and around the circle and power charges the air.

Ask for all the players to make a Spot check (DC 15) and a Spellcraft check (DC 23). Make a note of any who succeed at both.

You all see Valliny give you another thumbs up and a smile. Then his face darkens to a deep red. Horns sprout from his forehead while enormous bat-like wings emerge from behind his shoulders and he expands in size until he dominates the room. With the cacophony of a thousand screaming souls Valliny speaks a Word of Power and the Teleport goes off in a blinding flash of light.

TO BE CONCLUDED in Lordmakers 15, "The Lord Makers"...

After the module ends, quietly tell (or pass a note to) any player who made the Spot check DC 15 combined with the Spellcraft check, DC 23 that Belissica seemed to be casting a high level divine spell, *Horrid Wilting* on the devils. But ask them to keep it a secret until the beginning of the next module.

Note to DM: While this is not a 2-part module, any character that finishes this module by being teleported away, MUST complete the companion module *The Lord Makers* before playing another adventure. With the

conclusion of *The Crossroads*, the adventurers have been transported off of Oerth entirely and have no means of returning otherwise.

By doing it in this fashion this allows characters to gain experience and possibly advance in level one final time before going into the second half of the adventure.

If a player chose not to accept the mission, make a note on their AR. They will never be able to play the final adventure of this series.

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 Two

Defeating the cultists or the devil.

APL6 120 xp; APL8 180 xp; APL10 240 xp; APL12 300 xp;

Encounter Six

Defeating the Cultists' attack.

APL6 180 xp; APL8 180 xp; APL10 180 xp; APL12 180 xp;

Encounter Seven

Defeating the attack of the LOE's army.

APL6 240 xp; APL8 300 xp; APL10 360 xp; APL12 420 xp;

Encounter Eight

Defeating the final devil attack.

APL6 180 xp; APL8 240 xp; APL10 300 xp; APL12 360 xp;

Discretionary roleplaying award

APL6 180 xp; APL8 225 xp; APL10 270 xp; APL12 315 xp;

Total possible experience:

APL6 900 xp; APL8 1125 xp; APL10 1350 xp; APL12 1575 xp;

Encounter	APL6	APL8	APL10	APL12
Two	120	180	240	300
Six	180	180	180	180
Seven	240	300	360	420
Eight	180	240	300	360
Roleplaying	180	225	270	315
Total				
(Total Possible)	900	1125	1350	1575

Treasure Summary

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

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

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

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

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

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

Encounter Two: A Chance Encounter

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL 6: L: 50 gp; C: 0 gp; M: 0 gp

APL 8: L: 50 gp; C: 0 gp; M: 0 gp

APL 10: L: 50 gp; C: 0 gp; M: 0 gp

APL 12: L: 50 gp; C: 0 gp; M: 0 gp

Encounter Six: The Cult of Vathris

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL 6: L: 600 gp; C: 0 gp; M: 450 gp

APL 8: L: 600 gp; C: 0 gp; M: 450 gp

APL 10: L: 600 gp; C: 0 gp; M: 450 gp

APL 12: L: 600 gp; C: 0 gp; M: 450 gp

Encounter Seven: But You’re the Enemy

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL 6: L: 1600 gp; C: 100 gp; M: 1200 gp

APL 8: L: 2000 gp; C: 1150 gp; M: 2000 gp

APL 10: L: 3400 gp; C: 2500 gp; M: 3500 gp

APL 12: L: 5800 gp; C: 2300 gp; M: 5800 gp

Encounter Eight: Dusk

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

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

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

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

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

Total Possible Treasure

APL 6: 800 gp

APL 8: 1250 gp

APL 10: 2100 gp

APL 12: 3000 gp

Atk Long sword +5 melee (1d8+1); SA Detect Evil, Lay on Hands, Smite Evil; SQ Aura of Courage, Aura of Good, Divine Grace, Divine Health; AL LG; SV Fort +9, Ref +5, Will +7; Str 12, Dex 10, Con 14, Int 10, Wis 10, Cha 18;

Skills: Heal +4, Ride +4, Sense Motive +4; *Feats:* Iron Will, Weapon Focus (long sword).

Special

On the Adventure Record

Circle one of these and cross out the other.

Volunteer: This character has accepted a mission to save the County from the devil infestation. The character must play “The Lordmakers” immediately following this module.

Refusal: If the character chose not to undertake Lord Nimar’s final mission, they may never play the concluding module, “The Lord Makers”.

Magic Item: The Trumpet of the Swan This rare magical instrument is unique to the County of Urnst. It appears to be normal until someone speaks its command word and plays the Trumpet. Then it summons 2d4+1 3rd level paladins to fight for the character who summoned them. The Trumpet can be played just once every seven days. To play the Trumpet, a character must be a Bard, have proficiency with all martial weapons or have 3 ranks in the skill Perform, Wind Instruments. If a character attempts to use the *Trumpet of the Swan* but doesn’t have the prerequisites, they are ignored and the Trumpet cannot be used until seven more days elapse.

Summoned paladins are Lawful Good celestial creatures, not normal humans (though they seem to be); they arrive wearing half plate with light steel shields. They are armed with long swords and have all the abilities of 3rd level paladins. They attack anyone the possessor of the Trumpet commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Strong conjuration; CL 13th; Craft Wonderous Item, Summon Monster VI; Price 50,000 gp; Weight 2 lb.

Trumpet Paladins (2d4+1): CR 3; Medium Outsider (Celestial); HD 3d10+6; hp 28 each; Init +0; Spd 20 ft (4 squares); AC 18 (+7 armor, +1 shield) touch 10, flat-footed 18; Grapple +4; Atk Long sword +5 melee (1d8+1); Full

Item Availability:

At all APLs:

- Ring of Feather Falling. Cost 2200 gp. Frequency: Adventure.
- Robe of Useful Items. Cost 7000 gp. Frequency: Adventure.
- +2 Arrows (x50). Cost 8350 gp. Frequency: Any.
- The Trumpet of the Swan. Cost 50,000 gp. Frequency: Adventure (or after any APL 12+ Regional).

Appendix A: The Prior Adventure/Meta-Org/Cert chart

			Character Names						
			1	2	3	4	5	6	
Modules									?
LM 1	Mean and Devious	URC1-06							
	Ogre Island	URC2-01							⑥
LM 2	Deserted Dominion	URC2-02							
LM 3	Operation Ixworth	URC2-05							⑥
LM 4	Servant of the Prophet	URC2-06							
LM 5	Over Hill and Dale	URC2-07							
LM 6	Once an Eagle	URC2-08							
LM 7	Brotherhood of the Oath	URC3-01							
LM 8	Mystery of Mystmoor	URC3-02							
LM 9	Flames of Ventnor	URC3-06							⑥
LM 10	Good Intentions	URC3-07							
LM 11	Winds of Change	URC3-08							
LM 12	Beneath the Crossroads	URC4-01							⑥
LM 13	The Making of a Lord	URC4-02							⑥
<i>and</i>									
MoCS 1	Mystery of the Crystal Springs	URC1-							
MoCS 2	Mystery of the Crystal Springs 2	URC1-							
MoCS 3	Mystery of the Crystal Springs 3	URC1-							
MoCS 4	Mystery of the Crystal Springs 4	URC2-04							
Are you a Member of the...									
The Cignet University of Arcane Arts									
The Obsidian Conclave									
Divine College									
Are you a...									
Paladin									
Good Aligned Cleric									
Fighter, Ranger, or Barbarian									
Rogue									

Appendix B: Valliny's Equipment

- 20 +2 arrows
- an arcane scroll with *Invisibility*, *Dispel Magic*, and *Greater Magic Weapon*, all scribed at 12th level
- 3 potions of *Cure Serious Wounds*
- a ring of *Feather Falling*
- a Robe of Useful Items with the following patches remaining: 1 bullseye lantern, 2 sacks, 1 scroll of color spray, 1 bag of 100 gp., 1 window, and 3 pits
- a brass *Trumpet of The Swan* which will summon 2d4+1 (6) 3rd level paladins: AC 18, 28 hp. +5 melee, damage 1d8+1. They can lay on hands for 12 points each and have all other abilities as 3rd level paladins. They last until they are slain or until 1 hour passes. (**Note:** the trumpet can only be used by a character with familiarity with all martial weapons, by a bard or by a character with 3 ranks in Perform, Wind Instruments, similar to a *Horn of Valhalla*). The command word to the Trumpet is "*Belissica*".

Appendix C: Encounters

APL 6

Encounter 2

Imp (1): CR 2; Tiny Outsider (Evil, Extraplanar, Lawful); HD 3d8; 13 hp; Init +3 (Dex); Spd 20 ft (4 squares), fly 50 ft (perfect); AC 20 (+2 size, +3 Dex, +5 natural) touch 15, flat-footed 17; Grapple -5; Atk Sting +8 melee (1d4+poison); Full Atk Sting +8 melee (1d4+poison); SA Poison; Spell-Like Abilities; SQ Alternate Form, Damage Reduction 5/good or silver, Darkvision 60 ft, Fast Healing 2, Immunity to poison, Resistance to fire 5; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14;

Skills: Diplomacy +8, Hide +17, Knowledge: Arcane +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); *Feats:* Dodge, Weapon Finesse.

SA Poison (Ex): Injury, Fort DC 13, 1d4 Dex/2d4 Dex. The save is Constitution based and includes a +2 racial bonus.

SA Spell-Like Abilities: At will – *Detect Good, Detect Magic, Invisibility* (self only); 1/day – *Suggestion* (DC 15), Caster level 6th. The save DC is Charisma-based.

SQ Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form. This imp can assume the form of a rat.

Cultists (4); Rogr: CR 1; Medium Humanoids (Human); HD 1d6+4; hp 10; Init +6 (Dex, Imp Init); Spd 30 ft (6 squares); AC 14 (+2 Dex, +2 armor) touch 12, flat-footed 12; BAB/Grapple: +0/+2; Atk Dagger +2 melee (1d4+2); Full Atk +2 melee (1d4+2); SA Sneak Attack +1d6; AL LN; SV Fort +1, Ref +4, Will +0; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 12;

Skills: Balance +4, Bluff +3, Climb +6, Craft (misc) +2, Escape Artist +6, Hide +6, Jump +6, Listen +2, Move Silently +6, Search +2, Spot +2, Tumble +6; *Feats:* Toughness, Improved Initiative.

Possessions: Leather armor (beneath their robes), 2 daggers

Encounter 2a

Half-Fiend Dire Wolf (1): CR 4; Large Outsider (Augmented Animal); HD 6d8+24; hp 51; Init +4 (Dex); Spd 50 ft (10 squares), fly 50 ft (average); AC 17 (-1 size, +4 Dex, +4 natural) touch 13, flat-footed 13; BAB/Grapple +4/+17; Atk Claw +12 melee (1d6+9); Full Atk 2 claws +12 melee (1d6+9) and bite +8 melee (1d8+9); Space/Reach 10 ft/ 5 ft; SA Smite Good, Trip; Spell-Like Abilities: *Darkness* 3/day; 1/day-*Desecrate, Unholy Blight*; SQ Damage Reduction 5/magic, Darkvision 60 ft, Elemental Resistances, Immunity to Poison, Scent, SR 16; AL LE; SV Fort +9, Ref +9, Will +6; Str 29, Dex 19, Con 19, Int 6, Wis 12, Cha 12;

Skills: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; *Feats:* Alertness, Run, Track, Weapon Focus (bite).

SA Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal +6 extra damage to a good foe.

SA Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

SQ Elemental Resistances (Su): The half-fiend has resistance to Acid 10, Cold 10, Electricity 10 and Fire 10.

SQ Scent (Ex): *Wolves gain a +4 racial bonus when tracking by scent

Encounter 6

Cultists (12); Rogr/Ftrr: CR 1; Medium Humanoids (Human); HD 1d6+d10+8; hp 20; Init +5 (Dex); Spd 40 ft* (8 squares); AC 18* (+5 Dex, +2 armor, +1 Misc.) touch 15, flat-footed 12; BAB/Grapple: +1/+6; Atk Dagger +8 melee (1d4+5+poison); Full Atk 2 Daggers +6 melee (1d4+5+poison); SA Poison, Sneak Attack +1d6, Invisibility; SQ Drugs; AL LN; SV Fort +5*, Ref +7*, Will +2*; Str 20 (14), Dex 21 (15), Con 18 (14), Int 10, Wis 14 (10), Cha 12;

Skills: Balance +7, Bluff +3, Climb +10, Craft (misc) +2, Escape Artist +9, Hide +9, Jump +10, Listen +4, Move Silently +9, Search +2, Spot +4, Tumble +9; *Feats:* Two Weapon Defense, Two Weapon Fighting, Weapon Focus (dagger).

Possessions: Leather armor (beneath their robes), 2 masterwork daggers, 2 vials of poison. 4 cultists have *Potions of Invisibility*, which they will have already taken before going over the fence.

SA Poison (Ex): Each cultist has poison on the blades of his daggers. One dagger is coated with large scorpion venom (Injury, Fort DC 18, 1d6 Str/1d6 Str) while the other is dripping giant wasp poison (Injury, Fort DC 18, 1d6 Dex/1d6 Dex).

SQ Drugs (Ex): The cultists have ingested a variety of herbs and poisons that will grant them powerful increases to their stats (+6 Str, +6 Dex, +4 Con, +4 Wis) for a short time (one hour). Therefore their characteristics are grossly disproportional until they are slain or until they run out of steam. At the end of an hour (if they survive) they will fall unconscious for 2d6 hours as their bodies recover.

Encounter 7

Captain Daronys, Ftr4/Mnk1/Pal2: CR 7; Medium Humanoid; 5'/5'; HD 1d8+6d10+7; hp 52; Init +1; Spd 20 ft/x3; AC 26 (+9 armor, +5 shield, +1 Dex, +1 misc), touch 12, flat-footed 25; BAB/Grapple: +6/+13; Atk +10 melee (1d8+6, 17-20/x2, Longsword +1); Full Atk +10/+5 melee (1d8+6, 17-20/x2, Longsword +1); AL LG; SV Fort +12, Ref +8, Will +10; Str 16*, Dex 12, Con 12, Int 13, Wis 12, Cha 14;

Skills: Climb +7, Diplomacy +9, Handle Animal +7, Intimidate +10, Jump +9, Ride +8, Sense Motive +9, Spot +7, Tumble +6; *Feats:* Combat Expertise, Endurance, Diehard, Iron Will, Quick Draw, Weapon Focus (Longsword), Weapon Specialization (Longsword), Improved Unarmed Strike, Improved Grapple

Possessions: Potion of Heroism*, Oil of Keen Edge*, longsword +1, full plate +1, tower shield +1, Ring of Protection +1, Gauntlets of Ogre Power

Special: During the parley, the potion of *Heroism* adds an additional +2 to attack rolls, saving throws, and skill checks. The oil of *Keen Edge* increases the threat range to 17-20. This has already been included in the above stats

Capt Daronys' Honor Guard (6), Ftr1; CR 1; Medium Humanoid; 5'/10'; HD 1d10+2; hp 12; Init +2; Spd 20 ft/x3; AC 20 (+8 armor, +2 shield); Atk +4 (1d8+2, 20/x3,

Longsword); SV Fort +4, Ref +0, Will +0; AL LN; Str 14, Dex 10, Con 14, Int 13, Wis 10, Cha 10.

Skills: Climb +4, Intimidate +4, Jump +4; *Feats:* Combat Expertise, Weapon Focus (Longsword)

Possessions: plate mail, heavy steel shield, masterwork longsword

or

Squad Leaders (6), Ftr3: CR 3; Medium Humanoids; HD 3d10+9; hp 31 ea; Init +1 (Dex); Spd 20 ft (4 squares); AC 20* (+1 Dex, +6 Armor, +2 Shield, +1 Dodge), touch 11, flat-footed 16; Grapple +5; Atk +7 melee (1d8+1) longsword; Full Atk +7 melee (1d8+1) longsword; AL LG; SV Fort +6, Ref +4, Will +4; Str 14, Dex 12, Con 16, Int 9, Wis 12, Cha 11;

Skills: Climb +4, Jump +0, Ride +2, Tumble +0; *Feats:* Dodge*, Iron Will, Lightning Reflexes, Weapon Focus (longsword).

Possessions: +1 breastplate, large shield, masterwork longsword,

Infantry (40), Warr1: CR 1/2; Medium Humanoids; HD 1d8+1; hp 9 ea; Init +1 (Dex); Spd 30 ft (6 squares); AC 14 (+1 Dex, +3 Armor), touch 11, flat-footed 16; BAB/Grapple +1/+2; Atk +3 melee (1d8+1) spear or +2 ranged (1d6) shortbow; Full Atk +3 melee (1d8+1) spear or +3* ranged (1d6) shortbow; AL (various good and neutral); SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 9, Wis 11, Cha 8;

Skills: Climb +4, Jump +4; *Feats:* Point Blank Shot, Weapon Focus (spear).

Possessions: studded leather, spear, short bow, 20 arrows

Medics (6), Exp1; CR 1/3; Medium Humanoid; HD 1d6+2; hp 8 ea; Init +1 (Dex); Spd 30 ft (4 squares); AC 13 (+1 Dex, leather armor), touch 11, flat-footed 12; BAB/Grapple: +0/+1; Atk +1 melee (1d6+1) rapier; Full Atk +1 melee (1d6+1) rapier; AL NG; SV Fort +2, Ref +3, Will +3; Str 12, Dex 13, Con 14, Int 12, Wis 12, Cha 13;

Skills: Climb +3, Decipher Script +3, Diplomacy +7, Escape Artist +5, Forgery +3, Gather Information +5, Heal +5, Hide +3, Sense Motive +7, Survival +5; *Feats:* Lightning Reflexes, Negotiator.

Possessions: leather armor, rapier,

Encounter 8

Advespas (3): CR 3; Large Outsider (Evil, Extraplanar, Lawful, Baatezuu); HD 4d8+12; 30 hp; Init +5 (Dex, Improved Init); Spd 30 ft (6 squares), fly 40 ft (good); AC 17 (-1 size, +1 Dex, +7 natural) touch 10, flat-footed 16; BAB/Grapple: +4/+13; Atk Claw +8 melee (1d6+5); Full Atk 4 Claws +8 melee (1d6+5) and Sting +3 melee (1d4+2+poison); Face/Reach 10 ft/ 5 ft; SA Improved Grab, Poison; Spell-Like Abilities, Summon Baatezu; SQ Damage Reduction 5/good or silver, Darkvision 60 ft, Regeneration 2, Immunity to poison and fire, Resistance to acid 20 and cold 20, SR 15; AL LE; SV Fort +7, Ref +5, Will +4; Str 20, Dex 13, Con 17, Int 8, Wis 11, Cha 10;

Skills: Balance +10, Hide +4, Jump +7, Listen +7, Move Silently +8, Search +6, Spot +7, Tumble +7; *Feats:* Flyby Attack, Improved Initiative.

Improved Grab (Ex): If an advespa hits an opponent that is at least one size category smaller than itself with both claws, it deals normal damage and may start a grapple without provoking an attack of opportunity. If it gets a hold, it automatically hits with its sting. Thereafter the advespa has the option to continue the grapple doing claw damage normally, or just use its claws to hold its opponent (but the advespa is not considered to be in a grapple).

SA Poison (Ex): Injury, Fort DC 15, 1d4 Str/1d4 Str. The save is Constitution based.

SA Spell-Like Abilities: 3/day – Disguise Self, Command, Flaming Sphere, Pyrotechnics, Caster level 4th. The save DC is Charisma-based.

Regeneration (Ex): An advespa takes normal damage from acid, from holy weapons, and from attacks that deal holy damage.

Summon Baatezu (Sp): Once per day, an advespa can attempt to summon 1d2 additional advespas with a 30% chance of success.

APL 8

Encounter 2

Imp (1): CR 2; Tiny Outsider (Evil, Extraplanar, Lawful); HD 3d8; 13 hp; Init +3 (Dex); Spd 20 ft (4 squares), fly 50 ft (perfect); AC 20 (+2 size, +3 Dex, +5 natural) touch 15, flat-footed 17; Grapple -5; Atk Sting +8 melee (1d4+poison); Full Atk Sting +8 melee (1d4+poison); SA Poison; Spell-Like Abilities; SQ Alternate Form, Damage Reduction 5/good or silver, Darkvision 60 ft, Fast Healing 2, Immunity to poison, Resistance to fire 5; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14;

Skills: Diplomacy +8, Hide +17, Knowledge: Arcane +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); *Feats:* Dodge, Weapon Finesse.

SA Poison (Ex): Injury, Fort DC 13, 1d4 Dex/2d4 Dex. The save is Constitution based and includes a +2 racial bonus.

SA Spell-Like Abilities: At will – *Detect Good*, *Detect Magic*, *Invisibility* (self only); 1/day – *Suggestion* (DC 15), Caster level 6th. The save DC is Charisma-based.

SQ Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form. This imp can assume the form of a rat.

Cultists (8); Rogr: CR 1; Medium Humanoids (Human); HD 1d6+4; hp 10; Init +6 (Dex, Imp Init); Spd 30 ft (6 squares); AC 14 (+2 Dex, +2 armor) touch 12, flat-footed 12; BAB/Grapple: +0/+2; Atk Dagger +2 melee (1d4+2); Full Atk +2 melee (1d4+2); SA Sneak Attack +1d6; AL LN; SV Fort +1, Ref +4, Will +0; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 12;

Skills: Balance +4, Bluff +3, Climb +6, Craft (misc) +2, Escape Artist +6, Hide +6, Jump +6, Listen +2, Move Silently +6, Search +2, Spot +2, Tumble +6; *Feats:* Toughness, Improved Initiative.

Possessions: Leather armor (beneath their robes), 2 daggers

Encounter 2a

Half-Fiend Tiger (1): CR 5; Large Outsider (Augmented Animal); HD 6d8+24; hp 56; Init +4 (Dex); Spd 40 ft (8 squares), fly 40 ft (average); AC 17 (-1 size,

+4 Dex, +4 natural) touch 11, flat-footed 13; BAB/Grapple: +4/+16; Atk Claw +11 melee (1d8+8); Full Atk 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4); Space/Reach 10 ft/ 5 ft; SA Smite Good, Improved Grab, Pounce, Rake 1d8+4; Spell-Like Abilities: *Darkness* 3/day; 1/day-*Desecrate*, *Unholy Blight*; SQ Damage Reduction 5/magic, Darkvision 60 ft, Elemental Resistances, Immunity to Poison, Scent, SR 16; AL LE; SV Fort +9, Ref +10, Will +3; Str 27, Dex 19, Con 19, Int 6, Wis 12, Cha 8;

Skills: Balance +6, Hide +3, Listen +3, Move Silently +9, Spot +3, Swim +11; *Feats*: Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw).

SA Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal +6 extra damage to a good foe.

SA Improved Grab (Ex): If the tiger hits with a bite or claw attack it may start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and can rake.

SA Pounce (Ex): If a tiger charges a foe, it can make a full attack including 2 rake attacks.

SA Rake (Ex): Attack bonus +11 melee, damage 1d8+4.

SQ Elemental Resistances (Su): The half-fiend has resistance to Acid 10, Cold 10, Electricity 10 and Fire 10.

SQ Scent (Ex): Tigers gain a +4 racial bonus when tracking by scent

Encounter 6

Cultists (12); Rog1/Ftr1: CR 1; Medium Humanoids (Human); HD 1d6+d10+8; hp 20; Init +5 (Dex); Spd 40 ft* (8 squares); AC 18* (+5 Dex, +2 armor, +1 Misc.) touch 15, flat-footed 12; BAB/Grapple: +1/+6; Atk Dagger +8 melee (1d4+5+poison); Full Atk 2 Daggers +6 melee (1d4+5+poison); SA Poison, Sneak Attack +1d6, Invisibility; SQ Drugs; AL LN; SV Fort +5*, Ref +7*, Will +2*; Str 20 (14), Dex 21 (15), Con 18 (14), Int 10, Wis 14 (10), Cha 12;

Skills Balance +7, Bluff +3, Climb +10, Craft (misc) +2, Escape Artist +9, Hide +9, Jump +10, Listen +4, Move Silently +9, Search +2, Spot +4, Tumble +9; *Feats*: Two Weapon Defense, Two Weapon Fighting, Weapon Focus (dagger).

Possessions: Leather armor (beneath their robes), 2 masterwork daggers, 2 vials of poison. 4 cultists have *Potions of Invisibility*, which they will have already taken before going over the fence.

SA Poison (Ex): Each cultist has poison on the blades of his daggers. One dagger is coated with large scorpion venom (Injury, Fort DC 18, 1d6 Str/1d6 Str) while the other is dripping giant wasp poison (Injury, Fort DC 18, 1d6 Dex/1d6 Dex).

SQ Drugs (Ex): The cultists have ingested a variety of herbs and poisons that will grant them powerful increases to their stats (+6 Str, +6 Dex, +4 Con, +4 Wis) for a short time (one hour). Therefore their characteristics are grossly disproportional until they are slain or until they run out of steam. At the end of an hour (if they survive) they will fall unconscious for 2d6 hours as their bodies recover.

Encounter 7

Captain Daronys, Ftr6/Mnk1/Pal2; CR 9; Medium Humanoid; 5'/5'; HD 1d8+8d10+9+3; hp 68; Init +1; Spd 20 ft/x3; AC 26 (+9 armor, +5 shield, +1 Dex, +1 Deflection), touch 12, flat-footed 25; BAB/Grapple: +8/+11; Atk +13 melee (1d8+6+1d6 electricity, 17-20/x2, Longsword +1); Full Atk +13/+8 melee (1d8+6+1d6 electricity, 17-20/x2, Longsword +1); AL LG; SV Fort +16, Ref +10, Will +12; Str 16*, Dex 12, Con 13, Int 13, Wis 12, Cha 16*;

Skills: Climb +9, Diplomacy +9, Handle Animal +9, Intimidate +12, Jump +9, Ride +10, Sense Motive +9, Spot +7, Tumble +6; *Feats*: Combat Expertise, Endurance, Diehard, Iron Will, Quick Draw, Weapon Focus (Longsword), Weapon Specialization (Longsword), Chink In The Armor, Toughness, Improved Unarmed Strike, Improved Grapple

Possessions: Potion of Heroism*, Oil of Keen Edge*, shocking longsword +1, full plate +1, tower shield +1, Ring of Protection +1, Brooch of Shielding, Gauntlets of Ogre Power, Cloak of Charisma +2.

Special: During the parley, the potion of *Heroism* adds an additional +2 to attack rolls, saving throws, and skill checks. The oil of *Keen Edge* increases the threat range to 17-20. This has already been included in the above stats

Capt Daronys' Honor Guard (6), Ftr1; CR 1; Medium Humanoid; 5'/10'; HD 1d10+2; hp 12; Init +2; Spd 20

ft/x3; AC 20 (+8 armor, +2 shield); Atk +4 (1d8+2, 20/x3, Longsword); SV Fort +4, Ref +0, Will +0; AL LN; Str 14, Dex 10, Con 14, Int 13, Wis 10, Cha 10.

Skills: Climb +4, Intimidate +4, Jump +4; *Feats:* Combat Expertise, Weapon Focus (Longsword)

Possessions: plate mail, heavy steel shield, masterwork longsword

or

Squad Leaders (6), Ftr5: CR 5; Medium Humanoids; HD 5d10+18; hp 52 ea; Init +1 (Dex); Spd 20 ft (4 squares); AC 20* (+1 Dex, +6 Armor, +2 Shield, +1 Dodge), touch 11, flat-footed 16; BAB/Grapple: +5/+7; Atk +9 melee (1d8+5) longsword; Full Atk +9 melee (1d8+5) longsword; AL LG; SV Fort +7, Ref +5, Will +5; Str 14, Dex 12, Con 16, Int 9, Wis 12, Cha 12;

Skills: Climb +5, Jump +3, Ride +5, Tumble +0; *Feats:* Dodge*, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 breastplate, cloak of resistance +1, large shield, +1 longsword, brooch of shielding.

Infantry (60), Warri: CR 1/2; Medium Humanoids; HD 1d8+1; hp 9 ea; Init +1 (Dex); Spd 30 ft (6 squares); AC 14 (+1 Dex, +3 Armor), touch 11, flat-footed 16; Grapple +4; Atk +3 melee (1d8+1) spear or +2 ranged (1d6) shortbow; Full Atk +3 melee (1d8+1) spear or +3* ranged (1d6) shortbow; AL (various good and neutral); SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 9, Wis 11, Cha 8;

Skills: Climb +4, Jump +4; *Feats:* Point Blank Shot, Weapon Focus (spear).

Possessions: studded leather, spear, short bow, 20 arrows

Medics (6), Exp1: CR 1/3; Medium Humanoid; HD 1d6+2; hp 8 ea; Init +1 (Dex); Spd 30 ft (4 squares); AC 13 (+1 Dex, leather armor), touch 11, flat-footed 12; Grapple +1; Atk +1 melee (1d6+1) rapier; Full Atk +1 melee (1d6+1) rapier; AL NG; SV Fort +2, Ref +3, Will +3; Str 12, Dex 13, Con 14, Int 12, Wis 12, Cha 13;

Skills: Climb +3, Decipher Script +3, Diplomacy +7, Escape Artist +5, Forgery +3, Gather Information

+5, Heal +5, Hide +3, Sense Motive +7, Survival +5; *Feats:* Lightning Reflexes, Negotiator.

Possessions: leather armor, rapier,

Encounter 8

Winged Bearded Devils (3): CR 6; Medium Outsider (Evil, Extraplanar, Lawful); HD 6d8+18; 45 hp; Init +6 (Dex, Improved Init); Spd 40 ft (8 squares), fly 40 ft (good); AC 19 (+2 Dex, +7 natural) touch 12, flat-footed 17; BAB/Grapple: +6/+8; Atk Glaive +9 melee (1d10+3+infern wound); Full Atk Glaive +9/+4 melee (1d10+3+infern wound); Face/Reach 10 ft/ 10 ft; SA Infernal Wound, Battle Frenzy, Summon Baatezu; SQ Damage Reduction 5/good or silver, Darkvision 60 ft, Immunity to poison and fire, Resistance to acid 10 and cold 10, SR 17, Telepathy; AL LE; SV Fort +8, Ref +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10;

Skills: Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; *Feats:* Flyby Attack, Improved Initiative, Weapon Focus (glaive).

Spell-Like Abilities: At will – *greater teleport* (self plus 50 lbs).

Infernal Wound (Su): the damage from a bearded devil's glaive causes a persistent wound. An injured creature continues to lose 2 additional hit points per round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* or *heal* spell must succeed on a DC 16 caster level check or the spell has no effect on the injured character. The infernal wound is a supernatural ability of the devil, not the glaive it carries.

Battle Frenzy (Ex): Twice per day, the devil can work itself into a frenzy similar to a barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus to Will saves, -2 AC penalty). The frenzy lasts 6 rounds, after which the devil suffers no ill effects.

Summon Baatezu (Sp): Once per day, a bearded devil can attempt to summon another bearded devil with a 35% chance of success.

APL 10

Encounter 2

Imp (1): CR 2; Tiny Outsider (Evil, Extraplanar, Lawful); HD 3d8; 13 hp; Init +3 (Dex); Spd 20 ft (4 squares), fly 50 ft (perfect); AC 20 (+2 size, +3 Dex, +5

natural) touch 15, flat-footed 17; Grapple -5; Atk Sting +8 melee (1d4+poison); Full Atk Sting +8 melee (1d4+poison); SA Poison; Spell-Like Abilities; SQ Alternate Form, Damage Reduction 5/good or silver, Darkvision 60 ft, Fast Healing 2, Immunity to poison, Resistance to fire 5; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14;

Skills: Diplomacy +8, Hide +17, Knowledge: Arcane +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); *Feats:* Dodge, Weapon Finesse.

SA Poison (Ex): Injury, Fort DC 13, 1d4 Dex/2d4 Dex. The save is Constitution based and includes a +2 racial bonus.

SA Spell-Like Abilities: At will – *Detect Good, Detect Magic, Invisibility* (self only); 1/day – *Suggestion* (DC 15), Caster level 6th. The save DC is Charisma-based.

SQ Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form. This imp can assume the form of a rat.

Cultists (8); Rog1/Ftr1: CR 1; Medium Humanoids (Human); HD 1d6+1d10+2; hp 14; Init +2 (Dex); Spd 30 ft (6 squares); AC 14 (+2 Dex, +2 armor) touch 12, flat-footed 12; BAB/Grapple: +1/+3; Atk Dagger +4 melee (1d4+2); Full Atk +4 melee (1d4+2); SA Sneak Attack +1d6; AL LN; SV Fort +3, Ref +4, Will +0; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 12;

Skills: Balance +4, Bluff +3, Climb +7, Craft (misc) +2, Escape Artist +6, Hide +6, Jump +7, Listen +2, Move Silently +6, Ride +3, Search +2, Spot +2, Tumble +6; *Feats:* Acrobatic, Combat Reflexes, Weapon Focus (dagger).

Possessions: Leather armor (beneath their robes), 2 daggers

Encounter 2a

Half-Fiend Monstrous Gargantuan Centipede (1): CR 9; Gargantuan Outsider (Augmented Vermin); HD 12d8+24; hp 78; Init +4 (Dex); Spd 40 ft (8 squares), climb 40 ft, fly 40 ft (average); AC 21 (-4 size, +4 Dex, +11 natural) touch 8, flat-footed 16; BAB/Grapple: +9/+29; Atk Claw +13 melee (2d6+8); Full Atk 2 claws +13 melee (2d6+8) and Bite +8 melee (3d6+4+poison); Space/Reach 20 ft/ 15 ft; SA Smite Good, Poison; Spell-Like Abilities: *Darkness* 3/day; 1/day-*Blasphemy*,

Contagion, Desecrate, Unholy Blight; SQ Damage Reduction 10/magic, Darkvision 60 ft, Elemental Resistances, Immunity to Poison, Scent, SR 22, Vermin Traits; AL LE; SV Fort +10, Ref +8, Will +4; Str 27, Dex 19, Con 14, Int -, Wis 10, Cha 4;

Skills: Climb +14, Hide -2, Spot +4; *Feats:* -.

SA Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal +12 extra damage to a good foe.

Poison (Ex): Injury, Fort DC 18, 1d8 Dex/1d8 Dex. The save is Constitution based.

SQ Elemental Resistances (Su): The half-fiend has resistance to Acid 10, Cold 10, Electricity 10 and Fire 10.

Vermin Traits (Ex): Vermin are mindless and are immune to all mind-affecting effects.

Encounter 6

Cultists (12); Rog1/Ftr1: CR 1; Medium Humanoids (Human); HD 1d6+d10+8; hp 20; Init +5 (Dex); Spd 40 ft* (8 squares); AC 18* (+5 Dex, +2 armor, +1 Misc.) touch 15, flat-footed 12; BAB/Grapple: +1/+6; Atk Dagger +8 melee (1d4+5+poison); Full Atk 2 Daggers +6 melee (1d4+5+poison); SA Poison, Sneak Attack +1d6, Invisibility; SQ Drugs; AL LN; SV Fort +5*, Ref +7*, Will +2*; Str 20 (14), Dex 21 (15), Con 18 (14), Int 10, Wis 14 (10), Cha 12;

Skills: Balance +7, Bluff +3, Climb +10, Craft (misc) +2, Escape Artist +9, Hide +9, Jump +10, Listen +4, Move Silently +9, Search +2, Spot +4, Tumble +9; *Feats:* Two Weapon Defense, Two Weapon Fighting, Weapon Focus (dagger).

Possessions: Leather armor (beneath their robes), 2 masterwork daggers, 2 vials of poison. 4 cultists have *Potions of Invisibility*, which they will have already taken before going over the fence.

SA Poison (Ex): Each cultist has poison on the blades of his daggers. One dagger is coated with large scorpion venom (Injury, Fort DC 18, 1d6 Str/1d6 Str) while the other is dripping giant wasp poison (Injury, Fort DC 18, 1d6 Dex/1d6 Dex).

SQ Drugs (Ex): The cultists have ingested a variety of herbs and poisons that will grant them powerful increases to their stats (+6 Str, +6 Dex, +4 Con, +4 Wis) for a short time (one hour). Therefore their characteristics are grossly disproportional until they are slain or until they run out of steam. At the end of an

hour (if they survive) they will fall unconscious for 2d6 hours as their bodies recover.

Encounter 7

Captain Daronys, Ftr8/Mnk1/Pal2; CR 11; Medium Humanoid; 5'/5'; HD 1d8+10d10+22+3; hp 93; Init +1; Spd 20 ft/x3; AC 27 (+9 armor, +5 shield, +1 Dex, +2 Deflection), touch 13, flat-footed 26; BAB/Grapple: +10/+17; Atk +15 melee (1d8+6+1d6 electricity, 17-20/x2, Longsword +1); Full Atk +15/+10 melee (1d8+6+1d6 electricity, 19-20/x2, Longsword +1); AL LG; SV Fort +18, Ref +10, Will +12; Str 16*, Dex 12, Con 15*, Int 13, Wis 12, Cha 16*;

Skills: Climb +9, Diplomacy +9, Handle Animal +10, Intimidate +12, Jump +9, Knowledge (Religion) +9, Ride +11, Sense Motive +9, Spot +7, Tumble +6; *Feats:* Combat Expertise, Endurance, Diehard, Iron Will, Quick Draw, Weapon Focus (Longsword), Weapon Specialization (Longsword), Chink In The Armor, Toughness, Improved Unarmed Strike, Improved Grapple

Possessions: Potion of Heroism*, Oil of Keen Edge*, shocking longsword +1, full plate +1, tower shield +1, Ring of Protection +2, Brooch of Shielding, Gauntlets of Ogre Power, Cloak of Charisma +2, Amulet of Health +2.

Special: During the parley, the potion of *Heroism* adds an additional +2 to attack rolls, saving throws, and skill checks. The oil of *Keen Edge* increases the threat range to 17-20. This has already been included in the above stats

Capt Daronys' Honor Guard (6), Ftr1; CR 1; Medium Humanoid; 5'/10'; HD 1d10+2; hp 12; Init +2; Spd 20 ft/x3; AC 21 (+8 armor, +2 shield, +1 misc); Atk +4 (1d8+2,20/x3, Longsword); SV Fort +4, Ref +0, Will +0; AL LN; Str 14, Dex 10, Con 14, Int 13, Wis 10, Cha 10.

Skills: Climb +4, Intimidate +4, Jump +4; *Feats:* Combat Expertise, Weapon Focus (Longsword)

Possessions: plate mail, heavy steel shield, masterwork longsword

or

Squad Leaders (8), Ftr6: CR 6; Medium Humanoids; HD 6d10+18; hp 61 ea; Init +1 (Dex); Spd 20 ft (4 squares); AC 20* (+1 Dex, +8 Armor, Dodge), touch 11, flat-footed 16; Grapple +8; Atk +10 melee (1d8+5)

longsword; Full Atk +10/+5 melee (1d8+5) longsword; AL LG; SV Fort +7, Ref +6, Will +6; Str 14, Dex 12, Con 16, Int 9, Wis 12, Cha 12;

Skills: Climb +7, Jump +3, Ride +5, Tumble +0; *Feats:* Diehard, Dodge*, Endurance, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 breastplate, cloak of resistance +1, large shield, +1 longsword, brooch of shielding.

Infantry (80), Warri: CR 1/2; Medium Humanoids; HD 1d8+1; hp 9 ea; Init +1 (Dex); Spd 30 ft (4 squares); AC 16 (+1 Dex, +5 Armor), touch 11, flat-footed 16; Grapple +4; Atk +3 melee (1d6+1) shortsword or +2 ranged (1d6) shortbow; Full Atk +3 melee (1d6+1) shortsword or +3* ranged (1d6) shortbow; AL (various good and neutral); SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 9, Wis 11, Cha 8;

Skills: Climb +4, Jump +4; *Feats:* Point Blank Shot, Weapon Focus (shortsword).

Possessions: studded leather, heavy wooden shield, shortsword, short bow, 20 arrows

Medics (6), Expi; CR 1/3; Medium Humanoid; HD 1d6+2; hp 8 ea; Init +1 (Dex); Spd 30 ft (4 squares); AC 13 (+1 Dex, leather armor), touch 11, flat-footed 12; Grapple +1; Atk +1 melee (1d6+1) rapier; Full Atk +1 melee (1d6+1) rapier; AL NG; SV Fort +2, Ref +3, Will +3; Str 12, Dex 13, Con 14, Int 12, Wis 12, Cha 13;

Skills: Climb +3, Decipher Script +3, Diplomacy +7, Escape Artist +5, Forgery +3, Gather Information +5, Heal +5, Hide +3, Sense Motive +7, Survival +5; *Feats:* Lightning Reflexes, Negotiator.

Possessions: leather armor, rapier,

Encounter 8

Winged Hellcats (3): CR 8; Large Outsider (Evil, Extraplanar, Lawful); HD 8d8+24; 60 hp; Init +9 (Dex, Improved Init); Spd 40 ft (8 squares), fly 40 ft (good); AC 21 (-1 size, +5 Dex, +7 natural) touch 14, flat-footed 16; Grapple +18; Atk Claw +13 melee (1d8+6); Full Atk 2 Claws +13 melee (1d8+6) and Bite +8 melee (2d8+3); Face/Reach 10 ft/ 5 ft; SA Improved Grab, Pounce, Rake 1d8+3, Summon Baatezu; SQ Damage Reduction 5/good, Darkvision 60 ft, Immunity to poison, Resistance to acid 10 cold 10 and fire 10, Scent, SR 19,

Telepathy 100 ft; AL LE; SV Fort +9, Ref +11, Will +8; Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10;

Skills: Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17; *Feats:* Flyby Attack, Improved Initiative, Track.

SA Improved Grab (Ex): If the hellcat hits with its bite attack it may start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and can rake.

SA Pounce (Ex): If a hellcat charges a foe, it can make a full attack including 2 rake attacks.

SA Rake (Ex): Attack bonus +13 melee, damage 1d8+5.

Invisible in Light (Ex): A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

APL 12

Encounter 2

Imp (1): CR 2; Tiny Outsider (Evil, Extraplanar, Lawful); HD 3d8; 13 hp; Init +3 (Dex); Spd 20 ft (4 squares), fly 50 ft (perfect); AC 20 (+2 size, +3 Dex, +5 natural) touch 15, flat-footed 17; Grapple -5; Atk Sting +8 melee (1d4+poison); Full Atk Sting +8 melee (1d4+poison); SA Poison; Spell-Like Abilities; SQ Alternate Form, Damage Reduction 5/good or silver, Darkvision 60 ft, Fast Healing 2, Immunity to poison, Resistance to fire 5; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14;

Skills: Diplomacy +8, Hide +17, Knowledge: Arcane +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); *Feats:* Dodge, Weapon Finesse.

SA Poison (Ex): Injury, Fort DC 13, 1d4 Dex/2d4 Dex. The save is Constitution based and includes a +2 racial bonus.

SA Spell-Like Abilities: At will – *Detect Good, Detect Magic, Invisibility* (self only); 1/day – *Suggestion* (DC 15), Caster level 6th. The save DC is Charisma-based.

SQ Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions

as a polymorph spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form. This imp can assume the form of a rat.

Cultists (12); Rog1/Ftr2: CR 1; Medium Humanoids (Human); HD 1d6+2d10+9; hp 27; Init +2 (Dex); Spd 30 ft (6 squares); AC 14 (+2 Dex, +2 armor) touch 12, flat-footed 12; BAB/Grapple: +2/+4; Atk Dagger +5 melee (1d4+2); Full Atk +5 melee (1d4+2); SA Sneak Attack +1d6; AL LN; SV Fort +4, Ref +4, Will +0; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 12;

Skills: Balance +4, Bluff +3, Climb +8, Craft (misc) +2, Escape Artist +6, Hide +6, Jump +8, Listen +2, Move Silently +6, Ride +4, Search +2, Spot +2, Tumble +6; *Feats:* Acrobatic, Combat Reflexes, Toughness (x2), Weapon Focus (dagger).

Possessions: Leather armor (beneath their robes), 2 daggers

Encounter 2a

Half-Fiend Monstrous Gargantuan Spider (1): CR 11; Gargantuan Outsider (Augmented Vermin); HD 16d8+48; hp 120; Init +5 (Dex); Spd 30 ft (6 squares), climb 20 ft, fly 30 ft (average); AC 22 (-4 size, +5 Dex, +11 natural) touch 9, flat-footed 16; BAB/Grapple: +12/+33; Atk Claw +17 melee (2d6+9); Full Atk 2 claws +17 melee (2d6+9) and Bite +12 melee (3d6+4+poison); Space/Reach 20 ft/ 15 ft; SA Smite Good, Poison, Web; Spell-Like Abilities: 3/day- *Darkness, Unhallow, Unholy Aura*; 1/day-*Blasphemy, Contagion, Desecrate, Horrid Wilting, Unholy Blight*; SQ Damage Reduction 10/magic, Darkvision 60 ft, Elemental Resistances, Immunity to Poison, SR 26, Tremorsense 60 ft, Vermin Traits; AL LE; SV Fort +13, Ref +10, Will +5; Str 29, Dex 21, Con 16, Int -, Wis 10, Cha 4;

Skills: Climb +16, Hide -3, Jump +9, Spot +4; *Feats:* -.

SA Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal +16 extra damage to a good foe.

Poison (Ex): Injury, Fort DC 21, 2d6 Str/2d6 Str. The save is Constitution based.

SQ Elemental Resistances (Su): The half-fiend has resistance to Acid 10, Cold 10, Electricity 10 and Fire 10.

Vermin Traits (Ex): Vermin are mindless and are immune to all mind-affecting effects.

Web (Ex): Web spinners can throw a web 8 times a day up to 50 ft. An entangled creature can escape with a successful Escape Artist check DC 20 or Strength check DC 24. Both are standard actions. A spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Encounter 6

Cultists (12); Rog1/Ftr1: CR 1; Medium Humanoids (Human); HD 1d6+d10+8; hp 20; Init +5 (Dex); Spd 40 ft* (8 squares); AC 18* (+5 Dex, +2 armor, +1 Misc.) touch 15, flat-footed 12; BAB/Grapple: +1/+6; Atk Dagger +8 melee (1d4+5+poison); Full Atk 2 Daggers +6 melee (1d4+5+poison); SA Poison, Sneak Attack +1d6, Invisibility; SQ Drugs; AL LN; SV Fort +5*, Ref +7*, Will +2*; Str 20 (14), Dex 21 (15), Con 18 (14), Int 10, Wis 14 (10), Cha 12;

Skills Balance +7, Bluff +3, Climb +10, Craft (misc) +2, Escape Artist +9, Hide +9, Jump +10, Listen +4, Move Silently +9, Search +2, Spot +4, Tumble +9; *Feats:* Two Weapon Defense, Two Weapon Fighting, Weapon Focus (dagger).

Possessions: Leather armor (beneath their robes), 2 masterwork daggers, 2 vials of poison. 4 cultists have *Potions of Invisibility*, which they will have already taken before going over the fence.

SA Poison (Ex): Each cultist has poison on the blades of his daggers. One dagger is coated with large scorpion venom (Injury, Fort DC 18, 1d6 Str/1d6 Str) while the other is dripping giant wasp poison (Injury, Fort DC 18, 1d6 Dex/1d6 Dex).

SQ Drugs (Ex): The cultists have ingested a variety of herbs and poisons that will grant them powerful increases to their stats (+6 Str, +6 Dex, +4 Con, +4 Wis) for a short time (one hour). Therefore their characteristics are grossly disproportional until they are slain or until they run out of steam. At the end of an hour (if they survive) they will fall unconscious for 2d6 hours as their bodies recover.

Encounter 7

Captain Daronys, Ftr9/Mnk1/Pal2/Tplr1; CR 13; Medium Humanoid; 5'/5'; HD 1d8+12d10+39+3; hp 122; Init +1; Spd 20 ft/x3; AC 29 (+10 armor, +6 shield, +1 Dex, +2 misc), touch 13, flat-footed 28; BAB/Grapple: +12/+19; Atk +17 melee (1d8+6+1d6 electricity, 17-20/x2, Longsword +1); Full Atk +17/+12

melee (1d8+6+1d6 electricity, 17-20/x2, Longsword +1); SQ Mettle; AL LG; SV Fort +22, Ref +12, Will +14; Str 16*, Dex 12, Con 16*, Int 13, Wis 12, Cha 16*;

Skills: Climb +9, Diplomacy +10, Handle Animal +10, Heal +5, Intimidate +12, Jump +9, Knowledge (Religion) +10, Ride +11, Sense Motive +9, Spot +7, Tumble +6; *Feats:* Combat Expertise, Endurance, Diehard, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (Longsword), Weapon Specialization (Longsword), Chink In The Armor, Giant's Toughness, Improved Unarmed Strike, Improved Grapple, Improved Critical (longsword)

Possessions: Potion of Heroism*, Oil of Keen Edge*, shocking longsword +1, full plate +2, tower shield +2, Ring of Protection +2, Brooch of Shielding, Gauntlets of Ogre Power, Cloak of Charisma +2, Amulet of Health +2, Necklace of Fireballs (*Type VI: 1x10d6, 2x8d6, 2x6d6, 4x4d6*).

Mettle (Su): the Captain can shrug off magical effects that would otherwise harm him. If he makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, he suffers no effect from the spell at all. Only spells with a saving throw entry of "Will partial" or "Fortitude half" or the like can be negated this way.

Special: During the parley, the potion of *Heroism* adds an additional +2 to all Captain Daronys' attack rolls, saving throws, and skill checks. This has already been included in the above stats

Capt Daronys' Honor Guard (6), Ftr1; CR 1; Medium Humanoid; 5'/10'; HD 1d10+2; hp 12; Init +2; Spd 20 ft/x3; AC 20 (+8 armor, +2 shield); Atk +5 (1d8+2, 20/x3, Longsword); SV Fort +4, Ref +0, Will +0; AL LN; Str 14, Dex 10, Con 14, Int 13, Wis 10, Cha 10.

Skills: Climb +4, Intimidate +4, Jump +4; *Feats:* Combat Expertise, Weapon Focus (Longsword)

Possessions: plate mail, heavy steel shield, masterwork longsword,

or

Squad Leaders (10), Ftr7: CR 7; Medium Humanoids; HD 7d10+21; hp 70 ea; Init +1 (Dex); Spd 20 ft (4 squares); AC 21* (+1 Dex, +6 Armor, +3 shield, +1 Dodge), touch 11, flat-footed 16; BAB/Grapple: +7/+9; Atk +11 melee (1d8+5) longsword; Full Atk +11/+6

melee (1d8+5) longsword; AL LG; SV Fort +8, Ref +6, Will +6; Str 14, Dex 12, Con 16, Int 9, Wis 12, Cha 12;

Skills: Climb +7, Jump +5, Ride +5, Tumble +0;
Feats: Diehard, Dodge*, Endurance, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 breastplate, cloak of resistance +1, +1 large shield, +1 longsword, brooch of shielding.

Infantry (100), Warri: CR 1/2; Medium Humanoids; HD 1d8+1; hp 9 ea; Init +1 (Dex); Spd 30 ft (4 squares); AC 16 (+1 Dex, +5 Armor), touch 11, flat-footed 16; Grapple +4; Atk +3 melee (1d6+1) shortsword or +2 ranged (1d6) shortbow; Full Atk +3 melee (1d6+1) shortsword or +3* ranged (1d6) shortbow; AL (various good and neutral); SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 9, Wis 11, Cha 8;

Skills: Climb +4, Jump +4; *Feats:* Point Blank Shot, Weapon Focus (shortsword).

Possessions: studded leather, heavy wooden shield, shortsword, short bow, 20 arrows

Medics (6), Expi: CR 1/3; Medium Humanoid; HD 1d6+2; hp 8 ea; Init +1 (Dex); Spd 30 ft (4 squares); AC 13 (+1 Dex, leather armor), touch 11, flat-footed 12; Grapple +1; Atk +1 melee (1d6+1) rapier; Full Atk +1 melee (1d6+1) rapier; AL NG; SV Fort +2, Ref +3, Will +3; Str 12, Dex 13, Con 14, Int 12, Wis 12, Cha 13;

Skills: Climb +3, Decipher Script +3, Diplomacy +7, Escape Artist +5, Forgery +3, Gather Information +5, Heal +5, Hide +3, Sense Motive +7, Survival +5;
Feats: Lightning Reflexes, Negotiator.

Possessions: leather armor, rapier,

Encounter 8

Malebranche (3): CR 9; Huge Outsider (Evil, Extraplanar, Lawful, Baatezu); HD 16d8+96; 168 hp; Init -1 (Dex); Spd 40 ft (8 squares), fly 120 ft (average); AC 24 (-2 size, -1 Dex, +17 natural) touch 7, flat-footed 24; BAB/Grapple: +9/+26; Atk MW Trident +25 melee (2d8+15); Full Atk Trident +25/+20/+15/+10 melee (2d8+15) and *either* Gore +22 melee (2d6+5) or Bite +22 melee (2d6+5); Face/Reach 15 ft/ 15 ft; SA Charge, Fear Aura, Improved Grab; SQ Damage Reduction 10/good, Darkvision 60 ft, Regeneration 8, Immunity to poison and fire, Resistance to acid 10 and cold 10, SR 20; AL

LE; SV Fort +16, Ref +9, Will +9; Str 30, Dex 9, Con 23, Int 10, Wis 9, Cha 10;

Skills: Balance +1, Bluff +19, Climb +13, Diplomacy +2, Intimidate +21, Jump +32, Listen +18, Move Silently +18, Search +19, Spot +18, Tumble +20;
Feats: Cleave, Flyby Attack, Great Cleave, Improved Sunder, Multi Attack, Power Attack.

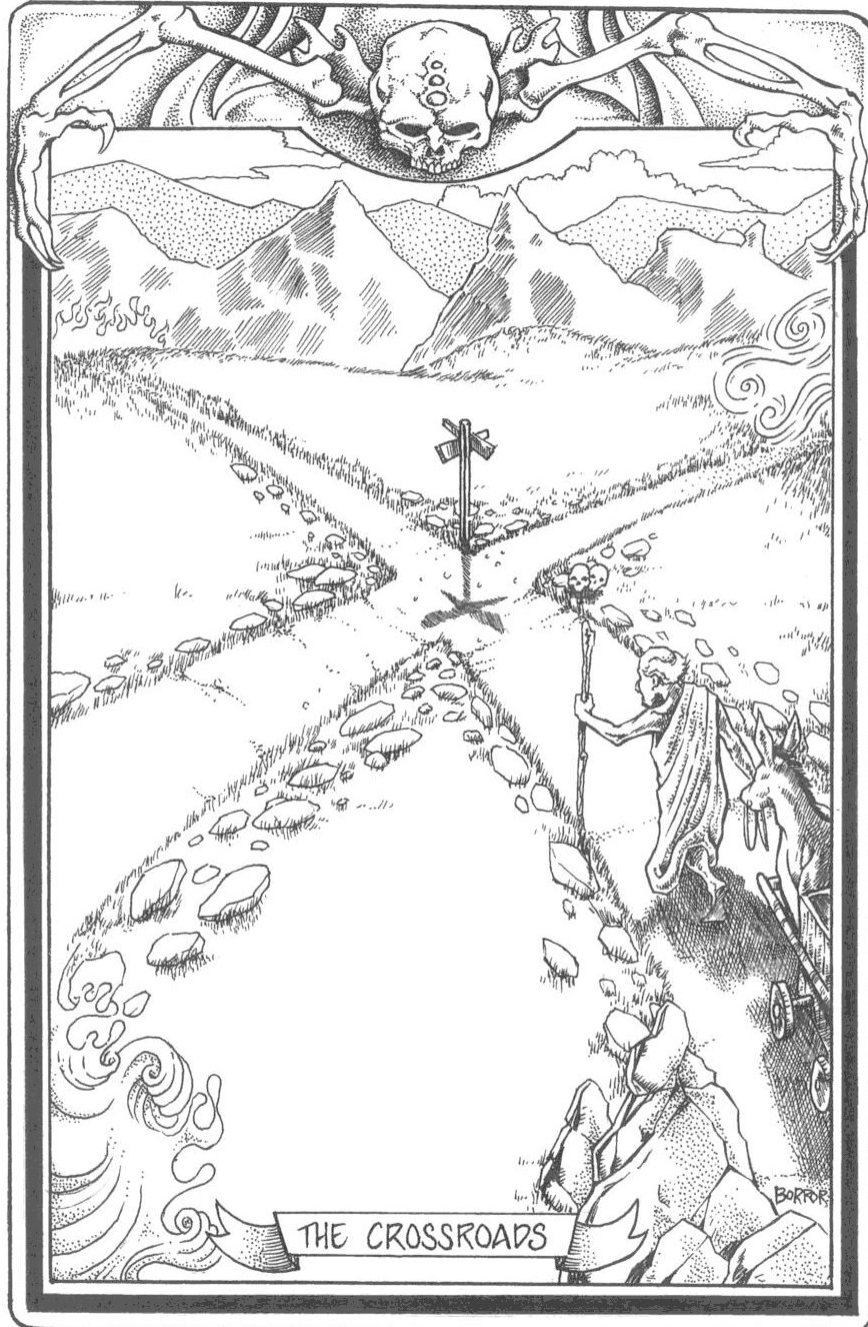
Charge (Ex): A malebranche typically begins a battle with a flying charge at an opponent. In addition to the normal attack, it also gets a Gore attack (+24 melee) doing 6d6+15 points of damage.

SA Improved Grab (Ex): If a malebranche hits an opponent that is at least one size category smaller than itself with a claw, it deals normal damage and may start a grapple without provoking an attack of opportunity. If it succeeds, it has the option to continue the grapple doing claw damage normally, or just use its claws to hold its opponent (but the malebranche is not considered to be in a grapple).

Fear Aura (Su): As a free action, a malebranche can produce a fear effect. This functions exactly the same as a *Fear* spell (Save DC18), except it affects all creatures within 15 ft of the malebranche. Once a creature makes a successful saving throw, it cannot be affected by that malebranche's fear effect for 24 hours. All devils are immune to malebranche fear effects.

Regeneration (Ex): A malebranche takes normal damage from acid, from holy weapons, and from attacks that deal holy damage.

Player Handout – Tarot Card



'04

*To the Guardians of the Palace of Countess Belissica,
True Ruler of the County of Urnst,*

By my warrant I, Jacobis Underley do affirm that the holders of this document are the greatest and most capable heroes that can be found within the city at this time. They will be my agents for this critical mission and are to be shown courtesy and respect. They must be conveyed to the presence of Lord Nimar Chrysale Gellor with all due haste concerning a matter of gravest urgency.

By my hand written,

Lord Underley, Lord Mage of Radigast City, and Baron of Ventnor.

Adventurer Handout Two: Influence Point Redemption Worksheet

Player _____

Character _____

RPGA# _____

Check off certs used

Regional Influence — Year 1

URC1-02 MOCS-1

___ **Influence Point with Mayor Nimar of Dosseldorf.** This Influence Point will be redeemable in future scenarios. The mayor of Dosseldorf remembers what you did for him, and is willing to do you a favor in the future.

URC1-05 MOCS-2

___ **Influence Point with Nimar, Mayor of Dosseldorf.** This point will be useful in future adventures that feature Nimar, Mayor of Dosseldorf. He remembers what your character did, and is willing to do you a favor in the future.

URC1-06 Mean and Devious

___ **Influence Point** *Influence with the Knight of the County of Urnst.*

___ **Influence Point** *This Influence is with the County of Urnst Ambassador to Nyrond.*

Regional Influence — Year 2

URC2-01 Ogre Island

___ **Influence Point with Ventnor *Prison*** *The Ironfist of Ventnor admires the success you've displayed in ridding Ogre island of its evil humanoids. Your success ensures his rise in political favor with the Countess Belissica and the warden of "the Cat" owes you a favor.*

URC2-02 Deserted Dominion

___ **Influence Point with Captain Tarn Lightfleck and Lord Mayor Wier Gellor** *This point can be useful in future adventures in and around the Dominion area. They remember what your character did and are willing to do you a favor in the future. This kind of activity is beneath the notice of the Countess, however.*

URC2-05 Operation Ixworth

___ **Influence Point with the Underly Network headed by the archmage Jacobis Underly.**

Regional Influence — Year 3

URC3-07 Good Intentions

___ **Influence Point with the Underly Network:** *The named adventurer has earned the respect and favor of Lord Jacobis Underly. This favor can be used to petition for membership into the Underly Network. Such a request must be made to the County of Urnst Triad.*

URC3-08 Winds of Change

___ **Influence Point with the Countess.** *This Adventurer has come to the aid of the Countess' forces during the uprising of the Lord of the East. This point can be used to influence any county official loyal to the Countess into the player's favor regardless of the situation.*

Total Used

_____ x200 gp each +100 gp base =

_____ value exchanged.

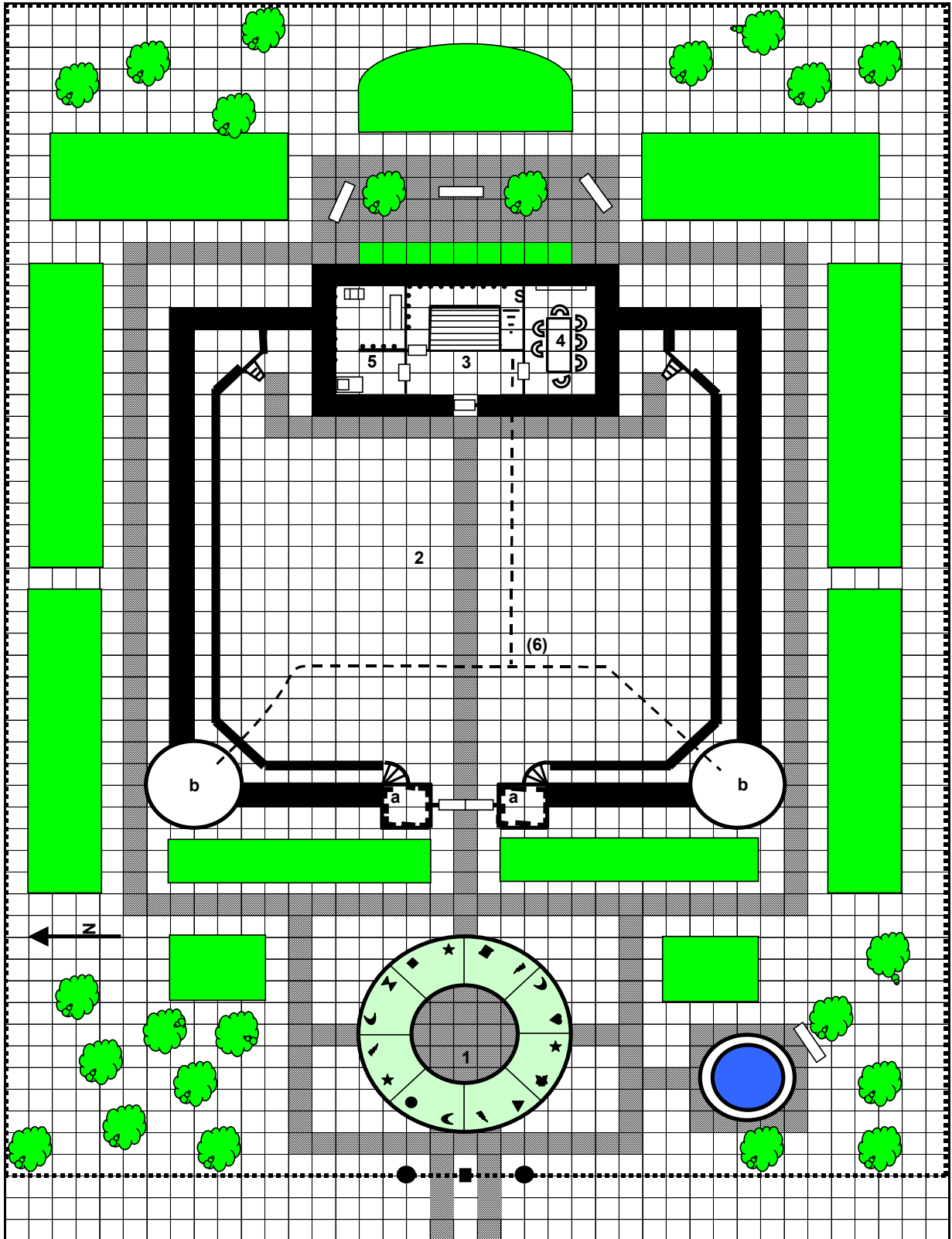
Equipment taken in Exchange:

Total Value: _____

Date _____

DM _____

RPGA # _____



Adventure Handout Four: Background Information

Lucius Grakon was once a servant of Iuz. But he learned of an ancient relic that incorporated a gem called dweornite which would allow him to seize power here in the County. So he broke away from the Old One and began plotting. Fortunately, his initial plans were foiled by a group of adventurers who attacked him in his home and he was taken and imprisoned in the dungeons below Ventnor Castle. But the legends of the relic began to be told and like all good stories, they had a strong basis in fact.

One half of the relic in the form of an amulet was retrieved from the Hells themselves and wound up in the keeping of forces loyal to Countess Belissica. The other half was taken from an old half orc and fell into the hands of the Lord of the East. Belissica and Terard Duncombe have always been at odds concerning the proper direction the leadership of the County should take and the decision of who was to control the artifact had ramifications none could foresee. Grakkon, acting through agents, had the lord of the town of Dryburgh assassinated and then attempted to have a puppet, loyal to him alone, set up as the replacement. Meanwhile efforts were put in motion by Grakkon to bring the two halves of the relic together. Grakkon's pawn, the sheriff of Dryburg, failed in his bid for power, but the gems were still brought together. If only we had known.

Before this, elsewhere in the County, huge stone monoliths had recently been unearthed which seemed to have strange powers. Today it's understood that these stones are actually gates to the lower planes, but when they were first discovered they were a source of great interest and concern. There were scattered incidents of devils appearing near the stones but no one was able to make the connection between the two until it was too late.

The relic was said to join with a sword to become an item of great power, "to command forces granting rulership and dominion." What no one realized was that the forces the legends referred to were the forces of the Nine Hells. Once the amulet was joined with the stone of power and placed in a sword hilt, the gates within the monoliths opened wide and the devils poured forth . . .

Now it's eight months later. The County is split by war between forces loyal to the Countess and a coupe attempt by those loyal to the Lord of the East. The devils, who for a while darkened the skies across the land now seem to be focused on controlling certain key areas; Radigast City, the Ruins of Ventnor, Bampton, and a few others. Lucius Grakkon escaped when Ventnor was razed, and if the stories are true seems to be maneuvering behind the scenes once more. The Lord of the East was recently maimed in an attack, losing a hand at the wrist. And the Countess was forced to flee the country and has gone into hiding. Worse yet, it now seems that even if she wanted to return, it would be impossible. The armies of Terarde Duncombe, the Lord of the East have laid siege to Radigast City. Thus, the city is surrounded by a vast army by day, and engulfed by inhuman terrors at night. And a once unknown wizardly concept, "dimensional anchor" is now well known to even the common folk of the County, as stories abound that the County's mighty wizards have been unable to travel via their magical enchantments for many months now.

Still all is not completely dark. Working together, the Cygnet University of Arcane Arts, the Obsidian Conclave and the Divine College were able to come up with means of preventing the devils from entering into the homes, shops and buildings of the city by placing mildly enchanted devices of silver and cold iron on all of the doors and windows. And while the Duchy, Nyronnd, and the Pale have had their armies at a constant state of alert on our borders for several months now, the devil invasion seems to be contained within the County of Urnst for some reason. While it's scant comfort for us who live here, at least the rest of Oerth isn't being overrun as well.

Adventurer Handout Five: Final Mission Briefing

There is a minor deity named Vathris who is still occasionally seen here on Oerth out near the Bright Desert. He was once a peaceful deity of the Flan people, but long ago he was tortured and murdered and so became Vathris, the

hero-god of Anguish, Lost Causes, and Revenge. Few if any worship him in his peaceful aspect anymore, but you have perhaps met some of the ones who worship him in his vengeance aspect. They wear yellow robes.

The Crone spirit that once inhabited the amulet was originally the high priestess of Vathris in his peaceful aspect and it is from her that we have recently learned a lot of this information. When the Suel invasion was just beginning, the Ur-Flan seized upon a plan that would have destroyed the invaders and given them unlimited power over all the Flanaess. They adapted the Tovags, the rings of monolith stones that have lain scattered around the County for ages, to their own purposes and then created the gems to unlock them.

But in doing this, they attracted the ire of Vathris and his followers who drove the Ur-Flan from their places of power before they could put their plan into action. But even with the destruction of the Ur-Flan, Vathris knew that one day the Tovag would be opened and there would need to be a plan in place to deal with the crisis.

The Crone spirit has told us of this plan.

There was once a man named Ferben Grsch. He was once the High Priest of Vathris in his vengeance aspect and Vathris gave him the task of dealing with the Tovag and the devils that were to have been unleashed. So Grsch established a place to watch and wait until it was time. That was more than a millennia ago.

After the Crone escaped the Amulet, she learned of the location of Grsch from the Lord of Tehn, for Ferben Grsch still waits beneath the Brown Hills for the time that he will be needed. After her escape, the Crone went to alert him that that time had come. But unfortunately, during the intervening centuries, the descendents of the Ur-Flan joined forces with the Masters beneath the Crystal Springs. They learned where Grsch was hiding and acted to trap him there for all time. When she arrived, the Crone was attacked and was unable to free him from the place he has waited for so long. So she returned to Radigast City once more to inform us of what needed to be done.

We need you to travel to where this former cleric of Vathris waits and free him from his prison. Once freed, the Crone has told us that he will have some method of cleansing the County of its infernal infestation.

Unfortunately, it is quite likely that ALL of the forces that have opposed us up till now will rise up to stop you during your journey. So we have devised a plan. Instead of having you travel for weeks overland through the armies of the East and the devil invasion, Belissica, the other spellcasters in the palace, and I will Teleport you directly to the entrance. We believe that by working in concert, we will be able to overcome the dimensional anchor caused by the Tovag that lies across the land and send you to your destination immediately!

Now go and rest, for tomorrow will come all too soon.