

BIS3-04

First Comes Marriage

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

Version 1.1 – Use at AnonyCon 2003 Premiere only

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Lord Darius of Bessellar is holding his annual Grand Festival, but rumors fly that this year will finally be the year that Lady Jasmine, his sole daughter, marries. Suitors have come from all across the March to aim for her heart, but for what reasons? A Living Greyhawk investigative adventure for parties of APL 2-12. Part 1 of the Council of Barons Arc.

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

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Introduction

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

Preparation

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

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

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

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

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

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

the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

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

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

Living Greyhawk Levels of Play

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

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

type, and animals with different CRs are added separately.

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

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

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

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

Adventure Background

DM;s Note: This module is a “heavy on the roleplaying” module – characters cannot use brute force to achieve their objectives, and must instead rely on problem solving and creativity. This, of course, means that you, as the DM, need to be flexible and think on your feet in order to keep the PCs on track and moving. This module does not have a linear flow, and therefore, make sure that you familiarize yourself with the major players and their personalities so that you can react to whatever your players do. Wherever possible, we have attempted to flesh out the personalities of the major players and provide possible scenarios – however, all player groups vary, and every outcome can not be predicted – your flexibility and creativity will play a major part in how much your players enjoy this module.

Adventure Summary

In this adventure, Lady Jasmine, daughter of the Darius, Baron of Besselar, asks the PCs to test the character of the two suitors that are seeking Lady Jasmine’s hand in marriage. After test, an unknown force will attempt to abduct Lady Jasmine, and the PCs must stop the kidnapping.

The timeline for the module (including suggested playing times for each section is as follows)

- Morning, Day 1 – The PCs are approached by Lady Jasmine’s maid, Cecilia, with a request for aid (Encounter 1) – 10 minutes
- Mid-day through afternoon, Day 1 – The PCs have an audience with Lady Jasmine and work with Delmer to lay their plans (Encounter 2) – 45 minutes
- Evening of Day 1 – The PCs can perform their first test on the two suitors (Encounter 3) – 30 minutes
- Night of Day 1 – The PCs deliver a letter on behalf of Lady Jasmine to Grace and are ambushed by parties unknown (Encounters 4 and 5) – 30 minutes
- Morning of Day 2 – The PCs can continue their tests of the suitors (Encounter 6) – 30 minutes
- Afternoon of Day 2 – The PCs are approached by the suitors (Encounter 7) – 30 minutes

- Evening of Day 2 (the evening of the grand ball) – After delivering their recommendation to Lady Jasmine, the PCs return to their inn to find a crime scene, and must rush to Lady Jasmine’s aid (Encounter 8) –15 minutes
- Night of the Ball (the night of the ball) – During the ball, kidnappers will infiltrate the Besselar keep and attempt to kidnap Lady Jasmine. The PCs must gain entry to the keep and stop the abduction (Encounter 9 and Conclusion) – 45 minutes

Introduction

You have come from far and wide, to attend the annual Grand Festival of Lord Darius of Besselar, which will culminate in a magnificent ball at his keep. Rumors are rampant that the Lord’s daughter, Lady Jasmine, will have her wedding date announced at the end of the Festival. However, other rumors you have heard on the road indicate that Lady Jasmine has not yet selected a potential mate. There is even speculation that many of the nobles gathered for the Festival will use the competitions of the Festival to gain her favor, or the favor of her father.

The Besselar you see makes you less than delighted however. The people have put on happy faces – but the untended farms you pass on the road, the less-than-occasional unthatched roof, the many patches on clothing that should have been replaced long ago, the turnip stew at the empty inn last night – all point to a time of less than perfect economic success in the barony. It saddens you to see the near poverty that engulfs much of the populace, and you wonder how long it will be before despair or worse follows. It is clear that while the Margrave’s decision to make military service mandatory for citizens of Bissel has strengthened Bissel’s fragile borders, it has left many holes in the March.

Still, perhaps the festival will help. You cannot allow your spirits to be dampened, just before

a festival, particularly one that has traditionally been full of pomp, pageantry and excess.

Lord Darius of Bessellar would like to retire sometime soon, and see his daughter married: it can only broaden Bessellar's influence and the Baron hopes that marriage will help Jasmine curb her flighty ways and settle down. Two main suitors have emerged: the son of Lord Cainlan of Tevra and the son of Lord Galen of Sandera.

Rumors:

As part of their background research on the suitors, or as part of settling into town in anticipation of the Festival, the PCs may want to put out feelers for information. The following are some of the pieces of information that they may hear:

(Gather Information DC 10+APL)

- The harvest this year is in doubt – last year's good weather has not carried through to this year, and heavy rains have flooded fields. (true)
- Patrols have been increased because a cell of Evard's agents were discovered in the city two weeks ago (untrue)
- Baron Darius and Lady Jasmine have settled on two final suitors for Lady Jasmine's hand, and there will be an announcement the morning after the ball at the end of the Grand Festival (true)

(Gather Information DC 15+APL)

- Because of recent troubles, many nobles have brought personal guards into the city for the Festival. Baron Darius has warned nobles in the city that they must be on their best behavior, or face possible expulsion from the city and festival (true)
- The Margrave may actually be in attendance at the Festival, possibly in disguise (untrue)

(Gather Information DC 20+APL)

- Lady Jasmine is unhappy with her father's decision that she must marry. She would prefer to marry for love, or not marry at all. However, her father feels that marriage will strengthen his political hand, and he has forced her into making a decision (partially untrue – any marriage would probably increase Baron Darius' political

strength, however, he has not forced his daughter into making a decision)

- The supposed cell of Evard's agents discovered two weeks ago had detailed plans of the ball, and may have been planning an assassination attempt of the Baron. (untrue)

Encounter 1: A plea for help

(The Morning of Day 1)

The journey to Bessellar, while uneventful, has been tiring, and after a good night's rest and breakfast, you are about to head out when you are surprised by a discretely dressed lady who approaches and speaks to you. "Most noble fellows and dames, I apologize for the interruption, but I entreat you to accompany me to my employer, who has need of your help."

At this point, if the PCs have influence with Lord Bessellar, the woman proceeds to entreat them as follows:

"Indeed, Lady Jasmine is in dire need of your assistance, and I must hope that you will once again be willing to help the ruling family."

DM: If the PCs do NOT have influence with Lord Bessellar, the woman proceeds as follows:

"I ask that you accompany me and perform the tasks my employer asks of you, based on your concern for the March. If you feel that the March is not your concern, then I am sure that the reward my employer will bestow upon you upon completion of the task will more than make up for the imposition placed upon you."

The woman is Cecilia, maid to Lady Jasmine. Lady Jasmine has asked Cecilia to find the party, (either based on their past interactions and reputation, or based on a random sighting as they arrived in town) Should the PCs not be responsive to the offer, the woman will plead with them, flattering their egos, calling it a case of a damsel in distress, again mentioning the probability of a reward, but should the PCs continue to refuse to accompany her, she will depart, defeated, you are on your own. Any questions about what the reward is will be met with a response of "My employer did not entrust me with the particulars, but as my employer is of import and high birth, you may assume that it is appropriate to the task at

hand.” Questions about what the task is will be met with an answer that Cecilia does not know, but her employer will divulge all the details at the meeting.

Presuming that the PCs accompany the woman, they are led to the Besselar keep, and to the chambers of a young woman of gentle bearing and troubled countenance. She rises to her feet immediately and advances to clasp the hand of the nearest of the heroes.

“Ah, gentles, it is so kind of you to come to me in this time, when the activities of the Festival and the comforts to be had in the city are surely more attractive to you than a mysterious request for help.

If the players have not met Lady Jasmine before, then she will introduce herself as “Lady Jasmine, daughter of Darius the Baron of Bessellar, and a maiden in most serious need of your assistance.”

“My father is most concerned for the health of Bessellar and has told me that he considers my choice of suitor vital to the future health of my beloved land. My marriage will hopefully bring some aid to the barony in this difficult time. And although my marriage is realistically for political gain and not for love, I must ensure that my choice is the right one - but, how do I even get the type of information that I need to make an informed choice?”

“Oh, of course they fawn upon me and bow and kiss my hand and give me presents, but it is not by drooping head and manners at the table that I must judge them, but by the health and the care that they will bring to my people – and yes the wealth they will add to the Besselar. I must know their hearts and their true thoughts, and I have not had the means to know these things based simply upon my introduction to them. What I need is a study of these men, some way to discern their true character. But alas, the damned etiquette and behavior that nobility are expected to follow with will not even permit me to be alone with them for even a moment! How am I to make a decision by the morning after the ball?”

“And then, in my desperation I conceived of a perfect plan, and sent Cecelia, my maid servant, to bring you – most welcome friends – so that it could be carried out.

“I need you to test them! Yes, test them!!! Test their honesty, their nobility, their sense of justice, their mercy, their chivalry, and most

importantly, their charity.

“To that end I have spoken to the guard commander, whom I fear is smitten with me, even though I am far beyond his station – and he has agreed to give you some freedom with the two – as long as you keep your actions within acceptable bounds. I beg you, test them for me. Be my eyes, that I may make the best choice for my people. I know that hardship walks amongst us, and my choice must be true.

“The two of them, the two suitors between whom my father has said that I must choose from, are the Lord Cainlan Rashehdra, Lord of Tevra, grandson of Baron Zafar Rashehdra of Parulla, and Lord Galen Luchelyn, Lord of Sandera, nephew of the Baroness Elina Luchelyn of the Burning Stalks. Both are handsome men in their own ways, and of noble birth.

“If you are willing to do this thing for me then I can offer you free lodging at one of the local Inns - which I have already arranged – and most of all, my undying gratitude and the gratitude of my house. Once you have finished the tests, return here so that I may hear your counsel, and I will compensate you for your time and efforts. I ask only one other small, trifling errand – I need a letter delivered privately to a friend this very night. The person to whom you are to deliver it to – Grace - will be at the address on the outside of the packet late tonight.”

Role-play from this point in the encounter until the PCs are convinced or leave determined not to aid the lady. If the PC's agree, give them Player Handout 1. Make sure to tape it closed (as they have to break a wax seal if they wish to violate Lady Jasmine's privacy and read it). DMs that value roleplaying may want to seal the letter in an envelope and even seal the envelope with wax. If the PCs push for exact term of their compensation, Jasmine states that she has a small allowance for each of them, which she will pay them when she hears their recommendations the evening of the ball. The amounts are listed at the end of the module in the Treasure section. Jasmine will not negotiate for larger sums, or other compensation, and if the PCs refuse to perform the task for the compensation at hand, then she will end the audience and DMs should end the module.

The players may ask what types of tests Jasmine

would like to administer, and how they can find the two suitors. Jasmine will tell that once they accept, she will send one of her trusted servants with the group, as he knows both her personality and equally important, the personality of her father, the Baron.

Once the players agree, Jasmine asks them to return tomorrow evening (the night of the ball at the end of the Festival) so that she can hear their report and get their advice. After that, she exits, asking them to wait for one of her servants.

Encounter 2

(that morning, continued from Encounter 1)

A short, portly man wearing the livery of one of Lady Jasmine's servants enters immediately after Lady Jasmine exits. He smiles crookedly at you, while tugging at a beard whose bushiness compensates for his pate's baldness. "Hello, permit me to introduce myself – I am Delmer, a servant of the Lady Jasmine. Her Ladyship tells me that I'm to help you set up your tests. So if you'll tell me what your thinking, I can take care of making sure the town guard don't interfere, and arranging for any villagers you might need to play roles, or what-have-you." He waits expectantly.

Delmer is an old servant of Lord Darius Besselar. In recent years, he's worked for Lady Jasmine, taking care of odd tasks that she needs done. He is deferential, resourceful, competent, and discreet.

At this point, the PCs may want time to plan their tests to determine which of the suitors is worthier of Lady Jasmine's hand. If they wish privacy, Delmer will retire to the hallway, but cautions them that time is short, and that to ensure that both suitors are tested equally and fairly, the PCs should be quick and put their plan in motion soon.

Wise PCs will include Delmer in their planning, asking him questions about what they can do, what they should do and what traits they should be looking for in the suitors. Delmer will be honest with them, and will attempt to aid them as much as possible. Being a loyal servant, he has ideas of his own – but he will only share them if asked. DMs should use Delmer as their voice, guiding the PCs, offering advice and cutting off bad ideas.

Common questions

What can you help us with?

Delmer will start off with an offer to help with "logistics" – he will use his considerable pull and contact of networks, combined with the resources (cash) at his disposal to make any reasonable test the PCs come up with happen. If the PCs ask Delmer for equipment or cash, he will ask them to explain what it is for. If the PCs can reasonably explain what the resources will be used for, Delmer will get them access to it. (Delmer's Sense Motive is a 21, and his Bluff is a 23, so lying to him will be difficult at best). If the PCs involve Delmer in the planning process (or explain all of their tests to him once they have planned them), Delmer will readily offer access to resources that may be difficult. DMs should make sure that the PCs do not attempt to double cross Delmer and walk off with the Baron's treasury – at the end of the adventure, he will reclaim any resources not consumed.

How many tests should we perform?

Delmer will respond "It's really a matter of time. I figure you should be able to run one set of tests this afternoon, and another tomorrow morning. To be fair to the suitors, you should run the same tests on both of them. So you need two different tests." If the PCs come up with more, and you feel that their plan is reasonable, then let them run with it. If the PCs are overly ambitious, or only plan for one test, use Delmer to guide them to something more reasonable.

What virtues should we test for?

This is probably the key question for the PCs to ask Delmer. Unless the PCs are absolutely stumped as to what to do, DMs should not directly answer the question. A good approach may be to let Delmer talk for a while about the Baron and Lady Jasmine.

Darius, Baron of Bessellar

"I've served the Baron for many years before he asked me to look after his daughter, my Lady Jasmine. There is no greater man in the March, I can tell you that. Aside from his wife and daughters, the baron's greatest loves are his people and the arts. The Grand Festival is itself a combination of his loves – a way for him to give back to all the people of the Bessellar – no matter what their origin, race, or station in life. A more honorable, fairer man you will not meet in all of the March, or even in all of the Flanaess. And, even

though he has grown old, and is ready to retire, he continues to lead, as he feels that without his calming hand, the poor times and the influence of those who do not truly care about his people may cause rough times to turn into turbulent times.”

Lady Jasmine

“Six years ago, the Baron asked me to look after his eldest daughter, Jasmine, and I have grown to love her as the daughter I have never had. My love for her does not blind me to her willfulness and, at times, disregard for how a true noble lady should act. But like her father, she loves her people, and knows what her duty is to them. Although she has long ago given up hope for a marriage based on romance, I think that she still holds out hope that her future husband will be someone that she can be happy with until she grows old, as her father and mother have. I only hope that whoever her future husband is, he will have the patience to see past her strong will and see the compassionate, loving woman she is at heart.”

Based on these descriptions and Jasmine's introduction, the PCs should be able to glean four virtues that they can test for: Honor, Temperament, Wisdom / Leadership, and Compassion. Potential tests for these virtues are listed below. The PCs may come up with equally valid virtues to test for, in which case it is up to you, the DM, to gauge how well their tests measure those virtues.

If the PCs still cannot come up with virtues they believe would be important for Lady Jasmine and the Baron, Delmer will ask advise them to choose virtues they think are appropriate for what the suitor will become (a leader and a husband).

What do you know about the suitors?

Delmer has never personally met the suitors, so his only information is second-hand. He will gladly share what he knows (the Public Information section under the descriptions of the suitors). Other than that, he is as interested as Jasmine is in what the suitors are truly like.

If the PCs come up with an idea for a test that's totally unlike the rough ideas laid out in Encounter 3, run with it if you can. Do your best to figure out how the suitors would perform and reward the PCs for their creativity. If the suggested test is too outlandish, or if you do not know how to run the suitors' responses, Delmer can steer the PCs away from the idea, giving some reason why he cannot set up a particular test, or calling into

question whether the virtue is truly important to Lady Jasmine.

If the PCs have chosen virtues to test but cannot come up with ways of testing them, Delmer suggests one of the tests listed below that is related to the virtues the PCs want to test. While Delmer ultimately suggests possible tests, do not have him do so unless the PCs are stymied or frustrated. The point of the encounter is for the PCs to develop and execute the tests. DMs should use Delmer to keep PCs on track and on schedule, provide key insights and keep the tests within realistic bounds.

DM's Note – Pacing this section is crucial to the ability of the PCs to finish all of the tasks in the module. Hopefully, at the one hour mark of the module, the players will have settled on the tests they wish to perform and the details of the scenario. DMs should use Delmer to set the level of urgency and keep the players moving.

The Suitors

The two suitors are detailed below for the DM. DMs should use this information to help the PCs gain a better understanding of the suitors and also help determine how suitors may react in any given situation.

The information in this section is more informational in nature. Full stat blocks on the suitors for each APL can be found in Appendix I. The information is broken down as follows:

- Physical Description – What each suitor looks like physically
- Public Information – Information about each suitor that PCs can find out from public sources. Some information is generally known, and it can be assumed that someone in the PC party has heard the information. Other information can be received from Delmer (through appropriate roleplay), or through a medium difficulty Gather Information check (talk in taverns, gossip among nobles, etc.). Some very confidential information may be gathered only through Gather Information checks.
- DM's Notes – this information is for the DM's eyes only, and should help the DM understand the characteristics of the suitors and their potential reactions

Cainlan Rashedra, Lord of Tevra (CG)

Lord Cainlan Rashedra is the grandson of Baron Zafar Rashehdra of Parulla. Because Cainlan's father is dead (see below), he is next in the succession line to the Barony of Parulla. As the current Baron, Zafar, is older than Baron Darius, it is likely that Cainlan will become Baron of Parulla in the near future.

Physical Description

The Rashedra clan is Baklunish, and Cainlan physically fits the description. Standing a shade over six feet and with the traditional olive skin, green eyes, and black hair (which he wears in a ponytail) the twenty seven year old is universally considered to be a younger version of his father and grand-father. He usually dresses in an unassuming manner, preferring an unadorned green cloak over his simple, but high quality, studded leather armor. He wears a holy symbol of Istus on a chain under his armor.

Public Information

Well-Known Information

- Cainlan divides his time between patrols in Parulla with his grandfather's men and the army, and diplomatic travels on behalf of his grandfather.
- Zafar's political influence on the Baron's Council is second only to the influence of Darius, Baron of Besselar.
- Cainlan holds the rank of 1st Lieutenant in the Grand Army of the March.
- Cainlan's father, Lial Rashedra, Baron Zafar's son-in-law, died fighting off the forces of Ket in the Greyhawk Wars.
- Like his grandfather, Cainlan does not like the recent treatment aimed at those of Baklunish decent. He believes that all citizens of the March should be treated equally and fairly. He is well known in Bissel for his tolerance and fairness when dealing with all races.

Rumors (information can be seeded by the DM through Delmer, or discovered by PCs with appropriate Gather Information checks – difficulties indicated)

- (Gather Information DC: 10+APL) Because of Baron Zafar's history of putting what is good for Bissel ahead of what could be better for Parulla, Zafar has more enemies within his barony than most other barons do. Apparently, this feeling has also spread to Cainlan, who has recently increased his personal guard to seven when traveling outside of the March.
- (Gather Information DC: 15+APL) Although a warrior by nature, Cainlan is also known to be a gentleman and a noble. A passable dancer, and more than adept at the ways of court and etiquette, Cainlan is considered by many to be the most eligible bachelor in Bissel. There are many rumors of dalliances and affairs with women across the Sheldomar Valley and even in Greyhawk, but Cainlan's discretion is well known, and nothing can be positively confirmed.
- (Gather Information DC: 20+APL) Three months ago, the normally calm and discreet Cainlan showed a chink in his

armor. Returning from Greyhawk, he and his traveling party spent the night in an inn in Pellak. In the common room, an especially drunk noble singled Cainlan out and launched into a series of insults about the Baklunish. Cainlan maintained his calm and did not respond until the noble insulted Cainlan's father, calling his disloyal to the March and questioning whether he actually died fighting the Kettites, or was actually killed by a Bissel patriot in the midst of betraying his command (untrue). At that point, Cainlan had to be physically restrained by his entire traveling party and some other patrons of the inn. The next morning, however, the foolish noble was found unconscious and beaten severely. Cainlan and his party claimed to have no knowledge of the assault, and an investigation by local authorities led to no charges.

Confidential Information (available only through appropriate contacts the PCs may have):

- (Gather Information – All APLs: DC 35) Recently, Cainlan has mentioned to close friends that there should be some type of balancing force to the Knights of the Watch. What exactly he has in mind is unknown, but a comment like that from a man like Cainlan is usually not an idle thought.

DMs Notes

Cainlan Rashehdra, Lord of Tevra, is a smart, caring, young man, who is loyal to his grandfather and Bissel. Although ambitious, his sense of honor, generosity and piety guide him to doing the right thing for the longer term over short-term gain.

He strives to remain calm and fair in all situations, though open racism or questions about his family's loyalty to Bissel will cause his temper to rise, and eventually, break. Cainlan views force as a last resort only, and if needed, will walk away from fights he feels are unnecessary or pointless. As per his title, Cainlan is the Lord of Tevra, which is a village in Parulla. He enjoys the duties associated with being the responsible for the village, and is a well-liked and able ruler who is involved in the day-to-day lives of his people.

Lord Cainlan is deeply aware of the problems with the Margrave's rule. The Margrave's mandatory military service causes too many farms to be short-handed. While there is certainly enough

food for the nobles, Lord Cainlan spends enough time among the common folk that he rules to know that a bad harvest could result in substantial starvation. Last year had fine weather and an adequate harvest despite the number of farmers who neglected parts of their land because of the need to serve in the military. The signs this year are much less promising. As if that weren't bad enough, the Margrave's increased tax on the Baklunish causes many who would otherwise be loyal to the March to wonder whether things would be better under Ketite rule. While Lord Cainlan is decidedly not one of these people, he fears that the Margrave will continue to stir up divisions and tensions between Bissel's Baklunish and Oeridian peoples.

PCs who are members of the Knights of the Watch, or have strong anti-Baklunish leanings may lean against recommending Lord Cainlan to Jasmine. This is perfectly fine, and players who roleplay the appropriate sentiments well should be rewarded by DMs.

Lord Cainlan worships Istus

Stalwart Vigil, Lord Galen Luchelyn, Lord of Sandera (LN)

Lord Galen Luchelyn is the nephew of the Baroness Elina Luchelyn of the Burning Stalks. The Baroness is without a male heir, which puts Galen next in the line of succession. The Baroness is still in her prime, so an heir is still a possibility, and even without one, it is unlikely that Galen could become Baron for at least a decade.

Physical Description

Lord Galen is tall and well-built, with broad-shoulders and casual athleticism. His mixed Oeridian and Suelese ancestry is fairly clear to any observer, with his blue eyes, blond hair and strong jaw line. Lord Galen invariably wears a tabard emblazoned with his arms (two swords crossed over a field of black) over his armor shirt.

Public Information

Well Known Information

- Like his aunt, Lord Galen is a Knight of the Watch. He was knighted on the field at the Battle of Burning Stalks, where he served as Baroness Elina's squire, and where she also received the Barony of Burning Stalks in honor of her victory. His

acts of valor and prowess on the field are well known, some of them even having made it into some popular tales being told by bards throughout the Sheldomar Valley.

- The Baroness Elina also granted Galen the small fief of Sandera when she knighted him
- Lord Galen is the captain in command of the cavalry troop of the 1st Burning Stalks battle in the Great Army

Rumors (information can be seeded by the DM through Delmer, or discovered by PCs with appropriate Gather Information checks – difficulties indicated)

- (Gather Information DC 10+APL) Lord Galen believes firmly that the Knights of the Watch are the most honorable knights in the Flanaess, and that without the Knights, Bissel would be an oppressed province of Ket.
- (Gather Information DC 15+APL) Lord Galen has a reputation of being a noble's noble – he maintains a finely stocked stable at his home in Pellak, for his horses, and is usually spends most of his nights at the nobles' inns and parties of that city. Lord Galen visits Sandera a few times each year, leaving the day to day administration to a steward while he engages in more knightly pursuits
- (Gather Information DC 20+APL) Although Galen is well-meaning, and leaps forward, at any opportunity to perform acts of heroism, he can also be somewhat curt with those of lower rank. Unfortunately, Galen views his membership in the Knights of the Watch as an enhancement to his rank, and he has recently been curt with a number of the Barons of the March. One rumor has him demanding Jasmine's hand in marriage directly to the Baron earlier this week, as Galen believes himself to be the most powerful suitor. The demand with a polite, but equally direct refusal, claiming that Lady Jasmine and Baron Darius were still in the process of determining the best suitor (partially true: Galen did not directly demand Jasmine's hand, but did let Darius know that he feels himself to be by far the best political match)

Confidential Information (available only through appropriate contacts the PCs may have):

- (Gather Information – All APLs: DC 35) Lord Galen has made it known that he believes the Knights of the Watch should go on a tour of force in Bissel, especially in the northern and western Baronies with significant Baklunish populations. This tour would have two purposes – first it would be responsible for collecting the tax levied on Baklunish citizens, and secondly, he believes it will scatter some of the rumored resistance and rebellious factions. Although this was first considered to be the foolish suggestion of a none-to-bright Galen, the endorsement of Galen's aunt and rumor that the Margrave has provided tentative approval of the plan have made many rethink their view of Galen.

DM's Notes:

Stalwart Vigil Lord Galen Luchelyn is chivalric, gallant, brave, and somewhat arrogant. Lord Galen is fairly intelligent, though by no means brilliant. He has a by-the-book approach to problems, which at times can make him look (rightly) unimaginative and uncaring. Lord Galen is touchy about points of honor and has a somewhat short temper. His world-view is that the nobles are there to govern, and that the commoners are there to be governed – commoners who disagree with him to his face or who disobey his orders can find them on the wrong side of his whip, or worse, on the wrong side of his sword. As stated, Lord Galen believes firmly that the Knights of the Watch are the most honorable knights in the Flanaess, and anyone who says otherwise, openly or through hearsay, will become a target for Lord Galen's ire.

Lord Galen is vaguely aware that the Margrave's policies have contributed to the poverty of many of the common folks of Bissel. However, he believes that it is no more the place of the nobility to question the sovereign's will than it is for commoners to question the nobility. Besides, as far as Lord Galen is concerned, worries about crops and trade are minor matters compared to battling the forces of evil that still threaten Bissel, both outside the March (should the giants of Geoff or similar forces become more aggressive) and within, as dark secrets from the past rise up to threaten the March.

Lord Galen worships Heironeous.

Encounter 3: The Tests

(evening of the first day, and morning of the second day)

Allow the PCs to draw whatever conclusions they wish from the tests. There is no right answer, although Lord Cainlan is a slightly better match. Each sample test, however, lists the expected conclusion for the PCs to draw.

Four tests are outlined in this section to give DMs an understanding of what the suitors will do, and possibly to use in game (by making suggestions through Delmer, DMs may be able to guide PCs to one or more of the following tests)

Remember that the PCs should make every attempt to administer the same tests, under the same conditions to both of the suitors. Realistically, the PCs have time to administer two tests to each suitor – by the time the PCs have finished planning, and Delmer has spoken to all the people he needs to in order to have the logistics in place, it will be early evening.

The Example Tests

- Test of Valor: Do the suitors rescue an innocent in trouble? How well can they fight?
- Test of Temperament: Do the suitors allow themselves to be goaded into losing their temper?
- Test of Wisdom: How well do the suitors resolve a conflict between two peasants?
- Test of Compassion: How do the suitors react to the plight of a farmer who is overwhelmed?

Test of Valor:

The set-up: The obvious way to test the suitors' valor, heroism, bravery, or similar virtue is by setting up a fake robbery. If the PCs pretend to be thugs robbing an innocent towns person, they can find out whether the suitors are brave, and then whether the suitors can fight.

Delmer arranges for a suitable victim: one of Lady Jasmine's maidservants dressed up in common clothes. He also suggests a suitable alley for the robbery to take place in, and promises that he can arrange for the city guard to be far away and for each suitor to pass by the alley. The PCs can then handle it from there. Delmer cautions the PCs to be careful not to kill either suitor. Allow the

PCs to have fun setting up the bait and pretending to be robbers before the suitors arrive.

Testing Lord Cainlan

Lord Cainlan is traveling with three comrades, who are both servants and guards. When he sees the robbery in progress, he notes that the PCs outnumber him and immediately orders one of his guards to run to find the city watch. He then advances on the PCs with his other two guards. He fights cautiously, somewhat defensively, and carefully stays with his allies to avoid being flanked. If it becomes clear that he cannot win, he attempts to retreat with the robbery victim, ordering his guards to retreat with him if they are still conscious or surrenders if retreat is impossible. He and his guards will begin battle by doing nonlethal damage (-4 to attack rolls), in the hopes that they can subdue the attackers and turn them over to the city watch. If it appears that this will not work, they will switch to lethal damage at Lord Cainlan's command.

After a few minutes, his third guard returns with some of the city watch. If the PCs are smart, they will run, and the city watch (under orders from Delmer) will give up the chase quickly. If the PCs do not run, or are unconscious, Delmer will take charge of the "prisoners" as the watch escorts the PCs away. If necessary, he will provide healing (through potions) to revive any unconscious PCs.

APL 2:

μ **Lord Cainlan:** male human Rgr 1, hp 8; See Appendix I

μ **Guards (2):** male human War 1, hp 8,8; See Appendix I

APL 4:

μ **Lord Cainlan:** male human Rgr 3, hp 17; See Appendix I

μ **Guards (2):** male human Ftr 2, hp 19,19; See Appendix I

APL 6:

μ **Lord Cainlan:** male human Rgr 5, hp 30; See Appendix I

μ **Guards (2):** male human Ftr 4, hp 37,37; See Appendix I

APL 8:

μ **Lord Cainlan:** male human Rgr 7, hp 45 (Diehard); See Appendix I

μ **Guards (2):** male human Ftr 6, hp 51,51; See Appendix I

APL 10:

μ **Lord Cainlan:** male human Rgr 9, hp 58 (Diehard); See Appendix I

μ **Guards (2):** male human Ftr 8, hp 66,66; See Appendix I

APL 12:

μ **Lord Cainlan:** male human Rgr 11, hp 70 (Diehard); See Appendix I

μ **Guards (2):** male human Ftr 10, hp 79,79 (Diehard); See Appendix I

Testing Lord Galen

Lord Galen travels with only two guards as companions. As soon as he sees the altercation, he draws his weapon and charges, throwing caution to the wind. He fights effectively and professionally, but makes some tactical errors such as leaving his guards and thus opening up flanking possibilities. Lord Galen fights until unconscious, and inflicts nonlethal damage (-4 to attack rolls) as long as none of his companions are killed. After a few minutes, the city watch will arrive, led by Delmer. Again if PCs are smart, they will run, but if Galen is still standing he will pursue. DMs should have fun with the chase scene, and Galen will give up the chase only after five minutes, when Delmer's "backup" plan goes into effect, and a large cart will roll between the PCs and Galen. If the PCs do not run, or are unconscious, Delmer will take charge of the "prisoners" as the watch escorts the PCs away. If necessary, he will provide healing (through potions) to revive any unconscious PCs.

APL 2:

μ **Lord Galen:** male human Ftr 3, hp 31; See Appendix I

μ **Guards (2):** male human War 1, hp 8,8; See Appendix I

APL 4:

μ **Lord Galen:** male human Ftr 5, hp 42; See Appendix I

μ **Guards (2):** male human Ftr 2, hp 19,19; See Appendix I

APL 6:

μ **Lord Galen:** male human Ftr 7, hp 62; See Appendix I

μ **Guards (2):** male human Ftr 4, hp 37,37; See Appendix I

APL 8:

μ **Lord Galen:** male human Ftr 9, hp 76; See Appendix I

μ **Guards (2):** male human Ftr 6, hp 51,51; See Appendix I

APL 10:

μ **Lord Galen:** male human Ftr 11, hp 87; See Appendix I

μ **Guards (2):** male human Ftr 8, hp 66,66; See Appendix I

APL 12:

μ **Lord Galen:** male human Ftr 13, hp 102; See Appendix I

μ **Guards (2):** male human Ftr 10, hp 79,79 (Diehard); See Appendix I

Expected conclusion: The PCs should be able to fend off (or beat) both suitors decisively. The expected conclusion is that both suitors are basically heroic and are competent fighters, but Lord Galen is a better fighter, and was willing to come to the aid of another quickly and without hesitation. If the PCs manage to make Lord Cainlan surrender, this should also work to his disadvantage. While Lord Cainlan showed better tactical expertise and judgment in sending for the guard immediately, Galen is by far the better fighter.

Test of Temperament:

Set up: The PCs pretend to be drunk (or simply boorish) and insult and harass each of the suitors to see how well they control themselves.

Testing Lord Cainlan

When confronted with insults, in public. Lord Cainlan reacts calmly and genially. He tries to excuse himself from the situation and refuses to be goaded. If the PCs begin insulting either his ethnicity or his loyalty to the March, he sets his mouth in a tight line and glares at the offending PCs. "My father died defending the March and I will defend it with my life as well. What more do you want to show loyalty?" However, even if they harp on those issues, he remains coldly angry, refusing to cause trouble. The more the PCs taunt him, the more he tries to simply leave. If, for some reason, the PCs manage to prevent him from leaving the area, Cainlan will put his hand to his sword, and remains calm until an opportunity to leave gracefully presents itself. No goad (however bad) will make him draw his weapon (unless he is attacked first. If he is, see the Test of Valor for how he will fight).

Testing Lord Galen

Lord Galen is also touchy about his honor. When the PCs begin insulting him, he scornfully belittles them in response, and makes comments about not needing to take insults from commoners (assuming none of the PCs are knights or lords). If the PCs imply that he is dishonorable or insult the Knights of the Watch, Lord Galen explodes in anger. He backhands the PC who has most offended him and harangues them all about being ungrateful wretches who aren't worthy to serve a Knight of the Watch. He then storms off, yelling as he goes.

If one of the PCs is noble (including knights), instead of striking the PCs, Lord Galen challenges the PC to a duel.

Expected conclusion: Lord Cainlan performs substantially better at this test. One of Lord Galen's major flaws is his temper and arrogance, and this test reveals both. While Lord Cainlan can, as with most people, be angered, he never loses control.

Test of Wisdom or Judgment:

Set up: The PCs should pretend to be a group of commoners (e.g. farmers), two of whom are quarrelling (e.g. possibly over livestock). Their friends (the other PCs) suggest that they ask a visiting nobleman to settle the issue. The PCs agree to accept the suitor's judgment, describe the facts, answer any questions, and then the suitor makes a decision. Delmer will help disguise the PCs to make them look like peasants.

If the PCs develop this sort of test on their own, they are likely to come up with a wide set of details. Use the description here as a guide for how the suitors respond. Both suitors have reasonable responses.

Lord Cainlan's solution is more elegant and ultimately fairer. Lord Galen's is harsher and more "law and order." If you are stumped on what the "correct" ruling is, have Delmer ask the PCs what they expect as a rational solution.

Of Sheep and Cows (a livestock dispute)

The PCs pretend to be two farmers. One of the farmers has a small herd of cattle while the other has a small flock of sheep. Each farmer maintains the fence around his own herd. Their enclosures are separated by a small path. One of the bulls broke through the fence around its enclosure, which was poorly maintained, crossed the path, broke through the fence into the sheep pen, and gored a ewe, killing it. The shepherd saw this, was enraged, and stabbed the cow with a pitchfork, killing it. Each farmer blames the other for his animal's deaths. If the other farmer had had a better fence, neither animal would have died.

Testing Lord Cainlan

Lord Cainlan responds happily, almost eagerly, to the request to mediate. He initially pushes to be taken to the scene of the incident, but eventually acquiesces if the PCs make excuses. (Of course, there is no actual scene). He questions the PCs carefully, asking both farmers about the details of the story. He also questions the other PCs, who are pretending to be the farmers' friends, to confirm important points. After he is satisfied that he completely understands the situation, he makes his ruling, explaining his reasoning as

follows. The cow owner is primarily to blame. If his fence hadn't failed, neither animal would have been harmed. At the same time, the sheep owner bears some blame. His fence was meant to hold sheep in, not to keep cows out. But if his fence had been stronger, the problem could have been averted. And he could have driven the cow out of his enclosure without killing it. By killing it, he only made a bad situation worse. Cows are worth more than sheep anyway.

Because of the shared blame, weighted towards the cow owner, he makes the following ruling: Each farmer must repair his own fence, and make it strong enough to stop a cow. Furthermore, the cow owner must give a calf to the shepherd as compensation. He is, however, entitled to the meat from his cow's carcass, which still has a lot of value. The shepherd is also required to give the cattle rancher a lamb: it's worth less than the calf, but most of the fault was on the part of the cattle rancher. And by punishing each in turn, he teaches them to both be more careful. Lord Cainlan also works to make sure each farmer accepts his judgment, because he doesn't want to leave a feud behind.

Testing Lord Galen

Lord Galen grudgingly agrees to mediate the dispute. He tells each farmer to tell his story, listens with a bored expression, and then makes his decision without asking any questions. He rules that the whole incident happened because the cattle rancher did not take sufficient care. As such, he orders the cow owner to repair both fences and to pay for the replacement of the dead ewe. Furthermore, he orders that the shepherd can keep the meat of the cow carcass: after all, a farmer is entitled to defend his own livestock.

Expected conclusions: Both suitors do adequate jobs. However, Lord Cainlan's higher willingness, enthusiasm, and effort speaks in his favor. His decision is also fairer, and sorts out the blame equitably, leaving less hard feelings. Should the PCs think to check, they find that there are legal precedents for either outcome. The weight of Bissel law supports Lord Cainlan's judgment.

Test of Compassion:

Set up: The PCs pretend to be a group of farmers who desperately need an excuse from military

service to work their fields. Delmer sets up a farm that they can pretend is theirs. This season has been less productive than prior years, and there is a very real danger that farmers may starve if they are required to leave parts of their fields fallow because of the obligations of military service. The PCs can claim that their sergeant will not let them skip their training obligation for a week or two without a note from an officer, but either noble could give them that.

Testing Lord Cainlan

Lord Cainlan is obviously saddened by their plight. He requires them to show him their fields and sees that they are likely to have a terrible harvest if they do not spend time working the fields immediately. He requires the PCs to promise to spend some of their time if they are excused working the fields of their neighbors, who have not been excused. He then writes the note they need.

Testing Lord Galen

Lord Galen gives the PCs a lecture on service and sacrifice and refuses to help them. "When your sovereign gives an order, you obey, regardless of the burden it places on you. Even if it means your death, you must obey. The farmers all over Bissel are feeling the pain of the orders; why should you be treated differently? Simply serve like everyone else and then tighten your belt when the winter comes."

Expected conclusions: Lord Cainlan shows decidedly more compassion for the common folk. While Lord Galen's points about service are defensible, he is, at a minimum, unnecessarily harsh.

Encounter 4: Grace

(around 10 PM of the first day)

You feel a bit odd as you approach the address given on the envelope. The house is one of those that you noted that needed a coat of whitewash. Nevertheless, your word is your word – although it seems odd that the daughter of a ruling lord would have friends in such low surroundings.

Nevertheless, you knock on the door of the building, and are rewarded by the door opening quietly a few moments later. A young

woman, lute in hand stands, her eyebrows uplifted at the sight of you, just beyond the door. After a second's hesitation she shrugs and says, "come in," stepping back to give you entrance into the sparse but clean room beyond. A small fire in the hearth takes any bite off the early harvest chill and provides about half of the light in the room, the rest coming from two oil lamps.

If the PCs make small talk before handing over the letter, the woman - Grace - will become more confused as time goes by, but will continue to respond politely to whatever they have to say. Once the letter is handed over, she will thank the heroes politely and then open the missive.

Grace begins to read the letter to herself. Her brow clouds, and then she bursts into tears. "I don't understand... How could she?" She drops the letter to the table and collapses, crying.

Place Players' Handout 1 on the table as Grace drops it. Do not prompt the PCs to pick it up, but allow them to if they wish.

Grace cries for some time. She then looks up suddenly. "No. I won't let this happen. I can make her remember our love." Grace begins to calmly, quickly place some small items into tiny pouches at her belt.

A Spellcraft DC 12 check reveals that many of the items Grace is collecting are spell components for enchantment spells.

Grace has decided to visit Lady Jasmine. She plans on using magic to compel Jasmine to give up her planned marriage and instead run off with Grace. If the PCs do not intervene, Grace will be captured while attempting to cast a spell on the heir of a baron, for which she will be hanged. Her entire plan is irrational, based on her distress at the end of her relationship. If the PCs reason with her, they can convince her to abandon her plan.

The PCs can help Grace by convincing her that doing something drastic won't help. If the PCs question her, she will freely admit her plan. They can point out that the plan almost certainly won't work; Grace knows that there are always guards protecting Jasmine, even when they're alone together. And even if she managed to successfully cast a spell, it would not last forever and Jasmine would never forgive her once the spell wore off. The PCs can also gently remind Grace that she always knew that Jasmine would need to marry someday. Grace grudgingly admits

this when pressed, but talks about how she never thought it would be so soon. General comfort, and efforts to help Grace grieve also help move Grace out of her desperate plan.

Some players may ask to make a Diplomacy check. Require them to role-play their efforts to help Grace, and then have them roll the check. In order to convince Grace to give up her mad plan, they must get a Diplomacy check of DC 12+APL. The PCs may retry the Diplomacy by continuing to remonstrate with Grace.

When (if) the PCs convince Grace to abandon her plan, she begins to simply cry.

"Thank you for your help. My plan was crazy. I was just ... so distraught over losing Jasmine." Tears continue to run down Grace's face. "I know I'll get over this some day. But it will take a while. I think I'd like to be alone with my memories now." As you walk away from the small house, you can hear a quiet, mournful tune played on a lute.

At all APLs, Grace Rogue 4/ Bard 4; hp: 39; init +8; Spd Walk 30; AC 16 (dex + 4, leather armor +2); SQ: Sneak attack +2d6, Evasion, Uncanny Dodge (dex. bonus to AC), bardic music, bardic knowledge. (For bardic music Grace has 8 ranks in Perform SV: Fort +3, Ref +12, Will +5; Str 10 Dex 19 Con 13 Int 14 Wis 11 Chr 18

Skills / Feats Appraise +12; Balance +14; Bluff +5; Climb +10; Disable Device +7; Disguise +13; Gather Information +9; Hide +14; Listen +7; Move Silently +14; Open Locks +10; Perform +12; Search +6; Spot +7; Tumble +9; Alertness; Improved Initiative; Dodge; Run

Spells: 0th level: ghost sound, mage hand, open/close, detect magic 1st Level: charm person, silent image, sleep 2nd Level: suggestion.

Special Power/Skills: Sneak attack +2d6, Evasion, Uncanny Dodge (dex. bonus to AC), bardic music, bardic knowledge. (For bardic music Grace has 8 ranks in Perform).

Encounter 5: Ambush?

(immediately following Encounter 4):

Encounter 4 occurs after the PCs have left Grace. En-route to their next destination that night (probably their inn), they are ambushed.

As you round a corner, figures step from the

inky shadows. With weapons at the ready, and without a word of challenge, they begin their attack.

The group attacking the PCs should have surprise on their side (At APL 4+, the attackers attack first in the round, catching PCs flat footed. At APL 2, have the ambushers roll for initiative), and, unless the PCs have noted otherwise, the added bonus of the PCs not having weapons out. The group will fight to death, and will take any means necessary to prevent capture, should it appear they have lost the battle. PCs following Grace will lose her during the ambush, and she does not return to help the PCs

APL2 (EL4):

μ **Rog1 (4):** male humans hp: 7, 6, 5(x2); See Appendix I

APL4 (EL5):

μ **Ftr2 (2):** male humans hp: 19, 18; See Appendix I

μ **Rog2 (2):** male humans hp: 12, 10; See Appendix I

APL6 (EL7):

μ **Ftr3** male human hp 25; See Appendix I

μ **Rog3 (2)** male humans hp: 20, 18; See Appendix I

μ **Sor3** male human hp: 14; See Appendix I

APL8 (EL9):

μ **Ftr5** male human hp 43; See Appendix I

μ **Rog5 (2)** male humans hp: 33, 30; See Appendix I

μ **Sor5** male human hp: 22; See Appendix I

APL10 (EL11):

μ **Ftr7** male human hp 57; See Appendix I

μ **Rog7 (2)** male humans hp: 43, 37; See Appendix I

μ **Sor5/Rog2** male human hp: 30; See Appendix I

APL12 (EL13):

μ **Ftr9** male human hp 70; See Appendix I

μ **Rog9 (2)** male humans hp: 57, 52; See Appendix I

μ **Sor7/Rog2** male human hp: 37; See Appendix I

After the PCs have dispatched their attackers, read them the following:

After dispatching your attackers, you take a moment to catch your breath and examine your attackers. However, clues as to who they are and why they attacked you are hard to come by. They bear no other identifying marks, and have nothing but the weapons they attacked you with and the clothes they wear. Who are these people?

If the party does manage to capture one of the ambushers, he/she will not talk. Higher level party members may attempt to Speak with Dead, which if successful, will allow them to learn that the ambusher is a member of the Ebon Claw Thieves' Guild, and that they received their instructions in the normal manner – through a dead drop in the city market, and that they know neither their employer nor who sent the instructions. Their instructions were explicit – find the PCs tonight and attack them.

If the PCs turn over prisoners or the dead bodies to the city watch, Delmer will come find them and ensure that the city watch knows that the PCs are to be trusted. If the PCs leave the bodies in the street, then the attackers will be ruled to be cutpurses or outlaws that were dealt with by the people they ambushed, and nothing more will be made of the matter.

Encounter 6: Tests

(The morning of the second day – the day of the ball)

The second set of tests should occur at this time. See Encounter 3 for details on the various suggested tests, or go along with whatever the PCs come up with.

When the PCs begin the second test with Lord Cainlan, he looks at them pensively and then participates in the test. He is not positive that he recognizes the PCs, and in any event, thinks that he should play along.

Lord Galen does not recognize the PCs during the second test, but will eventually come to the same realization that Lord Cainlan does.

Encounter 7: May I have a word?

(After the second test)

With the final test now completed, you head back towards your inn to discuss the suitors' merits. You will need to make your recommendation to Lady Jasmine soon. As you walk, you hear hoof beats, and Lord Cainlan rides up to you and dismounts. "Good sirs, I would speak with you before you head on. It took me some time to figure out what was happening, but I realized you must have been sent to test Lord Galen and myself. Some of my men saw you speaking with Lord Galen, on the same subjects as you had lately spoken with me. I presume Lady Jasmine, or perhaps her father, has sent you to determine which of us would be the better match?"

The PCs can admit or deny their mission. If they deny it, Lord Cainlan presses them on the issue for a little while-- he smiles his thin, hard smile, and says "We all understand the situation; you can dispense with the facade"-- but then proceeds on as if they had admitted it:

Lord Cainlan holds up a hand. "Before you make your recommendation, you must understand that there is more at stake than a simple marriage. While Lady Jasmine is a brilliant, beautiful woman, and I would be honored to be her husband, this marriage may determine the fate of the entire March of Bissel. As you have no doubt noticed, the Margrave's rule is growing crueler with each passing year. My grandfather, Baron Zafar, seeks to use the Council of Barons to restore prosperity to the land. The influence of Besselar will be key in determining whether the Council of Barons can be convinced to act decisively."

Lord Cainlan discusses the issue with the PCs candidly, answering any of their questions.

How is the Margrave's rule cruel? Is there really a problem?

"Perhaps the most obvious sign is through the crushing burden of military service. As you well know, every able-bodied adult is required to spend half of each year in military service. The March needs that labor for peaceful purposes. Farms are lying fallow while the farmers spend their time

marching and drilling, and the guildhalls produce only half as much as they did in more prosperous times. Last year we were blessed with a rich harvest; even with the lost crops, there was sufficient food. But if the harvest is poor this year, starvation will come to the March. We have no complaint about requiring some drilling for the people and establishing a small military, so we are ready if war threatens again. But these requirements are too much.

"Another example is the tax on all Baklunish Bisselites. Not only does it hurt some subjects of the March whose only crime is their ancestry, but it fosters resentment and anger. Only by treating all Bisselites as part of the March can we ensure the loyalty and solidarity of all of the March's subjects."

What do you plan to do about the Margrave?

"The Council of Barons has always been a powerful force for justice within the March. Indeed, by rights the Council should have chosen Walgar's successor when he died without an heir, instead of the Knights of the Watch appointing a Margrave for us. Baron Zafar plans to present the Margrave with a united face within the Council. If the Margrave refuses to moderate his policies, we will ask the Council to request that the Margrave abdicate."

Isn't this treason? Will this lead to a civil war?

"Certainly not. It is the role of the Ruling Council to set policy for Bissel and to ensure that the Margrave rules well. We have no intention of raising arms against the Margrave, and we are confident that it would not come to that. If things go well, we will not even be forced to ask the Margrave to step aside. My family and our allies have proven our loyalty to the March time and again through service, and when necessary have even died for the March. We only seek to preserve the March from the Margrave's misrule."

How do we know this isn't just an attempt to seize power?

"Because my family knows that a Baklunish noble family would never be accepted as Margrave. You can be sure that we have no love for Ket after all of the harm that that land has inflicted on us. We would never betray Bissel to any foreign power. But we could also never seek to rule Bissel ourselves. Our only goal is to support the March and to ensure that it is ruled well and fairly."

After Lord Cainlan has answered the PCs questions, he turns to leave.

"Thank you for listening to me. I hope that you will consider the interests of the whole March when you make your recommendation. And although our discussion has centered on politics, I want you to know this – that I will truly care for and honor Lady Jasmine should I be her husband. I cannot speak of love without knowing her mind, but I would do everything in my power to see her happy."

As Lord Cainlan mounts his horse, Lord Galen approaches. "So, Lord Cainlan, I see you seek to sway our judges with private arguments."

Lord Cainlan simply smiles. "By all means, speak to them yourself. I am confident that when they compare us fairly, having heard each of our arguments and examined each of us with their tests, they will side with the better choice." Lord Cainlan leaves you to discuss matters with his rival in private.

Lord Galen remains fairly bombastic and aggressive. He is eager to win the PCs' support, however, and answers their questions as fully as he can.

Why should we side with you?

"My aunt, the Baroness Elina of Burning Stalks, leads the nobles within the Council who wish to ensure that we remain loyal in our duties to the Margrave. The Margrave is our sovereign; while the Council may advise him, it must always heed his orders. If Besselar allies with Burning Stalks through this marriage, the Council is unlikely to presume to act beyond its place. This is a dangerous world. Only strong, stable rule can keep the March safe, and only loyalty to a strong Margrave can provide that stability."

Is Lord Cainlan right about the Margrave's misrule?

"Not all of the Margrave's decisions are the ones that I would have made. The military service obligation is high, and there are those whose crops suffer because of that. But it is no more the place of the Barons to question the Margrave's rule than it is for a peasant to question a baron."

Why do we need such a large military?

"We live in a dangerous world. There are signs

that Evard moves against the March once more. And several of our neighbors would like nothing better than to control the March, either through threat of arms or through outright conquest. We need to be ready to defend the March."

After he finishes answering your questions, Lord Galen nods to you. "I trust you will remember your duties to your sovereign Margrave when you make your recommendations. Please give my regards to the Lady Jasmine as well, and tell her that I am at her service." With that, he mounts up and rides off, leaving you to discuss your decision in private.

Encounter 8: Decision Time

(The evening of the second day)

That evening, Cecilia meets you at the gate of the keep. She nods to you and says: "The lady is thankful for your discretion and awaits your report, so that she can announce her decision in the morning."

The PCs are once again led to the waiting room where they met Lady Jasmine. If they met with her last night after the ambush, Jasmine looks considerably more calm and composed.

Cecilia once again shows you to the waiting room where you previously met Lady Jasmine.

Seated on a couch, dressed in an exquisite gown for tonight's ball, she looks every inch the beautiful daughter of the most powerful Baron in the March. Delmer stands by the fireplace, in formal dress as well. Lady Jasmine smiles at you warmly, asks you to sit and offers you drinks, before turning to matter at hand.

"So, my friends, please, tell me what you have learned, and give me your counsel."

Lady Jasmine will listen to the details of the tests, asking clarifying questions as needed. She expects the PCs to make a recommendation as to which suitor the party thinks is the better one. If the PCs are not unanimous in their decision, she will ask each PC what they think, and will ask any PCs with a contrary opinion as to their reasons.

This is not a long encounter, however, as the judge you can stretch it out for a few minutes to take up time that hasn't been spent in real life.

After the PCs have given their recommendation and Jasmine has asked her questions, read the following:

Lady Jasmine rises, indicating that the conversation has drawn to a close. “My friends, I thank you for your help, and your generous counsel. My father and I will speak tonight after the ball, and your words will heavily influence our decision.” She motions to Delmer, who picks up a box from a side table and brings it to her. Opening it, she reveals a set of rings. “These rings bear the coat of Besselar, and have my own mark on the inside. If you are ever in need, and believe that my family can be of help, simply show this ring to one of my family’s agents, and they will lend their aid to you. Delmer will also see that you receive the compensation that I received. However, for now, I must go and finish my preparations for the ball. Thank you again for everything that you have done, and your discretion in this matter.” Lady Jasmine hugs each one of you in turn, and then leaves.

Delmer will pay each of the PCs as agreed, and will then thank them personally for the help they have rendered the family. He will then escort them back to the gate of the keep and bid them farewell.

Encounter 9: To the Rescue!

(The night of the ball)

DM: This encounter requires a little preparation, just to get the names right. You will need to insert the correct names for the recommended suitor and the other suitor (the one the PCs did not recommend) at the right points. The entire encounter should also have a sense of urgency about it, as the PCs need to move quickly to prevent the kidnapping of Lady Jasmine.

You return to your inn, the Lazy Dragon, which is oddly silent. As you enter it, you notice a figure, collapsed near the foot of the stairs. As you approach the figure you realize that it is the innkeeper, Emelio and he is lying in a pool of blood. A trail of blood leads up the stairs.

Let the PCs have a round to react. Some PCs will sprint up the stairs, some will check the body of Emelio. When they do check Emelio’s body, continue to the next box text

At first you think he is dead, but then his eyes spring open and grip you. The nearness of his death is apparent in them, as well as his

determination. Leaning forward and seizing you by an arm he says:

“I overheard them *cough*, up in room 6. They were plotting – plotting against milady and her man – that {DM: insert name of the PC recommended suitor here}. Gonna kidnap her, kidnap her the leader said. *cough* I was cleaning, just cleaning, and I heard them talking about kidnapping milady. {cough and choke theatrically here}. I must have made a noise, cause then the door slammed open, and it all went black, I found myself by the door a few minutes ago, and I crawled down here – please you have to do something to save milady – we’re counting on her, all of us are.”

If the PCs have a cleric or if they summon a cleric from one of the churches in town within the first 2 rounds of the following 10 rounds, then the innkeeper is saved. If they do not, the innkeeper will die after 10 rounds.

If the PCs check, then they will find that the innkeeper’s blood leads by a trail back to Room 6, which is totally empty.

If the PCs ask those outside they are told that a large group exited the inn a few minutes ago, dressed in the livery of the suitor that the PCs did NOT recommend. The PCs need to head directly to the keep and the ball, in order to prevent the kidnapping. At the keep, they will need to convince the guards to let them into the ball without an invitation – this is easily accomplished by showing the rings Lady Jasmine presented them. If the PCs resort on having a guard find Delmer, this will take time, and the DM should feel free to increase the tension around the table if this is the approach used.

Once in the keep, the guard or Delmer will tell the PCs that Lady Jasmine is running late and has not yet left her apartments for the ball. The guards (and Delmer) will run to raise the alarm, leaving the PCs to head to Jasmine’s rooms. Jasmine’s rooms are on the third floor of the keep, and the PCs are familiar with the antechamber, as that is where they have met with Jasmine twice already.

“As you race through the keep to Lady Jasmine’s rooms, you fear the worst. Who would be rash enough to attempt to kidnap the Lady Jasmine from within the Besslear keep on the very night of the ball? You reach the door to her rooms, and opening the first door to her antechamber, you find the bloodied bodies of her two guards on the floor. The

door to her bedchamber, on the opposite wall is open, and through it you can see the Lady Jasmine, with a long sword in hand, attempting to fend off a man in black, Surprisingly, or perhaps not, the man in black's companions are all dressed in the livery of Lord (DM: insert name of the suitor the PCs did NOT recommend here)

Lady Jasmine is not a good fighter, and Labrim (the man in black) will backhand her across the face before initiative starts in order to knock her out. The door between the antechamber and the bedroom is an ornate sliding door, 10 feet wide and fully open.

APL2 (EL5)

μ **Labrim of Hextor: human male** Clr2 hp: 18; See Appendix I

μ **Khorim: human male** Ftr 2 hp: 19; See Appendix I

μ **Jantea: human female** Rog2 hp: 13; See Appendix I

μ **Gareth: human male** Sor2 hp: 11; See Appendix I

APL4 (EL8)

μ **Labrim of Hextor: human male** Clr4, hp: 30; See Appendix I

μ **Khorim: human male** Ftr4, hp: 38; See Appendix I

μ **Jantea: human female** Rog4, hp: 24; See Appendix I

μ **Gareth: human male** Sor4, hp: 23; See Appendix I

APL6 (EL10)

μ **Labrim of Hextor: human male** Clr6, hp: 44 (diehard); See Appendix I

μ **Khorim: human male** Ftr6, hp: 57; See Appendix I

μ **Jantea: human female** Rog6, hp: 35; See Appendix I

μ **Gareth: human male** Sor6, hp: 34; See Appendix I

APL8 (EL 12)

μ **Labrim of Hextor: human male** Clr8, hp: 60; See Appendix I

μ **Khorim: human male** Ftr8, hp: 77; See Appendix I

μ **Jantea: human female** Rog8, hp: 46; See Appendix I

μ **Gareth: human male** Sor8, hp: 45; See Appendix I

APL10 (EL 14)

μ **Labrim of Hextor: human male** Clr10, hp: 72; See Appendix I

μ **Khorim: human male** Ftr10, hp: 92; See Appendix I

μ **Jantea: human female** Rog10, hp: 59; See Appendix I

μ **Gareth: human male** Sor10, hp: 56; See Appendix I

APL12 (EL 16)

μ **Labrim of Hextor: human male** Clr12, hp: 84; See Appendix I

μ **Khorim: human male** Ftr12, hp: 106; See Appendix I

μ **Jantea: human female** Rog12, hp: 70; See Appendix I

μ **Gareth: human male** Sor12, hp: 67; See Appendix I

For ALL APLs

Lady Jasmine: Female Aristocrat2: hp: 14 Attack +1 (see DMG p108)

The attackers fight to the death, as it is clear that the alarm has been raised. The NPCs will not attempt to kill Jasmine, as they are there to kidnap her. However, it is quite possible that the PCs will do something that will end up killing or hurting Jasmine. Injuring Jasmine will draw a rebuke from Delmer at the end of the encounter (see below), but Jasmine will defend the PCs actions. Killing Jasmine is a Really Bad Idea – the module will end with the Baron exiling the PCs from Besselar, the PCs will lose the favor they just received from Jasmine, and they will not receive a favor from either suitor. As Jasmine is not conscious, the PCs will either have to go into the room and pull

her out, or will have to refrain from using area of effect spells that could potentially harm her.

If any of the attackers are captured, they will not answer the PCs questions. At the end of the fight, Delmer arrives with the guards, and Lord Cainlan and Lord Galen, all with swords drawn. Delmer will immediately move to revive Lady Jasmine (if the PCs have not done so already), while the guards, seeing the livery that the attackers wear, will immediately move to circle the suspect lord and take his weapon (which he will surrender without issue). They will then move him from Lady Jasmine's room to another part of the keep. If the PCs managed to capture any of the attackers alive, Delmer will turn them over to the guards, and will tell any PC who moves to question them (or Speak with Dead) that the Baron's advisers will handle the situation.

Smart PCs will search the bodies, and will find a note on Labrim's body. Read the box text below for the content of the note:

"The note you find on the man in black reads as follows:

Labrim – the agents of the Claw that I put in motion last night have failed, and I must now entrust this to you. Tonight, before the ball, retrieve Lady Jasmine and bring her to CP. He will arrange for her to be brought to me. You must act before the die is cast. Do this, and your reward will be great. –W "

If questioned, neither Jasmine nor Delmer, nor the successful suitor knows to who or what "CP" or "W" refers. The guards will not allow the PCs access to the other suitor, who is under guard "for his own protection."

Conclusion

After a few minutes, Baron Darius of Besselar is escorted into the room. He moves immediately to Jasmine, and makes sure that she is safe and unharmed. Assured of her safety, he will speak quietly with Delmer for a moment, and then turns to the PCs

Darius, Baron of Besselar turns to you "According to Delmer, this is the second time today that you have provided a service to the House of Besselar. Along with my daughter's gratitude, let me add my own. I am not sure as

to the motives of these men, or of who was behind them, but I give you my word, I will reach the bottom of this matter, and quickly. Again, you have my thanks. But now, I must get back to my guests before the rumors get out of hand."

As the Baron leaves, Delmer also ushers you out of Lady Jasmine's quarters and into the hall. "Forgive me, but Cecilia needs to see to Jasmine at this moment. Although she will be okay, Jasmine needs to see to her appearance, and be ready to join her father at the ball. We will question (DM: insert the name of the suitor the PC did NOT recommend), but, based on the note you found, it appears that there is a chance he was not behind this. Again, you have my thanks – I have a feeling that should we need aid again, we know to whom to turn."

As Delmer once again brings you to the gate keep, you hear a call and turn to see Lord (DM: insert the recommended suitor's name here). He approaches, and nods. "Let me add my thanks as well," he starts, "for both saving Lady Jasmine and preventing a political catastrophe, as well as for recommending me to Lady Jasmine – she told me herself of your recommendation. Although there is still some chance for the Baron and Lady Jasmine's decision to go the other way, your words will go a long way. You may have made an enemy of my rival, but let me say that you have earned my favor. I will make it known to all of my people, and if you are ever in my land, they will treat you well and see to your needs. For now, farewell – if our paths cross again, let us hope it is in less stressful times."

If the PCs saved Jasmine, they earn a *Permanent Influence Point with the Baron of Besselar*. Otherwise, they gain a *Debt to the Baron of Besselar*. PCs earn an *Influence Point* with the Sponsor of whichever suitor they recommended, but can not gain Influence Points from both of them. All of these items are described in the Treasure Summary and are listed on the AR.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then

assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounters Three and Six and Eight

Testing the suitors and delivering a recommendation to Lady Jasmine

APL 2 – 90 XP

APL 4 – 150 XP

APL 6 – 210 XP

APL 8 – 270 XP

APL 10 – 330 XP

APL 12 – 390 XP

Encounter Four

Successfully convincing Grace to not do anything rash

APL 2 – 40 XP

APL 4 – 65 XP

APL 6 – 90 XP

APL 8 – 110 XP

APL 10 – 135 XP

APL 12 – 155 XP

Encounter Five

Defeat the ambushers

APL 2 – 120 XP

APL 4 – 150 XP

APL 6 – 210 XP

APL 8 – 270 XP

APL 10 – 330 XP

APL 12 – 390 XP

Encounter Nine

Defeat Lady Jasmine's kidnappers and ensuring that Lady Jasmine lives

APL 2 – 150 XP

APL 4 – 240 XP

APL 6 – 300 XP

APL 8 – 360 XP

APL 10 – 420 XP

APL 12 – 480 XP

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing or devising creative tests for the suitors

APL 2 – 50 XP

APL 4 – 70 XP

APL 6 – 90 XP

APL 8 – 115 XP

APL 10 – 135 XP

APL 12 – 160 XP

Total Possible Experience

APL 2 – 450 XP

APL 4 – 675 XP

APL 6 – 900 XP

APL 8 – 1,125 XP

APL 10 – 1,350 XP

APL 12 – 1,575 XP

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional 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 (sell value)

Encounter X:

APL X: L: X gp; C: Y gp; M: *magic item* (Z gp); *magic item* (Z gp); *magic item* (Z gp).

Encounter 2 – Lady Jasmine's Reward (coin only)

APL 2 – L: 0 gp; C: 150 gp; M: 0 gp

APL 4 – L: 0 gp; C: 200 gp; M: 0 gp

APL 6 – L: 0 gp; C: 300 gp; M: 0 gp

APL 8 – L: 0 gp; C: 400 gp; M: 0 gp

APL 10 – L: 0 gp; C: 750 gp; M: 0 gp

L: 0 gp; C: APL 12 – 1100 gp; M: 0 gp

Encounter 5

APL 2 – L: 90 gp; C: 10 gp; M: 0 gp

APL 4 – L: 135 gp; C: 30 gp; M: 0 gp

APL 6 – L: 175 gp; C: 50 gp; M: 0 gp

APL 8 – L: 245 gp; C: 80 gp; M: 0 gp

APL 10 – L: 500 gp; C: 100 gp; M: 0 gp

APL 12 – L: 705 gp; C: 120 gp; M: 0 gp

Encounter 9 –

APL 2 – L: 150 gp; C: 50 gp; M: 0 gp

APL 4 – L: 235 gp; C: 50 gp; M: 0 gp

APL 6 – L: 225 gp; C: 50 gp; M: 100 gp

APL 8 – L: 325 gp; C: 50 gp; M: 200 gp

APL 10 – L: 450 gp; C: 50 gp; M: 450 gp

APL 12 – L: 775 gp; C: 50 gp; M: 550 gp

Total Possible Treasure (Maximum Reward Allowed)

APL 2 – L: 240 gp; C: 210 gp; M: 0 gp – total: 450 gp

APL 4 – L: 280 gp; C: 370 gp; M: 0 gp – total: 650 gp

APL 6 – L: 400 gp; C: 400 gp; M: 100 gp – total: 900 gp

APL 8 – L: 570 gp; C: 530 gp; M: 200 gp – total: 1,300 gp

APL 10 – L: 950 gp; C: 900 gp; M: 450 gp – total: 2,300 gp

APL 12 – L: 1,480 gp; C: 1,270 gp; M: 550 gp – total: 3,300 gp

Special

o *Permanent Influence Point with the Baron Besselar*

By aiding his daughter and saving her from potential kidnappers, the character has earned 1 permanent influence point with the Baron of Besslear and the Barony of Besslear that does not get consumed when used. Please contact the Bissel Triad for details.

o *Debt to the Baron Besselar*

The character is partially responsible for the death of oldest daughter of the Baron of Besslear. It is now commonly known that the character owes a debt of honor to the baron that will need to be repaid in the future. Please contact the Bissel Triad for details

o *Influence Point with the Baron Zafar Rashedra of Parulla*

By recommending his grandson, Lord Cainlan Rashedra, as the better suitor for the hand of Lady Jasmine, the character has 1 influence point with the Baron of Parulla and the Barony of Parulla. Please contact the Bissel Triad for details.

o *Influence Point with the Baroness Elina Luchelyn of the Burning Stalks*

By recommending her nephew, Lord Galen Luchelyn, as the better suitor for the hand of Lady Jasmine, the character has 1 influence point with the Baroness of the Burning Stalks and the Barony of the Burning Stalks. Please contact the Bissel Triad for details

❖ +2 *Greatsword* (Adventure, DMG)

Items for the Adventure Record

Item Access

APL 2:

APL 4 (APL 2 Items plus):

APL 6 (APL 2, 4 Items plus):

❖ *Potion of Haste* (Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

❖ *Wand of Magic Missile* (Adventure, 1st level caster, DMG)

❖ +2 *Full Plate* (Adventure, DMG)

❖ *Potion of Cure Serious Wounds* (Adventure, DMG)

❖ *Potion of Displacement* (Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

❖ *Periapt of Wisdom* +2 (Adventure, DMG)

❖ *Ring of Protection* +2 (Adventure, DMG)

❖ *Wand of Magic Missile* (Adventure, 3^d level caster, DMG)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

❖ +2 *Studded Leather Armor* (Adventure, DMG)

❖ *Cloak of Resistance* +2 (Adventure, DMG)

❖ +2 *Longsword* (Adventure, DMG)

❖ *Gloves of Dexterity* +2 (Adventure, DMG)

Appendix I - NPCs

Encounter 3 – Lord Cainlan

Rashedra

APL2

Lord Cainlan Rashedra Male Human Rgr1; CR 1; Medium-sized humanoid (human); HD 1d8 hp 8; Init +4; Spd Walk 30'; AC 13 (touch 10, flatfooted 13); Atk +0,+0 melee (1d8+2,1d8+1/19-20, masterwork two-bladed sword) or +4 melee (1d8+2/19-20, one head of two-bladed sword) or +1 ranged (1d8+2, Composite Longbow [Str 14]); SA: favored enemy (orc), Wild Empathy (Ex); SQ --; AL: CG; SV: Fort +2, Ref +2, Will +2; Str 14, Dex 10, Con 10, Int 14, Wis 14, Cha 14

Skills and Feats: Climb +5, Diplomacy +4, Gather Information +4, Handle Animal +4, Jump +4, Knowledge (Geography) +4, Ride +2, Search +5, Sense Motive +4, Spot +6, Survival +6, Swim +4; 1st Favored Enemy (Humanoid (orc)), Exotic Weapon Proficiency, Improved Initiative

Possessions: Composite Longbow (Str 14), 20 arrows, masterwork studded leather, masterwork two-bladed sword, *potion of cure light wounds*

Lord Cainlan's Guards: Male Human War1(x2); CR1; Medium-sized humanoid (human); HD 1d8 +2 hp 8,8; Init +5; Spd Walk 20'; AC 18 (touch 11, flat-footed 17); Atk +4 melee (1d8+2/19-20, longsword); SA --; SQ --; AL LG; SV: Fort +4, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Handle Animal +5, Intimidate +1, Ride +5; Improved Initiative, Weapon Focus (longsword)

Possessions: chainmail, large wooden shield, longsword

APL4

Lord Cainlan Rashedra Male Human Rgr3; CR 3; Medium-sized humanoid (human); HD 3d8 hp 17; Init +4; Spd Walk 30'; AC 13 (touch 10, flatfooted 13); Atk +5,+5 melee (1d8+2,1d8+1/19-20, masterwork two-bladed sword) or +7 melee (1d8+2/19-20, one head of two-bladed sword) or +3 ranged (1d8+2, Composite Longbow [Str 14]); SA: favored enemy (orc), Combat Style – Ranger Two

Weapon Fighting, Wild Empathy,; SQ --; AL: CG; SV: Fort +3, Ref +3, Will +3; Str 14, Dex 10, Con 10, Int 14, Wis 14, Cha 14

Skills and Feats: Climb +6, Diplomacy +5, Gather Information +5, Handle Animal +7, Jump +4, Knowledge (Geography) +5, Ride +6, Search +5, Sense Motive +5, Spot +8, Survival +8, Swim +5; 1st Favored Enemy (Humanoid (orc)), Exotic Weapon Proficiency, Improved Initiative, Two Weapon Fighting, Weapon Focus (Sword (Two-Bladed))

Possessions: Composite Longbow (Str 14), 20 arrows, masterwork studded leather, masterwork two-bladed sword, *potion of cure light wounds* x2

Lord Cainlan's Guards: Male Human Ftr2(x2); CR2; Medium-sized humanoid (human); HD 2d10+4 hp 19,19; Init +5; Spd Walk 20'; AC 18 (touch 11, flat-footed 17); Atk +6 melee (1d8+2/19-20, masterwork longsword); SA --; SQ --; AL LG; SV: Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +3, Handle Animal +5, Intimidate +2, Ride +7; Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: chainmail, heavy steel shield, masterwork longsword

APL6

Lord Cainlan Rashedra Male Human Rgr5; CR 5; Medium-sized humanoid (human); HD 5d8 hp 30; Init +4; Spd Walk 30'; AC 14 (touch 10, flatfooted 14); Atk +7,+7 melee (1d8+2,1d8+1/19-20, masterwork two-bladed sword) or +9 melee (1d8+2/19-20, one head of two-bladed sword) or +5 ranged (1d8+2, Composite Longbow [Str 15]); SA: favored enemy (orc +4) favored enemy (undead +2), Combat Style – Ranger Two Weapon Fighting, Wild Empathy,; SQ --; AL: CG; SV: Fort +5, Ref +5, Will +4; Str 15, Dex 10, Con 10, Int 14, Wis 14, Cha 14

Skills and Feats: Climb +8, Diplomacy +6, Gather Information +5, Handle Animal +10, Jump +6, Knowledge (Geography) +5, Ride +8, Search +8, Sense Motive +5, Spot +9, Survival +10, Swim +6; 1st Favored Enemy (Humanoid (orc)), 2nd Favored Enemy (Undead), Exotic

Ranger's Spells (Spells / day – 2/1 save DC: 12+spell level) 1st- Calm Animals, Endure Elements; 2nd- Cure Light Wounds

Lord Cainlan's Guards: Male Human Ftr8(x2); CR8; Medium-sized humanoid (human); HD 8d10+16 hp 66,66; Init +5; Spd Walk 20'; AC 21 (touch 11, flat-footed 21); Atk +14/+9 melee (1d8+6/19-20, *longsword* +1); SA --; SQ --; AL LG; SV: Fort +8, Ref +3, Will +3; Str 17, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +7, Handle Animal +11, Intimidate +6, Ride +11; Cleave, Combat Reflexes, Endurance, Great Cleave, Greater Weapon Focus (Longsword), Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Half plate, heavy steel shield, *longsword* +1

APL12

Lord Cainlan Rashedra Male Human Rgr11; CR 11; Medium-sized humanoid (human); HD 11d8 hp 70; Init +5; Spd Walk 30'; AC 16 (touch 11, flatfooted 15); Atk +14/+9/+4,+14/+9/+4 melee (1d8+4,1d8+3/19-20, masterwork two-bladed sword) or +16/+11/+6 melee (1d8+4/19-20, one head of two-bladed sword) or +13/+8/+3 ranged (1d8+4, *Composite Longbow* +1 Str 16); SA: favored enemy (orc +4), favored enemy (undead +4), favored enemy (giant +2), Evasion, Combat Style Mastery – Ranger Two Weapon Fighting, Swift Tracker, Wild Empathy, Woodland Stride, Spells; SQ --; AL: CG; SV: Fort +9, Ref +10, Will +7; Str 16, Dex 10 (12), Con 10, Int 14, Wis 14, Cha 14

Skills and Feats: Climb +10, Diplomacy +11, Gather Information +8, Handle Animal +16, Jump +10, Knowledge (Geography) +10, Ride +11, Search +12, Sense Motive +9, Spot +13, Survival +16, Swim +10; 1st Favored Enemy (Humanoid (orc)), 2nd Favored Enemy (Undead), 3rd Favored Enemy (Giant), Combat Reflexes, Diehard, Exotic Weapon Proficiency, Greater Two Weapon Fighting, Improved Initiative, Improved Two Weapon Fighting, Two Weapon Fighting, Two Weapon Fighting, Weapon Focus (Sword (Two-Bladed))

Possessions: +2 *studded leather armor*, *cloak of resistance* +2, *two-bladed sword* +1,+1 +1 *Composite Longbow* (Str 16), *gloves of dexterity*, 20 arrows, *potion of cure serious wounds* x2, *potion of haste*

Ranger's Spells (Spells / day – 2/2 save DC: 12+spell level) 1st- Calm Animals, Endure Elements; 2nd- Cat's Grace, Cure Light Wounds

Lord Cainlan's Guards: Male Human Ftr10(x2); CR10; Medium-sized humanoid (human); HD 10d10+20 hp 79,79 (Diehard); Init +5; Spd Walk 20'; AC 21 (touch 11, flat-footed 21); Atk +16/+11 melee (1d8+6/17-20, *longsword* +1); SA --; SQ --; AL LG; SV: Fort +9, Ref +4, Will +4; Str 17, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +8, Handle Animal +11, Intimidate +8, Ride +13; Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Greater Weapon Focus (Longsword), Improved Critical (longsword), Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Half plate, heavy steel shield, *longsword* +1

Encounter 3 – Lord Galen Luchelyn

APL 2

Lord Galen Luchelyn, Male human Ftr 3; CR 3; Medium-sized humanoid (human); HD 3d10+3 hp 31; Init +1; Spd Walk 20'; AC 21 (touch 11, flatfooted 20); Atk +8 melee (1d8+3/19-20, masterwork longsword) or + 5 ranged (1d8/19-20, masterwork crossbow); SA --; SQ --; AL LN; SV: Fort +4, Ref +2, Will +1; Str 16, Dex 13, Con 13, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +5, Handle Animal +5, Intimidate +3, Jump +6, Ride +5, Swim +6; Cleave, Combat Reflexes, Mounted Combat, Power Attack, Weapon Focus (Longsword)

Possessions: Full Plate, Heavy Steel Shield, masterwork longsword, masterwork crossbow, 20 bolts, *potion of cure light wounds*

Lord Galen's Guards: Male Human War1(x2); CR1; Medium-sized humanoid (human); HD 1d8 +2 hp 8,8; Init +5; Spd Walk 20'; AC 18 (touch 11, flat-footed 17); Atk +4 melee (1d8+2/19-20, *longsword*); SA --; SQ --; AL LG; SV: Fort +4, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Handle Animal +5, Intimidate +1, Ride +5; Improved Initiative, Weapon Focus (longsword)

Possessions: chainmail, large wooden shield, longsword

APL 4

Lord Galen Luchelyn, Male human Ftr 5; CR 5; Medium-sized humanoid (human); HD 5d10+5 hp 42; Init +5; Spd Walk 20'; AC 21 (touch 11, flatfooted 20); Atk +10 melee (1d8+3/19-20, masterwork longsword) or + 7 ranged (1d8/19-20, masterwork crossbow); SA --; SQ --; AL LN; SV: Fort +5, Ref +2, Will +1; Str 17, Dex 13, Con 13, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +6, Handle Animal +7, Intimidate +5, Jump +6, Ride +7, Swim +7; Cleave, Combat Reflexes, Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (Longsword)

Possessions: Full Plate, Heavy Steel Shield, masterwork longsword, masterwork crossbow, 20 bolts, *potion of cure light wounds* x2

Lord Galen's Guards: Male Human Ftr2(x2); CR2; Medium-sized humanoid (human); HD 2d10+4 hp 19,19; Init +5; Spd Walk 20'; AC 18 (touch 11, flat-footed 17); Atk +6 melee (1d8+2/19-20, masterwork longsword); SA --; SQ --; AL LG; SV: Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +3, Handle Animal +5, Intimidate +2, Ride +7; Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: chainmail, heavy steel shield, masterwork longsword

APL 6

Lord Galen Luchelyn, Male human Ftr 7; CR 7; Medium-sized humanoid (human); HD 7d10+7 hp 62; Init +5; Spd Walk 20'; AC 22 (touch 11, flatfooted 21); Atk +12/+7 melee (1d8+6/19-20, *longsword* +1) or + 9/+4 ranged (1d8/19-20, masterwork crossbow); SA --; SQ --; AL LN; SV: Fort +7, Ref +4, Will +3; Str 17, Dex 13, Con 13, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +7, Handle Animal +9, Intimidate +6, Jump +6, Ride +9, Swim +7; Cleave, Combat Reflexes, Improved Initiative, Leadership, Mounted Combat, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: +1 Full Plate, *longsword* +1, *cloak of resistance* +1, Heavy Steel Shield,

masterwork crossbow, 20 bolts, *potion of cure moderate wounds* x2

Lord Galen's Guards: Male Human Ftr4(x2); CR4; Medium-sized humanoid (human); HD 4d10+8 hp 37,37; Init +5; Spd Walk 20'; AC 19 (touch 10, flat-footed 19); Atk +9 melee (1d8+5/19-20, masterwork longsword); SA --; SQ --; AL LG; SV: Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +6, Handle Animal +6, Intimidate +4, Ride +7; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Half plate, heavy steel shield, masterwork longsword

APL 8

Lord Galen Luchelyn, Male human Ftr 9; CR 9; Medium-sized humanoid (human); HD 9d10+9 hp 76; Init +5; Spd Walk 20'; AC 24 (touch 11, flatfooted 23); Atk +16/+11 melee (1d8+7/19-20, *longsword* +1) or + 11/+6 ranged (1d8/19-20, masterwork crossbow); SA --; SQ --; AL LN; SV: Fort +8, Ref +5, Will +4; Str 18, Dex 13, Con 13, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +9, Handle Animal +10, Intimidate +6, Jump +8, Ride +11, Swim +9; Cleave, Combat Reflexes, Greater Weapon Focus (Longsword), Improved Initiative, Leadership, Mounted Combat, Power Attack, Ride By Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: +2 Full Plate, +1 Heavy Steel Shield, *longsword* +1, *cloak of resistance* +1, masterwork crossbow, 20 bolts, *potion of cure moderate wounds* x2

Lord Galen's Guards: Male Human Ftr6(x2); CR6; Medium-sized humanoid (human); HD 6d10+12 hp 51,51; Init +5; Spd Walk 20'; AC 21 (touch 11, flat-footed 21); Atk +11/+6 melee (1d8+5/19-20, masterwork longsword); SA --; SQ --; AL LG; SV: Fort +7, Ref +3, Will +3; Str 16, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +7, Handle Animal +8, Intimidate +5, Ride +9; Cleave, Combat Reflexes, Endurance, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Half plate, heavy steel shield, masterwork longsword

APL 10

Lord Galen Luchelyn, Male human Ftr 11; CR 11; Medium-sized humanoid (human); HD 11d10+11 hp 87; Init +5; Spd Walk 20'; AC 25 (touch 12, flatfooted 24); Atk +18/+13/+8 melee (1d8+7/17-20, *longsword* +1) or + 13/+8/+3 ranged (1d8/19-20, *crossbow* +1); SA --; SQ --; AL LN; SV: Fort +8, Ref +5, Will +4; Str 18, Dex 13, Con 13, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +9, Handle Animal +11, Intimidate +7, Jump +10, Ride +13, Swim +9; Cleave, Combat Reflexes, Greater Weapon Focus (Longsword), Improved Critical (Longsword), Improved Initiative, Leadership, Mounted Combat, Power Attack, Ride By Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: +2 *Full Plate*, +1 *Heavy Steel Shield*, *longsword* +1, *crossbow* +1, *cloak of resistance* +1, *ring of protection* +1, 20 bolts, *potion of cure serious wounds* x2

Lord Galen's Guards: Male Human Ftr8(x2); CR8; Medium-sized humanoid (human); HD 8d10+16 hp 66,66; Init +5; Spd Walk 20'; AC 21 (touch 11, flat-footed 21); Atk +14/+9 melee (1d8+6/19-20, *longsword* +1); SA --; SQ --; AL LG; SV: Fort +8, Ref +3, Will +3; Str 17, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +7, Handle Animal +11, Intimidate +6, Ride +11; Cleave, Combat Reflexes, Endurance, Great Cleave, Greater Weapon Focus (Longsword), Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Half plate, heavy steel shield, *longsword* +

APL 12

Lord Galen Luchelyn, Male human Ftr 13; CR 13; Medium-sized humanoid (human); HD 13d10+13 hp 102; Init +5; Spd Walk 20'; AC 25 (touch 12, flatfooted 24); Atk +21/+16/+11 melee (1d8+10/17-20, *longsword* +2) or + 15/+10/+5 ranged (1d8/19-20, *crossbow* +1); SA --; SQ --; AL LN; SV: Fort +11, Ref +7, Will +6; Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +9, Handle Animal +13, Intimidate +8, Jump +10, Ride +15, Swim +10; Cleave, Combat Reflexes, Greater Weapon Focus (Longsword), Greater Weapon Specialization (Longsword), Improved Critical (Longsword), Improved Initiative, Leadership,

Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: +2 *Full Plate*, +1 *Heavy Steel Shield*, *longsword* +2, *crossbow* +1, *cloak of resistance* +2, *ring of protection* +1, 20 bolts, *potion of cure serious wounds* x2

Lord Galen's Guards: Male Human Ftr10(x2); CR10; Medium-sized humanoid (human); HD 10d10+20 hp 79,79 (Diehard); Init +5; Spd Walk 20'; AC 21 (touch 11, flat-footed 21); Atk +16/+11 melee (1d8+6/17-20, *longsword* +1); SA --; SQ --; AL LG; SV: Fort +9, Ref +4, Will +4; Str 17, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +8, Handle Animal +11, Intimidate +8, Ride +13; Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Greater Weapon Focus (Longsword), Improved Critical (longsword), Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Half plate, heavy steel shield, *longsword* +1

Encounter 5

APL2 (EL4)

Ambusher: Male human Rogue1(x4); CR 1; Medium-sized humanoid (human); HD 1d6+1 hp: 7, 6, 5, 5; Init +8; Spd Walk 30'; AC 18 (touch 14, flat-footed 14); Atk +1 melee (1d6+1/18-20, rapier) or +4 ranged (1d8/19-20 crossbow); SA Sneak Attack +1d6; SQ Trapfinding AL NE; SV: Fort +1, Ref +6, Will -1; Str 12, Dex 18, Con 12, Int 12, Wis 8, Cha 8

Skills and Feats: Climb +5, Disable Device +5, Hide +8, Jump +5, Listen +3, Move Silently +8, Open Lock +8, Search +5, Spot +3, Tumble +8, Improved Initiative, Shield Proficiency

Possessions: masterwork studded leather, masterwork buckler, rapier, crossbow, 20 bolts, thieves' tools, *potion of cure light wounds*,

APL4 (EL5)

Ambusher (Fighter) Male human Fighter2; CR 2; Medium-sized humanoid (human); HD 2d10+4 hp: 19, 18; Init +5; Spd Walk 20'; AC 19 (touch: 11, flat-footed 18); Atk +6 melee (1d8+2/18-20, masterwork long sword) or +5 ranged (1d8/19-20 crossbow); SA --; AL NE; SV: Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +1; Jump +2, Alertness, Improved Initiative, Power Attack, Weapon Focus (long sword),

Possessions: Half-plate, heavy steel shield, masterwork long sword, masterwork crossbow, *potion of cure light wounds* x2

Ambusher (Rogue) Male human Rogue2;(x2); CR2; Medium-sized humanoid (human); HD 2d6+2 hp: 12, 10; Init +8; Spd Walk 30'; AC 18 (touch 14; flat-footed 14); Atk +3 melee (1d6+1/18-20 masterwork rapier) or +6 ranged (1d8/19-20, masterwork crossbow); SA Sneak Attack +1d6; SQ Evasion, Trapfinding; AL NE; SV: Fort +1; Ref +7, Will -1; Str 12, Dex 18, Con 12, Int 12, Wis 8, Cha 8

Skills and Feats: Climb +6, Disable Device +6, Hide +9, Jump +6, Listen +4, Move Silently +9, Open Lock +9, Search +6, Spot +3, Tumble +9, Improved Initiative, Shield Proficiency

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, masterwork crossbow, 20 bolts, thieves' tools, *potion of cure light wounds* x2,

APL6 (EL7)

Ambusher (Fighter) Male human Fighter3; CR 3; Medium-sized humanoid (human); HD 3d10+6 hp: 25; Init +5; Spd Walk 20'; AC 21 (touch: 21, flat-footed 20); Atk +7 melee (1d8+4/18-20, masterwork long sword) or +5 ranged (1d8/19-20 masterwork crossbow); SA --; AL NE; SV: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +2; Jump +3, Alertness, Improved Initiative, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword),

Possessions: Full plate, heavy steel shield, masterwork long sword, masterwork crossbow, *potion of bull's strength*, *potion of cure moderate wounds*

Ambusher (Rogue) Male human Rogue3;(x2); CR3; Medium-sized humanoid (human); HD 3d6+3 hp: 20, 18; Init +8; Spd Walk 30'; AC 18 (touch 14; flat-footed 14); Atk +7 melee (1d6+1/18-20 masterwork rapier) or +7 ranged (1d8/19-20, masterwork crossbow); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, trap sense +1; AL NE; SV: Fort +2; Ref +7, Will 0; Str 12, Dex 18, Con 12, Int 12, Wis 8, Cha 8

Skills and Feats: Climb +7, Disable Device +7, Hide +10, Jump +7, Listen +5, Move Silently +10, Open Lock +10, Search +7, Spot +4, Tumble +10, Improved Initiative, Shield Proficiency, Weapon Focus (Rapier)

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, masterwork crossbow, 20 bolts, thieves' tools, *potion of cure light wounds* x2,

Ambusher (Sorcerer) Male human Sorcerer3; CR 3; Medium-sized humanoid (human); HD 3d4+ 3; hp: 14; Init +6; Spd Walk 30'; AC:16/17 (mage armor/dodge touch: 16, flat-footed: 14); Atk: +0 melee (1d6-1/19-20, shortspear) or +4 ranged (1d8/19-20, masterwork crossbow); SA -; SQ spells; AL NE; SV: Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 13; Int 10; Wis 12; Cha 15

Skills and Feats: Concentration: +6/+10; Spellcraft: +6; Listen +1, Improved Initiative, Combat Casting, Dodge

Possessions: Shortspear, masterwork crossbow, 10 bolts, *potion of cure light wounds* x2, *potion of cat's grace*,

Sorcerer Spells (Spells per day - 6/5* save DC 12 + Spell Level): 0 – daze, ghost sound, mage hand, read magic, ray of frost; 1st –mage armor, magic missile, burning hands

* - the sorcerer has already cast one mage armor spell prior to the ambush – this is already accounted for in his spells per day numbers

APL8 (EL9)

Ambusher (Fighter) Male human Fighter5; CR 5; Medium-sized humanoid (human); HD 5d10+10 hp: 43; Init +5; Spd Walk 20'; AC 21 (touch: 11, flat-footed 20); Atk +10 melee (1d8+4/18-20, masterwork long sword) or +7 ranged (1d8/19-20 masterwork crossbow); SA --; AL NE; SV: Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +5; Jump +6, Alertness, Improved Initiative, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword), Cleave

Possessions: Full plate, heavy steel shield, masterwork long sword, masterwork crossbow, *potion of bull's strength*, *potion of cure moderate wounds* x2

Ambusher (Rogue) Male human Rogue5;(x2); CR5; Medium-sized humanoid (human); HD

5d6+5 hp: 33, 30; Init +8; Spd Walk 30'; AC 18 (touch 14; flat-footed 18); Atk +8 melee (1d6+1/18-20 masterwork rapier) or +8 ranged (1d8/19-20, masterwork crossbow); SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge, Trapfinding, trap sense +1; AL NE; SV: Fort +2; Ref +8, Will 0; Str 12, Dex 19, Con 12, Int 12, Wis 8, Cha 8

Skills and Feats: Climb +9, Disable Device +9, Hide +12, Jump +9, Listen +7, Move Silently +12, Open Lock +12, Search +9, Spot +6, Tumble +12, Improved Initiative, Shield Proficiency, Weapon Focus (Rapier)

Possessions: masterwork studded leather, masterwork buckler, masterwork rapier, masterwork crossbow, 20 bolts, thieves' tools, *potion of cure moderate wounds x2*, *potion of cat's grace*

Ambusher (Sorcerer) Male human Sorcerer5; CR 5; Medium-sized humanoid (human); HD 5d4+ 5; hp: 22; Init +6; Spd Walk 30'; AC:16/17 mage armor/dodge (touch: 16, flat-footed: 14); Atk: +1 melee (1d6-1/19-20, shortspear) or +5 ranged (1d8/19-20, masterwork crossbow); SA -; SQ spells; AL NE; SV: Fort +2, Ref +3, Will +5; Str 8, Dex 14, Con 13; Int 10; Wis 12; Cha 16

Skills and Feats: Concentration: +6/+10; Spellcraft: +6; Listen +1, Improved Initiative, Combat Casting, Dodge

Possessions: Shortspear, masterwork crossbow, 10 bolts, *potion of cure moderate wounds x2*, *potion of cat's grace*, *scroll of protection from arrow*, *wand of magic missiles (1st level)*

Sorcerer Spells (Spells per day - 6/6*/5 save DC 13 + Spell Level): 0 – daze, ghost sound, mage hand, read magic, ray of frost, touch of fatigue; 1st –mage armor, magic missile, burning hands, obscuring mist; 2nd – Blur, Flaming Sphere

* - the sorcerer has already cast one mage armor spell prior to the ambush – this is already accounted for in his spells per day numbers

APL10 (EL11)

Ambusher (Fighter) Male human Fighter7; CR 7; Medium-sized humanoid (human); HD 7d10+14; hp: 57; Init +5; Spd Walk 20'; AC 22 (touch: 11, flat-footed 21); Atk +12/+7 melee (1d8+5/16-20, *long sword* +1) or +9/+4 ranged (1d8/19-20 masterwork crossbow); SA --; AL

NE; SV: Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +6; Jump +7, Ride +3 Alertness, Improved Initiative, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword), Cleave, Improved Critical (longsword), Combat Reflexes

Possessions: +1 *full plate*, heavy steel shield, *long sword* +1, masterwork crossbow, *potion of bull's strength*, *potion of cure serious wounds x2*

Ambusher (Rogue) Male human Rogue7;(x2); CR7; Medium-sized humanoid (human); HD 7d6+7 hp: 43, 37; Init +8; Spd Walk 30'; AC 20 (touch 14; flat-footed 20); Atk +10 melee (1d6+1/18-20 masterwork rapier) or +10 ranged (1d8/19-20, masterwork crossbow); SA Sneak Attack +4d6; SQ Evasion, Uncanny Dodge, Trapfinding, trap sense +2; AL NE; SV: Fort +3; Ref +9, Will +1; Str 12, Dex 19, Con 12, Int 12, Wis 8, Cha 8

Skills and Feats: Climb +11, Disable Device +11, Hide +14, Jump +11, Listen +9, Move Silently +14, Open Lock +14, Search +11, Spot +8, Tumble +14, Improved Initiative, Shield Proficiency, Weapon Focus (Rapier), Dodge

Possessions: +1 *studded leather*, +1 *buckler*, masterwork rapier, masterwork crossbow, 20 bolts, thieves' tools, *potion of cure moderate wounds x2*, *potion of cat's grace*

Ambusher (Sorcerer/Rogue) Male human Sorcerer5/Rogue2 CR 7; Medium-sized humanoid (human); HD (2d6)+(5d4); hp 31; Init +7; Spd Walk 30'; AC 17 mage armor (touch 17: flatfooted 14); Atk: +4 melee (1d6+1/18-20, masterwork rapier), +7 ranged (1d8+1/19-20, +1 crossbow) SA: Sneak Attack 1d6; SQ: trapfinding, Evasion, Spells; AL: NE; SV: Fort +1, Ref +7, Will +4; Str 10, Dex 16, Con 11, Int 10, Wis 10, Cha 16

Skills and Feats: Climb +5, Concentration +10, Escape Artist +8, Hide +8, Jump +7, Listen +3, Move Silently +8, Open Lock +8, Pick Pocket +7, Search +1, Spellcraft +5, Spot +2, Tumble +10; Improved Initiative, Point Blank Shot, Precise Shot, Combat Casting

Possessions: +1 light crossbow, masterwork rapier, *potion of cat's grace*, *potion of cure moderate woundsx2*

Sorcerer Spells (Spells per day - 6/6*/5 save DC 13 + Spell Level): 0 – daze, ghost sound, mage hand, read magic, ray of frost, touch of fatigue;

1st –mage armor, magic missile, burning hands, obscuring mist; 2nd – Blur, Flaming Sphere

* - the sorcerer has already cast one mage armor spell prior to the ambush – this is already accounted for in his spells per day numbers

APL12 (EL13)

Ambusher (Fighter) Male human Fighter9; CR 9; Medium-sized humanoid (human); HD 9d10+18; hp: 70; Init +5; Spd Walk 20'; AC 23 (touch: 11, flat-footed 22); Atk +16/+11 melee (1d8+5/16-20, long sword +1) or +11/+6 ranged (1d8+1/19-20 crossbow +1); SA --; AL NE; SV: Fort +8, Ref +4, Will +4; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +7; Jump +7, Ride +4 Alertness, Improved Initiative, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword), Cleave, Improved Critical (long sword), Combat Reflexes, Greater Weapon Focus (long sword), Great Cleave

Possessions: +1 full plate, +1 heavy steel shield, long sword +1, crossbow +1, *potion of bull's strength*, *potion of cure serious wounds* x4

Ambusher (Rogue) Male human Rogue9;(x2); CR9; Medium-sized humanoid (human); HD 9d6+9 hp: 57, 52; Init +8; Spd Walk 30'; AC 21 (touch 15; flat-footed 21); Atk +12/+6 melee (1d6+2/18-20 rapier +1) or +12/+6 ranged (1d8+1/19-20, crossbow+1); SA Sneak Attack +5d6; SQ Evasion, Improved Uncanny Dodge, Trapfinding, trap sense +3; AL NE; SV: Fort +4; Ref +10, Will +2; Str 12, Dex 20, Con 12, Int 12, Wis 8, Cha 8

Skills and Feats: Climb +13, Disable Device +13, Hide +16, Jump +13, Listen +11, Move Silently +17, Open Lock +17, Search +13, Spot +10, Tumble +17, Improved Initiative, Shield Proficiency, Weapon Focus (Rapier), Dodge

Possessions: +1 studded leather, +1 buckler, rapier +1, crossbow +1, 20 bolts, thieves' tools, *potion of cure moderate wounds* x2, *potion of cat's grace*, *potion of cure serious wounds*

Ambusher (Sorcerer/Rogue) Male human Sorcerer7/Rogue2 CR 9; Medium-sized humanoid (human); HD (2d6)+(7d4); hp 37; Init +7; Spd Walk 30'; AC 18 mage armor (touch 18; flatfooted 15); Atk: +5 melee (1d6+2/18-20, rapier +1), +7 ranged (1d8+1/19-20, +1 crossbow) SA: Sneak Attack 1d6; SQ: trapfinding, Evasion, Spells; AL: NE; SV: Fort

+2, Ref +8, Will +5; Str 10, Dex 16, Con 11, Int 10, Wis 10, Cha 17

Skills and Feats: Climb +5, Concentration +12, Escape Artist +8, Hide +8, Jump +7, Listen +3, Move Silently +8, Open Lock +8, Pick Pocket +7, Search +1, Spellcraft +9, Spot +2, Tumble +10; Improved Initiative, Point Blank Shot, Precise Shot, Combat Casting, Scribe Scrolls

Possessions: light crossbow +1, rapier +1, amulet of protection +1, *potion of cat's grace*, *potion of cure moderate wounds* x2

Sorcerer Spells (Spells per day - 6/6*/7/5 save DC 13 + Spell Level): 0 – daze, flare, ghost sound, mage hand, read magic, ray of frost, touch of fatigue; 1st –mage armor, magic missile, burning hands, obscuring mist, spider climb; 2nd – Blur, Flaming Sphere, Mirror Image 3rd- Lightning Bolt, Haste

* - the sorcerer has already cast one mage armor spell prior to the ambush – this is already accounted for in his spells per day numbers

Encounter 9

APL2 (EL5)

Labrim of Hextor: Male human Clr2 (of Hextor) CR 2; Medium-sized humanoid (human); HD 2d8 hp: 18; Init +0; Spd Walk 20'; AC: 19 (touch: 10; flatfooted 19); Atk +5 melee (1d8+2/19-20, masterwork flail); SA: smite (1x/day +4 to hit, +2 to damage for 1 attack); SQ Spells; AL: LE; SV: Fort: +4, Ref: +0, Will: +6; Str 14, Dex 10, Con 13, Int 11, Wis 16, Cha 10

Skills and Feats: Concentration +4, Diplomacy +3, Heal +6, Spellcraft +4, Spot +4; Combat Casting, Power Attack, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: Half-Plate Mail, Heavy Steel Shield, masterwork flail, *potion of cure light wounds*

Cleric Spells Memorized: (domains: Destruction, War) Spells per day 4/3+1 save DC 13+Spell Level): 0 – Inflict Minor Wounds (x2), Cure Minor Wounds (x2); 1st-Command, Cure Light Wounds, Obscuring Mist, *domain:* Inflict Light Wounds

Khorim: Male human Ftr2 CR 2; Medium-sized humanoid (human); HD 2d10+4 hp: 19; Init +5; Spd Walk 20'; AC: 17 (touch: 11; flatfooted 17); Atk +7 melee (2d6+3/19-20, masterwork greatsword); SA: --; SQ --; AL: LE; SV: Fort +5,

Ref: +1, Will: +0; Str 17, Dex 13, Con 14, Int 9, Wis 10, Cha 9

Skills and Feats: Climb +8, Jump +6, Spot +1; Improved Initiative, Combat Reflexes, Power Attack, Weapon Focus (Greatsword)

Possessions: Half-Plate, masterwork greatsword, *potion of cure light wounds*

Jantea: Female human Rog2 CR2; Medium-sized humanoid (human); HD 2d6+2; hp: 13; Init +7; Spd Walk 30'; AC: 16 (touch: 13; flatfooted 13); Atk +5 melee (1d6+1/18-20, masterwork rapier) or +5 ranged (1d8/19-20 masterwork crossbow); SA Sneak Attack +1d6; SQ Evasion, Trapfinding; AL NE; SV: Fort: +1, Ref: +6, Will: +0; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 9

Skills and Feats: Balance +10, Disable Device +7, Escape Artist +6, Hide +8, Listen +5, Move Silently +8, Open Lock +8, Pick Pocket +8, Search +7, Spot +5, Tumble +8, Use Rope +5; Improved Initiative, Weapon Finesse (Rapier)

Possessions: Masterwork studded leather armor, masterwork rapier, masterwork crossbow, 20 bolts, thieves' tools, *potion of cure light wounds*, *potion of spider climb*

Gareth: Male human Sor2 CR2; Medium-sized humanoid (human); HD 2d4+4; hp 11; Init: +6; Spd Walk 30'; AC 16 (mage armor) (touch: 16, flatfooted 14); Atk: +0 melee (1d6-1/19-20 shortspear) or +4 ranged (1d8/19-20 masterwork crossbow); SA --; SQ Spells; AL LE; SV: Fort +2, Ref +2, Will +4; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 16

Skills and Feats: Concentration +5, Disguise +5, Listen +2, Spellcraft +4, Spot +2; Combat Casting, Improved Initiative

Possessions: Masterwork light crossbow, 20 bolts, shortspear, *potion of cure light wounds*

Sorcerer Spells (Spells per day - 6/4* save DC 13 + Spell Level): 0 – daze, detect magic, prestidigitation, read magic, ray of frost; 1st – mage armor, magic missile

* - Gareth has already cast one mage armor spell prior to the encounter – this is already accounted for in his spells per day numbers

APL4 (EL8)

Labrim of Hextor: Male human Clr4 (of Hextor) CR 4; Medium-sized humanoid (human); HD 4d8 hp: 30; Init +0; Spd Walk 20'; AC: 20 (touch:

10; flatfooted 20); Atk +7 melee (1d8+2/19-20, masterwork flail); SA: smite (1x/day +4 to hit, +4 to damage for 1 attack); SQ Spells; AL: LE; SV: Fort +5, Ref: +1, Will: +7; Str 14, Dex 10, Con 13, Int 11, Wis 17, Cha 10

Skills and Feats: Concentration +8, Diplomacy +3, Heal +8, Spellcraft +4, Spot +4; Combat Casting, Power Attack; Endurance, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: Full Plate, Heavy Steel Shield, masterwork flail, *potion of cure light wounds* x3, *potion of bull's strength*

Cleric Spells Memorized: (domains: Destruction, War) Spells per day 5/4+1/3+1 save DC 13+Spell Level): 0 – Inflict Minor Wounds (x2), Cure Minor Wounds (x3); 1st-Cause Fear, Command, Cure Light Wounds, Obscuring Mist, *domain:* Inflict Light Wounds; 2nd – Cure Moderate Wounds, Hold Person, Sound Burst, *domain:* Spiritual Weapon

Khorim: Male human Ftr4 CR 4; Medium-sized humanoid (human); HD 4d10+8 hp: 38; Init +5; Spd Walk 20'; AC: 19/20 (dodge) (touch: 11; flatfooted 18); Atk +10 melee (2d6+6/19-20, masterwork greatsword); SA: --; SQ --; AL: LE; SV: Fort +6, Ref: +2, Will: +1; Str 18, Dex 13, Con 14, Int 9, Wis 10, Cha 9

Skills and Feats: Climb +11, Jump +9, Spot +1; Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: Full Plate, masterwork greatsword, *potion of cure light wounds* x2, *potion of bull's strength*

Jantea: Female human Rog4 CR4; Medium-sized humanoid (human); HD 4d6+4; hp: 24; Init +7; Spd Walk 30'; AC: 16 (touch: 13; flatfooted 16); Atk +7 melee (1d6+1/18-20, masterwork rapier) or +7 ranged (1d8/19-20 masterwork crossbow); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; AL NE; SV: Fort: +2, Ref: +7, Will: +1; Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 9

Skills and Feats: Balance +11, Disable Device +9, Escape Artist +9, Hide +10, Listen +6, Move Silently +10, Open Lock +10, Pick Pocket +10, Search +9, Spot +6, Tumble +10, Use Rope +7; Combat Reflexes, Improved Initiative, Weapon Finesse (Rapier)

Possessions: Masterwork studded leather armor, masterwork rapier, masterwork crossbow, 20 bolts, thieves' tools, *potion of cure light wounds* x2, *potion of cat's grace*, *potion of spider climb*

Gareth: Male human Sor4 CR4; Medium-sized humanoid (human); HD 4d4+8; hp 23; Init: +6; Spd Walk 30'; AC 17 (mage armor) (touch: 17, flatfooted 15); Atk: +1 melee (1d6-1/19-20 shortspear) or +5 ranged (1d8/19-20 masterwork crossbow); SA --; SQ Spells; AL LE; SV: Fort +3, Ref +3, Will +5; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 17

Skills and Feats: Concentration +8, Disguise +5, Listen +3, Spellcraft +5, Spot +2; Combat Casting, Improved Initiative, Scribe Scroll

Possessions: Masterwork light crossbow, 20 bolts, shortspear, *ring of protection* +1, *potion of cure light wounds*

Sorcerer Spells (Spells per day - 6/6*/4 save DC 13 + Spell Level): 0 – daze, detect magic, prestidigitation, ray of frost, read magic, resistance; 1st – cause fear, mage armor, magic missile; 2nd – Flaming Sphere

* - Gareth has already cast one mage armor spell prior to the encounter – this is already accounted for in his spells per day numbers

APL6 (EL10)

Labrim of Hextor: Male human Clr6 (of Hextor) CR 6; Medium-sized humanoid (human); HD 6d8 hp: 44 (diehard); Init +0; Spd Walk 20'; AC: 21 (touch: 10; flatfooted 21); Atk +8 melee (1d8+2/19-20, masterwork flail); SA: smite (1x/day +4 to hit, +6 to damage for 1 attack); SQ Spells; AL LE; SV: Fort +6, Ref: +2, Will: +8; Str 14, Dex 10, Con 13, Int 11, Wis 17, Cha 10

Skills and Feats: Concentration +9, Diplomacy +3, Heal +8, Spellcraft +7, Spot +5; Combat Casting, Power Attack, Endurance, Diehard, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: +1 Full Plate, Heavy Steel Shield, masterwork flail, *potion of cure moderate wounds* x2, *potion of cure serious wounds* x2, *potion of bull's strength*

Cleric Spells Memorized: (domains: Destruction, War) Spells per day 5/4+1/4+1/3+1 save DC 13+Spell Level): 0 – Inflict Minor Wounds (x2), Cure Minor Wounds (x3); 1st-Cause Fear, Command, Cure Light Wounds, Obscuring Mist,

domain: Inflict Light Wounds; 2nd – Cure Moderate Wounds, Hold Person, Sound Burst, Bull's Strength, *domain:* Spiritual Weapon; 3rd – Cure Serious Wounds, Prayer, Inflict Serious Wounds *domain:* Contagion

Khorim: Male human Ftr6 CR 6; Medium-sized humanoid (human); HD 6d10+12 hp: 57; Init +5; Spd Walk 20'; AC: 20/21 (dodge) (touch: 11; flatfooted 19); Atk +12/+7 melee (2d6+6/19-20, masterwork greatsword); SA: --; SQ --; AL: LE; SV: Fort +7, Ref: +3, Will: +2; Str 18, Dex 13, Con 14, Int 9, Wis 10, Cha 9

Skills and Feats: Climb +13, Jump +11, Spot +1; Cleave, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Possessions: +1 Full Plate, masterwork greatsword, *potion of cure moderate wounds* x2, *potion of bull's strength*

Jantea: Female human Rog6 CR6; Medium-sized humanoid (human); HD 6d6+6; hp: 35; Init +7; Spd Walk 30'; AC: 16 (touch: 13; flatfooted 16); Atk +8 melee (1d6+1/18-20, masterwork rapier) or +8 ranged (1d8/19-20 masterwork crossbow); SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge; AL NE; SV: Fort: +3, Ref: +8, Will: +2; Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 9

Skills and Feats: Balance +13, Disable Device +11, Escape Artist +11, Hide +12, Listen +8, Move Silently +12, Open Lock +12, Pick Pocket +11, Search +10, Spot +8, Tumble +12, Use Rope +9; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse (Rapier)

Possessions: Masterwork leather armor, masterwork rapier, masterwork crossbow, 20 bolts, thieves' tools, *potion of cure moderate wounds* x2, *potion of cat's grace*, *potion of haste*, *potion of spider climb*

Gareth: Male human Sor6 CR6; Medium-sized humanoid (human); HD 6d4+12; hp 34; Init: +6; Spd Walk 30'; AC 17 (mage armor) (touch: 17, flatfooted 15); Atk: +2 melee (1d6-1/19-20 shortspear) or +6 ranged (1d8/19-20 masterwork crossbow); SA --; SQ Spells; AL LE; SV: Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 17

Skills and Feats: Concentration +11, Disguise +5, Listen +3, Spellcraft +8, Spot +2; Combat Casting, Dodge, Improved Initiative, Scribe Scroll

Possessions: Masterwork light crossbow, 20 bolts, shortspear, *ring of protection +1*, *potion of cure moderate wounds*, *potion of spider climb*

Sorcerer Spells (Spells per day - 6/6*/6/4 save DC 13 + Spell Level): 0 – daze, detect magic, flare, prestidigitation, ray of frost, read magic, resistance; 1st –burning hands, cause fear, mage armor, magic missile; 2nd – Blur, Flaming Sphere; 3rd - Lightning Bolt

* - Gareth has already cast one mage armor spell prior to the encounter – this is already accounted for in his spells per day numbers

APL8 (EL 12)

Labrim of Hextor: Male human Clr8 (of Hextor) CR 8; Medium-sized humanoid (human); HD 8d8 hp: 60 (diehard); Init +0; Spd Walk 20'; AC: 22 (touch: 10; flatfooted 22); BAB: +6/+1; Atk +10/+5 melee (1d8+2/19-20, masterwork flail); SA: smite (1x/day +4 to hit, +8 to damage for 1 attack); SQ Spells; AL: LE; SV: Fort +7, Ref: +2, Will: +10; Str 14, Dex 10, Con 13, Int 11, Wis 18, Cha 10

Skills and Feats: Concentration +11, Diplomacy +3, Heal +11, Spellcraft +9, Spot +6; Combat Casting, Power Attack, Endurance, Diehard, Martial Weapon Proficiency (Flail), Weapon Focus (Flail)

Possessions: +1 *Full Plate*, +1 *Heavy Steel Shield*, masterwork flail, *potion of cure moderate wounds x2*, *potion of cure serious wounds x3*, *potion of bull's strength*

Cleric Spells Memorized: (domains: Destruction, War) Spells per day 6/5+1/4+1/4+1/3+1 save DC 14+Spell Level): 0 – Inflict Minor Wounds (x2), Cure Minor Wounds (x4); 1st-Bane, Cause Fear, Command, Cure Light Wounds, Obscuring Mist, *domain:* Inflict Light Wounds; 2nd – Cure Moderate Wounds, Hold Person, Sound Burst, Bull's Strength, *domain:* Spiritual Weapon; 3rd – Cure Serious Wounds(x2), Prayer, Inflict Serious Wounds *domain:* Contagion; 4th – Cure Critical Wounds (x2), Poison, *domain:* Divine Power

Khorim: Male human Ftr8 CR 8; Medium-sized humanoid (human); HD 8d10+16 hp: 77; Init +5; Spd Walk 20'; AC: 20/21 (dodge) (touch: 11; flatfooted 19); Atk +15/+10 melee (2d6+7/17-20, *greatsword +1*); SA: --; SQ --; AL: LE; SV: Fort +8, Ref: +3, Will: +2; Str 19, Dex 13, Con 14, Int 9, Wis 10, Cha 9

Skills and Feats: Climb +13, Jump +13, Spot +2; Cleave, Combat Reflexes, Dodge, Improved Critical, Improved Initiative, Mobility, Power Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*), Greater Weapon Focus (*greatsword*)

Possessions: +1 *Full Plate*, *greatsword +1*, *potion of cure serious wounds x2*, *potion of haste*, *potion of bull's strength*

Jantea: Female human Rog8 CR8; Medium-sized humanoid (human); HD 8d6+8; hp: 46; Init +8; Spd Walk 30'; AC: 18 (touch: 14; flatfooted 18); Atk +11/+6 melee (1d6+1/18-20, masterwork rapier) or +11/+6 ranged (1d8/19-20 masterwork crossbow); SA Sneak Attack +4d6; SQ Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge, Improved Uncanny Dodge (cannot be flanked); AL NE; SV: Fort: +3, Ref: +10, Will: +2; Str 12, Dex 18, Con 13, Int 14, Wis 10, Cha 9

Skills and Feats: Balance +17, Disable Device +13, Escape Artist +13, Hide +15, Listen +10, Move Silently +15, Open Lock +15, Pick Pocket +13, Search +12, Spot +10, Tumble +15, Use Rope +11; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse (Rapier)

Possessions: +1 *studded leather armor*, masterwork rapier, masterwork crossbow, 20 bolts, thieves' tools, *potion of cure moderate wounds x2*, *potion of cat's grace*, *potion of haste*, *potion of spider climb*

Gareth: Male human Sor8 CR8; Medium-sized humanoid (human); HD 8d4+16; hp 45; Init: +6; Spd Walk 30'; AC 17 (mage armor) (touch: 17, flatfooted 15); Atk: +3 melee (1d6-1/19-20 shortspear) or +7 ranged (1d8/19-20 masterwork crossbow); SA --; SQ Spells; AL LE; SV: Fort +4, Ref +4, Will +7; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 18

Skills and Feats: Concentration +12, Disguise +6, Listen +4, Spellcraft +11, Spot +2; Combat Casting, Dodge, Improved Initiative, Scribe Scroll

Possessions: Masterwork light crossbow, 20 bolts, shortspear, *ring of protection +1*, *potion of cure moderate wounds*, *potion of spider climb*, *potion of displacement*, *wand of magic missiles (1st level)*

Sorcerer Spells (Spells per day - 6/6*/7/6/4 save DC 14 + Spell Level): 0 – daze, detect magic, flare, mage hand, prestidigitation, ray of frost, read magic, resistance; 1st –burning hands,

cause fear, charm person, mage armor, magic missile; 2nd – Blur, Flaming Sphere, Web; 3rd – Haste, Lightning Bolt; 4th – Minor Globe of Invulnerability

* - Gareth has already cast one mage armor spell prior to the encounter – this is already accounted for in his spells per day numbers

APL10 (EL 14)

Labrim of Hextor: Male human Clr10 (of Hextor) CR 10; Medium-sized humanoid (human); HD 10d8 hp: 72 (diehard); Init +0; Spd Walk 20'; AC: 23 (touch: 11; flatfooted 23); BAB: +7/+2; Atk +11/+6 melee (1d8+2/19-20, masterwork flail); SA: smite (1x/day +4 to hit, +10 to damage for 1 attack); SQ Spells; AL: LE; SV: Fort +8, Ref: +5, Will: +12; Str 14, Dex 10, Con 13, Int 11, Wis 18 (20), Cha 10

Skills and Feats: Concentration +12, Diplomacy +4, Heal +14, Spellcraft +9, Spot +8; Combat Casting, Power Attack, Endurance, Diehard, Martial Weapon Proficiency (Flail), Weapon Focus (Flail), Lightning Reflexes

Possessions: +1 Full Plate, +1 Heavy Steel Shield, ring of protection +1, periapt of wisdom +2, masterwork flail, *potion of cure moderate wounds* x2, *potion of cure serious wounds* x3, *potion of haste*, *potion of bull's strength*

Cleric Spells Memorized: (domains: Destruction, War) Spells per day 6/6+1/5+1/4+1/4+1/3+1 save DC 15+Spell Level): 0 – Inflict Minor Wounds (x2), Cure Minor Wounds (x4); 1st – Bane, Cause Fear, Command, Cure Light Wounds(x2), Obscuring Mist, *domain:* Inflict Light Wounds; 2nd – Cure Moderate Wounds, Hold Person(x2), Sound Burst, Bull's Strength, *domain:* Spiritual Weapon; 3rd – Cure Serious Wounds(x2), Prayer, Inflict Serious Wounds *domain:* Contagion; 4th – Cure Critical Wounds (x2), Poison(x2), *domain:* Divine Power; 5th – Flame Strike, Greater Command, Slay Living, *domain:* Circle of Doom

Khorim: Male human Ftr10 CR 10; Medium-sized humanoid (human); HD 10d10+20 hp: 92; Init +5; Spd Walk 20'; AC: 22/23 (dodge) (touch: 13; flatfooted 21); Atk +17/+12 melee (2d6+7/17-20, *greatsword* +1); SA: --; SQ --; AL: LE; SV: Fort +9, Ref: +4, Will: +3; Str 19, Dex 13, Con 14, Int 9, Wis 10, Cha 9

Skills and Feats: Climb +14, Jump +14, Spot +3; Cleave, Combat Reflexes, Dodge, Improved Critical Improved Initiative, Mobility, Power

Attack, Spring Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*), Greater Weapon Focus (*greatsword*)

Possessions: +2 Full Plate, *greatsword* +1, ring of protection +1, *potion of cure serious wounds* x2, *potion of haste*, *potion of bull's strength*

Jantea: Female human Rog10 CR10; Medium-sized humanoid (human); HD 10d6+10; hp: 59; Init +8; Spd Walk 30'; AC: 18 (touch: 14; flatfooted 18); Atk +12/+7 melee (1d6+2/18-20, *rapier* +1) or +12/+7 ranged (1d8+1/19-20 *crossbow* +1); SA Sneak Attack +5d6, Opportunist; SQ Evasion, Trapfinding, Trap Sense +3, Uncanny Dodge, Improved Uncanny Dodge (cannot be flanked); AL NE; SV: Fort: +4, Ref: +11, Will: +3; Str 12, Dex 18, Con 13, Int 14, Wis 10, Cha 9

Skills and Feats: Balance +19, Disable Device +15, Escape Artist +17, Hide +17, Listen +10, Move Silently +17, Open Lock +17, Pick Pocket +15, Search +13, Spot +11, Tumble +17, Use Rope +13; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse (Rapier)

Possessions: +1 studded leather armor, *rapier* +1, *crossbow* +1, 20 bolts, thieves' tools, *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of cat's grace*, *potion of haste*, *potion of spider climb*

Gareth: Male human Sor10 CR10; Medium-sized humanoid (human); HD 10d4+20; hp 56; Init: +6; Spd Walk 30'; AC 18 (mage armor) (touch: 18, flatfooted 16); Atk: +4 melee (1d6-1/19-20 shortspear) or +8 ranged (1d8/19-20 masterwork crossbow); SA --; SQ Spells; AL LE; SV: Fort +5, Ref +5, Will +8; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 18

Skills and Feats: Concentration +14, Disguise +6, Listen +4, Spellcraft +13, Spot +4; Combat Casting, Craft Wand, Dodge, Improved Initiative, Scribe Scroll

Possessions: Masterwork light crossbow, 20 bolts, shortspear, ring of protection +2, *potion of cure serious wounds*, *potion of spider climb*, *potion of displacement*, wand of magic missiles (3rd level)

Sorcerer Spells (Spells per day - 6/6*/7/7/6/3 save DC 14 + Spell Level): 0 – dancing lights, daze, detect magic, flare, mage hand, prestidigitation, ray of frost, read magic, resistance; 1st –burning hands, cause fear, charm person, mage armor, magic missile; 2nd –

Blur, Flaming Sphere, Invisibility, Web; 3rd- Fireball, Haste, Lightning Bolt; 4th- Ice Storm, Minor Globe of Invulnerability; 5th – Cone of Cold

* - Gareth has already cast one mage armor spell prior to the encounter – this is already accounted for in his spells per day numbers

APL12 (EL 16)

Labrim of Hextor: Male human Clr12 (of Hextor) CR 12; Medium-sized humanoid (human); HD 10d8 hp: 84 (diehard); Init +4; Spd Walk 20'; AC: 24 (touch: 12; flatfooted 24); BAB: +9/+4; Atk +14/+9 melee (1d8+3/19-20, *flail* +1); SA: smite (1x/day +4 to hit, +10 to damage for 1 attack); SQ Spells; AL: LE; SV: Fort +9, Ref: +6, Will: +13; Str 14, Dex 10, Con 13, Int 11, Wis 19 (21), Cha 10

Skills and Feats: Concentration +13, Diplomacy +4, Heal +14, Intimidate +2, Spellcraft +10, Spot +8; Combat Casting, Power Attack, Endurance, Diehard, Martial Weapon Proficiency (*Flail*), Weapon Focus (*Flail*), Lightning Reflexes, Improved Initiative

Possessions: +1 *Full Plate*, +1 *Heavy Steel Shield*, *ring of protection* +1, *periapt of wisdom* +2, *amulet of natural armor* +1, *flail* +1, *potion of cure moderate wounds* x2, *potion of cure serious wounds* x3, *potion of haste*, *potion of bull's strength*

Cleric Spells Memorized: (domains: Destruction, War) Spells per day 6/7+1/5+1/5+1/4+1/4+1/2+1 save DC 15+Spell Level): 0 – Inflict Minor Wounds (x2), Cure Minor Wounds (x4); 1st- Bane, Cause Fear, Command(x2), Cure Light Wounds(x2), Obscuring Mist, *domain:* Inflict Light Wounds; 2nd – Cure Moderate Wounds, Hold Person(x2), Sound Burst, Bull's Strength, *domain:* Spiritual Weapon; 3rd – Blindness, Cure Serious Wounds(x2), Prayer, Inflict Serious Wounds *domain:* Contagion; 4th – Cure Critical Wounds (x2), Poison(x2), *domain:* Divine Power; 5th – Flame Strike(x2), Greater Command, Slay Living, *domain:* Circle of Doom; 6th – Blade Barrier, Heal, *domain:* Harm

Khorim: Male human Ftr12 CR 12; Medium-sized humanoid (human); HD 12d10+24 hp: 106; Init +5; Spd Walk 20'; AC: 22/23 (dodge) (touch: 13; flatfooted 21); Atk +21/+16/+11 melee (2d6+9/17-20, *greatsword* +2); SA: --; SQ --; AL: LE; SV: Fort +10, Ref: +5, Will: +4; Str 20, Dex 13, Con 14, Int 9, Wis 10, Cha 9

Skills and Feats: Climb +18, Jump +16, Spot +3; Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Mobility, Power Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*), Greater Weapon Focus (*greatsword*), Improved Bull Rush, Improved Critical

Possessions: +2 *Full Plate*, *greatsword* +2, *ring of protection* +1, *potion of cure serious wounds* x2, *potion of haste*, *potion of bull's strength*

Jantea: Female human Rog12 CR12; Medium-sized humanoid (human); HD 12d6+12; hp: 70; Init +9; Spd Walk 30'; AC: 20 (touch: 16; flatfooted 20); Atk +15/+10 melee (1d6+2/18-20, rapier +1) or +15/+10 ranged (1d8+1/19-20 *crossbow* +1); SA Sneak Attack +4d6; SQ Evasion, Trapfinding, Trap Sense +4, Uncanny Dodge, Improved Uncanny Dodge (cannot be flanked); AL NE; SV: Fort: +5, Ref: +13, Will: +4; Str 12, Dex 19 (21), Con 13, Int 14, Wis 10, Cha 9

Skills and Feats: Balance +22, Disable Device +17, Escape Artist +20, Hide +20, Listen +12, Move Silently +20, Open Lock +20, Pick Pocket +19, Search +15, Spot +12, Tumble +20, Use Rope +14; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (*Rapier*)

Possessions: +1 *studded leather armor*, masterwork rapier, masterwork crossbow, 20 bolts, thieves' tools, *potion of cure serious wounds* x2, *potion of cat's grace*, *potion of haste*, *potion of spider climb*

Gareth: Male human Sor12 CR12; Medium-sized humanoid (human); HD 12d4+24; hp 67; Init: +6; Spd Walk 30'; AC 18 (mage armor) (touch: 18, flatfooted 16); Atk: +5/+0 melee (1d6-1/19-20 shortspear) or +9/+4 ranged (1d8/19-20 masterwork crossbow); SA --; SQ Spells; AL LE; SV: Fort +6, Ref +6, Will +9; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 18

Skills and Feats: Concentration +16, Disguise +6, Listen +4, Spellcraft +15, Spot +4; Combat Casting, Craft Wand, Dodge, Forge Ring, Improved Initiative, Scribe Scroll

Possessions: Masterwork light crossbow, 20 bolts, shortspear, *ring of protection* +2, *potion of cure serious wounds* x2, *potion of spider climb*, *potion of displacement*, *wand of magic missiles* (3rd level)

Sorcerer Spells (Spells per day - 6/6*/7/7/7/4/3 save DC 14 + Spell Level): 0 – dancing lights, daze, detect magic, flare, mage hand, prestidigitation, ray of frost, read magic, resistance; 1st – burning hands, cause fear, charm person, mage armor, magic missile; 2nd – Blur, Flaming Sphere, Invisibility, Mirror Image, Web; 3rd – Dispel Magic, Fireball, Haste, Lightning Bolt; 4th – Ice Storm, Minor Globe of Invulnerability, Stoneskin; 5th – Cone of Cold, Feeblemind; 6th – Chain Lightning

* - Gareth has already cast one mage armor spell prior to the encounter – this is already accounted for in his spells per day numbers

Appendix II - The Town of Bessellar:

The Shingle: The shingle is a local tavern. It has plentiful, palatable, cheap, food – fair wine and ale, and plentiful, though lousy beer. It also has 6 rooms above the common room, which its owner, Francious DeBois rents out to travelers very inexpensively (2 sps per week without food, 4 sps per week with food – or equivalent in kind working for the house.) Francious is beloved by the local populace as well. Everyone knows that Francious will listen to all your problems, for as long as you want to talk. He has even been known to have ideas that are helpful.

Francious employs 2 young bar keeps and 3 even younger bar backs during the course of the week. These are: Conor and Caighan with bar backs: Grover, Halbert and Erle.

The Great Library: Normally bustling with travelers, it is overfull during festival, when many travelers come to gape at the collection of over a thousand books gathered together by Lord Darius. Who could use so many? A single librarian, Miss Todshunter, tends the stacks. She knows the books like the back of her hand, although conversing with her on anything more present day is futile.

Security: Abandoned normally, this building is manned during festival, and there is always someone in one of the three cells at night, sleeping off their indulgences.

Temple of Pelor: This is the regular temple, overseen by Father Coughlin. The temple is immaculately clean, and most of the town attends high holy day services, although the good father has despaired of getting the vast majority to give more than lip-service.

[Father Coughlin DuBois, hm, C3;hp 20; AL LG; initiative +1; Spd Walk 30; ac 11 (dex + 1); saves fort +4, ref +2, will + 5; str 13 dex 12 con 13 int 11 wis 15 chr 14; concentration +5, diplomacy +6, heal +8, knowledge - religion +4; alertness, scribe scroll, brew potion;

domains are good and healing; bonus spells are cure light wounds, cure moderate wounds

Spells: detect magic, detect poison,

guidance, light First Level: bless, command, comprehend languages Second Level: *delay poison, augury*

Magic Items: Holy symbol of Pelor, blessed by the patriarch of the faith, can bestow a *bless* and *protection from evil* once per week by touch.

Special Power/Skills: Performance of ceremony can sanctify a place, the dead, or the newly born to Pelor.

Young and earnest, charming in his naivety, Father Coughlin is dedicated to his vocation, and to this parish. He at least has managed to help a few of the families in the area, and his giving spirit has filled the temple on holy days, and brought most of the folk in the village who develop problems to the temple, where troubled folk should be going. If what is going on is explained to him, he will suspect the Inquisition, which he has little respect for, but he will only share his suspicions if he is asked by the president or the sister. He is loyal to his parish and will be as helpful as possible, without betraying the temple itself.]

Home-Board is a boarding house ran by a pleasant older woman, Gerda Heffshen. Gerda provides good food, warm atmosphere, lots of cleanliness, and pithy advice to all of her charges – mostly young travelers from far away indeed. During the regular year, Home-Board runs full at between 3 and 6 travelers housed and fed, now however there is a full house of 35.

Chapel This is a chapel to Istus, where many of the travelers drop in for a word with its homey and friendly Rector.

Mother Yvonne Mendelstein, hf,C2;hp 14; AL LG; initiative +2; Spd Walk 30; ac 12 (dex + 2); saves fort +4, ref +2, will + 5; str 10 dex 14 con 12 int 12 wis 15 chr 13; concentration +5, diplomacy +4, heal +8, knowledge - religion +5, profession herbalist +7; alertness, scribe scroll; domains are law and healing; bonus spell is cure light wounds

Spells: detect magic, detect poison, guidance, light First Level: bless, command, comprehend languages

Special Power/Skills: Performance of ceremony can sanctify a place, the dead, or the newly born to Istus.

The Lookout Inn Owned by Frank and Lilly-Mae Hoffman, this Inn hosts as many as 6 dozen travelers from time to time, and has one of three eateries in town open to the general public during the off-festival season as well as during the fete. Frank and Lilly-Mae charge inexpensive prices, and provide inexpensive service, as one might expect. This is the tavern/restaurant favored by the local farmers and woodcutters when they come into town. Even in the dead of winter, a few are always there.

The Lazy Dragon Run by Emelio, the Lazy Dragon is probably the best inn in Besselar. The inn is large, and the kitchen, run by Emelio's wife, Annie, is extremely good. Visiting nobles usually reside here, if they are not invited to stay at the keep by the Baron. During the festival, the inn is at full capacity, but Lady Jasmine has somehow managed to reserve good rooms for the PCs to stay here.

The Gryphon's Feast This popular eatery and stables is close to the entrance to the bailey, and gets huge crowds in the evenings at week's end. Owner Billy Billows is very happy with the profit he makes here. Food is moderately priced and drink variable. All of it is down home good though. During Festival Billy also sets up tables outside for visitors.

Healer's Hall and Hospital This place is always open, although there are only a few travelers staffing it now, it is available if anyone in the town needs help, they know where to go.

Appraisal Hall is closed, as are the Scriptorium and the Hall

Herbarium, is open, heated, and maintained, as always. Two employees: Marvin Kildred and Brenda Billings are watching the plants are present, and are intent on their work nearly any hour of the day one enters the Herbarium.

Medicinal herbs of all kinds may be gotten here. Healing herbs will cure 1d3 pts of damage per bundle and cost 4 sp

At the edge of town:

The Billings Farm The Billings farm has been made into a larder for the festivities. Most of the Billings clan is presently in town delivering food – Ms. Georgiana Billings is the only one at home at the moment, she is the grandmother of the clan and is 87 years old and a great grandmother many times over.

Ms Billings is a commoner level 3 and an expert level 4; hp 22; initiative -2; Spd Walk 30; ac 8 (dex - 2); saves fort +3, ref +0, will + 10; str 8 dex 6 con 8 int 14 wis 16 chr 16; handle animal +7, listen +15, profession farmer +9, spot +15, craft quilting +8, craft weaving +8, bluff +7, gather information +7, heal +7, intimidate +7, knowledge nature +6, sense motive +7; alertness, iron will, toughness, great fortitude.

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Appendix III - Standard NPCs

For setting up the tests, Delmer will usually use commoners or experts to fill in any roles needed. Below are the standard commoner and expert stats for DMs that may need them

Standard commoner: commoner 1; hp 3; ac 10 saves fort +0, ref +0, will +0; str 12 dex 10 con 11 int 10 wis 10 chr 10; skills profession (as appropriate) +6, others as needed; skill focus profession, alertness.

Standard expert: expert 1; hp 6; ac 10 saves fort +1, ref +0, will +2; str 12 dex 10 con 12 int 12 wis 11 chr 11; skills profession (as appropriate) +6, others as needed; skill focus profession, alertness.

If the PCs (for some reason) decide to tangle with the guards at the keep or a member of the city watch, the following are their stats:

Standard Guard Warrior hm, Warrior 1 hp 13; AL LG; initiative +0; Spd Walk 30; ac 16 (+4 chain shirt, +2 large wooden shield); saves fort +4, ref +0, will +1; str 15 dex 10 con 14 int 10 wis 12 chr 10. Intimidate +4; Spot +4; Climb +2; Toughness; Alertness. Truncheon +3 dmg 1d6+2 or Longsword +3, dmg 1d8+2.

Map I – Jasmine's Rooms

Lady Jasmine's Chambers
1 square = 5 ft.



Players Handout I

My Dearest Grace,

I have always feared that one day this time would come. I am sorry my beloved, but it will no longer be possible for us to see one another. For the good of the territory I am taking a husband from among the best of the suitors that my father has gathered for me. It is not for myself that I do this thing, nor out of any desire to harm you - but rather for the greater good of the people, as is always the duty of those in power.

I will love you always, silently - and my heart will bleed for the times that we cannot have. Unfortunately, our love cannot be. I have my duty and I must attend to it, much as I would not. We've always known that this day would eventually come. Though I loathe to say it, we must never see each other again.

Always with my love,

Jaz