

SND4-01

Arrows from the Sun

A One-Round D&D LIVING GREYHAWK® Sunndi Regional Adventure

Version 1.0

by Pierre van Rooden

Editor: Pieter Sleijpen

Circle Reviewer: Creighton Broadhurst

Play Testers: Bas Vermeulen, Eric, Floris Kraak, Gerald Colliou, Ralf Zuiderhoek and Vincent van der Bijl

Growfest in Dunn is one of the most pleasant events of the year. Hopes are up that at this year's Feast of Edoira, Lady Saiuhanna of Letharien will bring an end to the ongoing conflict between the nobles, and the strange blight that has targeted crops throughout the barony. But as preparation for the festivities proceed, it turns out not everyone welcomes the peace.

Part 2 in the Blood of Aerdy cycle. A module for APL 4-10.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. 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.

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 Website, 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*.

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.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

LIVING GREYHAWK Levels of Play

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

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

- If you are running a table of six PCs, add one to that average.

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or 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 DC 10 Handle Animal or Charisma check. 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 1-round Regional adventure, set in Sunndi. Characters native to Sunndi pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventure Background

When Sunndi first formed as a Kingdom, Olvenking Hazendel, Protector of the South, instructed all nobles to renounce their connection to the former Great Kingdom by renaming their Aerdy-descended houses.

Count Emuld Donner of Pelsand, an old veteran who's wife, a niece of Hazendel, was killed during the Greyhawk Wars, refused to change the name of his house, the noble house of Darmen. His refusal caused enmity between him and several more fanatical factions, but troubles elsewhere has kept the king too busy to deal with it; until recently that is.

Now, Hazendel has reaffirmed his desire that Donner changes the name of his House and renounces all ties with Aerdy. Negotiation by the Queen's Halls, a religious organization containing the priesthoods of Lirr, Lydia, and Boccob, failed to bring the two parties closer together.

Hazendel has threatened to install another ruler, and to isolate Pelsand if Donner does not desist. A recent drop in caravans from New Keep has caused many to believe that Donner is attempting to turn the tide by setting up a trade boycott. Donner has also expressed desire to open up trade with Ahlissa through Naerie. Donner's threat that he will trade with the west regardless of the king's will is a primary concern. He has an important card to play – almost 75% of the grain crops in Pelsand are owned by a trading organization in New Keep known as the 'United Traders of New Keep for the Benefit of the People of Pelsand', also known as 'The Benefit'.

For the last few years, bandits have been raiding on the trade routes in the county of Pelsand, in the west of the kingdom of Sunndi. Two years ago, these attacks reached a peak – almost every other day a traveling merchant or farmer was attacked, killed, and robbed of his wares, be it precious gold or bags of grain. Increased patrols and more guards on the roads did not solve the

	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

problem – the woods were searched, but the bandits were not found, having means to get away quickly before the guards arrived on the scene.

The danger of losing their fare during transport prompted many farmers to sell their grain for a low price to the Benefit.

A few farmers in Paw's Luck (a village in the barony of Dunshore) in turn had started their own organization, the Federation of Free Trade. Unfortunately, the bandits seemed especially eager to target farmers that associate with this new organization, so the initiative never gained much hold outside the barony of Dunshore.

After a year of banditry, a group of brave adventurers, hired by the Federation, tracked down and defeated an important cell of the bandits. While the leader, a man named Spannek, got away, he left behind clues that the bandits had been hired for their work – a revelation that caused quite some tumult in the Congress of Lords. The high priest of Trithereon was perhaps too quick to conclude that the count himself had paid for this. On the suggestion of Huandor of Stalward, the aging Donner underwent a most humiliating interrogation under the effects of a *zone of truth* spell, baffling the high priest and most others present as the spell proved his innocence. The count then left the halls, furious about this treatment, leaving behind a torn congress. A few months later, he fell sick, and has as yet not left the confines of his keep. Around the same time, a strange blight struck the fields of farmers around the Pawluck River, ruining their crops with a wasting sickness.

Meanwhile the temple of Lydia and Princess Eyanata of Esparithen proposed to send a professional mediator to find a way to end the conflict, offering forces to hunt the remaining bandits in Rieuwood and a diplomatic offering to restore the peace: to return to Donner the name of his house for the duration of his reign. The motion was accepted after much debate, in a close call of twelve in favor, eleven against, and four withholdings.

To prepare the road, Donner was invited to join talks regarding the opening of a trade agreement with Naerie. The agreement was motivated by the king's desire to send supporting forces to Brotherhood plagued Onnwal, and as such an actual full agreement could not be made, but Elia Donner, who helped forge the pact, was prepared to arrange for talks about the sensitive matter of the naming with her brother Kahn, the interim commander now that the count is sick.

The decision was made to hold the mediations in the village Dunn, during Growfest's Feast of Edoira, at the mansion of Baroness Jende Sallud-Bovey of Dunshore. The olven lady Saiuhanna, a gifted enchantress and

mediator, and a close relative to Donner's late wife, is to lead the negotiations. Representatives of surrounding areas, including the Pawluck Valley, will also attend.

Unfortunately, dark forces have already prepared to frustrate the negotiations, and plunge the country in conflict. As the feast draws near, and the people prepare to the festivities that will abound, agents have been posted to ensure the lady Saiuhanna will not leave Dunn alive.

The chosen agent is Suyess, once an elven druidess, and now a corrupted blighter, a dread priestess imbued with necromantic powers. Choosing Suyess is particularly morbid as she is Saiuhanna's half-sister. The girl has a violent nature and is insanely jealousy of her sister's success, and Saiuhanna's decision, several years ago, to appoint the oracle Cer'thaione head of the family's divine staff, instead of her, was perceived as a final betrayal.

Suyess is determined to kill her sister – but not before she can take her vengeance out on Cer'thaione.

Adventure Summary

While Growfest is celebrated throughout the country, the PCs have elected to celebrate it in the village of Dunn. To the villagers the feast has an extra meaning due to events, now but remembered as myths that prompt them into organizing a few special celebrations. The adventure starts with the PCs wandering through the town, enjoying the celebrations and getting the opportunity to gather some information on local events.

Encounter 1: Beer

Visiting the Dunn country fair, the party is given a chance to rescue the lady Saiuhanna and her escort from being crushed in a strange accident. Pleased with their assistance, the lady asks the party to accompany her to the mansion of the baroness, as her escort.

Encounter 2: Good Manners

At the mansion, the party meets with the officials present, and they are invited for the meal. During this encounter, Saiuhanna's assistant Cer'thaione suddenly prophesies war, implying the players as pawns.

When the party leaves, they witness the arrival of Kahn Donner, and learn that the group was ambushed on their way here.

Encounter 3: Jasped's Request

The next morning, Jasped, a servant, asks for their aid. He explains he has not heard word from Delfsen, a farmer who is supposed to bring in milk from his farm. Since he can't leave, he attempts to convince the party to investigate

the Delfsen farm and see what's wrong. Japsed does not divulge to the party that he is a spy for the Queen's Halls, and that Delfsen's son is his contact.

The party may, also learn that Cer'thaione has gone missing.

Encounter 4: Delfsen Farm

When the party arrives at the farm, they find the farmer and his family have been slaughtered. Delfsen's son' still clutches the fragments of a letter.

The party is then ambushed by a small group of bandits sent back to get this letter.

Encounter 5: Good Cop, Bad Cop

Shortly after the combat ends, Newkeep soldiers arrive, out to apprehend the party. The group will either have to run or be placed under arrest.

Encounter 6: Arrows from the Sun

They get a chance to redeem themselves when they encounter the baroness' guards, searching for Cer'thaione. They may have to convince lady Kajaziarena of their innocence to regain their freedom.

Teaming up, they find the lifeless body of Cer'thaione in the fields, hints implicating the Mason Mill as the bandit hideout.

Encounter 7: The Mason Mill

The party is then sent to investigate the mill, where they may find out that Suyess, a blighter, is sent to murder her sister Saiuhanna during the festival, disrupting the talks.

Encounter 8: Suyess' Revenge

After this is revealed, the party needs to rush back to town to stop Suyess and her monstrous and undead minions. They are also confronted with a magical disease that will kill Saiuhanna unless they act quickly.

Introduction

The party is visiting the Dunn country fair, an annual event that celebrates the legendary slaying of a marauding demon.

Dunn is a quiet village in the county of Pelsand. It has only 200 inhabitants, mostly farmers, and besides the mansion of Lady Jende Sallud-Bovey, baroness of Dunshore, there are few attractions.

Yet, once a year, on Godsdag during Growfest, the town lights up as a large county fair is organized to celebrate the Feast of Edoira, the end of the wet season and the victory the hero Saghen had over a foul demon –

a long time ago, when Sunndi was merely a fledgling county in the great Kingdom of the Aerdi.

The story goes to say Saghen killed the demon, which had tainted the waters of the village well, by spearing it with a corn stalk, and burning it at a pyre.

Now, each year, the locals celebrate the spring, the cleansing of the waters by Saghen, by the roasting of corn, markets and plays and a large bonfire at the village square.

You have just arrived this afternoon, and after booking a room at the Peasant's Rest, you can see the hustle and bustle, as the town's square is set up for the event that will take place tomorrow.

The market is already covered with stalls selling food or offering games of chance or skill. Several carts are still unloading goods for the feast, rolling large vats of beer behind a platform that has risen in the village square.

A puppeteer has set up a stand, and is entertaining a few village children with a play of lord Saghen slaying the demon. An elderly lady named Merle is scouring the crowd, looking for judges in a cake-baking contest. Outside the Fiend In Flames tavern, a young woman is singing songs and a fat gnome is dancing to her tunes, drawing hoots from the crowd. On the other side of the square, several men are starting an archery contest, quibbling with a few elder men who seem to have an eye on the same spot for tossing irons.

The fair is a joyous feast, and for most farmers it is a chance to forget for a while the events of the last year, when most farmers either lost their crops to the bandits that plague the countryside, or were forced to sell their harvests for low prices to the Benefit, a merchant organization operating from Newkeep, and sponsored by count Donner.

Many farmers have opted to do the same thing this year – especially since a strange blight has started to affect crops indiscriminately several months ago. Random patches of wheat and corn have gone bad, with no apparent cause. As the Benefit provides a measure of support for those families under their contract, many farmers have again sold their crops to the organization. A small contingent of farmers refuses to sell and have banded together under the banner of the Federation of Free Trade. A significant portion of the Federation farmers comes from Dunn, and it is known that the baroness is supportive to their cause.

Not all farmers are sympathetic, though, and there is some tension between Benefit and Federation farmers. For the festival, most grievances have been put aside, but PCs who delve deeper into society will notice how

several groups are actively avoiding each other. If the PCs question people during the adventure, they may gain the following rumors (You can provide rumors according to questions asked, or through the use of a Gather Information check.):

DC Rumor

1 Any amount of prying will reveal that the crops in the area have been suffering from strange blights. Quite a number of crops have been totally spoiled, and this may turn out to be the worst grain season ever.

5 One of the people waiting to unload their wares is Willen Neowyn, who is delivering beer from Paw's Luck. Willen is originally from Pitchfield, but moved to the village a few months ago after meeting a young girl he hopes to marry. (If PCs played in "United we Stand", he knows them and may approach them on his own).

He knows that there will be a special meeting between 'high officials' at the baroness house. He is not sure who these are, but he overheard servants talking about how members of the Donner family will be present.

Willen believes the bandits cause the unnatural blights, though he has neither proof, nor any idea how or why they would do that.

10 Merle, the wife of the baker, believes a foul curse has gripped the land. *"It's not natural! It's that witch that lives in with the duchess that did this! Ever since she arrived here there's been nothing but trouble."*

Merle cannot provide proof that the 'witch' Kajaziarena has any foul magic powers.

15 A farmer by the name of Naab is drinking his misery away at the tavern. His crops are ruined. If questioned he responds: *"I was in me fields, mending a broken fence, and I saw it happen: the crops just withered afore me eyes. They just shriveled up. Within a few minutes the whole lot was bare – not a stalk standin'. Now had I sold me crops to the Benefit I'd have gotten compensated. But now... I don't know what to do. This is gonna be a tough year... Maybe next year I will sell me crops... wadda ya think?"*

Naab is embezzling a bit: he found his crops had

withered overnight.

20 The puppeteer, Byan, believes the Manson Mill is haunted: *"Ever since it's owner died. His ghost is tied to the place –all plants have died around it due to his withering touch!"*

22 The bard at the tavern is Yubiyen, who works for the Queen's Halls. If PCs played in "United we Stand", they have met her before. She may also recognize the PCs if they are of high enough level (DM's discretion).

She is here for the feast, but knows quite a bit about the politics in the region. If the PCs ask her for more info on the region, she relates the full political background (but does not reveal who attends the meeting). If she believes they can be trusted (DC 20 Diplomacy), she also discloses: *"It is said that Kajaziarena, the duchess advisor, used to belong to the Scarlet Brotherhood. She definitely fits the bill – I wouldn't trust her within ten yards. Don't really know why she wasn't chased off – but it is common knowledge in the Halls that she and the baroness have a 'special' relationship."*

25 A young man in the inn is a page in the entourage of Lord Hantadi from Dalmond. It is hard to get him to talk, but if people persist he can tell them that the meeting at the baroness house is to mediate between Donner and Hazendel. He can provide the name of Saiuhanna, and further knows that those present include Kahn Donner, diplomats from Pawluck Valley and Dalmond, and the lady Cessera Folken from the merchant's guild in Pitchfield.

30 Sporro, a farmer who lives close to the mill, relates his story: *"I don't go out at night anymore. I means... there are strange creatures a-prowlin'. I have seen shapes outside me window, dark ones, the stink of death on em. Lucky I had the windows shuttered! I heard them rattlin' their bones and scratchin' the woodworks but they gave up, and good thing too or I wouldn't be sittin' here anymore, I tell ya!"*

"Maybe it's time to sell me land and move on. Used to be safe here, but not any more, squire. Not any more."

Persistent questioning may prompt the farmers for the PC's opinion regarding the Benefit, drawing a small crowd as everyone will want to hear an outsider's view. The PCs' answer may influence the reaction of NPCs later encountered.

Note that if you are bound by a strict time limit for running this adventure, it is best to glance through this section quickly or else you will be unable to finish the scenario on time.

Encounter 1: Beer

After the PCs have had some time to wander the fair (possibly being drafted as judges for the cake contest), they may spot a small group of elves approaching the fair.

While it is not unusual to see olves in Dunn, the group that is entering the village square is certainly not a common sight. Five female olves, dressed in light green armors marked with the symbol of a sickle moon, and carrying longswords and bows, are escorting two ladies of spectacular beauty.

The soldiers are on horses, but the ladies, and who you guess is the commander have dismounted.

The younger of the two is a high olve. She wears a light blue dress and carries a tiara upon her brow that displays what looks like a full moon with a crescent moon's impression. She seems to be unaware of her surroundings, apparently lost in thought.

The older lady is obviously of gray olven blood, dressed in an emerald green dress and with a web like, thin silver veil draped over her hair. She looks around at the market place, then leans close to her companion and whispers something in her ear. It's hard to determine from a distance, but it doesn't seem as if the girl has even registered being talked to.

The group consists of lady Saiuhanna of Esparithen, Cer'thaione, a cleric of Sehanine Moonbow, and their escort. They have just arrived, and on the insistence of the lady have taken some time to watch the fair before continuing on to the baroness' manor.

Give the characters a chance to react, so that you know where they are in relation to the escort. Then continue on to the following.

"Whaaa... Watch out! Aaaaah!"

The sound pierces the square, where everyone had focused its attention towards the olven party. Turning towards the sound, you see how several large barrels full of beer have come loose on a wagon near the inn. An

avalanche of barrels comes down. The driver – the person that yelled - makes some efforts to grab the ropes that have sprung, but he loses his footing and disappears behind his wares. Most barrels fly off the wagon and smash to pieces, flooding beer everywhere. Three barrels survive their hit and now come thundering down the road, towards the olven party. Most of the olves move out of the way, several having a hard time to control their panicked horses, but the young girl with the tiara stares blank ahead and seems not to notice. If she doesn't move quickly, the barrels will crush her!

The barrels take a full round before they reach Cer'thaione. Every character gets to react while the barrels thunder down the road (roll initiative as normal).

Anyone who made a DC 15 Spot check perceived the barrels coming loose just a fraction of a second earlier and is not surprised - they can act during the surprise round like normal. Let these characters make another DC 20 Spot check, to see a man darting away from the cart, into an alley.

Characters that are within running distance may make a bull rush to pull Cer'thaione out of the way. They may also use their abilities to stop or divert any of the barrels. They can jump in the way, or try to smash them to pieces. Anyone who stands in a barrel's way gets 2d6 points of damage and may make a DC 18 Strength check to stop it or divert it off the road.

☛ **Barrels (3):** medium sized object; hardness 5; hp 15; AC 10; DC 18 Break.

If the characters cannot manage to stop all the barrels, or pull Cer'thaione out of the way before they hit her, the olven commander throws herself in front of a barrel, hoping to stop or divert it. Any remaining barrels overrun the cleric. She falls prone to the floor, while the barrels crash against the wall behind her. The only aid that is useful after that is healing.

Note that it is theoretically possible that the cleric dies if she sustains too much damage and cannot be stabilized. If this unlikely event happens, you will need to adjust the remainder of the adventure to keep this in mind.

All APLs (EL 2)

☛ **Saiuhanna:** female grey-elf Ari6/Sor4; hp 38; See *Appendix V*.

☛ **Cer'thaione:** female high-elf Clr6; hp 21; See *Appendix V*.

➤ **Oell:** male human (Oeridian) com1; hp 4; See *Appendix I – IV*.

Development: Anyone who takes time to investigate the wagon may notice (DC 10 Search check) that the ropes have been cut. Unless one of the PCs made their spot checks, nobody (not even the driver, Willen Neowyn) saw who cut the ropes.

The man that ran away will be gone in three rounds, running out of the village and into the corn fields, where he is easily lost. He is quite fast, but characters with extraordinary speed (speed higher than 30 ft or with the Run feat) can give chase if they start out immediately. If cornered, the man desperately turns on his hunters with a knife.

Once combat is over, the villagers can recognize him as Oell, a farmer who lost all of his crops last year. Nobody has a clue why he would plan such an attack.

Oell himself, if he survives, remains quiet. He is obviously too scared to talk, and will resist any attempts at intimidation or diplomacy (a DC 20 check on either makes him crack enough to cry out he can't give answers). A DC 15 Sense Motive shows the man is scared – but not of the party nor for his own life. The party can use magic to make the man talk, but magical compulsion is illegal in Sunndi, and neither the town guards nor the olves will allow the PCs to cast such magic.

If magic is employed, Oell reveals that a man promised him a good sum of money for the attack. When he refused they threatened his family. Now that he is captured he fears for their lives.

Should the party, in the course of the adventure, take time to check out Oell's farm, they find nobody there, and most of the house looted. Their bodies are at the bandit's hide-out (the Mason Mill).

Encounter 2: Good Manners

In the most likely case, the party came to the olves aid. Even if they couldn't stop all the barrels, Saiuhanna is grateful.

"Greetings, brave heroes", one of the olven soldiers addresses you, "and may Sehanine send many blessings on you for your valiant behavior. You meet Our Lady of Mercy, the highborn Saiuhanna, the Voice of Reason, and her cohort and guide into the Gray Realms, Cer'thaione. I am Ritháinne, captain of the lady's guard, and I owe you much for saving where we failed."

The lady named Saiuhanna smiles at the apologetic words of her captain.

"Indeed, though do not feel hard on yourself, Ritháinne, for the trek here was long and one would not assume such an event to happen in this peaceful town. Let's not dwell on this, but instead show these people our gratitude. Perhaps, as a small token of honor that we can bestow, you are willing to accompany us, as guests of my company, to the mansion of the baroness Sallud-Bovey, for a meal and of course the opportunity to tell us of your deeds, for you look like people who have much to tell."

Saiuhanna waits for the party to react. She is very polite and amiable to the PCs, regardless of race or standing. PCs that are diplomatic and show her respect quickly gain her confidence. Even if a PC is loud or abusive, she quietly listens and gives a polite answer.

If the party did not help, they are ignored. If that is the case, Japsed will eventually contact them at the inn, having heard of them from others (such as Willen). Adapt the encounter with Japsed accordingly.

Cer'thaione remains calm, almost comatose – she smiles at her rescuers for a moment, and then simply continues to stare ahead, as in a trance. She does not answer questions at this point. If asked, Saiuhanna explains:

"Do not worry. Cer'thaione has had these periods since she was born. She is what you call an oracle, receiving impressions from Sehanine Moonbow revealing the past and future. Nothing can break her trance, and it is impossible to predict them. They have grown more frequent the last months, and her visions do not bode well."

Saiuhanna does not otherwise provide details.

The residence of the baroness is located at the edge of the village. A large square is laid out in front of it, in its center an ornamented fountain. A large demon's head spouts water in a shallow basin whose edge is engraved with images of corn stalks. To the right side of the building are stables, currently bustling with activity as the grooms are looking after the horses and carriages from the baroness' many guests.

Though impressive in size – about three stories high – the mansion hardly looks elegant. There are dark images along the roofs – many gargoyle heads and a centerpiece relief depicting an ages old war. The windows are tall but narrow, the largest ones spanning two floors.

As Saiuhanna and her guard approach the steps, a woman comes down of them. She is very thin, with

shoulder cut blond hair and a pale skin. She is dressed in an emerald green dress, which gives her a bit of a regal status. She looks rather coldly at you, suspicion in her eyes, but when she faces the olven lady her demeanor changes slightly and she smiles politely.

"Welcome, milady, in our abode. I hope your travels went well?"

Saiuhanna smiles warmly at her, seemingly not noticing the hard exterior of the woman.

"Indeed, Kajaziarena, though quite tiring. And though I am eager to meet with the lady baroness, I would value some place to rest for a quiet moment."

Kajaziarena beckons two servants forward.

"We have guestrooms ready, and quarters for your women. But we did not expect extra guests."

Kajaziarena waits for the PCs to introduce themselves. Saiuhanna encourages the PC to do their story and why they are there.

Kajaziarena coldly explains that there are no rooms for these guests – all rooms are taken. However, she will grant the use of a few as yet unoccupied rooms where the PCs can freshen up for the meal, for she is loathe to refuse the PCs access after their deed.

She summons a lackey (who introduces himself as Japsed) to take the PCs to the west wing, and then disappears to inform the kitchen of the extra seats.

Japsed leads the PCs to an unoccupied room (or two if the PCs have mixed genders), where they can refresh themselves. He answers basic questions regarding the household, but does not reveal much about the other guests, except that they are 'high placed', and that the PCs will likely meet them soon anyway. He worries a bit, since not all guests have arrived yet.

After about an hour, he returns to guide the PCs to the banquet hall.

Japsed leads you forth into a large room. It spans two floors. Large windows whose top panes are died yellow like the sun span the entire length of the opposing wall. Twin double doors lead into and out of the room, which is sparsely furnished except for a cabinet on the side you enter, and a large long table dressed for dinner. There are several people at the table. You recognize the olven ladies and the commander of their guards, sitting at the far end of the table, as well as the Suel woman you met at the door. There are also a few other men and women you haven't seen before. At the head of the table sits an elder woman, thin with graying hair. She smiles at you in welcome.

"Ah, the heroes who saved the lives of the most important guest today. Welcome in my halls, and accept

my apology that I could not welcome you before. I am Jende Salud-Bovey of Dunshore, keeper of these lands. Please, join us for our fare, and tell us of the many tales you must have encountered in your travels."

She indicates a set of empty seats, where a servant is placing the last pieces of cutlery.

The lady at the head of the table that welcomed them is the Baroness. Saiuhanna and Kajaziarena flank her. Other people at the table include Cer'thaione, Ritháinne, Lord Hantadi of Dalmond, Armenis Bregohan from Pawluck Valley and his wife Tasali, Mayor Babras Shouten of Paw's Luck, Cecila Avon of the Queen's Halls, and Cessera Folken of the Pitchfield Merchant guild. There are also a number of empty seats.

The PCs are seated next to Ritháinne. As the meal is brought in, the PCs get a chance to talk to the other guests. Refer to Appendix V for the NPC descriptions and motivations. Player handout #1 shows the seating arrangements.

Grant the PC some time to talk and inquire about the problems in the area and the upcoming meeting. They may be able to impress some of the nobles, which may open up possibilities for that noble's support in future scenarios.

People are surprisingly open, and discuss their grievances quite animatedly, partly because the main attendants, Kahn Donner and Lord Hugher, have not yet arrived. Once some time has passed, read the following.

At the end of the table, Cer'thaione rises. Everyone looks at her expectantly, waiting for some speech, but all she does is stare ahead. Then, slowly, her gaze travels the faces of the gathered, until they rest on you. She points her hand at you, and then an unearthly, hollow voice echoes from her mouth.

"Woe! Beware! Traitors and scoundrels! Death looms! The march has started. She wields the arrows of the sun as her weapon, stained with blood. The drake rises from the depths to her aid, and due its breath the realm is surely doomed. Her greed unsated, she hungers forever, and in her path, the blood of the Aerdy will flow a red tide in the parting waters. The war begins."

As the last words fade away, her eyes focus. She blinks, looks sheepishly around, and sits down. Around you, people start to whisper, and even the stoical baroness looks shocked."

Saiuhanna, who has seen this before, does not seem too concerned. She simply leans over to Cer'thaione to inform her what had happened (the girl itself does not

recall what she has just said). Kajaziarena looks shocked. She excuses herself and leaves.

The disruption has put the remaining people at unease, and shortly after, the baroness declares the meal finished and invites the nobles to join her for some private talk so 'the lady Saiuhanna can get better acquainted with your grievances'.

The escorts are ushered out to their quarters, and the PCs are given a servant (Jasped) who will escort them to their inn.

As you walk down the steps of the mansion house, you notice a large troop of men and horses outside. It seems a force of men has just arrived, and at the first sight of it, it doesn't bode well. You notice how some men limp, and you are certain one of them is bleeding profoundly.

One man, a large Oeridian with long hair and a short cropped beard, dismounts and wades up the stairs, hastily followed by a younger woman, an older man and two guards. He has a bleeding cut on his forehead, and as he walks his face is set in grim determination.

The men are Kahn Donner, his sister Elia, and Lord Hugher of the Benefit.

Kahn Donner ignores the PCs, even if they talk to him. He moves up towards the halls, where servants already hurry forward to give aid. He pays them no heed, however, and wades inside, disappearing from view. Elia smiles apologetic when approached, but hurries forward after her brother. Lord Hugher is willing to stop for a moment to answer questions. Lord Hugher is one of the top officials of the Benefit. The PCs may already have met him before if they played through 'United We Stand', though it is unlikely he recognizes them.

Lord Hugher explains how he and his companions were ambushed by bandits several miles out of town. It was quite a nasty fight. The bandits seemed to be quite aware whom they were attacking – they were specifically aiming to hurt Commander Kahn. Hugher also heard howling during the attack, and while he was not sure, he had the impression that the bandits used hounds (a guard can confirm he was bitten by a hound that seemed to leap on him out of nowhere). Though the bandits were chased off, none could be apprehended, and many men were wounded.

If the PCs do not attempt to talk to the nobles, they can also obtain information from talking to the guards, though most men are at first rather suspicious of the PCs when approached (treat them as unfriendly).

Once the PCs are thru talking, Jasped takes them to the Peasant's Rest.

Encounter 3: Jasped's Request

The PCs have an undisturbed rest in the inn. The next morning, as they are coming down for breakfast, Jasped approaches them.

The servant that brought you to your inn last night seems to hesitate before he enters the common room and approaches your company. He nervously drums his fingers on his badge of office before he finally comes clear and says "I hope not to intrude on such heroes as you, but... I would ask you a favor, if you could lend me your ear?"

You see, I receive a badge of butter and eggs from the Delfsen farm each morning. Delfsen is as punctual a man as any, so when no eggs arrived today, I was a bit disappointed.

But then I recalled this attack on Commander Donner last evening. That attack took place quite close to where the Delfsen's live, so you can see... well, I am a bit worried. It may be nothing of course, but... would you gentle people be prepared to visit and see if all is right?"

Jasped worries are true, but fueled by a secondary motive. Jasped and Delfsen's son are in the employ of the Veil of the Sun, Sunndi's secret police. Jasped keeps tabs for them on Kajaziarena, while Delfsen works as a means of contact with the Veil. Jasped knows his friend had a message for him regarding the upcoming meeting.

Jasped hopes that the PCs are the type that will help him out. He does not want to offer them money, since he does not like to give the impression that this is more than it seems, but if they need enticing, he can promise to invite them to a meal at the mansion's kitchen – not as luxury as the dining halls, but still a mayor treat.

If asked why he does not ask the guards to take a look (or when the PCs express general interest in the olven company), he answers:

"Ah...well. It's a bit embarrassing but... this morning the maid found that the lady prophetess bed has not been slept in. It seems the lady Cer'thaione has a habit of wandering off in the night when in a trance. Several men are trying to find her lest she gets herself into more trouble. So right now there are no Dunn guards to spare, and the Newkeep men are unapproachable. Commander Donner seems to blame the baroness for failing to provide enough security."

If the PCs cannot be convinced to give aid, Japsed sighs, then leaves and visits the farm himself. The bandits will kill him. If the PCs simply refuse to leave the village, they miss most of the upcoming encounters. In this case, jump ahead to Encounter 8. Note that in that case Suyess attacks with additional forces (include the bandits from Encounter 4).

If PCs instead follow the local rumors and go to the Mill, run Encounter 7 (Suyess already has left).

Encounter 4: The Delfsen Farm

Traveling to the farm is uneventful, until the PCs approach the site of the farm. Then they notice a column of smoke rising over the trees.

When they draw closer, they see the following:

A horrid sight greets you as you tread the gravel of the Delfsen farm. Four bodies lie on the ground. Black arrows have pierced two of them, an older man and woman. They were shot down near the back door of the farmhouse. Several yards away lay the remains of a young pretty girl. Near the stables, a young man has been cut down, apparently several times; his body sprawled in an unnatural way, his hand, clenched in a fist, out as if he was trying to keep it from his assailant.

You now see the smoke comes from the stables, in which some amount of hay is burning, giving off a thick choking smoke. You also notice how, oddly enough, all plant life at the farm has withered – even the grass in the yard and the flowers in the windowsill have died.

Delfsen and his wife were shot to death in front of their house. Their daughter met a far more brutal fate. Their son, who ran to the barn and actually fought one of the bandits, was cut down with a sword.

If the PCs take some care to investigate, they find that the boy's hand is still clamped on a piece of paper, which was torn off as someone tried to pry it from his fingers (see player's handout #2). This letter is from the Veil of the Sun and was intended for Japsed.

It is just after the PCs discover the letter and are most likely to be preoccupied that Aborr decides to attack.

A DC 15 Spot check determines who is surprised or not. Characters closely investigating the scene or deciphering the letter have a -4 circumstance penalty on this check. Those who make the check, notice movement at the edge of the woods and may take an action. The rest is surprised.

"Moments ago, all was quiet. Now, the air is full of the baying of hounds. As if out of nowhere, a group of huge black hounds appear at your side, foaming at their mouths as they leap at you."

Creatures: Suyess has sent back Aborr of the Sign, a half-elf death priest who is distantly related to Suyess, to retrieve the part of the letter that was missing. Suyess does not really care for the letter – vengeance and destroying the land is all that counts for her – but she knows the people who sent her will demand it.

Aborr has taken two people with her: Muell, a rather simple minded red haired mercenary, and Iughaar, a bugbear from the Hestmark Highlands, who acts as a guide in the area. Iughaar brought his greatest pride: a number of custom bred, evil blink dogs.

Tactics: The moment Aborr spots the PCs, she gives command to spread out and attack. Before signaling the attack, she uses any buffing spells he has on either herself or Muell. Do not forget to cross off any of these spells and to take their effects into account while running the encounter. These have not been taken into account in the stat-blocks of the attackers.

Iughaar sends his blink dogs on the PCs. They *dimension door* into melee, while he himself throws his javelins, trying to stay in the cover of the forest edge. He does not throw his javelins if there is a chance of hitting his precious dogs. At higher levels, he recalls the dogs during the fight when they are wounded – they *dimension door* to his side so he can to cure them, provided he has the opportunity. Once the javelins have run out, he joins melee. If the PCs kill one of his dogs, he goes berserk and charges them, forgoing all battle plans and attacking with his morning star until either the PCs or he are dead.

Muell attempts to circle around, attacking the party from the southern side. First with her bow, but when spotted, she grabs her greatsword.

Aborr stays in the forest edge, trying to move around, casting ranged spells at the PCs.

APL 4 (EL 6)

🐾 **Blink dogs (3):** hp 22 each; AL LE; see *Monster Manual* page 28.

🐾 **Iughaar:** male bugbear; hp 16; See *Monster Manual* page 29.

🐾 **Aborr of the Sign:** female half-elf Adp1; hp 7; See *Appendix I*.

🐾 **Muell:** female human Ftr1; hp 12; See *Appendix I*.

APL 6 (EL 8)

🐾 **Blink dogs** (3): advanced 7 HD; hp 53 each; see *Appendix II*.

🐾 **Iughaar**: male bugbear Rng2; hp 40; See *Appendix II*.

🐾 **Aborr of the Sign**: female half-elf Clr3; hp 21; See *Appendix II*.

🐾 **Muell**: female human Ftr4; hp 36; See *Appendix II*.

APL 8 (EL 10)

🐾 **Blink dogs** (3): advanced 10 HD; hp 84 each; See *Appendix III*.

🐾 **Iughaar**: bugbear Rng4; hp 52; See *Appendix III*.

🐾 **Aborr of the Sign**: female half-elf Clr5; hp 32; See *Appendix III*.

🐾 **Muell**: female human Ftr6; hp 50; See *Appendix III*.

APL 10 (EL 12)

🐾 **Blink dogs** (4): advanced 12 HD; hp 100 each; See *Appendix IV*.

🐾 **Iughaar**: bugbear Rng6; hp 68; See *Appendix IV*.

🐾 **Aborr of the Sign**: female half-elf Clr7; hp 32; See *Appendix IV*.

🐾 **Muell**: female human Ftr8; hp 66; See *Appendix IV*.

Treasure:

APL 4: Loot: (51 gp); Coin: (8 gp); Magic: *potion of cure moderate wounds*- (value 12 gp).

APL 6: Loot: (68 gp); Coin: (13 gp); Magic: *potion of cure moderate wounds*- (value 12 gp), *potion of bear's endurance*- (value 12 gp), *chain shirt* +1 (value 104 gp).

APL 8: Loot: (39 gp); Coin: (15 gp); Magic: *potion of cure moderate wounds*- (value 12 gp), *potion of bear's endurance* - (value 12 gp), *chain shirt* +1 (value 104 gp), *greatsword* +1- (value 196 gp), *javelin of lightning* (value 125 gp).

APL 10: Loot: (13 gp); Coin: (16 gp); Magic: *potion of cure moderate wounds*- (value 12 gp), *potion of bear's endurance* - (value 12 gp), *chain shirt* +1 (value 104 gp), *greatsword* +2- (value 695 gp), *javelin of lightning* (value 125 gp), *morningstar* +1 (192 gp).

Detect Magic Results: *Potion of cure moderate wounds* (Faint Conjunction); *Potion of bear's endurance* (Faint Transmutation); *Chain Shirt* +1 (Faint Transmutation); *Greatsword* +1 (Faint Transmutation); *Javelin of Lightning* (Faint Evocation); *Greatsword* +2 (Faint Transmutation); *Morningstar* +1 (Faint Transmutation).

Development: Muell, Iughaar and the blinkdogs fight till the death. Only Aborr will attempt to flee if the PCs seem to be winning. If she gets away, the PCs may encounter her again at the Mason Mill. If prevented from fleeing,

she too, fights to the end, as he knows she will be sentenced to death anyway. Once the bandits are defeated, move to Encounter Five. Unfortunately for the party, they will not yet be able to interrogate any bandits that survived.

Encounter 5: Good Cop, Bad Cop

Seconds after the combat with the bandits has finished, a patrol of Newkeep soldiers will march onto the scene. Give the PCs three rounds to heal themselves. The guards will have heard the sound of battle, unless the PCs have been supernaturally quiet.

The sound of marching and movement draws the attention for a moment from the battlefield. Eight men, dressed in the uniforms of the Newkeep guard approach over the road with their weapons ready. The men in the front pale as they see the onslaught, and they abruptly hold halt, causing a balding man with a thin mustache and long sideburns, who was hiding behind the guards, to walk into them. They clearly do not expect an immediate attack from you, but they look rather edgy and ready to defend themselves.

He lets out a curse as he wrestles himself to the front, showing himself a captain of the guard. When he sees the scene, his eyes bulge. Then a triumphant grin appears on his face.

"Ahaaa! Caught in the act!" He pulls out his blade and points it at you. "Bandits and villainous scoundrels all! I knew it the moment I lay my eyes on 'em. Didn't I say so? Eh? Didn't I? Well, well, don't stand around, now! Apprehend these men!"

The guards look at their captain, then at you. One of them, a younger man, mutters. "Ehm... captain Oaks... I don't think these are the bandi..."

"Think? You do not need to think! Arrest these men! Can't you see they murdered these farm folk?"

The characters have a number of options here. The first one is to attempt to reason with captain Oaks, but this is futile.

There is enough evidence that the party did not do the killings – for one thing, none of the party has arrows akin to the one that killed Delfsen.

Unfortunately Oaks is a rather nasty man with ambitions for a higher rank, and he will not let any silly things like evidence or a heroic reputation stand in the way of his quick promotion. He is convinced the PCs are the killers – they have the blood still on their hands – and he will demand nothing less than their complete surrender.

The DM may let the party plead, but it should be clear that Oaks is not listening. One of his men, a younger soldier named Allan, supports the party's plea, but his superior silences him. Allan then pleads with the party to surrender so that "they can state their case to the baroness."

All APLs (EL 2)

☛ **Captain Oaks:** human War2; hp 16; See *Appendix I-IV*.

☛ **Guards (7):** Human War1; hp 9 each; See *Appendix I-IV*.

Development: The party finally is left with three options: surrender, bribe, fight, or flee.

If they surrender, their weapons are apprehended and they are bound and led away to Dunn (the closest settlement). The guards will not accept the PCs to keep their weapons. A DC 15 Diplomacy check may let the guards accept solutions where, for instance, all weapons are tied into a bundle and carried by one PC, but the party should offer these solutions.

Bribing captain Oaks should be attempted with care. Oaks will not be bribed if his guards are witness – instead, it will only make their case worse. If, however, a PC can take the captain aside, he may be able to 'convince' him of the evidence, but it will cost 150 gp. If the PCs try to trap the captain and expose him as corrupt, he is clever enough to claim he accepted the gold as a donation for the guard's widows and orphans fund (after which he promptly orders the PCs arrest again, this time for discrediting an officer).

If they choose to flee, they should do so before the guards have had any time to close in. Oaks bellows his men to pursue, which they do only half-heartedly, giving the heroes a fair chance to get away – though a few enterprising guards may fire arrows at them before they reach the woodlands.

Fighting is the least desirable option – notify players that killing a Sunndi guard will undoubtedly make them wanted – even if they are innocent now, killing a guard will get them at least a sentence for life imprisonment. If the party manages to immobilize the guards using non lethal damage or paralyzing magic, they are unlikely to get into any more trouble than they already are.

If fighting erupts, Oaks commands his men into battle. He desires to stay out of battle, and flees if the PCs defeat his men.

PCs who can get rid of the guards can try to track the bandits. A DC 20 check lets a PC track them all the way to the Mason Mill (see Encounter 7). If tracking fails proceed to Encounter 6.

Encounter 6: Arrows from the Sun

When the PCs happen on this encounter they are likely either apprehended by the guards, or out on their own, fleeing arrest. Much on how this encounter happens depends on how the PCs approach.

Once again you encounter the all too familiar sight of blighted fields, their crops withered and dying. The area you reach now though seems recently dead – you can still see some plants struggling in vain to survive. It's a large field of wheat that stretches ahead of you. Most of it has already shriveled and lies in patches on the ground, but enough stalks are standing to give at least some cover.

Several yards ahead, you see a group of people. You recognize the Esparithen olves, as well as several guards milling around. One of them is on its perches, before he rises and turns to a woman in green robes – in which you recognize Kajaziarena. You cannot make out what she says, but moments later the guards and olves fan out into the fields.

The party the PCs encounter is searching for Cer'thaione. Kajaziarena is not too pleased with the assignment to search for – as she puts it - a royal brat who is clearly a nutcase. She had almost given up when one of the guards found tracks of people leading into the field.

Due to the cover of the field, nobody has yet seen the PCs, but unless they hide they will be spotted quickly.

If the PCs are under arrest, or approaching openly, a guard halts the group, who wants to know what they are doing there. Captain Oaks is haughty and demands to be let through, but to his dismay this does not impress the guard much. These guards are loyal to the baroness, and her colors (green and red) are clearly present on their shields as well as their uniforms.

The guard defers the PCs to lady Kajaziarena, who indeed shows up demanding to know what is going on. She is not in a mood to deal with the PCs. However, as it is her duty, and she is bound to follow the baroness orders, she listens to the PCs as they explain their presence.

If the PCs are under arrest, the encounter gives the party an opportunity to do their story again. The PCs may doubt Kajaziarena's sincerity, since her name appears in the bandit letter. If they refuse to talk to her this may be problematic – and if they openly accuse Kajaziarena without producing evidence, or if they attack her for some reason (as she detects as evil), the woman demands that they are escorted to the village for questioning,

lending her own men as an escort if needed. Whether the PCs are innocent becomes irrelevant at that point.

If they are truthful it should not be too hard to convince her that they are wrongfully arrested, especially if they ask other guards to bear witness. Kajaziarena then demands their freedom. Let the PCs work for this – captain Oaks will be sure to interrupt and try to dispute any evidence.

After being freed, Kajaziarena drills the PCs on their presence. She is eager to find out what is going on and does not easily let the PCs go – adventurers put in the farmlands are bound to be on to something.

Questions she may ask are:

What are you doing here? Don't you know the countryside is unsafe?

What do you know about these blights?

Have you seen the woman Cer'thaione?

Someone mentioned smoke was coming from the west. Have you seen anything?

How did you sustain these wounds? Has there been a fight? (If the PCs show wear and tear from the battle)

Only once Kajaziarena has enough answers, is she willing to provide some of her own. She explains that she is looking for the olven prophetess, and that she has just found tracks of people in the field. She knows the crops must have been destroyed this morning. She is eager for any help to search for tracks or clues.

If confronted with her name in the letter, she looks not too surprised. She knows people are watching her. She assures there is no connection between her and the blights. She does not give evidence and does not even attempt to take away any suspicions the party has against her.

Since Kajaziarena detects as evil, there is a possibility that the PCs will draw false conclusions and attack. If they do, Kajaziarena retreats rather than fights, using Abundant Step to get away. If forced into a fight, she uses non-lethal damage until she can flee.

Note that killing Kajaziarena makes the characters wanted in Sunndi.

☛ **Kajaziarena:** female human Mnk13; hp 95; See Appendix I-IV and Appendix V- NPCs.

Once both parties have shared information, the party may want to assist in the search. Kajaziarena does not assign them a part – they can search, as they like.

A DC 15 Search or Survival (assuming the PC has the Track feat) check finds some tracks of people entering or leaving the fields. A PC may also request a guard to point it out.

A DC 15 Survival check reveals three people and several other creatures (possibly dogs) to have been here this morning. A DC 20 confirms that these might be blink dogs (as the tracks of the creatures seem to disappear at random intervals). The tracks can be tracked into two directions. The people making the tracks came from the road, and went into the fields. They later returned and went back the same way, up the road and, eventually, if the PCs track this far (DC 15), to the Delfsen farm, after which the track becomes somewhat harder to follow (see the farm encounter for details).

Tracking the trail in the field is a lot easier (DC 10). If the PCs follow this trail, they happen upon Cer'thaione's body. If nobody successfully tracks, it takes about half an hour search before someone (PC with the highest search check) happens upon her.

A horrid sight greets you as you part the straws of the field. Staked to the ground is the lifeless body of Cer'thaione. Her clothes have been ripped from her body, which is covered with numerous bleeding cuts, a jagged slice near her throat having finally ended what must have been hours of torture. Her hair, chest, and the ground she lays on are matted with blood. Her bag has been ripped apart, the scrolls inside, covered in illegible writing fluttering in the wind. Most horrifying are the empty eye sockets, a token of the cruelty of those who murdered her.

As you avert your gaze, you suddenly notice the flecks of blood on the remaining wheat plants. Most are down, but a few stand still erect, and from this angle they look like the golden-feathered shafts of arrows: Arrows from the Sun.

All NPCs react with shock to the discovery. Kajaziarena is the only one who quickly recovers – she orders her men away from the body.

A DC 15 Heal check reveals that Cer'thaione has been dead since morning. A *detect magic* spell will show a lingering aura of magic around her corpse. A DC 24 Spellcraft check will identify it as necromancy magic.

A *speak with dead* on Cer'thaione will not reveal what has happened, since she was not conscious at the time of her capture and during her torture she was blindfolded. All she remembers is the giggling of the

insane woman torturing her as well as the baying of some dogs. She cannot be brought back to life with divine magic due to the magic used shortly after her death. Her spirit is lost, but since *Speak with dead* does not require a spirit it still works.

A careful search of the area reveals one clear footprint, stained with a fine powder, recognizable as flour. The local guards know only one place in the vicinity where one would get himself covered in flour: the Mason Mill, which has been abandoned for almost a year since its owner died.

The papers in Cer'thaione's bag are covered in almost illegible scribbles, a mix of Celestial and Sylvan. Someone proficient in one of these languages can decipher enough to find fragments of the prophecy Cer'thaione proclaimed last evening. Someone who knows both can find the entire prophecy. In that case give the group Players Handout 3.

One scroll is obviously different (make sure the PCs notice it). It is written in the same chaotic writing but recognizable as a divine spell scroll. The scroll contains a *remove disease* spell (someone who knows Celestial or Sylvan can deduce this even without *read magic*), which the girl wrote three days ago during a very deep trance. It is stained with blood but has survived. Ritháinne and Kajaziarena allow the PCs to take it.

The PCs now have the option of visiting the mill. If they are short for time, you can have Kajaziarena ask them to instead hurry to town to inform the baroness and Saiuhanna, while they take care of the body.

Encounter 7: The Mason Mill

It will take about 15 minutes to get the Mason Mill. The PCs might want to take some precautions beforehand, let them do so. Once there read aloud the following text:

The Mason Mill is a large stone structure three stories high. It stands high on top of a hill, better to catch the wind, but it is currently unmoving.

In fact, you cannot picture anything living here, the whole area looks deprecate and abandoned. The hill side is totally barren, and no vegetation grows on it, not even moss.

However as you get nearer, you notice an unnatural smell, the smell of rot and death, and as you look closely, you were, for a moment, certain to see some shadowy movement.

The mill is three stories high, each story connected with a ladder. At the ground floor, against the back walls are

the remains of Oell's wife and two children. They are hidden behind a stack of bags filled with flour, left behind when the Mill was abandoned. Some of the bags have been torn open by rats, and spilled their contents over the floor.

Creatures: Suyess left some creatures behind, a number of zombie dogs who would be too easy to notice in town. She left a 'keeper' in charge – a local rogue named Kulligan. Kulligan is deeply regretting joining up with the blighter, but watched by the undead animals has not dared to leave the mill to warn anyone.

If Aborr escaped, the girl is also here, gathering her stuff, and will immediately attack if she spots the PCs (hoping to gain surprise). For Aborr's stats see Encounter 3.

APL 4 (EL 2)

👤 **Zombie dogs (5):** small undead; hp 16 each; See *Appendix I*.

👤 **Kulligan:** male human (Oeridian) Rog1; hp 6; See *Appendix I*.

APL 6 (EL 4)

👤 **Zombie riding dogs (5):** medium undead; hp 29 each; See *Appendix II*.

👤 **Kulligan:** human (Oeridian) Rog1; hp 6; See *Appendix II*.

APL 8 (EL 6)

👤 **Zombie riding dogs, advanced (5):** medium undead; hp 42 each; See *Appendix III*.

👤 **Kulligan:** human (Oeridian) Rog1; hp 6; See *Appendix III*.

APL 10 (EL 8)

👤 **Zombie riding dogs, advanced (5):** medium sized undead; hp 70 each; See *Appendix IV*.

👤 **Kulligan:** human (Oeridian) Rog1; hp 6; See *Appendix IV*.

Treasure:

All APLs: Loot: (4 gp); Coin: (3 gp); Magic: none.

Development: Use each PC's Move Silently vs Kulligan's Listen check to determine if Kulligan notices the party's approach. If he does, he panics and orders the creatures to attack. He retreats to the top of the mill, from where he fires his crossbow at the party.

Kulligan was not expecting to fight, and if the PCs dispatch the undead minions he surrenders if offered the chance – otherwise he tries to escape through a latch in

the roof. He is willing to inform the PCs of Suyess plans, if they are willing to let him go.

Kulligan was hired to provide a shelter for Suyess, who he knows to be an elf, a former druid with a personal vendetta against the olves of Rieuwood. He knows Suyess withers the crops – but he does not know how she does it. He was not involved in murdering the Delfsen family, and regrets taking the job ever since he met Suyess and her cronies, who- as far as she knows – are all specialist help she hired.

He is eager to paint her as a ruthless, insane creature – he makes sure to emphasize that he did not realize what her plans were. He now knows she plans an attack on the town – and that she will try to kill as many people as possible. She left a few hours ago, so the party better hurry.

Kulligan can give details about Suyess people. He also suspects she had ‘inside’ help to get to Cer’thaione, but he doesn’t know who this insider would be, nor why the woman was a target.

Encounter 8: Suyess’ Revenge

The following takes place once the PCs arrive back in the village (whether they are under arrest or not).

The battle that is to occur is going to be very chaotic, and there is little time to prepare. The following scene unfolds as they approach the village square – from then on, the PCs have three rounds (each involves a boxed text event) to interfere before Suyess strikes.

If the PCs never left town, they may have more opportunity to prepare, and may even have seen Sabak and the two archers enter the Inn on their way to the roof.

The village green is crowded with folks as you arrive back in town. Festivities are up, and from the looks of it a special stand has been raised to the honor of the baroness guests. The nobles are seated in chairs facing a stage, where a man in armor is fighting a battle with a large demonic creature, red scaled and with massive arms with wicked claws. It roars out as the knight swings his blade, then itself deals a blow that makes the man stagger, and a cry runs out over the crowd.

The PCs are witness of a play, reenacting the defeat of the demon by the local hero Saghen. People are looking on in awe. A closer look at the ‘demon’ reveals it to be a man in an impressive but rather awkward suit.

The nobles are seated in a separate area. The PCs have to go through the crowd to get there. Cecilia Avon is

not present, but instead a dour looking dwarf is attending. This is Thorin Isergart (Exp2, LG), a prominent miner who represents the Viceroc barony during the talks.

Give the PCs one round to act (e.g., cast spells, ready actions, or get closer). At this point, there are no obvious enemies to attack yet (unless the party considers the innocent actors a threat).

A *detect evil* or *detect magic* spell reveals the presence of evil or magic within sixty feet of the platform, but it takes another two rounds before it can pinpoint the sources.

Kajaziarena and her guards have not yet arrived. The only guards present are Kahn Donner’s men. If the PCs cause any disturbance before the bandits do, they are immediately set up by the guards. This gives Suyess the opportunity to spring a surprise attack (skip the boxed texts), though since the PCs seize the moment, she has less preparation time.

Suyess and her thugs are in the crowd. They have prepared themselves for the conflict (see the Appendices for any spells Sabak may have pre-cast) and Suyess herself is near the staging area which features several actors in unusual outfits. She is dressed in a gray commoner’s cloak and blends in with the crowd. Her undead minions have already filtered into town, but are well hidden and stay out of sight. A *detect undead* spell reveals the presence of undead if cast at the edge of the crowd, but again it takes two additional rounds to locate the creatures.

Sabak and two archers are sheltering on the second floor of the Inn. They are currently away from the windows and cannot be seen from the streets at the moment.

If the PCs let things go, Sabak uses the time to cast *spectral hand*. Suyess moves closer to the stage.

Suddenly the play halts, as the knight falls down on a knee, and the demon points a talon at the crowd.

“Oh yee, see your knight of valor fall on its knee, it’s strength depleted! What maiden will lend her strength so he can fight me once more?”

His talon traces the crowd and then finally rests at Saiuhanna’s chair.

A farmer nods and leans to his wife. “Now a maiden has to save the knight. I like THIS part best.”

The PCs get to act again before Saiuhanna rises to take the stage under loud applause. PCs may try to warn her, stop her, or even take her place if they are quick enough (which may cause some boos, but does not interrupt the play).

Meanwhile, Sabak casts *pyrotechnics*, causing the brazier on stage to emit a black smoke (see text). The archers meanwhile ready to fire. Anyone looking up at the inn's second floor windows may roll against Sabak's hide skill to spot them.

Suyess delays her action until the smoke fills the stage (which gives her highest initiative next round).

If a PC beats Saiuhanna, replace any references to her:

[Saiuhanna] rises to the stage, where [she] gets to the side of the knight, laying [her] hand on his shoulders as if in support.

The demon lets out an evil laugh, but then his voice falls into coughing, as a black smoke rises from the ornate brazier that is in the center of the stage, obscuring both demon and his 'victims'.

The farmer frowns and shakes his head. "Them youngsters don't know how to do a play well. We never had any smoke and fancy stuff like that in MY time."

With the crowd confused due to the dark smoke emanating from the stage, and awaiting the actors to continue, Suyess finally attacks.

Using The Crowd: The market square is full of people, and using devastating area attacks definitely costs innocent lives. The crowd also makes it hard to move around and engage the enemy. The crowd consists of over 350 panicked people. Since danger comes from all sides they do not know where to flee, and it takes some time before the crowd disperses. Do not use counters for the crowd, as they will not attack – instead apply squeezing conditions in the entire area (except the stage) for the first 6 rounds of combat:

- All movement is halved. No charging or running is possible.
- You cannot take a five foot step while in the crowd.
- The crowd gives a +4 AC cover bonus to reach or ranged attacks. Non-good PCs may choose to use this cover – though innocents may get hit if they do.
- The crowd hampers combat, giving a –4 AC penalty and a –4 to attacks.
- The crowd does not grant flanking bonuses

The undead and the bandits on the ground lash out at the closest persons, preferably a PC.

After 6 rounds, most of the crowd has either fled or died, after which most bandits are fighting guards.

Tactics: On her call, Suyess' undead minions leap into the streets. Her bandit followers draw weapons and lash out to the crowd, while Sabak and two archers, taking cover from behind the inn's second floor windows, start firing at the PCs and the noble's stand

(one archer readies to fire at the priest, Lord Hugher). The intention is to cause as much mayhem as possible, while keeping anyone who is a threat (the PCs and the guards) away from the stage. Unless the PCs intervened, Suyess has initiative (see her action below).

If the PCs are stuck in the crowd, Sabak prefers to use his wand to summon 1d3 fiendish rats each round (each lasting 3 rounds), trying to deposit them in the crowd, where they can cause the most havoc. After a few rounds (or when the PCs leave the crowd or target him) he starts using his offensive spells on the PCs, using touch spells with his spectral hand.

After the first round, the archers ready their attacks to fire at any PCs casting spells. If there are no obvious spell-casters, they randomly select a PC to pepper with arrows.

APL 4 (EL 7)

☛ **Suyess:** female elf Drd5/Blighter1; hp 66; See *Appendix I*.

☛ **Sabak:** male human Nec3; hp 16; See *Appendix I*.

☛ **Archers (2):** male/female human War1; hp 10 each; See *Appendix I*.

☛ **Skeletal dogs (7):** medium sized undead; hp 12 each; See *Appendix I*.

☛ **Bandits (7):** male/female human War1; hp 9 each; See *Appendix I*.

APL 6 (EL 9)

☛ **Suyess:** female elf Drd5/Blighter3; hp 82; See *Appendix II*.

☛ **Sabak:** male human Nec5; hp 25; See *Appendix II*.

☛ **Archers (2):** male/female human Ftr1; hp 12 each; See *Appendix II*.

☛ **Skeletal dogs (7):** medium sized undead; hp 12 each; See *Appendix II*.

☛ **Bandits (7):** male/female human War1; hp 9 each; See *Appendix II*.

APL 8 (EL 11)

☛ **Suyess:** female elf Drd5/Blighter5; hp 98; See *Appendix III*.

☛ **Sabak:** male human Nec7; hp 35; See *Appendix III*.

☛ **Archers (2):** male/female human Ftr3; hp 28 each; See *Appendix III*.

☛ **Skeletal dogs (7):** medium sized undead; hp 12 each; See *Appendix III*.

☛ **Bandits (7):** male/female human War1; hp 9 each; See *Appendix III*.

APL 10 (EL 13)

☛ **Suyess:** female elf Drd5/Blighter7; hp 98; See Appendix IV.

☛ **Sabak:** male human Nec9; hp 35; See Appendix IV.

☛ **Archers (2):** male/female human Ftr5; hp 44 each; See Appendix IV.

☛ **Skeletal dogs (7):** medium sized undead; hp 12 each; See Appendix IV.

☛ **Bandits (7):** male/female human War1; hp 9 each; See Appendix IV.

Treasure:

APL 4: Loot: (115 gp); Coin (12gp); Magic: *amulet of natural armor* +1 (167 gp), *potion of cure light wounds* (4 gp), *wand of summon monster II* (375 gp).

APL 6: Loot: (135 gp); Coin: (12 gp); Magic: *amulet of natural armor* +1 (167 gp), *cloak of resistance* +2 (333 gp), *potion of cure moderate wounds* (12 gp), *wand of summon monster II* (375 gp).

APL 8: Loot: (51 gp); Coin: (12 gp); Magic: *amulet of natural armor* +1 (167 gp), *cloak of resistance* +2 (333 gp), *hide armor* +2 (347 gp), *2x mighty (+1) composite longbow* +1 (208 gp), *potion of cure moderate wounds* (12 gp), *ring of protection* +1 (167 gp), *wand of summon monster II* (375 gp), *dusty rose ioun stone* (417 gp).

APL 10: Loot: (47 gp); Coin: (29 gp); Magic: *amulet of natural armor* +1 (167 gp), *cloak of resistance* +2 (333 gp), *hide armor* +2 (347 gp), *mighty (+1) composite longbow* +1 (208 gp), *potion of cure moderate wounds* (12 gp), *ring of protection* +1 (167 gp), *2x studded leather armor* +1 (98 gp), *wand of summon monster II* (375 gp), *dusty rose ioun stone* (417 gp).

Detect Magic Results: *Potion of cure light wounds* (Faint Conjunction); *Wand of summon monster II* (Faint Conjunction); *Amulet of natural armor* +1 (Faint Transmutation); *Cloak of resistance* +2 (Faint Abjuration); *Potion of cure moderate wounds* (Faint Conjunction); *Hide armor* +2 (Faint Transmutation); *Ring of protection* +1 (Faint Abjuration); *Dusty rose ioun stone* (Moderate Divination); *Studded leather* +1 (Faint Transmutation).

Development: On her initiative, Suyess, under cover of the smoke, attempts to move up on the stage (or, alternatively, to the nobles stand if Saiuhanna did not enter the stage). Anyone close enough (within 15 feet) witnesses this event, even through the smoke.

Saiuhanna looks around in confusion. As a female shape forms in the smoke, she calls out "Cer'thaione?" but a nasty snigger greets her. A female elf appears in the smog. She looks remarkably like Saiuhanna, but her hair is disheveled and dark, and her eyes shine with madness.

Saiuhanna gasps "Suyess!" but the woman steps closer and hisses "For your betrayal, sister, to value that silly woman over me. She will never see the dawn again!"

As she says so, she reaches out her hand, and let from it drop two small, shiny orbs. As they roll on the wooden platform, you realize they are two eyes, still slick with blood.

As the elf looks down in shock, Suyess grabs the sword from the hands of the confused demon actor, and lashes out at Saiuhanna.

Saiuhanna is struck to the ground, but the blade is a fake (1d6 nonlethal damage), and it takes Suyess a round to realize that it doesn't cause any lasting damage. This gives anyone close enough an opportunity to interfere.

Next round Suyess pulls out a small wooden disc featuring a crying sun, and calls out it's command word, releasing a special *contagion* spell. A dark bolt, like a whip, lashes out at Saiuhanna (provided she is within 30 feet), who falls to the ground in agony, covered with blisters and coughing up blood. Unlike a normal *contagion* spell, this one can only affect Saiuhanna. The bolt seeks her out even if she is invisible or ethereal, but not if she is more than 30 feet away. It acts out a very virulent disease, which wastes away the body and causes the victim to loose 1 Con per round.

If the PCs somehow prevent the release of the spell, Suyess attacks her sister with other spells and with her scimitar. Saiuhanna is unwilling to fight her.

Of the other NPCs, Lord Hugher attempts to cast *bless*, at which point the archer fires an arrow at him (roll attack and possible Concentration check if needed). After this he ducks behind the stand. From there, he makes turning attempts at the closest undead.

Kahn Donner grabs his sister, pulling her out of harms way and bellowing to his men to engage the bandits.

Since all other folk and nobles panic or retreat, this will leave the archers, Sabak and Suyess to the PCs.

The essence of this battle is to stop Suyess killing Saiuhanna.

After releasing the spell, it takes 12 rounds for Saiuhanna to die, as she loses 1 Con per round – even Suyess' death can't stop it (though the effect can be dispelled, see below). Suyess tries to kill as many people as possible while she gloats over her sister, who is unable to do anything but cough up blood – she cannot even attempt to plea with her sister.

If the battle lasts long enough for Saiuhanna to die, read the following:

"Vengeance!" the evil elf cries, her eyes wide with madness and triumph. "So all will die! The prophecy fulfilled, and no voice of reason can stop her now!"

If the PCs succeed in killing Suyess before Saiuhanna dies, read the following at the killing stroke:

Suyess sinks to the ground, her eyes on her suffering sister. "Too late..." she gasps. "No-one can stop her now. The prophecy is fulfilled and I will take my sister with me to my grave!"

Her eyes roll madly, then she falls forward, dead.

The bandits will flee once Suyess is dead, but Sabak, his archers, and the undead will continue the fight. Shortly after they are defeated, Kajaziarena and the olven guards arrive with Cer'thaione's body.

Stopping the *contagion* spell from killing Saiuhanna requires either a *remove disease* or a *remove curse*. A *dispel magic* suppresses the disease for 1 minute per caster level, giving more time to find a remedy. It is obvious that the disease is only temporary halted (the blisters do not go away, and Saiuhanna is still stunned). A DC 15 Heal check reveals how much respite the party has to find another remedy.

If the PCs do not have access to the needed spells themselves, they can use the scroll from Cer'thaione's body, if they took it or request it from Kajaziarena. If there is no divine spellcaster in the party, Lord Hugher is able to cast the spell from scroll, which takes one extra round for a *read magic* to be cast. Characters who know either Celestial or Sylvan do not need to use *read magic* to cast from the scroll.

Conclusion

With Suyess defeat, the village is saved, but the negotiations have come to an end. If Saiuhanna died, prospective looks grim indeed. The nobles blame each other for the disturbances –allegations that either side hired the thugs to prevent the negotiations from succeeding abound.

Even if she survives, the talks are broken down. She manages to sooth things over but the collapses from stress, and is taken to the mansion for rest, the conflict far from resolved.

Meanwhile, the PCs are hailed as heroes.

If the PCs killed any guards, this will not last long. Their crimes will soon be discovered, and unless they get out quick, they will be apprehended. Kajaziarena will give them time to escape, granting them some credit for their aid.

If no guards were killed, the PCs are cleared from any crimes, and invited to stay in Dunn as guests of honor at the bon fire.

PCs may want to attempt to raise, reincarnate or resurrect Saiuhanna or Cer'thaione.

If PC's do not have access to the spell themselves, the priests of Sehanine Moonbow are willing to perform the spell for Saiuhanna, provided the party supplies the material component. Cer'thaione, however, cannot be raised – her spirit does not respond, and the priests fear the worst for her soul.

Stories of the public appearance of Suyess will spread through Sunndi and they will be heard by members of the churches of Beory, Ehlonna and agents of the Emerald Oak. These people will realize that more then likely she was responsible for the massive crop failures in the area. If she fled, they will worry greatly and they will start a massive manhunt to capture her. The idea of an elf blighter running free scares them a lot. If on the other hand the PCs killed her, they will be most grateful and they will remember that good deed. In this case the PCs will earn a favor with the temple of Beory, the temple of Ehlonna or the Emerald Oak (the player can choose which one when spending it). The clergy also looks favorable upon them, providing the PCs with regional access to a limited amount of items. The exact items depend on the APL at which this scenario is played and they can be found at the AR. All items with regional access belong to this. Cross them off if the PCs did not kill Suyess.

The End

Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the backstory and campaign all information requested is vital.

Please send your answers to the Sunndi regional Team at madfox@planet.nl as soon as possible. General comments about the module are also welcomed at this address.

1. Did the party rescue Saiuhanna?
2. Did the party find the letter? If so did they hand the letter to Kajaziarena or another NPC?
3. Did any of the bandit leaders (Suyess, Sabak or Aborr) survive?

Experience Point Summary

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

Encounter 1: Beer

Rescuing Cer'thaione

APL4	60 XP
APL6	60 XP
APL8	60 XP
APL10	60 XP

Encounter 2: The Delfson Farm

Defeating Aborr's group

APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP

Encounter 5: Good Cop, Bad Cop

Dealing with captain Oaks

APL4	30 XP
APL6	30 XP
APL8	30 XP
APL10	30 XP

Encounter 7: The Mason Mill

Defeating the undead at the mill

APL4	60 XP
APL6	120 XP
APL8	180 XP
APL10	240 XP

Encounter 8: Suyess' Revenge

Defeating Suyess

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP

Story Awards

The party behaved well at the baroness' diner

APL4	45 XP
APL6	60 XP
APL8	75 XP
APL10	90 XP

The party met and interacted peacefully with Kajaziarena

APL4	45 XP
APL6	60 XP

APL8	75 XP
APL10	90 XP

Discretionary Role-playing Award

APL4	45 XP
APL6	60 XP
APL8	75 XP
APL10	90 XP

Total Possible Experience:

APL4	675 XP
APL6	900 XP
APL8	1,125 XP
APL10	1,350 XP

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Four: The Delfson Farm

Looting the bandits:

APL 4: Loot: (51 gp); Coin: (8 gp); Magic: *potion of cure moderate wounds*- (value 12 gp).

APL 6: Loot: (68 gp); Coin: (13 gp); Magic: *potion of cure moderate wounds*- (value 12 gp), *potion of bear's endurance*- (value 12 gp), *chain shirt* +1 (value 104 gp).

APL 8: Loot: (39 gp); Coin: (15 gp); Magic: *potion of cure moderate wounds*- (value 12 gp), *potion of bear's endurance* - (value 12 gp), *chain shirt* +1 (value 104 gp), *greatsword* +1- (value 196 gp), *javelin of lightning* (value 125 gp).

APL 10: Loot: (13 gp); Coin: (16 gp); Magic: *potion of cure moderate wounds*- (value 12 gp), *potion of bear's endurance* - (value 12 gp), *chain shirt* +1 (value 104 gp), *greatsword* +2- (value 695 gp), *javelin of lightning* (value 125 gp), *morningstar* +1 (192 gp).

Encounter Seven:

Loot Kulligan:

All APLs: Loot: (4 gp); Coin: (3 gp); Magic: none.

Encounter Eight: Suyess' Revenge

Looting the bandits:

APL 4: Loot: (115 gp); Coin: (12gp); Magic: *amulet of natural armor* +1 (167 gp), *potion of cure light wounds* (4 gp), *wand of summon monster II* (375 gp).

APL 6: Loot: (135 gp); Coin: (12 gp); Magic: *amulet of natural armor* +1 (167 gp), *cloak of resistance* +2 (333 gp), *potion of cure moderate wounds* (12 gp), *wand of summon monster II* (375 gp).

APL 8: Loot: (51 gp); Coin: (12 gp); Magic: *amulet of natural armor* +1 (167 gp), *cloak of resistance* +2 (333 gp), *hide armor* +2 (347 gp), *2x mighty (+1) composite longbow* +1 (208 gp), *potion of cure moderate wounds* (12 gp), *ring of protection* +1 (167 gp), *wand of summon monster II* (375 gp), *dusty rose ioun stone* (417 gp).

APL 10: Loot: (47 gp); Coin: (29 gp); Magic: *amulet of natural armor* +1 (167 gp), *cloak of resistance* +2 (333 gp), *hide armor* +2 (347 gp), *mighty (+1) composite longbow* +1 (208 gp), *potion of cure moderate wounds* (12 gp), *ring of protection* +1 (167 gp), *2x studded leather armor* +1 (98 gp),

wand of summon monster II (375 gp), *dusty rose ioun stone* (417 gp).

Total Possible Treasure

APL4	650 GP
APL6	900 GP
APL8	1300 GP
APL10	2300 GP

Items for the Adventure Record

Wanted in Sunndi: The PC had killed a Newkeep guard in the line of duty and is now wanted by the Sunndi government for murder. Ask the Sunndi triad for details on what this entails for your character when adventuring in Sunndi.

Favor of Saiuhanna: A favor with Saiuhanna counts as a favor with the Congress of Lords or the temple Sehanine Moonbow. You only get this favor if Saiuhanna survived.

Noble's recognition: The PCs has behaved in good conduct during the Baroness diner, and has made an impression on _____ (enter noble's name). If the PC continues to prove his or her worth, this NPC may be willing to act as a sponsor to the PC in future missions.

Favor with the Temple of Beory, the Temple of Ehlonna or the Emerald Oak: You have earned the gratitude of these groups for killing a blighter. You can only use this favor once (e.g. to get access to divine magic) and you have to determine which of the three when spending the favor.

Ring of *magic fang*: While worn, this ring grants one (and only one) of the wearer's natural weapons (bite, slam, fist, and so on) a +1 enhancement bonus on attack and damage rolls. (Source: *Arms and Equipment Guide*).

Caster Level: 12th; *Prerequisites:* Forge Ring, *magic fang*, *Market Price:* 6,000 gp.

Item Access

APL 4

Amulet of natural armor +2 (Regional, DMG)

Quiver of Ehlonna (Regional, DMG)

Wand of cure light wounds (Regional, DMG)

Wand of summon monster II (Adventure, DMG)

APL 6

Amulet of mighty fist +1 (Regional, DMG)

Cloak of resistance +2 (Adventure, DMG)

APL 8

Amulet of natural armor +3 (Regional, DMG)

Dusty rose ioun stone (Adventure, DMG)

Javelin of lightning (Adventure DMG)

Ring of magic fang (Regional, see above)

APL 10

Amulet of might fist +2 (Regional, DMG)

+2 Hide armor (Adventure, DMG)

+2 Greatsword (Adventure, DMG)

Appendix One

APL 4

Encounter 1: Beer

☛ **Oell:** male human (Oeridian) com1; CR ½; Medium humanoid (human); HD 1d4; hp 4; Init 0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20/x2, dagger); Full Atk +1 melee (1d4/19-20/x2, dagger); AL N; SV Fort +1, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 9, Wis 10, Cha 9.

Skills and Feats: Handle Animal +2, Profession [Farmer] +3; Run.

Possessions: dagger.

Encounter 4: Delfson Farm

☛ **Aborr of the Sign:** female half-elf Adp1; CR 1/2; medium humanoid (human); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, quarterstaff) or +2 ranged (1d8/19-20/x2, light crossbow); Full Atk +0 melee (1d6, quarterstaff) or +2 ranged (1d8/19-20/x2, light crossbow); AL NE; SV Fort +0, Ref +2, Will +4; Str 10, Dex 14, Con 12, Int 13, Wis 15, Cha 12.

Skills and Feats: Concentration +5 (+9 while casting on defence), Hide +3, Knowledge [arcana] +3, Spellcraft +4, Survival+3; Combat Casting.

Spells Prepared (3/2; base DC = 12 + spell level): 0–cure minor wounds, guidance, touch of fatigue, 1st–cause fear, protection from good.

Possessions: Quarterstaff, light crossbow, 20 crossbow bolts, 24 gp.

☛ **Muell:** female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk +5 melee (2d6+3/19-20/x2, masterwork greatsword); Full Atk +5 melee (2d6+3/19-20/x2, masterwork greatsword); AL CN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Listen +2, Ride +3, Spot +2, Swim +2; Combat Reflexes, Weapon Focus [greatsword], Dodge.

Possessions: chain shirt, masterwork greatsword, potion of cure moderate wounds, 18 gp.

Encounter 5: Good Cop, Bad Cop

☛ **Captain Oaks:** male human War2; CR 1; Medium humanoid (human); HD 2d8+4; hp 16; Init +1; Spd 20 ft.; AC 16, touch 10, flat-footed 15; Base Atk +2; Grp +3; Atk +5 melee (1d8+1/19-20/x2, longsword); Full Atk +5 melee (1d8+1/19-20/x2, longsword); AL LN; SV Fort +5, Ref +0, Will +0; Str 13, Dex 11, Con 15, Int 12, Wis 10, Cha 12.

Skills and Feats: Bluff +4, Intimidate +7, Listen +3, Ride +2, Spot +3; Weapon Focus [longsword], Persuasive.

Possessions: Breast plate, light steel shield, masterwork longsword.

☛ **Guards (7):** male and female human War1; CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9 each; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20/x2, longsword) or +1 ranged (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d8+1/19-20/x2, longsword) or +1 ranged (1d8/19-20/x2, light crossbow); AL LN; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 13, Int 10, Wis 9, Cha 8.

Skills and Feats: Listen +5, Spot +5; Alertness, Weapon Focus (longsword);

Possessions: Chain shirt, light steel shield, longsword, light crossbow, 20 bolts.

Encounter 6: Arrows from the Sun

☛ **Kajaziarena:** female human (Suel) Mnk13; CR 13; Medium humanoid (human); HD 13d8+26; hp 95; Init +8; Spd 50 ft.; AC 19, touch 19, flat-footed 10; Base Atk +9; Grp +10; Atk +12 melee (2d6+1, unarmed attack); Full Atk +12/+12/+12/+7 melee (2d6+1, unarmed attack); SR 23; AL LE; SV Fort +10, Ref +13, Will +12; Str 12, Dex 17, Con 14, Int 11, Wis 15, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +13, Escape Artist +7, Hide +11, Jump +15, Listen +13; Move Silently +11, Sense Motive +15, Spot +12; Tumble +20; Deflect Arrows, Die Hard, Endurance, Improved Initiative, Improved Disarm, Iron Will, Lightning Reflexes, Stunning Fist, Weapon Finesse.

Encounter 7: The Mason Mill

☛ **Zombie dogs (5):** CR 1/2; Small undead; HD 2d12+3; hp 16 each; Init +2; Spd 30 ft. (can't run); AC 15, touch 13, flat-footed 13; Base Atk +1; Grp -1; Atk +4 melee (1d4+3, bite); Full Atk +4 melee (1d4+3, bite); SQ Single actions only, DR 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref +2, Will +3; Str 15, Dex 15, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -, Toughness.

☛ **Kulligan:** male human (Oeridian) Rog1; CR 1; Medium humanoid (human); HD 1d6; hp 6; Init +8; Spd 30 ft.; AC 16, touch 14, flat-footed 12; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20/x2, dagger) or +4 ranged (1d6/x3, shortbow); Full Atk +0 melee (1d4/19-20/x2, dagger) or +4 ranged (1d6/x3, shortbow); SA sneak attack

+1d6; AL CN; SV Fort +0, Ref +6, Will +2; Str 10, Dex 18, Con 11, Int 10, Wis 15, Cha 12.

Skills and Feats: Appraise +2, Balance +8, Climb +4, Bluff +5, Listen +6, Sense Motive +6, Slight of Hand +6, Spot +6, Tumble +8, Survival +4; Dodge, Improved Initiative.

Possessions: Leather armor, 2 daggers, shortbow, 20 arrows.

Encounter 8: Suyess' Revenge

➤ **Suyess:** female elf Drd5/Blighter 1; CR 5; Medium humanoid (elf); HD 6d8+18; hp 66; Init +2; Spd 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +4 melee (1d8/18-20/x2, masterwork scimitar); Full Atk +4 melee (1d8/18-20/x2, masterwork scimitar); AL CE; SV Fort +11, Ref +3, Will +8; Str 10, Dex 15, Con 17, Int 11, Wis 15, Cha 8.

Skills and Feats: Concentration +12 (or +16 when casting defensively), Handle Animal +3, Hide +4, Listen +5, Knowledge [nature] +6, Spellcraft +4, Spot +3, Survival +7; Combat Casting, Great Fortitude, Natural Spell.

Spells prepared (2/2/1; Base DC = 12 + spell level): 0–*detect poison, flare, 1st–burning hands, ray of enfeeblement, 2nd–resist energy.*

Possessions: Masterwork scimitar, hide armor, *amulet of natural armor +1*.

➤ **Sabak:** male human (Flan) Wiz3(Nec); CR 3; Medium humanoid (human); HD 3d4+6; hp 16; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +1; Atk +1 melee (1d6, quarterstaff) or +1 ranged (1d8/19-20/x2, light crossbow); Full Atk +1 melee (1d6, quarterstaff) or +1 ranged (1d8/19-20/x2, light crossbow); AL NE; SV Fort +3, Ref +1, Will +4; Str 10, Dex 11, Con 15, Int 18, Wis 13, Cha 11.

Skills and Feats: Appraise +6, Craft [alchemy] +3, Concentration +8, Hide +3, Knowledge [arcana] +10, Knowledge [religion] +8, Knowledge [planes] +9, Listen +2, Spellcraft +12, Spot +6; Greater Spell Focus [Necromancy], Point Blank Shot, Scribe Scroll, Spell Focus [Necromancy].

Spells prepared (4/4/3; Base DC = 14 + spell level): 0–*acid splash, detect magic, flare, ray of frost, touch of fatigue*^ψ; 1st–*cause fear, ~~mage armor~~, ray of enfeeblement, shield, 2nd–pyrotechnics, ghoul touch*^ψ, *spectral hand*.

Ψ Because of Greater Spell Focus [Necromancy], the base DC against these spells is 16 + spell level.

Possessions: Quarterstaff, light crossbow, 20 crossbow bolts, *wand of summon monster II, potion of cure light wounds*, 18gp.

Note: If events happen like described in the scenario, Sabak will most likely have some spells cast before the start of the combat (most notably flame arrows and stoneskin). Only few of these spells have been taken into account in the stat block. Use your logic in determining which other spells have been cast before combat starts.

➤ **Shar:** Raven familiar; CR n.a.; Tiny magical beast; HD 3d8; hp 8; Init +2; Spd 10 ft., fly 40 ft. (average); AC 20, touch 14, flat-footed 18; Base Atk +1; Grp –7; Atk +4 Melee (Claws, 1d2-5); Full Atk +4 Melee (Claws, 1d2-5); SQ Alertness, improved evasion, share spells, empathic link, delivers touch spells, speaks Flan; AL NE; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Listen +3, Hide +3, Spot +5

➤ **Archers (2):** female human War1; CR 1/2; Medium humanoid (human); HD 1d8+2; hp 10 each; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20/x2, longsword) or +5 ranged (1d8/x3, masterwork longbow); Full Atk +2 melee (1d8+1/19-20/x2, longsword) or +5 ranged (1d8/x3, masterwork longbow); AL CN; SV Fort +4, Ref +3, Will +0; Str 12, Dex 17, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +3, Hide +4, Listen +2, Spot +2; Point Blank, Precise Shot.

Possessions: Masterwork longbow, 40 arrows, studded leather armor, longsword, 6gp.

➤ **Skeletal dogs (7):** CR 1/3; Small undead; HD 1d12; hp 12 each; Init +8; Spd 40 ft.; AC 16, touch 16, flat-footed 12; Base Atk +0; Grp –3; Atk +1 melee (1d4+1, Bite); Full Atk +1 melee (1d4+1, Bite); SQ Immunity to cold, DR 5/bludgeoning, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref +4, Will +2; Str 13, Dex 19, Con –, Int –, Wis 10, Cha 1.

Feats: Improved Initiative.

➤ **Bandits (7):** male/female human War1; CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9 each; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/19-20/x2, short sword); Full Atk +2 melee (1d6+1/19-20/x2, short sword); AL CN; SV Fort +5, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +3, Listen +2, Ride +3, Spot +2; Improved Initiative, Quick Draw.

Possessions: Hide armor, short sword, 6gp.

Appendix Two

APL 6

Encounter 1: Beer

☛ **Oell:** male human (Oeridian) com1; CR ½; Medium humanoid (human); HD 1d4; hp 4; Init 0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20/x2, dagger); Full Atk +1 melee (1d4/19-20/x2, dagger); AL N; SV Fort +1, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 9, Wis 10, Cha 9.

Skills and Feats: Handle Animal +2, Profession [Farmer] +3; Run.

Possessions: dagger.

Encounter 4: The Delfsen Farm

☛ **Advanced blink dogs (3):** CR 3; medium magical beast; HD 7d10; hp 38; Init +4; Spd 40 ft.; AC 17, touch 14, flat-footed 13; Base Atk +7; Grp +7; Atk +11 melee (1d8, bite); Full Atk +11 melee (1d8, bite); Space/Reach 5ft./5ft. SQ blink, darkvision 60ft., dimension door, low-light vision, scent; AL LE; SV Fort +5, Ref +9, Will +5; Str 10, Dex 18, Con 10, Int 10, Wis 13, Cha 11.

Skills and Feats: Hide +6, Listen +7, Sense Motive +3, Spot +6, Survival +4; Improved Natural Attack, Iron Will, Track, Weapon Finesse.

Blink (su): A blink dog can use *blink* as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as *dimension door* (caster level 8th) once per round as a free action. The ability only affects the blink dog, which never appears within a solid object and can act immediately after teleporting.

☛ **Iughaar:** male bugbear Rng2; CR 4; Medium humanoid (goblinoid); HD 3d8+2d8+15; hp 37; Init +3; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +4; Grp +8; Atk +10 melee (1d8+4, morningstar) or +4 ranged (1d6+4, javelin); Full Atk +10 melee (1d8+4, morningstar) or +4 ranged (1d6+4, javelin); SQ Favored enemy (elves) +2, wild empathy, track; AL CE; SV Fort +7, Ref +8, Will +1; Str 19, Dex 15, Con 16, Int 8, Wis 11, Cha 8.

Skills and Feats: Handle Animal +6, Listen +2, Knowledge [nature] +6, Hide +7, Move Silently +10, Spot +2; Alertness, Weapon Focus [morning star], Rapid Shot.

Possessions: Leather armor, masterwork morningstar, 6 javelins, light wooden shield, *potion of bear's endurance*, 18 gp.

☛ **Aborr of the Sign:** male half-elf Clr3; CR 3; medium humanoid (human); HD 3d8+3; hp 21; Init +2; Spd 30 ft.; AC 15 (+2 dex, +3 studded leather), touch 12, flat-footed 13; Base Attack/Grapple: +2/+2; Attack +2 melee (1d6, staff) or +4 ranged (1d8, light crossbow); Full Attack +2 melee (1d6 staff) or +4 ranged (1d8, light crossbow); AL NE; SV Fort +4, Ref +3, Will +6; Str 10, Dex 14, Con 12, Int 13, Wis 16, Cha 12.

Skills and Feats: Concentration +12, Hide +6, Knowledge (arcana) +3, Spellcraft +7, Survival+6; Skill Focus [Concentration], Dodge, Spell Focus [Enchantment];

Spells prepared (4/4/3; Base DC = 13 + spell level): 0 – *cure minor wounds, guidance, resistance, virtue*, 1st – *bane*^{vr}, *cure light wounds, protection from good*, shield of faith, 2nd – cure moderate wounds, invisibility*, hold person*^{vr}.

Ψ Because of Spell Focus [Enchantment], the base DC against these spells is 14 + spell level.

* Domain spell. *Deity:* Nerull; *Domains:* Evil (Evil spells are at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Quarterstaff, studded leather, light crossbow, 20 crossbow bolts, 30 gp.

☛ **Muell:** female human Ftr4; CR 4; Medium humanoid (human); HD 4d10+8; hp 36; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +7; Atk +8 melee (2d6+6/19-20/x2, greatsword) or +5 ranged (1d8/x3, longbow); Full Atk +8 melee (2d6+6/19-20/x2, greatsword) or +5 ranged (1d8/x3, longbow); AL CN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Listen +3, Spot +4; Combat Reflexes, Dodge, Mobility, Power Attack, Weapon Focus [greatsword], Weapon Specialization [greatsword].

Possessions: *Chain shirt +1*, masterwork greatsword, longbow, 20 arrows, *potion of cure moderate wounds*, 30 gp.

Encounter 5: Good Cop, Bad Cop

☛ **Captain Oaks:** male human War2; CR 1; Medium humanoid (human); HD 2d8+4; hp 16; Init +1; Spd 20 ft.; AC 16, touch 10, flat-footed 15; Base Atk +2; Grp +3; Atk +5 melee (1d8+1/19-20/x2, longsword); Full Atk +5 melee (1d8+1/19-20/x2, longsword); AL LN; SV Fort +5, Ref +0, Will +0; Str 13, Dex 11, Con 15, Int 12, Wis 10, Cha 12.

Skills and Feats: Bluff +4, Intimidate +7, Listen +3, Ride +2, Spot +3; Weapon Focus [longsword], Persuasive.

Possessions: Breast plate, light steel shield, masterwork longsword.

☛ **Guards (7):** male and female human War1; CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9 each; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20/x2, longsword) or +1 ranged (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d8+1/19-20/x2, longsword) or +1 ranged (1d8/19-20/x2, light crossbow); AL LN; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 13, Int 10, Wis 9, Cha 8.

Skills and Feats: Listen +5, Spot +5; Alertness, Weapon Focus (longsword);

Possessions: Chain shirt, light steel shield, longsword, light crossbow, 20 bolts.

Encounter 6: Arrows from the Sun

☛ **Kajaziarena:** female human (Suel) Mnk13; CR 13; Medium humanoid (human); HD 13d8+26; hp 95; Init +8; Spd 50 ft.; AC 19, touch 19, flat-footed 10; Base Atk +9; Grp +10; Atk +12 melee (2d6+1, unarmed attack); Full Atk +12/+12/+12/+7 melee (2d6+1, unarmed attack); SR 23; AL LE; SV Fort +10, Ref +13, Will +12; Str 12, Dex 17, Con 14, Int 11, Wis 15, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +13, Escape Artist +7, Hide +11, Jump +15, Listen +13; Move Silently +11, Sense Motive +15, Spot +12; Tumble +20; Deflect Arrows, Die Hard, Endurance, Improved Initiative, Improved Disarm, Iron Will, Lightning Reflexes, Stunning Fist, Weapon Finesse.

Encounter 7: The Mason Mill

☛ **Zombie riding dogs (5):** CR 1; Medium undead; HD 4d12+3; hp 29 each; Init +1; Spd 30 ft. (can't run); AC 14, touch 12, flat-footed 13; Base Atk +2; Grp +5; Atk +5 melee (1d4+4, bite); Full Atk +5 melee (1d4+4, bite); SQ Single actions only, DR 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref +2, Will +4; Str 17, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -, Toughness.

☛ **Kulligan:** male human (Oeridian) Rog1; CR 1; Medium humanoid (human); HD 1d6; hp 6; Init +8; Spd 30 ft.; AC 16, touch 14, flat-footed 12; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20/x2, dagger) or +4 ranged (1d6/x3, shortbow); Full Atk +0 melee (1d4/19-20/x2, dagger) or +4 ranged (1d6/x3, shortbow); SA sneak attack +1d6; AL CN; SV Fort +0, Ref +6, Will +2; Str 10, Dex 18, Con 11, Int 10, Wis 15, Cha 12.

Skills and Feats: Appraise +2, Balance +8, Climb +4, Bluff +5, Listen +6, Sense Motive +6, Slight of Hand +6, Spot +6, Tumble +8, Survival +4; Dodge, Improved Initiative.

Possessions: Leather armor, 2 daggers, shortbow, 20 arrows.

Encounter 8: Suyess' Revenge

☛ **Suyess:** female elf Drd5/Blighter 3; CR 7; Medium humanoid (elf); HD 8d8+24; hp 82; Init +2; Spd 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +6; Grp +6; Atk +7 melee (1d8/18-20/x2, masterwork scimitar); Full Atk +7/+2 melee (1d8/18-20/x2, masterwork scimitar); SA Burning hands; SQ Undead wild shape 1/day; AL CE; SV Fort +14, Ref +6, Will +12; Str 10, Dex 15, Con 17, Int 11, Wis 16, Cha 8.

Skills and Feats: Concentration +13 (or +17 when casting defensively), Handle Animal +3, Hide +5, Listen +5, Knowledge [nature] +6, Spellcraft +6, Spot +3, Survival +7; Combat Casting, Great Fortitude, Endurance.

Burning hands (Su): Like burning hands, except that Suyess can use it as often as desired, and it does 1d4 points of fire damage per round. Activating it is a move equivalent action.

Undead wild shape (Sp): Like wild shape, except that the forms available are those of undead creatures (specifically skeletons). As a skeletal animal, Suyess has the statistics of a skeleton of the appropriate animal's size category (see Monsters Manual page 226). Suyess can take small, or medium shapes.

Spells prepared (3/3/3/1; Base DC = spell level + 12): 0 – detect magic, detect poison, flare, 1st – burning hands, inflict light wounds, ray of enfeeblement, 2nd – flaming sphere, inflict moderate wounds, resist energy, 3rd – poison.

Possessions: Masterwork scimitar, hide armor, amulet of natural armor +1, cloak of resistance +2.

☛ **Sabak:** male human (Flan) Wiz5 (Nec); CR 5; Medium humanoid (human); HD 5d4+10; hp 25; Init +1; Spd 30 ft.; AC 15, touch 15, flat-footed 14; Base Atk +2; Grp +2; Atk +2 melee (1d6, quarterstaff) or +4 ranged (1d8/19-20/x2, light crossbow); Full Atk +2 melee (1d6, quarterstaff) or +4 ranged (1d8/19-20/x2, light crossbow); AL NE; SV Fort +3, Ref +1, Will +5; Str 10, Dex 12, Con 15, Int 18, Wis 13, Cha 11.

Skills and Feats: Appraise +7, Craft [alchemy] +4, Concentration +10, Hide +4, Knowledge [arcana] +11, Knowledge [religion] +9, Knowledge [planes] +10, Listen +2, Spellcraft +14, Spot +6; Greater Spell Focus

[Necromancy], Point Blank Shot, Spell Focus [Necromancy], Scribe Scroll, Heighten Spell.

Spells prepared (5/5/4/3; base DC = 14 + spell level):
0 – *acid splash*, *detect magic*, *flare*, *ray of frost*, *touch of fatigue*^ψ; 1st – ~~*mage armor*~~, *magic missile*, *shocking grasp*, *ray of enfeeblement*, *shield*; 2nd – *glitterdust*, *pyrotechnics*, *spectral hand*, *ghoul touch*^ψ; 3rd lv – ~~*flame arrow*~~, *ray of exhaustion*^ψ, *vampiric touch*.

Ψ Because of Greater Spell Focus [Necromancy], the base DC against these spells is 15 + spell level.

Possessions: Quarterstaff, light crossbow, 20 crossbow bolts, *wand of summon monster II*, *potion of cure moderate wounds*.

Note: If events happen like described in the scenario, Sabak will most likely have some spells cast before the start of the combat (most notably flame arrows and stoneskin). Only few of these spells have been taken into account in the stat block. Use your logic in determining which other spells have been cast before combat starts.

➤**Shar**: Raven familiar; CR n.a.; tiny animal; HD 5d8; hp 12; Init +2; Spd 10 ft., fly 40 ft. (average); AC 21, touch 14, flat-footed 19; Base Atk +2; Grp –6; Atk +5 melee (Claws, 1d2-5); Full Atk +5 melee (Claws, 1d2-5); SQ Alertness, improved evasion, share spells, empathic link, delivers touch spells, speak with master, speaks Flan; AL NE; SV Fort +2, Ref +4, Will +3; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Listen +3, Hide +3, Spot +5

➤**Archers (2)**: female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12 each; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20/x2, longsword) or +6 ranged (1d8+1(+1d6 fire)/x3, masterwork mighty composite longbow); Full Atk +2 melee (1d8+1/19-20/x2, longsword) or +4/+4 ranged (1d8+1(+1d6 fire)/x3, masterwork mighty composite longbow); AL CN; SV Fort +4, Ref +3, Will +0; Str 12, Dex 17, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +3, Hide +4, Listen +2, Spot +1; Point Blank, Precise Shot, Rapid Shot.

Possessions: Masterwork mighty (+1) composite longbow, 25 (flaming) arrows, 15 normal arrows, studded leather armor, longsword.

➤**Skeletal riding dogs (7)**: CR 1; Medium undead; HD 2d12; hp 20 each; Init +7; Spd 40 ft.; AC 15, touch 15, flat-footed 12; Base Atk +1; Grp +3; Atk +3 melee (1d4+2, bite); Full Atk +3 melee (1d4+2, bite); SQ Immunity to cold, DR 5/bludgeoning, darkvision 60 ft., undead traits;

AL NE; SV Fort +0, Ref +3, Will +3; Str 15, Dex 17, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

➤**Bandits (7)**: male/female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp 11 each; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/19-20/x2, shortsword); Full Atk +2 melee (1d6+1/19-20/x2, shortsword); AL CN; SV Fort +5, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 8, Wis 10, Cha 9.

Skills and Feats: Listen +2, Spot +2; Combat Reflexes, Improved Initiative, Quick Draw;

Possessions: hide armor, shortsword, 6 gp.

Appendix Three

APL 8

Encounter 1: Beer

☛ **Oell:** male human (Oeridian) com1; CR ½; Medium humanoid (human); HD 1d4; hp 4; Init 0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20/x2, dagger); Full Atk +1 melee (1d4/19-20/x2, dagger); AL N; SV Fort +1, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 9, Wis 10, Cha 9.

Skills and Feats: Handle Animal +2, Profession [Farmer] +3; Run.

Possessions: dagger.

Encounter 4: The Delfsen Farm

☛ **Advanced blink dogs (3):** CR 4; Large magical beast; HD 10d10+20; hp 75; Init +7; Spd 40 ft.; AC 17, touch 12, flat-footed 14; Base Atk +10; Grp +18; Atk +14 melee (2d6+6, bite); Full Atk +14/+9 melee (2d6+6, bite); Space/Reach: 10ft/5ft; SQ blink, darkvision 60 ft., dimension door, scent, low-light vision; AL LE; SV Fort +9, Ref +10, Will +7; Str 18, Dex 16, Con 14, Int 10, Wis 14, Cha 11.

Skills and Feats: Hide +7, Listen +7, Sense Motive +6, Spot +8, Survival +4; Iron Will, Improved Natural Attack, Track, Weapon Focus [bite], Improved Initiative.

Blink (su): A blink dog can use *blink* as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as *dimension door* (caster level 8th) once per round as a free action. The ability only affects the blink dog, which never appears within a solid object and can act immediately after teleporting.

☛ **Iughaar:** male bugbear Rng4; CR 6; Medium humanoid (goblinoid); HD 3d8+4d8+19; hp 52; Init +3; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +10; Atk +12 melee (1d8+4, masterwork morningstar) or +6 ranged (1d6+4, javelin); Full Atk +12/+7 melee (1d8+4, masterwork morningstar) or +4/+4/-1 ranged (1d6+4, javelin); SQ Favored enemy (elves) +2, wild empathy, track; AL CE; SV Fort +8, Ref +9, Will +3; Str 19, Dex 15, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Handle Animal +8, Listen +4, Knowledge [nature] +6, Hide +9, Move Silently +12, Spot +3; Alertness, Endurance, Die Hard, Weapon Focus [morning star], Rapid Shot.

Spells Prepared (1; Base DC = 11 + spell level): 1st – *entangle*.

Possessions: Leather armor, masterwork morningstar, 6 javelins, light wooden shield, *javelin of lightning*, *potion of bear's endurance*, 30 gp.

☛ **Aborr of the Sign:** male half-elf Clr5; CR 5; Medium humanoid (human); HD 5d8+5; hp 32; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +3; Atk +3 melee (1d6, quarterstaff) or +5 ranged (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d6, quarterstaff) or +5 ranged (1d8, light crossbow); SA Rebuke undead 4/day; SQ spontaneous inflict; AL NE; SV Fort +5, Ref +3, Will +7; Str 10, Dex 14, Con 12, Int 13, Wis 17, Cha 12.

Skills and Feats: Concentration +13, Hide +7, Knowledge [arcana] +3, Spellcraft +8, Survival+6; Skill Focus [Concentration], Dodge, Spell Focus [Enchantment].

Spells (5/5/4/3; Base DC = 13 + spell level): 0 – *cure minor wounds (x2)*, *guidance*, *resistance*, *virtue*, 1st – *bane*^{vr}, *cure light wounds*, *entropic shield*, *protection from good**, *shield of faith*, 2nd – *cure moderate wounds*, *invisibility**, *hold person*^{vr}, *spiritual weapon*, 3rd – *bestow curse*, *summon monster III*, *magic circle against good*.*

Ψ Because of Spell Focus [Enchantment], the base DC against these spells is 14 + spell level.

*Domains spell. *Deity:* Nerull. *Domains:* Evil (Evil spells are at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills)/

Possessions: Quarterstaff, studded leather, light crossbow, 20 crossbow bolts, 30 gp.

☛ **Muell:** female human Ftr6; CR 6; Medium humanoid (human); HD 6d10+12; hp 50; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +6; Grp +9; Atk +11 melee (2d6+7/19-20/x2, *greatsword* +1) or +7 ranged (1d8/x3, longbow); Full Atk +11/+6 melee (2d6+7/19-20/x2, *greatsword* +1) or +7/+2 ranged (1d8/x3, longbows); AL CN; SV Fort +7, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Listen +4, Spot +5; Combat Reflexes, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus [greatsword], Weapon Specialization [greatsword], Combat Expertise.

Possessions: *chain shirt* +1, *greatsword* +1, longbow, 20 arrows, *potion of cure moderate wounds*, 30 gp.

Encounter 5: Good Cop, Bad Cop

☛ **Captain Oaks:** male human War2; CR 1; Medium humanoid (human); HD 2d8+4; hp 16; Init +1; Spd 20 ft.; AC 16, touch 10, flat-footed 15; Base Atk +2; Grp +3; Atk +5 melee (1d8+1/19-20/x2, longsword); Full Atk +5 melee (1d8+1/19-20/x2, longsword); AL LN; SV Fort +5, Ref +0, Will +0; Str 13, Dex 11, Con 15, Int 12, Wis 10, Cha 12.

Skills and Feats: Bluff +4, Intimidate +7, Listen +3, Ride +2, Spot +3; Weapon Focus [longsword], Persuasive.

Possessions: Breast plate, light steel shield, masterwork longsword.

☛ **Guards (7):** male and female human War1; CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9 each; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20/x2, longsword) or +1 ranged (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d8+1/19-20/x2, longsword) or +1 ranged (1d8/19-20/x2, light crossbow); AL LN; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 13, Int 10, Wis 9, Cha 8.

Skills and Feats: Listen +5, Spot +5; Alertness, Weapon Focus (longsword);

Possessions: Chain shirt, light steel shield, longsword, light crossbow, 20 bolts.

Encounter 6: Arrows from the Sun

☛ **Kajaziarena:** female human (Suel) Mnk13; CR 13; Medium humanoid (human); HD 13d8+26; hp 95; Init +8; Spd 50 ft.; AC 19, touch 19, flat-footed 10; Base Atk +9; Grp +10; Atk +12 melee (2d6+1, unarmed attack); Full Atk +12/+12/+12/+7 melee (2d6+1, unarmed attack); SR 23; AL LE; SV Fort +10, Ref +13, Will +12; Str 12, Dex 17, Con 14, Int 11, Wis 15, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +13, Escape Artist +7, Hide +11, Jump +15, Listen +13; Move Silently +11, Sense Motive +15, Spot +12; Tumble +20; Deflect Arrows, Die Hard, Endurance, Improved Initiative, Improved Disarm, Iron Will, Lightning Reflexes, Stunning Fist, Weapon Finesse.

Encounter 7: The Mason Mill

☛ **Zombie riding dogs, advanced (5):** CR 2; Medium undead; HD 6d12+3; hp 42 each; Init +1; Spd 30 ft. (can't run); AC 14, touch 12, flat-footed 13; Base Atk +3; Grp +6; Atk +6 melee (1d4+4, bite); Full Atk +6 melee (1d4+4, bite); SQ Single actions only, DR 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +3, Will +5; Str 17, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -, Toughness.

☛ **Kulligan:** male human (Oeridian) Rog1; CR 1; Medium humanoid (human); HD 1d6; hp 6; Init +8; Spd 30 ft.; AC 16, touch 14, flat-footed 12; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20/x2, dagger) or +4 ranged (1d6/x3, shortbow); Full Atk +0 melee (1d4/19-20/x2, dagger) or +4 ranged (1d6/x3, shortbow); SA sneak attack +1d6; AL CN; SV Fort +0, Ref +6, Will +2; Str 10, Dex 18, Con 11, Int 10, Wis 15, Cha 12.

Skills and Feats: Appraise +2, Balance +8, Climb +4, Bluff +5, Listen +6, Sense Motive +6, Slight of Hand +6, Spot +6, Tumble +8, Survival +4; Dodge, Improved Initiative.

Possessions: Leather armor, 2 daggers, shortbow, 20 arrows.

Encounter 8: Suyess' Revenge

☛ **Suyess:** female elf Drd5/Blighter 5; CR 9; Medium humanoid (elf); HD 10d8+30; hp 98; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +7; Grp +7; Atk +8 melee (1d8/18-20/x2, masterwork scimitar); Full Atk +8/+3 melee (1d8/18-20/x2, masterwork scimitar); SA Burning hands, contagious touch 1/day; SQ Undead wild shape 2/day; AL CE; SV Fort +15, Ref +6, Will +13; Str 10, Dex 15, Con 17, Int 11, Wis 16, Cha 8.

Skills and Feats: Concentration +13 (or +17 when casting defensively), Handle Animal +3, Hide +5, Listen +5, Knowledge [nature] +6, Spellcraft +6, Spot +3, Survival +7; Combat Casting, Great Fortitude, Endurance, Die Hard.

Burning hands (Su): Like burning hands, except that Suyess can use it as often as desired, and it does 1d4 points of fire damage per round.

Contagious touch (Su): Once per day, Suyess can make her touch contagious. Any living creature she hits with a touch attack must make a DC 12 Fort save or immediately contract filth fever (see DMG page 292) as if affected by a contagion spell. The touch stays contagious for five rounds.

Undead wild shape (Sp): Like wild shape, except that the forms available are those of undead creatures (specifically skeletons). As a skeletal animal, Suyess has the statistics of a skeleton of the appropriate animal's size category (see Monsters Manual page 226). Suyess can take small, medium, and large shapes.

Spells prepared (4/4/4/3; Base DC = 13 + spell level):
0 – *detect magic, detect poison, flare, inflict minor wounds*; 1st – *bane, burning hands, inflict light wounds, ray of enfeeblement*; 2nd – *death knell, flaming sphere, inflict moderate wounds, resist energy*; 3rd – *dispel magic, poison, vampiric touch*.

Possessions: Masterwork scimitar, *hide armor* +2, *amulet of natural armor* +1, *cloak of resistance* +2.

*) If Suyess drops below 0 hitpoints, she will always elect to stay conscious.

Note: At this APL Sabak will have cast a *stoneskin* on her.

➤**Sabak:** male human (Flan) Wiz7 (Nec); CR 7; Medium humanoid (human); HD 7d4+14; hp 35; Init +1; Spd 30 ft.; AC 17, touch 13, flat-footed 16; Base Atk +3; Grp +3; Atk +3 melee (1d6, quarterstaff) or +4 ranged (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d6, quarterstaff) or +4 ranged (1d8/19-20/x2, light crossbow); AL NE; SV Fort +4, Ref +3, Will +6; Str 10, Dex 12, Con 15, Int 18, Wis 13, Cha 11.

Skills and Feats: Appraise +7, Craft [alchemy] +4, Concentration +10 (+14 when casting on the defensive), Hide +4, Knowledge [arcana] +11, Knowledge [religion] +9, Knowledge [planes] +10, Listen +2, Spellcraft +14, Spot +6; Combat Casting, Spell Focus [Necromancy], Greater Spell Focus [Necromancy], Scribe Scroll, Point Blank Shot, Heighten Spell.

Spells prepared (5/6/5/4/3; Base DC = 14 + spell level): 0 – *acid splash*, *detect magic*, *flare*, *ray of frost*, *touch of fatigue*^{1st}; 1st – ~~*mage armor*~~, *magic missile* (x2), *shocking grasp*, *ray of enfeeblement*, *shield*; 2nd – *ghoul touch*^{1st}, *glitterdust*, *pyrotechnics*, *resist energy*, *spectral hand*; 3rd – ~~*flame arrow*~~, *ray of exhaustion*^{1st} (x2), *vampiric touch*; 4th – *enervation*, *fear*^{1st}, *stoneskin*.

Possessions: Quarterstaff, light crossbow, 20 crossbow bolts, *wand of summon monster II*, *ring of protection +1*, *potion of cure moderate wounds*, *dusty rose ioun stone*.

Note: If events happen like described in the scenario, Sabak will most likely have some spells cast before the start of the combat (most notably flame arrows and stoneskin). Only few of these spells have been taken into account in the stat block. Use your logic in determining which other spells have been cast before combat starts.

➤**Shar:** Raven familiar; CR n.a.; tiny animal; HD 7d8; hp 17; Init +2; Spd 10 ft., fly 40 ft. (average); AC 22, touch 14, flat-footed 20; Base Atk +3; Grp -5; Atk +6 Melee (Claws, 1d2-5); Full Atk +6 Melee (Claws, 1d2-5); SQ Alertness, improved evasion, share spells, empathic link, delivers touch spells, speak with master, speak with animals of its kind, speaks Flan; AL NE; SV Fort +3, Ref +5, Will +4; Str 1, Dex 15, Con 10, Int 9, Wis 14, Cha 6.

Skills and Feats: Listen +3, Hide +5, Spot +6

➤**Archers (2):** female human Ftr3; CR 3; medium humanoid (human); HD 3d10+6; hp 28 each; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp

+4; Atk +4 melee (1d8+1/19-20/x2, longsword) or +8 ranged (1d8+2(+1d6 fire)/x3, *mighty composite longbow +1*); Full Atk +4 melee (1d8+1/19-20/x2, longsword) or +6/+6 ranged (1d8+2(+1d6 fire)/x3, *mighty composite longbow +1*); AL CN; SV Fort +5, Ref +4, Will +1; Str 12, Dex 17, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +3, Hide +7, Listen +2, Move Silently +5; Spot +1; Point Blank, Precise Shot, Rapid Shot, Weapon Focus [longbow], Stealthy.

Possessions: *Mighty (+1) composite longbow +1*, 25 flame arrows, 15 normal arrows, studded leather armor, longsword.

➤**Skeletal riding dogs (7):** CR 1; Medium undead; HD 2d12; hp 20 each; Init +7; Spd 40 ft.; AC 15, touch 15, flat-footed 12; Base Atk +1; Grp +3; Atk +3 melee (1d4+2, bite); Full Atk +3 melee (1d4+2, bite); SQ Immunity to cold, DR 5/bludgeoning, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref +3, Will +3; Str 15, Dex 17, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

➤**Bandits (7):** male/female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp 11 each; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/19-20/x2, shortsword); Full Atk +2 melee (1d6+1/19-20/x2, shortsword); AL CN; SV Fort +5, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 8, Wis 10, Cha 9.

Skills and Feats: Listen +2, Spot +2; Combat Reflexes, Improved Initiative, Quick Draw;

Possessions: hide armor, shortsword, 6 gp.

Appendix Four

APL 10

Encounter 1: Beer

☛ **Oell:** male human (Oeridian) com1; CR ½; Medium humanoid (human); HD 1d4; hp 4; Init 0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20/x2, dagger); Full Atk +1 melee (1d4/19-20/x2, dagger); AL N; SV Fort +1, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 9, Wis 10, Cha 9.

Skills and Feats: Handle Animal +2, Profession [Farmer] +3; Run.

Possessions: dagger.

Encounter 4: The Delfsen Farm

☛ **Advanced blink dogs (4):** CR 6; Large magical beast; HD 12d10+24; hp 90; Init +7; Spd 40 ft.; AC 17, touch 12, flat-footed 14; Base Atk +12; Grp +20; Atk +16 melee (2d6+6, bite); Full Atk +16/+11/+6 melee (2d6+6, bite); Space/Reach 10 ft./5 ft.; SQ Blink, darkvision 60 ft., dimension door, scent, low-light vision; AL LE; SV Fort +12, Ref +11, Will +8; Str 19, Dex 16, Con 14, Int 10, Wis 14, Cha 11.

Skills and Feats: Hide +7, Listen +8, Sense Motive +7, Spot +9, Survival +5; Iron Will, Great Fortitude, Improved Natural Attack, Track, Weapon Focus [bite], Improved Initiative.

Blink (su): A blink dog can use *blink* as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as *dimension door* (caster level 8th) once per round as a free action. The ability only affects the blink dog, which never appears within a solid object and can act immediately after teleporting.

☛ **Iughaar:** male bugbear Rng6; CR 8; Medium humanoid (goblinoid); HD 3d8+6d8+27; hp 67; Init +3; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +8; Grp +12; Atk +14 melee (1d8+5, *morningstar*+1) or +10 ranged (1d6+4, javelin); Full Atk +14/+9 melee (1d8+5, *morningstar*+1) or +10/+4 ranged (1d6+4, javelin); SQ Favored enemy (elves) +4, favored enemy (human) +2, wild empathy, track; AL CE; SV Fort +9, Ref +10, Will +4; Str 19, Dex 15, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Handle Animal +10, Listen +5, Knowledge [nature] +7, Hide +10, Move Silently +13, Spot +3; Alertness, Endurance, Die Hard, Weapon Focus [morning star], Rapid Shot, Manyshot, Power Attack.

Spells prepared (2; Base DC = 11 + spell level): 1st – *entangle*, *resist energy*.

Possessions: Leather armor, *morningstar* +1, 6 javelins, light wooden shield, *javelin of lightning*, *potion of bear's endurance*, 36 gp

☛ **Aborr of the Sign:** male half-elf Clr7; CR 7; Medium humanoid (human); HD 7d8+7; hp 44; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +5; Grp +5; Atk +5 melee (1d6, quarstaff) or +7 ranged (1d8/19-20/x2, light crossbow); Full Atk +5 melee (1d6, quarstaff) or +7 ranged (1d8/19-20/x2, light crossbow); SA rebuke undead 4/day; SQ Spontaneous inflict; AL NE; SV Fort +6, Ref +4, Will +8; Str 10, Dex 14, Con 12, Int 13, Wis 17, Cha 12.

Skills and Feats: Concentration +13, Hide +9, Knowledge [arcana] +5, Spellcraft +12, Survival+6; Greater Spell Focus [Enchantment], Skill Focus [Concentration], Dodge, Spell Focus [Enchantment].

Spells prepared (6/6/5/4/2; Base DC = 13 + spell level): 0 – *cure minor wounds* (x2), *detect magic*, *guidance**, *resistance*, *virtue*, 1st – *bane*^Ψ, *cure light wounds*, *doom*, *entropic shield*, *protection from good**, *shield of faith*, 2nd – *cure moderate wounds*, *invisibility**, *hold person*^Ψ (x2), *resist energy*, 3rd – bestow curse, invisibility purge, summon monster III, circle of protection from good*; 4th – *confusion**^Ψ, *poison*.

Ψ Because of Greater Spell Focus [Enchantment], the base DC against these spells is 15 + spell level.

* Domain spell. *Deity:* Nerull. *Domains:* Evil (Evil spells are at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Quarterstaff, studded leather, light crossbow, 10 crossbow bolts, 30 gp.

☛ **Muell:** female human Ftr8; CR 8; Medium humanoid (human); HD 8d10+16; hp 66; Init +2; Spd 30 ft.; AC 17, touch 12; flat-footed 15; Base Atk +8; Grp +11; Atk +14 melee (2d6+8/17-20/x2, *greatsword* +2) or +9 ranged (1d8/x3, longbow); Full Atk +14/+9 melee (2d6+8/17-20/x2, *greatsword* +2) or +9/+4 ranged (1d8/x3, longbows); AL CN; SV Fort +8, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Listen +5, Spot +6; Combat Reflexes, Dodge, Weapon Focus [greatsword], Mobility, Power Attack, Weapon Specialisation [greatsword], Spring Attack, Combat Expertise, Whirlwind Attack.

Possessions: Chain shirt +1, greatsword +2, longbow, 20 arrows, *potion of cure moderate wounds*, 30 gp.

Encounter 5: Good Cop, Bad Cop

☛ **Captain Oaks:** male human War2; CR 1; Medium humanoid (human); HD 2d8+4; hp 16; Init +1; Spd 20 ft.; AC 16, touch 10, flat-footed 15; Base Atk +2; Grp +3; Atk +5 melee (1d8+1/19-20/x2, longsword); Full Atk +5 melee (1d8+1/19-20/x2, longsword); AL LN; SV Fort +5, Ref +0, Will +0; Str 13, Dex 11, Con 15, Int 12, Wis 10, Cha 12.

Skills and Feats: Bluff +4, Intimidate +7, Listen +3, Ride +2, Spot +3; Weapon Focus [longsword], Persuasive.

Possessions: Breast plate, light steel shield, masterwork longsword.

☛ **Guards (7):** male and female human War1; CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9 each; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20/x2, longsword) or +1 ranged (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d8+1/19-20/x2, longsword) or +1 ranged (1d8/19-20/x2, light crossbow); AL LN; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 13, Int 10, Wis 9, Cha 8.

Skills and Feats: Listen +5, Spot +5; Alertness, Weapon Focus [longsword].

Possessions: Chain shirt, light steel shield, longsword, light crossbow, 20 bolts.

Encounter 6: Arrows from the Sun

☛ **Kajaziarena:** female human (Suel) Mnk13; CR 13; Medium humanoid (human); HD 13d8+26; hp 95; Init +8; Spd 50 ft.; AC 19, touch 19, flat-footed 10; Base Atk +9; Grp +10; Atk +12 melee (2d6+1, unarmed attack); Full Atk +12/+12/+12/+7 melee (2d6+1, unarmed attack); SR 23; AL LE; SV Fort +10, Ref +13, Will +12; Str 12, Dex 17, Con 14, Int 11, Wis 15, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +13, Escape Artist +7, Hide +11, Jump +15, Listen +13; Move Silently +11, Sense Motive +15, Spot +12; Tumble +20; Deflect Arrows, Die Hard, Endurance, Improved Initiative, Improved Disarm, Iron Will, Lightning Reflexes, Stunning Fist, Weapon Finesse.

Encounter 7: The Mason Mill

☛ **Zombie riding dogs, advanced (5):** CR 3; Medium undead; HD 10d12+3; hp 70 each; Init +1; Spd 30 ft. (can't run); AC 13, touch 11, flat-footed 12; Base Atk +5; Grp +9; Atk +9 melee (1d6+6, bite); Full Atk +9 melee (1d6+6, bite); SQ Single actions only, DR 5/slashing,

darkvision 60 ft., undead traits; AL NE; SV Fort +3, Ref +4, Will +7; Str 18, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -, Toughness.

☛ **Kulligan:** male human (Oeridian) Rog1; CR 1; Medium humanoid (human); HD 1d6; hp 6; Init +8; Spd 30 ft.; AC 16, touch 14, flat-footed 12; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20/x2, dagger) or +4 ranged (1d6/x3, shortbow); Full Atk +0 melee (1d4/19-20/x2, dagger) or +4 ranged (1d6/x3, shortbow); SA sneak attack +1d6; AL CN; SV Fort +0, Ref +6, Will +2; Str 10, Dex 18, Con 11, Int 10, Wis 15, Cha 12.

Skills and Feats: Appraise +2, Balance +8, Climb +4, Bluff +5, Listen +6, Sense Motive +6, Slight of Hand +6, Spot +6, Tumble +8, Survival +4; Dodge, Improved Initiative.

Possessions: Leather armor, 2 daggers, shortbow, 20 arrows.

Encounter 8: Suyess' Revenge

☛ **Suyess:** female elf Drd5/Blighter 7; CR 11; medium humanoid (grey elf); HD 12d8+48; hp 126; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +8; Grp +8; Atk +9 melee (1d8/18-20/x2, masterwork scimitar); Full Atk +9/+4 melee (1d8/18-20/x2, masterwork scimitar); SA Burning hands, contagious touch 2/day; SQ Undead wild shape (large, incorporeal) 3/day; AL CE; SV Fort +17, Ref +9, Will +14; Str 10, Dex 15, Con 18, Int 11, Wis 16, Cha 8.

Skills and Feats: Concentration +14 (or +18 when casting defensively), Handle Animal +3, Hide +6, Listen +5, Knowledge [nature] +6, Spellcraft +9, Spot +3, Survival +8; Combat Casting, Die Hard*, Endurance, Great Fortitude, Lightning Reflexes.

Burning hands (Su): Like burning hands, except that Suyess can use it as often as desired, and it does 1d4 points of fire damage per round.

Contagious touch (Su): Twice per day, Suyess can make her touch contagious. Any living creature she hits with a touch attack must make a DC 12 Fort save or immediately contract filth fever (see DMG page 292) as if affected by a contagion spell. The touch stays contagious for five rounds.

Undead wild shape (Sp): Like wild shape, except that the forms available are those of undead creatures (specifically skeletons). As a skeletal animal, Suyess has the statistics of a skeleton of the appropriate animal's size category (see Monsters Manual page 226). Suyess can take small, medium, and large shapes, and an incorporeal skeletal form.

Spells prepared (5/5/5/4/2; Base DC = 13 + spell level): 0 – *detect magic*, *detect poison*, *flare* (x2), *inflict*

minor wounds, 1st – bane, burning hands, inflict light wounds, ray of enfeeblement (x2); 2nd – death knell, flaming sphere, inflict moderate wounds, resist energy (x2); 3rd – dispel magic, inflict serious wounds, poison, vampiric touch, 4th – flamestrike, wall of fire.

Possessions: Masterwork scimitar, *hide armor* +2, *amulet of natural armor* +1, *cloak of resistance* +2.

*) If Suyess drops below 0 hit points, she will always elect to stay conscious.

Note: A stonesskin spell cast by Abak grants Suyess DR 10/adamantine. Once the spell has prevented a total of 90 points of damage it is discharged.

☛**Sabak:** male human (Flan) Wiz9 (Nec); CR 9; medium humanoid (human); HD 9d4+27; hp 58; Init +1; Spd 30 ft.; AC 17, touch 13, flat-footed 16; Base Atk +4; Grp +4; Atk +4 melee (1d6, quarterstaff) or +5 ranged (1d8/19-20/x2, light crossbow); Full Atk +4 melee (1d6, quarterstaff) or +5 ranged (1d8/19-20/x2, light crossbow); AL NE; SV Fort +6, Ref +4, Will +7; Str 10, Dex 12, Con 16, Int 18, Wis 13, Cha 11.

Skills and Feats: Appraise +8, Craft [alchemy] +4, Concentration +11 (+15 when casting on the defensive), Hide +5, Knowledge [arcana] +13, Knowledge [religion] +9, Knowledge [planes] +12, Listen +4, Spellcraft +16, Spot +6; Alertness, Combat Casting, Spell Focus [Necromancy], Greater Spell Focus [Necromancy], Scribe Scroll, Point Blank Shot, Precise Shot, Heighten Spell;

Spells prepared (5/6/6/5/4/2; Base DC = 14 + spell level): 0 – acid splash, detect magic, flare, ray of frost, touch of fatigue^ψ; 1st – ~~mage armor~~, magic missile (x2), shocking grasp, ray of enfeeblement, shield, 2nd – fox's cunning, ghoul touch^ψ, glitterdust (x2), pyrotechnics, spectral hand, 3rd – ~~flame arrow~~, ray of exhaustion^ψ, stinking cloud, vampiric touch (x2); 4th – enervation, Evard's black tentacles, fear^ψ, ~~stonesskin~~, 5th – magic jar^ψ, teleport.

Ψ Because of Greater Spell Focus [Necromancy], the base DC against these spells is 16 + spell level.

Possessions: Quarterstaff, light crossbow, 20 crossbow bolts, *wand of summon monster II*, *ring of protection* +1, *potion of cure moderate wounds*, *dusty rose ioun stone*, 1x 100gp ruby (magic jar receptacle).

Note: If events happen like described in the scenario, Sabak will most likely have some spells cast before the start of the combat (most notably flame arrows and stonesskin). Only few of these spells have been taken into account in the stat block. Use your logic in determining which other spells have been cast before combat starts.

☛**Shar,** Raven familiar: CR n.a.; tiny animal; HD 9d8; hp 29; Init +2; Spd 10 ft., fly 40 ft. (average); AC 23, touch 14, flat-footed 21; Base Atk +4; Grp –4; Atk +7 Melee (Claws, 1d2-5); Full Atk +7 Melee (Claws, 1d2-5); SQ Alertness, improved evasion, share spells, empathic link, delivers touch spells, speak with master, speak with animals of its kind, speaks Flan; AL NE; SV Fort +3, Ref +5, Will +5; Str 1, Dex 15, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Listen +3, Hide +6, Spot +6.

☛**Archers (2):** female human Ftr5; CR 5; Medium humanoid (human); HD 5d10+10; hp 44 each; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +5; Grp +6; Atk +6 melee (1d8+1/19-20/x2, longsword) or +12 ranged (1d8+2(+1d6 fire)/x3, *mighty composite longbow* +1); Full Atk +6 melee (1d8+1/19-20/x2, longsword) or +10/+10 ranged (1d8+2(+1d6 fire)/x3, *mighty composite longbow* +1); AL CN; SV Fort +6, Ref +5, Will +1; Str 12, Dex 18, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +3, Hide +8, Listen +2, Move Silently +8; Spot +1; Far Shot, Point Blank, Precise Shot, Rapid Shot, Stealthy, Weapon Focus [longbow].

Possessions: *Mighty (+1) composite longbow* +1, 25 flame arrows, 15 normal arrows, *studded leather armor* +1, longsword.

☛**Skeletal riding dogs (7):** CR 1; Medium undead; HD 2d12; hp 20 each; Init +7; Spd 40 ft.; AC 15, touch 15, flat-footed 12; Base Atk +1; Grp +3; Atk +3 melee (1d4+2, bite); Full Atk +3 melee (1d4+2, bite); SQ Immunity to cold, DR 5/bludgeoning, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref +3, Will +3; Str 15, Dex 17, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

☛**Bandits (7):** male/female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp 11 each; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/19-20/x2, shortsword); Full Atk +2 melee (1d6+1/19-20/x2, shortsword); AL CN; SV Fort +5, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 8, Wis 10, Cha 9.

Skills and Feats: Listen +2, Spot +2; Combat Reflexes, Improved Initiative, Quick Draw;

Possessions: *hide armor*, shortsword, 6 gp.

Appendix Five NPCs

This section details a number of NPCs encountered in this adventure. Since the PCs will have the opportunity to talk to these people at length, this section details their background, and basic motivations as far as it is relevant for (or can be deduced during) this scenario.

Each entry lists a (abbreviated) stat block, the skill that can be used to recognize the personality, looks, background information, and motivations. The background block contains DCs to determine what a person knows when he makes the check using the skill mentioned in the stat block. Most can also be obtained by questioning the right people in this scenario. You can substitute 'bardic lore' for these skills. Outlanders (not with home region Sunndi) get an additional -5 penalty on the checks.

Each entry also notes how to attract this character's attention. Future scenarios may allow the NPC to become a mentor or sponsor if the PC makes a good impression during the adventure.

♣ **Babras Shouten**

Male Human (Oeridian) Com6, AL NG

Recognize Skill: Knowledge(local)

Babras occurred in 'United We Stand', and may be known to the PCs if they played that scenario

Background: [DC 16] Mayor Babras Shouten of Paw's Luck is a rich farmer, an older widower, who still runs his own farm despite his arthritis, to the dismay of his oldest son, who feels he could run the farm much better on his own.

[DC 20] Babras is a conservative man, who doesn't like change, and feels that a government should keep their nose out of other people's business. Partly because he doesn't bother others, he has been in power for almost a decade, and little has changed in the village of Paw's Luck since then. He is very suspicious about recent events, and openly criticizes the Benefit and the nobility of Pelsand for their interference in 'his' business. He is a member of the Federation of Free Trade, but not actively involved in its organization.

Motivations: Recently, Commander Kahn Donner stationed Newkeep guards in Paw's Luck, laying claim to the old tower that is part of the village inn. Babras feels the guards undermine his authority, and as they have not succeeded in rooting out bandit attacks, he wants them removed and for the baroness to station her guards instead.

Attracting his attention: It is hard to earn Babras trust. He generally doesn't like to talk to 'deviants' (i.e.

anyone who doesn't agree with what he says). He is of good intentions, but his stubbornness makes him a difficult man to get along with.

Babras may be interested in characters that are down to earth, and that support his stance for more self-rule for the farmer communities. He likes passionate people with a love for freedom (provided they agree with him, of course).

♣ **Cecila Avon [se-SEE-la a-VON]**

Female half-elf, Div7/Loremaster 2, AL CG

Recognize Skill: Knowledge(arcana), +5 if member of the Queen's Halls

Cecila Avon occurred very briefly in 'Stonecunning'. She may be known to the PCs if they played that scenario and started in Sunndi.

Background : [DC 15] Cecila is a member of the Queens Halls. She counts as an expert in magical enchantments and elemental magic, and, as an apprentice to court wizard Lanaerra A'Quillan, has some knowledge of current politics and political history. She acts as an advisor on these matters.

Motivations : Since she has a neutral stand regarding the conflict, she also functions as an impartial witness for the duration of the negotiations, to make sure any agreements made will be kept by both parties.

Cecila has researched some of the magic used by the bandits. While there were few conclusions to be made, she has the opinion that the bandits are supported by a group that has access to magic which originated from local soil, though it could also come from the swamp or even beyond. Her opinion is based on the little evidence recovered during the few successful raids (mostly the use of inks of a local marsh-plant that were found on a number of scrolls), and it cannot be said to be too accurate.

Cecila has good hopes that relations can be normalized – several months ago a trade agreement was made with Naerie which would be of much benefit for the region, and hopes are that the agreement will end the strife with the count, who has pushed for more economic freedom in his trade with Ahlissa.

Note: the following information is not available until march 1st, 2004, when an official announcement has been given during an Onnwall special event

Cecila knows some of the ins and outs of the agreement. It places quite some power in Donner's hands, as Newkeep becomes the only gate through which some form of free trade with Ahlissa is possible –

even though it is strictly regulated. Already some fear Donner may favor the Ahlissans, and certain measures taken by Hazendel indicate that he has less than full trust in the count's handling of the situation.

Attracting her attention: Cecila only shows true interest in people who have solid arcane knowledge, and who have interest in magical theories. She is not a powerful wizard herself, but has many contacts.

☞ Cer'thaione [ser-za-YO-nay]

Female elf CG Clr6, AL CG

Recognize Skill: Knowledge(religion). Followers of Sehanine Moonbow have a +5 bonus.

Description: Cer'thaione is a young high elf with long blond hair, and large blue eyes that have a tendency to stare into nothingness – something that is quite deadly for any conversation.

She wears a tiara on her brow bearing the symbol of Sehanine Moonbow.

Background: [DC 15] Cer'thaione is a priestess of Sehanine Moonbow, famous for her abilities as an oracle. She has had quite a number of visions in her young life, but none of these have been very accurate or clear.

[DC 20] Known prophecies include the Battle of Rieuwood and the fall of Idee. Unfortunately both these prophecies were unraveled after the events happened.

[DC 25] Cer'thaione is the leader of Saiuhanne's divine staff. The choice set bad blood between her and Suyess, Saiuhanne's sister and an accomplished druid, who had hoped to gain that position for herself.

Motivations: When she is lucid, Cer'thaione is pleasant company. She herself never recalls her visions, only from the many writings she has. She is more than willing to show her writings. She is even prepared – surprisingly – to lend them to a fellow priest or follower for study.

Note that if a PC asks for the papers, he will also receive the *remove diseases* scroll.

Attracting her attention: N.A.

☞ Cessira Folken [SAY-sy-ra FOL-kan]

Female Human (Oeridian), Exp2/Rog6, AL N

Recognize Skill: Knowledge(local)

It is possible Cessira hired PCs to investigate the bandit matter in the preceding scenario, United We Stand.

Description: Cessira Folken is a young woman with clear Oeridian looks and dark hair that falls to her shoulders.

Background: [DC 12] Folken is, since three years, the head of the merchant guild in Pitchfield.

[DC 18] The recent situation with Pelsand has put pressure on her, and some people are starting to doubt her leadership. It is important for her to get an agreement and stop the taxing of Pitchfield traders on the Pelsand roads, lest she loses confidence of her guild.

[DC 20] She gained her current position after the former guild master was discredited and forced to step down. The exact details of his resign are unknown, as it was arranged behind closed doors, and after Cessera's installment as guild master, all written records were destroyed.

[DC 25] Folken has sent an high standing guild member to investigate setting up a permanent guild office in Axebjerg, near the northern border. Some see this as a threat that the guild is willing to violate the agreement with the crown regarding Ahlissan trade if no opening can be found in the Naerie route.

Note: the following information is not available until march 1st, 2004, when an official announcement has been given during an Onnwall special event.

The recent trade agreement with Naerie has soured her relation with the Counsel considerably. While some trade opportunities have been opened, Hazendel's restrictions of the trade mean Pitchfield's merchants will benefit far less than they had hoped. The fact that they were not invited to the talks is also cause for them to be skeptical about the results. The recent move to Axebjerg already indicates trouble.

Motivations: Cessera hopes to negotiate for free passage for trade caravans from her guild. While she is in favor of open trade with Ahlissa, she fears that Newkeep has too much influence in any trade that passes through the area.

The guild mistress is prepared to play it hard, and use her influence to frustrate current agreements if needed.

Attracting her attention: Cessira is looking for people with an instinct for business. She values people who are honest and steadfast, but who are not too emotional about affairs. She expects people to support her claims, but will tolerate criticism if one can present solid arguments.

☞ Lord Marrec Hugher [MA-rek YOU-gar], President of the Benefit

Human (mixed) Clr4, AL LN

Recognize Skill: Knowledge (nobility & royalty), Knowledge(local) or Knowledge(religion) if the PC is a worshipper of Zilchus

Description: Lord Hugher is a portly man, quite a match in his earlier years but with age showing. He has a small moustache and uneven teeth, but a catchy smile

and a warm voice. He dresses in loose fitting clothes, decent but not very opulent. He wears a prominent silver symbol of Zillchus.

Background: [DC 12] Lord Hugher is a senior priest of Zilchus, and the most visible face of the Benefit. He is Senior Administrator, and conducts all businesses with the farmers. He reports to Lady Counselor Elyda Velsher.

[DC 17] Hugher is originally from Naerie. He is a distant member of house Darnen – like Donner – and openly supports open trade between Ahlissa and Sunndi.

[DC20] Hugher followed up Meladrin, a man who turned out to have been cooperating with the bandits for as yet unknown purposes. Meladrin's treason has done quite some damage to the Benefit's reputation, and Hugher has had his work cut out to restore confidence in the organisation.

Motivations: Lord Hugher simply desires to make the Benefits into a success. He feels that taxes are currently – unfortunately – necessary. If enough farmers will join the Benefit, revenue may eventually make these taxes unnecessary, but even then the battle against the bandits may last years, as it is hard to root them out. Hugher finds the Federation of Free Trade a brave but foolish venture, as he believes the farmers have not enough economical power to make their own case, and their resistance harms the Benefit.

Attracting his attention: Hugher is only very shortly present, so it is not easy to impress him. Being business like and to the point may draw his attention. He values people who are willing to compromise in order to get what they want, and those who have a nose for negotiations. He does not much like flattery.

🔱 Jende Sallud-Bovey [YEN-da sa-LOOT bow-VEE], Baroness of Dunshore

Female Human (Suel), Ari5, AL N

Recognize Skill: Knowledge (nobility & royalty)

Description: The baroness is an elder Suel woman with gray hair tied in a knot on the back of her head. She oftentimes wears small glasses, having long ago past the moment where vanity would have persuaded her to go with reduced vision.

Background: [DC 12] The baroness is a distant relative of the Donner family, and has been the ruler of these lands for over thirty years, though the title of baroness was only bestowed upon her after the Greyhawk wars.

[DC 18] She has since ruled the barony with a just hand. While she leaves many tasks to Kajaziarena, she is still very much in charge, and any advise – even that from her lover – is carefully analyzed.

[DC 20] As such she is not a quick decider, and it took her the best part of a year before she followed Kajaziarena's advice to support the Federation of Free Trade.

Motivations: The baroness hopes merely to end the onslaught of the bandits on her land. She does not like to aggravate the Donners, to which she pays fealty, but feels something needs be done. She also hopes that the negotiations may prompt more trust from the count – allowing her to expand her own force of guards without provocation, so she is not dependent on those of Newkeep.

Attracting her attention: The baroness will take to people who carefully weigh their words and who do not charge in without a plan. She dislikes it when people rush things, and anyone who can take their time to come to an decision may get her respect.

🔱 Kajaziarena [ka-ya-zee-a-RAY-na]

Female human (Suel) Mnk13; AL LE

Recognize Skill: Knowledge (nobility & royalty)

Description: Kajazierena is a middle aged woman, very thin and seemingly fragile, but in reality energetic and vibrant. She has blond hair, cut to the shoulders and slightly curly, dark blue eyes, and pale skin, all the trademarks of a Suel. She carries a long green dress, a sign of her affiliation with the baroness, though they are not robes of office.

Background: [DC: 12] Kajaziarena is the financial advisor of baroness Jende Salud-Bovey.

[DC: 16] The woman is cold and calculating. She is a listener, and hardly ever talks. She can be quite charming if she wants to, but has a reputation of being very strict, and has few friends. In the baroness household, she officially holds the position of financial advisor. Kajazierena prompted the baroness to support the Federation of Free Trade, and arranged for Barbras Shouten to be present.

[DC: 18] Kajazierena is also the baroness' lover.

[DC 20] Even though they don't like her much, Kajazierena commands respect with the baroness' guards, and this have given her some influence of them. In the end, she has no true authority, and will yield to the orders of commander Thaesh (Ftr 4, NG).

Since the bandit raids started, she has pushed for more guards, but the baroness has not yet given in to this advise.

[DC 25] Though she can take care of herself quite well, the baronial advisor is heavily guarded, and there is always at least one man at arms at calling distance. Some say this is for her safety, others claim it is to protect those she meets.

[DC 30] It is rumored that Kajazierena was formerly an agent of the Scarlet Brotherhood, sent to the Sunndian courts to manipulate the western counties so they would easier fall to the brotherhood's forces. What is true of this is unknown, but when the Brotherhood took Idee, she was captured and briefly imprisoned. Shortly after this, the woman was released from custody, and re-instated as the advisor of the baroness Jende Salud-Bovey, though without the influence she formerly wielded. Some people say she was innocent, while others claim she gave away Brotherhood secrets in exchange for her freedom (though why she was not then banned is anyone's guess). Most feel that the relationship between the two women has clouded the baroness' judgment.

Motivations : Kajaziarena is evil, but pledged to abide to the law in Dunshore, and working hard to grow out of her despise for non-Suel races. Jende has hopes that the woman will eventually turn from her evil ways, even though most other people who know her have their doubts. In this scenario at least, Kajaziarena is innocent – and a possible ally – and attacking her without provocation is an unlawful (and possibly evil) act.

Attracting her attention: Kajaziarena is cold and calculating, but may draw to female Suel who can pace her in an analytical discussion of racial supremacy. Kajaziarena maintains that Suel are fit for rule as they 'obviously' wield superior mental powers, but even those who disagree may gain her respect if they can come with sound arguments. Of course not everyone will like an evil NPC as a potential mentor.

Ritháinne [ree-ZA-ee-nay], Captain of the Grey Scouts

Female elf Ftr4, AL CG

Recognize Skill: Knowledge(history)

Description: Ritháinne is a gray elf, of slim build, with long dark blond hair and dark grey eyes. She is longer than your average elf, and rather sharp features. On of her ears has a scar that runs across the shell up to her neck..

Background: [DC 15] One of the olven commanders that led the skirmishes in the battle of Rieuwood, Ritháinne is a capable commander.

[DC 20] She is not herself a formidable fighter, but a good strategist. She has risen in the ranks for her ability to preserve resources and to keep her soldiers motivated in even the bleakest conditions.

Motivations: Ritháinne is not interested in politics, mainly there to protect Saiuhanna. She has no trust in Ahlissans and thinks the whole trade agreement is a big mistake. She doesn't like Kahn Donner, having met him on a few occasions. She finds him a capable fighter but

also a brute whose loyalties are too much with his family instead of with the people he is supposed to serve.

Attracting her attention: Ritháinne is a warrior, and is drawn to those who are battle-hardened. She is most comfortable around those of elven blood.

Lord Hantadi [han-TA-dee] of Dalmond

Male human Rog4, AL CG

Recognize Skill: Knowledge(nobility&royalty)

Description: This man is young but slightly overweight, what a loving mother would still call 'well fed'. He has long dark blond hair, tanned skin, and large almond eyes that betray traces of elven ancestry. He is perfectly well dressed, and wears a gold earring (which detects as magical).

Background: [DC 10] Hantadi is the son of lord Farindhar of Dalmond.

[DC 12] Dalmond is one of the counties that has the most problems with the taxes levied by Pelsand, as traffic and trade in the region has plummeted.

[DC 15] He is a lover of the pleasures of life, especially food.

[DC 18] He also is a gambler, and in his own way, a great sponsor of Nerubo, as he has spend many a coin in their gambling halls.

Motivations: Hantadi is not a man who you would expect to talk politics. Indeed, during most of the dinner, he is more involved with his food than with the talks. He is less involved with the matter than his father, who was among the counts who voted for the meeting.

Still, Hantadi is well aware of the political situation. Unlike most others though, he does not have much hopes that the meeting will be successful.

Attracting his attention: Hantadi draws to people who are passionate about games, drink, and food. Women quickly have his attention. He likes to flirt, and will avor those who can play his game rather than reject him openly.

Lord Armenis Bregohan [ar-MAY-nis BRA-gow-an] of Pawluck Valley

Male human (Oeridian) Ari3, AL LG

Recognize Skill: Knowledge(nobility&royalty)

Description: Armenis is aone of the

Background: [DC 10] Armenis is one of the few nobles that still live in Pawluck Valley. He is not a local but heads from the North. He is a member of an old Oeridian line, and very proud on it.

[DC15] Armenis family was penniless, and it is this reason that he married to Tasali, a lone woman from low birth but very wealthy. Unfortunately his wife is less

docile than he might hoped, and rumors of her unfaithfulness are threatening to ruin his family name.

[DC20] Before the Greyhawk Wars Armenis was a member of the church of Heironeous. He claims one of his ancestors was once member of the Knight Protectors.

[DC25] Armenis never had to surrender his title, as the Oeridian line he came from is not associated with the Kingdom houses. He still feels the measure is unreasonable, and that Hazendel should withdraw it.

Motivations: Armenis feels that the whole situation is because of the chaotic rule of Hazendel. He tries to be diplomatic about it, but in his opinion the country would be run far much better if stricter rules would be applied, in fact, he wonders if an elf could run a human dominated country.

He is supportive of Donner, but he expects to be able to talk him into dropping the taxes, in exchange of which Pawluck Valley will be willing to aid the county in rooting out the bandits.

Attracting his attention: Armenis values valor, honour, and loyalty. He expects people to be disciplined and places much value on traditions. If anyone makes a pass at his wife, he grits his teeth, not willing to make a scene, but that person is unlikely to get his support.

♣Lady Tasali Bregohan [ta-SA-lee BRA-gow-an]

Female human (Mixed) Ari1, AL CN

Recognize Skill: Knowledge(nobility&royalty)

Description: A pretty woman twenty-some years with dark hair, and a full figure, dressed to be noticed. Her dress accentuates her figure and carefully applied make up gives her a girlish look.

Background: [DC 12] Tasali is the wife of Lord Bregohan.

[DC15] She is the sole heir of a small family fortune, obtained by her father, rumors say, with illegal dealings during the war. Her fortune is vast, but her family's reputation poor. A marriage with the bankrupt Bregohan family brought many connections and a high status. It does not seem to be a happy marriage though, and many wonder how long it will last.

[DC18] Being the wife of an influential noble becomes the girl. She has made many friends, being quite keen on her husbands rivals and critics.

Motivations: Tasali's is present as she is Armanis' wife, but that doesn't mean she has no opinion. Being the one who manages the family's fortune, she has a keen interest in economics. She realizes that the taxing in Pelsand are bad for the region. Unlike her husband, she

feels the problem is with Donner, and that it is his pride that is the main obstacle.

Tasali is not very forthcoming with her opinion. However, she enjoys aggravating her husband, and will take the opposite stand in a discussion if given the opportunity.

Attracting her attention: Tasali draws to men like moths to a flame, and she flirts openly with any present. Looks don't matter much – anyone who works on her husband's nerves will do.

♣Saiuhanna [sa-you-HA-na], the Voice of Reason

Female elf Ari6/Sor4, AL NG

Recognize Skill: Knowledge (nobility&royalty)

Description: Saiuhanna is a gray elf woman of high standing, approaching middle age, but still looking as beautiful as if she was a young girl. She is dressed in an emerald green dress and wears a thin silver veil over her dark hair.

Background: [11] Saiuhanna is an accomplished sorceress in her community, though people maintain she might have grown more powerful has she given herself fully to her study.

[15] Instead, she has spend quite a large portion of her years as a mediator between the elves of Esparithen and the Dwur of the Glorioles, whose relationships have not always been the best.

[20] Saiuhanna is an important confidant of Princess Eyanata, mostly on matters of court etiquette. The counsel in Intasinudur – Esparithen's capital –listens to her advise when it comes to relationships with outside forces.

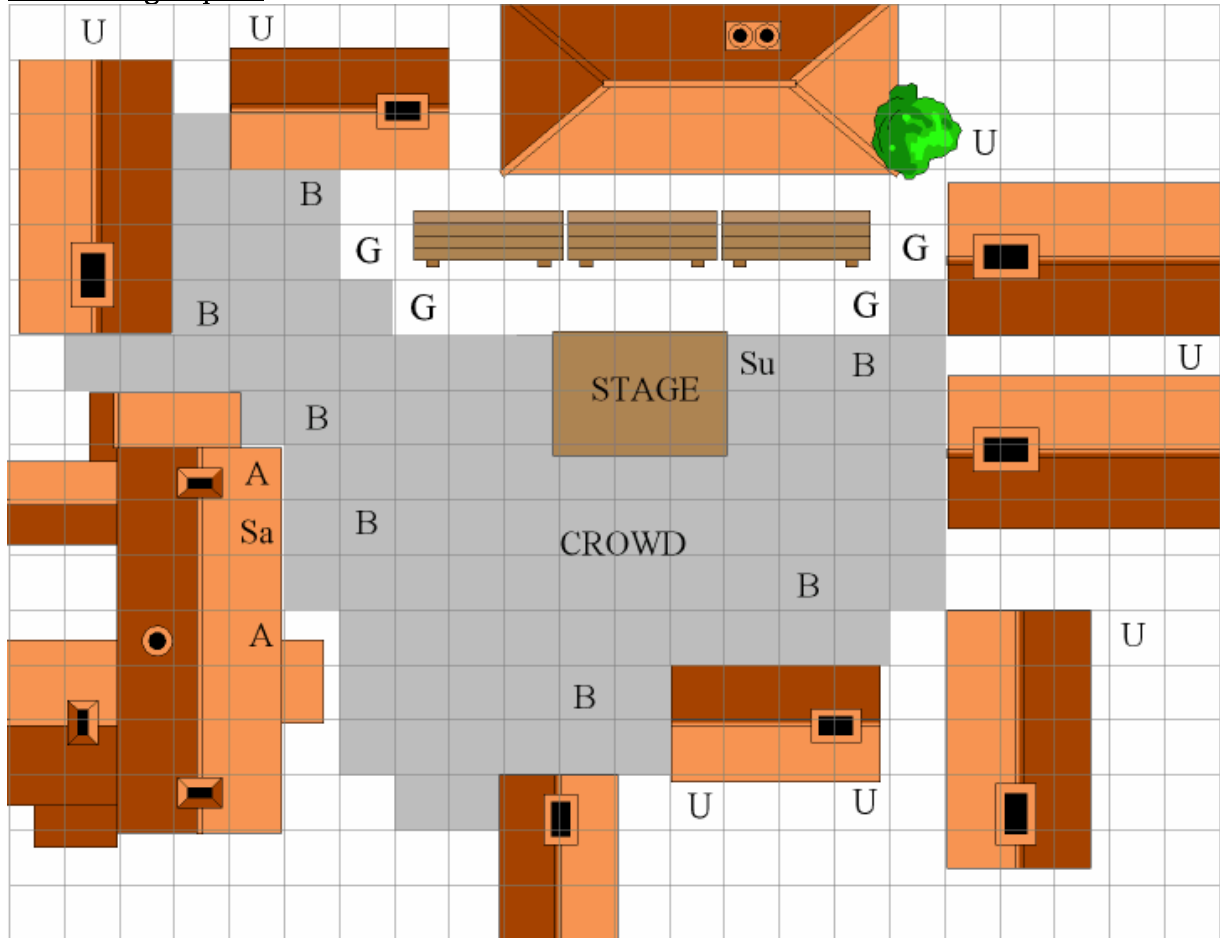
[25] Saiuhanna was also a close friend of Donner wife, Eliazadrel, who died during the battle for Newkeep. She is therefore on good terms with the Donner family and expected to have much more chance to open negotiations.

Motivations: Saiuhanna is merely hoping to open up a dialogue. She does not expect anything will be solved soon, and fears people have far too high expectations of the meeting. She feels that the matter can be solved more quickly if Hazendel and Donner talk out their differences.

Attracting her attention: Saiuhanna values people who are diplomatic and sensitive of other peoples feelings. Knowing how to arrange a compromise is more important than determining who is right, and she values those who bring peace and quiet over those who hang on to their principles at all cost. While she considers freedom one of the greatest goods,

sometimes you may be forced to sacrifice it to gain
peace.

Dunn Village Square



B: Bandit
U: Undead dogs (hiding places)
A: archer
Su: Suyess
Sa: Sabok
G: Newkeep Guard

Appendix 7: New Rules Items

Blighter

(Source: *Masters of the Wild*, page 48)

When a druid turns away from the land, the land turns away from her. Some ex-druids make peace with this change; others seek to restore the bond. A few, however, actually embrace their disconnection from nature and become forces of destruction. These few, called blighters, leave their mark wherever they tread.

A blighter gains her spellcasting ability by stripping the earth of life. A swath of deforested land always marks her path through the wilderness.

The vast majority of blighters are nomadic loners constantly in search of green lands to destroy. Some are grim; others laugh at the destruction they wreak. Almost all, however, are friendless and mad. What puts them over the edge is the knowledge that nature gets the last laugh: To gain their spells, they must seek out the richest forests of the land, even if it's only to destroy them. Thus, even though they've turned away from nature, they must constantly return to it.

Only human ex-druids seem attracted in any number to the blighter's path. Legends say that few elven druids have also turned to destruction over the millennia – a terrifying prospect given how much land they could destroy in their long lifetimes.

Hit Die: d8.

Requirements

To qualify as a blighter, a character must fulfill the following criteria.

Alignment: Any non-good.

Special: The character must be an ex-druid previously capable of casting 3rd-level druid spells.

Class Skills

The blighter's class skills (and key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (herbalist) (Wis), Spellcraft (Int), Swim (Str), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the blighter prestige class.

Weapon and Armor Proficiency: Blighters gain no weapon or armor proficiencies.

Spells per Day: At each blighter level, the character gains spells per day according to table A7-1. She does not, however, gain any other benefit that a druid of that level would have gained. She must choose her spells from the blighter spell list, below. The blighter's caster level is equal to her blighter level plus her druid level.

The blighter gains access to her daily spells through *deforestation* (see below). If she goes more than 24 hours without deforesting a wooded area, she cannot cast spells until she does so.

The default divine focus for any spell cast by a blighter is a desiccated sprig of holly or mistletoe. Any material component for a blighter's spell must have been dead for at least a day before use.

Deforestation (Sp): Beginning at 1st level, the blighter can kill all nonsentient plant life within a radius of 50 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another druid (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wisdom bonus) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants saved by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded.

Deforestation enables the blighter to cast her daily allotment of spells. This ability works in any terrain, but deforesting a sandy desert, ice floe, or other environment with only sparse vegetation does not empower the character to cast spells.

Burning Hands (Su): This ability, gained at 2nd level, functions like the *burning hands* spell, except that the blighter can use it as often as desired, turning it on or off as a move-equivalent action, and it does 1d4 points of fire damage per round.

Sustenance (Ex): At 2nd level, the blighter no longer needs food or water to survive.

Undead Wild Shape (Sp): At 3rd level, the blighter regains a version of the *wild shape* ability. *Undead wild shape* functions like *wild shape*, except that the forms available are those of undead creatures (specifically skeletons) formerly of the animal type. A skeletal animal has the statistics of a properly modified animal with the skeleton template (see the skeleton entry in the *Monster Manual*).

The blighter gains one extra use per day of this ability for every two additional blighter levels she acquires. In addition, she gains the ability to take the shape of a Large skeletal animal at 5th level, an incorporeal skeletal animal at 7th level, and a Huge skeletal animal at 9th level.

Speak with Dead Animal (Sp): At 4th level, the blighter can converse with dead animals. This ability functions like a *Speak with Dead* spell cast by a cleric of a level equal to the total of the character's druid and blighter levels, except that it affects only corpses of animal creatures. It is usable once per day.

Contagious Touch (Su): At 5th level, the blighter can produce an effect like that of a *contagious touch* spell once per day. She gains 1 extra use per day of this ability for every two additional blighter levels she acquires.

Animate Dead Animal (Sp): This ability, gained at 6th level, functions like an *animate dead* spell, except that affects only corpses of animal creatures and requires no material component. It is usable once per day.

Unbound (Sp): At 8th level, the blighter can temporarily separate a bounded animal or magical beast (such as an animal companion, familiar, or mount) from its master once per day. The target creature must be within 40 feet of both its master and the blighter. If the master fails a Will save (DC 10 + blighter level + blighter's Wisdom modifier), the bond terminates as if the servitor had died, though this does not cause experience loss in the case of a familiar. Normally hostile creatures attack their masters but are otherwise unaffected. The bond returns after 5 rounds per blighter level, restoring all benefits. Alternatively, the master can regain the servitor through the normal methods of acquisition.

Plague (Su): At 10th level, the blighter can spread disease over a large area. This ability functions like the contagious touch ability, except that no attack roll is required and it affects all targets the blighter designates within a 20-foot radius. Plague is usable once per day and costs one daily use of the contagious touch ability.

Blighter Spell List

Blighters choose their spells from the following list.

0 level – *darkseed, detect magic, detect poison, flare, ghost sound, inflict minor wounds, read magic.*

1st level – *bane, burning hands, curse water, decomposition, detect undead, doom, endure elements, inflict light wounds, invisibility to animals, ray of enfeeblement.*

2nd level – *chill metal, chill touch, darkness, death knell, fire trap, flaming sphere, heat metal, inflict moderate wounds, produce flame, resist energy, warp wood.*

3rd level – *contagion, deeper darkness, desecrate, diminish plants, dispel magic, inflict serious wounds, poison, protection from energy, stinking cloud, vampiric touch.*

4th level – *antiplant shell, animate dead, blight, death ward, flame strike, inflict critical wounds, kiss of death, languor, repel vermin, rusting grasp, transmute mud to rock, transmute rock to mud, unhallow, wall of fire.*

5th level – *acid fog, antilife shell, contagious touch, create undead, firestorm, forbiddance, greater dispelling, mass inflict light wounds, protection from all energies, repel wood.*

6th level – *antipahty, control undead, earthquake, epidemic, finger of death, foresight, horrid wilting, invulnerability to energy.*

New Spells

Contagious Touch (Masters of the Wild)

Necromancy [evil]

Level: Drd 6, Blighter 5

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

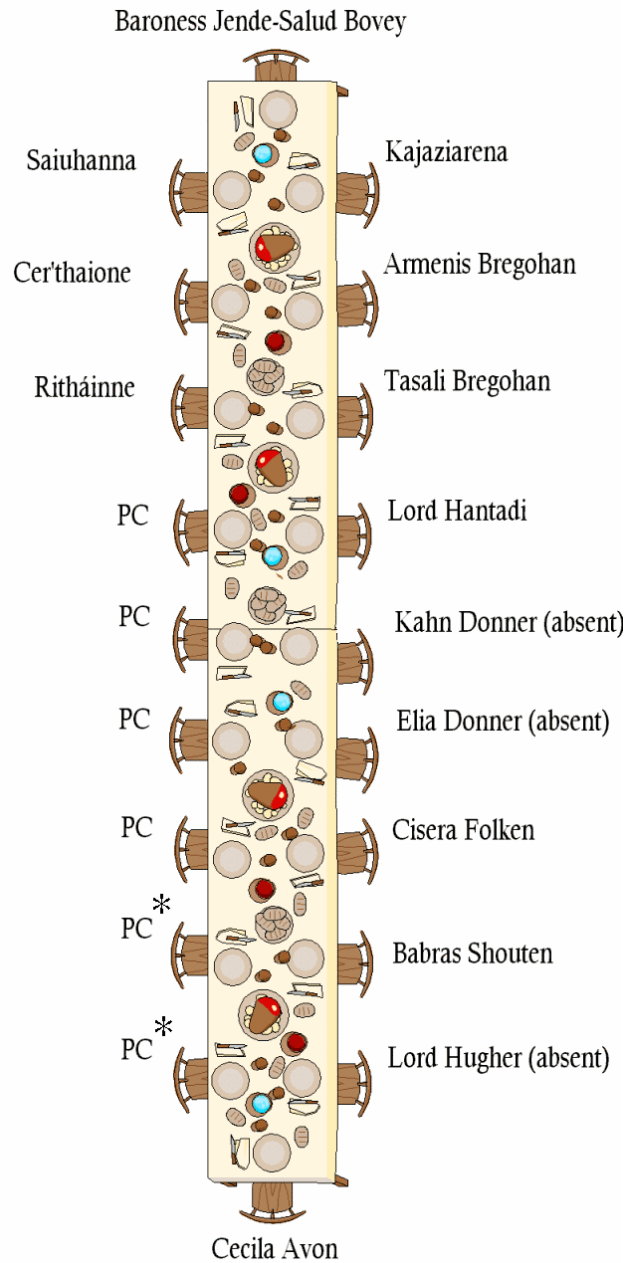
Saving Throw: Fortitude negates

Spell Resistance: Yes

Upon casting this spell, you must select one disease from this list: blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom (see Disease in Chapter 8 of the *Dungeon Master's Guide* for descriptions). Any living creature you hit with a melee touch attack during the spell's duration is affected as though by the *contagion* spell, immediately contracting the disease you have selected unless it makes a successful Fortitude save. You cannot infect more than one creature per round.

Class Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1st	2nd	3rd	4th	5th	6th
1 st	+0	+2	+0	+2	<i>Deforestation</i>	2	1	0	-	-	-	-
2 nd	+1	+3	+0	+3	Burning hands, sustenance	2	2	1	0	-	-	-
3 rd	+2	+3	+1	+3	<i>Undead wild shape</i> 1/day	3	2	2	0	-	-	-
4 th	+3	+4	+1	+4	<i>Speak with dead animal, undead wild shape</i> 2/day	3	3	2	1	0	-	-
5 th	+3	+4	+1	+4	Contagious touch 1/day, <i>undead wild shape</i> (Large)	4	3	3	2	0	-	-
6 th	+4	+5	+2	+5	<i>Animate dead animal, undead wild shape</i> 3/day	4	4	3	3	1	0	-
7 th	+5	+5	+2	+5	Contagious touch 2/day, <i>undead wild shape</i> (incorporeal)	5	4	4	3	2	0	-
8 th	+6	+6	+2	+6	<i>Unbond, undead wild shape</i> 4/day	5	5	4	4	2	1	0
9 th	+6	+6	+3	+6	Contagious touch 3/day, <i>undead wild shape</i> (Huge)	6	5	5	4	3	2	1
10th	+7	+7	+3	+7	Plague, <i>undead wild shape</i> 5/day	6	6	5	5	3	2	2

Player Handout 1: Seating Arrangements



Note: If there are less than 6 PCs, Cecilia Avon moves up to be seated in one of the places indicated with a “*”.

Player Handout 2: Torn Letter

Jasped,

Hopefully this message will reach you afore the Donners arrive this evening. We have just obtained a report of one of our outposts that was attacked two days ago.

It seems a group of thugs have been recruited for purposes yet unknown. We suspect them to move near Dunn in the coming days. Arrange for guards to be present at the Dunn road when the party arrives.

We do not wish any disturbances. Keep

confidential. Kajaziarena is

of affiliations with the

The group includes several

hounds. One name, S

from Eyedri

a connection

*Jasped,
Hopefully this message will reach you afore the
Donners arrive this evening. We have just
obtained a report of one of our outposts that
was attacked two days ago. It seems a group of
thugs have been recruited for purposes yet
unknown. We suspect them to move near Dunn one
of these days. Arrange for guards to be pr...
At the Dunn road when the party arrives.
We do not wish any disturbances. Ke...
confidential. Kajaziarena n...
of affiliations with the ...
The group includes ra...
hounds. One name, S...
from Eyedri...
a conn...
f...*

Player Handout 3: Cer'thaione's Prophecy

"Woe! Beware! Traitors and scoundrels! Death looms! The march has started. She wields the arrows of the sun as her weapon, stained with blood. The drake rises from the depths to her aid, and due its breath the realm is surely doomed. Her greed unsated, she hungers forever, and in her path, the blood of the Aerdy will flow a red tide in the parting waters. The war begins."