

NMR3-04

The Wealth of Nations

A One-Round D&D LIVING GREYHAWK[®]

Nyrond and Her Environs

Meta-Regional Adventure

Version 1

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The Temple of Zilchus in Radigast City is seeking honest adventurers to find valuable cargo that disappeared during an important pilgrimage to Rel Mord. An outdoor-based adventure for APLs 2-12.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That

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

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the DM records the players and his or her RPGA numbers on the RPGA scoring sheet and provides the sheet to the event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

bring four or fewer animals of this type, and animals with different CRs are added separately.

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.
4. 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. Three or 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 three things that you can do to help even the score.

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

Time Units and Upkeep

This is a standard one-round Meta-Regional adventure, set in the County of Urnst and Nyronde. Characters native to the County of Urnst, the Duchy of Urnst, Nyronde, Ratik, and the Theocracy of the Pale pay one

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

	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

Adventure Background

Zilchus is the god of money, business, prestige, power, and influence. Although Zilchus is a member of the Oerdian pantheon, he is commonly worshipped throughout the Flaeness.

Temples of Zilchus provide important support for business and commerce wherever they are located. One of the most important of these services is the exchange of money. Travelers with coins from other countries often visit the local Temple of Zilchus to exchange their foreign money for the local coin.

What the Temples of Zilchus do with the foreign coins is varied. The Temple of Zilchus of Radigast City in the County of Urnst has been returning the coins of the Kingdom of Nyronde to Nyronde for years and using the coins to purchase goods that can be sold in the County. This practice is usually discontinued in times of unrest (such as during the Greyhawk Wars), and some within Radigast City's temple believe that recent events in Tenh and Midmeadow are a good reason to temporarily shut down the money caravans.

It is against this political backdrop that a group of Tenhish bandits have robbed the most recent of the Zilchan caravans to Nyronde. Humel Crandt was a man of some importance in Tenh prior to the invasion of creatures from the ethereal plane. He had been a minor leader under the Stonehold, and had offered his daughter to the clerics of Iuz so that she might be trained as one of them.

The ethereal invasion drove the Crandt family from Tenh. Humel Crandt, his wife Aleesta, now-adult daughter Katrice and son-in-law Yandert quickly crossed the Theocracy of the Pale and found themselves in the northwestern Kingdom of Nyronde. They spent a great deal of time in the Nyronde city of Moewbrenn, and it was there that Humel and Aleesta determined that their best chance of regaining some of their lost money, power and influence would be to pay tribute to Sewardnt, the traitorous prince of Nyronde. Having escaped Tenh with almost no funds of their own, they decided to raise funds to secure a place with Sewardnt by robbing travelling merchants—especially those loyal to Nyronde's King Lynwerd I.

The most recent of the Zilchan caravans which carried 10,000 gold Nyronde nobles departed Radigast City and was attacked twelve days later by the Crandt family outside of the town of Kerrinn. The ensuing battle did not go well for either Zilchan or Crandt. The Crandts thought they had slaughtered all of the Zilchans, but unbeknownst to them Olgar Talmot was able to hide

nearby although he soon died from a mortal wound suffered during the battle.

The Zilchans were able to kill Humel Crandt and seriously wound Yandert. Moreover, Katrice was the recipient of a nasty disease when she triggered a *glyph of warding* while opening the chest that the Crandts found with the caravan. The Crandt family needed to recover before they were able to travel to the Gnatmarsh, which was the rumored location of the exiled prince.

The Crandt family recovered in the home of an insane priest of Ralishaz named the Seneschal of Swine. After five days, the Crandt family stole the Seneschal's horses and set forth for the Gnatmarsh, but briefly stopped in the City of Beetu where they were given false directions about how to find Prince Sewardnt.

On the day following the attack on the caravan, Aeri Hart of the village of Kerrinn found the site of the battle. He immediately reported it to Pendren Tornock, who is the priest of Zilchus in the town of Kerrinn. Pendren used a *sending* scroll to notify Vicar Vondelia Hanturl of the attack.

The adventure begins when the vicar attempts to hire the PCs to recover the missing gold.

Adventure Summary

Introduction – You Can't Take It with You

The PCs are in Radigast City exchanging foreign coins for the local nobles. They will be introduced to Vicar Vondelia Hanturl who wishes to hire them in a likely futile attempt to recover the gold missing after the heist on the caravan.

Encounter One – Ordinary People

The PCs travel to the Nyronde border town of Kerrinn where they will meet a local who can take them to the scene of the bandit attack.

Encounter Two – The Sting

The PCs investigate the site of the bandit attack. When examining the remnants of the wagons, they will be attacked by a swarm of vermin. They also may find the body and last will of one of the caravan's riders.

Encounter Three – One Flew over the Cuckoo's Nest

The PCs encounter an insane cleric of Ralishaz who has preserved the dead body of one of the bandits. They may learn some information from either the cleric or the body about the bandits' motivations and destination.

Encounter Four – On the Waterfront

The PCs arrive in the town of Beetu, which is on the northeast edge of the Gnatmarsh. With proper information gathering, they can find a person who accepted the bandits' money in exchange for false directions to finding Prince Sewarndt.

Encounter Five – Wings

The Gnatmarsh is a hazardous place to travel and, unless the PCs have taken appropriate precautions, they may find themselves attacked by the infamous Gnatmarsh mosquitoes.

Encounter Six – A Man for All Seasons

Arriving at the location where the bandits thought that they would meet Sewarndt, the PCs encounter a grotesque amalgamation of other adventurers. The thing will attack the PCs in a blind rage.

Encounter Seven – In the Heat of the Night

The bandits will watch the PCs battle with the cursed thing and attack when at an inconvenient time.

Conclusion

If successful, the PCs will be rewarded and praised.

Introduction – You Can't Take It With You

This is a roleplaying encounter intended primarily to give the PCs their hook for the mission.

When the players are ready to play, please read or paraphrase the following:

You have done this so many times that it has become second nature. You possess coins from a foreign land, and you need to exchange them for the coin of the realm. The Temples of Zilchus are always willing to exchange foreign moneys, and they always seem to give you a fair deal—a deal so fair that you rarely notice the small fee that they charge for the exchange. It is just another expense like food and lodging that an adventurer like yourself has come to think of as part of your regular upkeep.

Today, you are exchanging your foreign coins for the nobles and castles of the County of Urnst. When you arrived in Radigast City, you heard tell of a merchant in the marketplace that was selling protective rings for a mere 200 nobles and, although you find that claim fairly unlikely, it might not hurt to check out the marketplace and see if it offers anything of interest.

Radigast City's temple to the Oerdian god of commerce is a magnificent structure located not far from the Countess' tower. Inside, the décor is opulent and no expense has been spared to make the structure one of the most impressive in the capital city.

While you are waiting to exchange your coins, you are approached a young priestess dressed in vibrant royal colors and wearing a gold holy symbol about her neck. "Would you please come with me?" she asks. "Vicar Vondelia Hanturl would like to oversee your transaction personally."

Any PC that doesn't accompany the priestess—whose name is Poletta—is likely finished with the adventure.

Any PC with Knowledge (Local) dedicated to the County of Urnst who succeeds at a skill check (DC 15) or a bard or cleric who hails from the County of Urnst will know that Vicar Vondelia Hanturl is among the ten highest ranking clerics of Zilchus in Radigast City's temple. She often attends the city's functions and is generally well-regarded.

Assuming the PC accompanies the priestess, please read or paraphrase the following:

The priestess walks you through the resplendent common area to a small room with a solid oak table surrounded by comfortable chairs. There are others waiting as well. "If you would please have a seat", the priestess states, "Vicar Hanturl will be with you shortly." After supplying you with a pitcher of pomegranate juice for refreshment, she leaves you alone with the others waiting in the room.

A handsome middle-aged woman with Oerdian features and wearing well-tailored vestments enters and addresses each of you. "Thank you for agreeing to meet with me. I know that your time is valuable and I have no intention of wasting it. I have a business proposition for you and, if it does not interest you, then I will make sure that the Temple conducts any exchange of your moneys at the favorable rates that we reserve for foreign dignitaries. But I have a hunch that my proposition will interest you."

"I am Vicar Vondelia Hanturl, and I am a member of the clergy at this temple. Might I trouble you for your names?"

At this time, have the PCs briefly introduce themselves to Vicar Hanturl and to each other.

Vicar Vondelia Hanturl: Female Human Clr8 (Zilchus). Diplomacy +14.

After such introductions, please read or paraphrase the following:

“I asked my assistant to watch for individuals who appeared might be reliable and honest adventurers. I fear that I have a problem that might require your services. Unfortunately, it is a sensitive matter and I am going to have to establish some fairly firm guidelines before I can even tell you about it. So let me be blunt, if any of you attempt to turn the situation to your own advantage and keep property rightfully belonging to this temple, then I will have no choice but to have you found and prosecuted as a criminal. If you do not believe that you can respect the Temple’s rightful ownership of property, then I would ask you to leave now.”

At this point, if any PC has a problem with the vicar’s position, allow the player to swap out the PC for another PC who might be more appropriate for the mission. Otherwise when all PCs have indicated their understanding of and agreement to the vicar’s terms, she will continue.

“Excellent. As you know, one of the functions of our Temple is to exchange foreign moneys for local coins. What you might not know is what we do with the foreign moneys. When we have accumulated enough coins of a friendly realm, we have our most skilled and highly trusted clerics and warriors return the coins to that nation. They would typically use the coins to purchase products in the foreign land and return those goods here to be sold.”

“Thirteen days ago, one of our caravans left on such a mission to take Nyrondeese nobles and purchase goods in the Kingdom of Nyronde. They intended to travel to Rel Mord to make the purchases, but yesterday I learned that they were attacked and killed outside the town of Kerrinn just on the other side of the Nyrondeese border. I am told that the entire caravan has been killed.”

“What I would like your group to do is to go to Kerrinn, see if you can find the Nyrondeese moneys that they were escorting, and take whatever funds you find to Chancellor Pitar Hondel at the Temple of Zilchus in Rel Mord.”

The PCs likely have several questions for the vicar, so answer them to the best of your ability using the following questions and answers as guidelines. She has no reason to lie to the PCs, so any Sense Motive checks will indicate that she appears to be telling the truth.

How much will you pay?

“The Temple of Zilchus values the service that you would be providing to it. Your group would be entitled to keep [1% times APL] of all the funds that you recover. The remaining funds should be delivered to the Temple of Zilchus in Rel Mord. Understand, of course, that we hold no claim on anything that you might find other than the moneys that the caravan oversaw. And even if you should not find the money, I will see that you are paid a minimum amount for your trouble.”

The amount that she is offering is intended for the whole group, and not per PC.

The vicar expects the PCs to ask for a larger percentage of the gold, and she only intends the amount offered as a starting position. She will settle on 2½% times the APL of any funds recovered. As is discussed below, she is willing to offer the PCs a minimum income of (50 gp times APL).

Vicar Henturl is a highly-skilled negotiator, so be sure to roleplay her as such. She will attempt to compliment the PC every time that she counters an offer that she is unwilling to accept. For example, she might say something like, “Your services are certainly worth the price you ask, but I fear that it is more than we can afford to pay. We could certainly afford to pay you ___ if that would be acceptable.”

How much money was there?

“The caravan left here with approximately 10,000 in value of Nyronde’s gold nobles. I have no way of being certain that you will find any of that.”

Note that this money is not entirely all gold nobles. The coins include sterlings (pp), shinepieces (ep), and shields (sp).

How was the money carried?

“The caravan carried the money in a large chest approximately two feet tall, two feet deep, and three feet long. The caravan also had a lot of other goods with it to divert attention from the wagon.”

What makes you think that we will find anything?

The men and women who accompanied the caravan were among the most dedicated and loyal Zilchans in the land. I owe them my best attempt even if it comes to naught.

What if we don’t find the money at all?

“Unfortunately, that’s likely what will happen. If you are not able to recover any of the coins, I will see that each of you are paid [50 times APL] nobles for making the attempt. And if you should only find a fraction of the coins, I will make sure that you receive no less than [50 times APL] nobles for making the attempt.”

What route did they plan to take?

“The normal route was almost directly a straight line from Radigast City to Kerrin. They tried to stick to the roads where possible, but they also tried not to attract too much attention to themselves. Once they were in Nyronnd, my understanding is that they have to veer south slightly to avoid the desolate lands around the Barren Keep.”

How did you know that the party died outside of Kerrinn?

“I received word via a *sending* spell from a priest of Zilchus in that town’s temple. One of the townspeople discovered their bodies.”

What else do you know?

“Very little. The *sending* spell can only convey a limited amount of information. I am certain that there are more details to be learned in Kerrinn.”

What were the Zilchan’s names?

“There were a dozen men and women, led by Gandolyn Pikar, a paladin in service to this temple. His second in command was a woman named Friodianna Alandor. The next in rank was Olgar Talmot, one of the few truly gifted merchants that was in our service. I should provide you a list of the names.”

How far is it?

“I am told that it is approximately 200 miles from Radigast City to the Franz River. The town of Kerrinn lies just beyond the Franz. Rel Mord is perhaps another 250 to 300 miles after you have crossed the Franz.”

Why not send a group of Zilchans?

“Unfortunately, there are many voices in the temple that wish to discontinue caravans to Nyronnd because of the unrest surrounding the city of Midmeadow and the strange creatures that have invaded the Duchy of Tenh. I would prefer to handle this myself and avoid any repercussions with others in this temple.”

When the players are ready to begin the journey, please read or paraphrase the following:

When she senses that you have no further questions, Vicar Henturl asks, “One last thing: I assume you have your own transportation, do you not? If not, I can arrange to loan you some horses which you can return to the Temple of Zilchus in Rel Mord when your journey is complete. I believe that your success will depend on the utmost speed.”

The vicar can only loan light riding horses or ponies. She does not have any war-trained mounts available.

The vicar will provide the PCs a list of names of the caravan guards before they leave Radigast City. The players should be provided with Player Handout #1. She will also provide them with maps of the County of Urnst and the Kingdom of Nyronnd in the form of Player Handout #2 and Player Handout #3.

When the PCs are ready to ride to the town of Kerrinn, proceed to Encounter One.

Encounter One – Ordinary People

This is a roleplaying encounter intended primarily to let the PCs know what became of the caravan and to introduce them to the person who can lead them to the burial site. The PCs will be spending the better part of an evening among the townspeople of Kerrinn so feel free to improvise appropriate roleplaying encounters.

If the characters are travelling to Kerrinn, please read or paraphrase the following:

Travel across the lands of the County is rapid, and only a brief rainstorm on the afternoon of the fourth day interrupts the otherwise pleasant weather. You stop at roadside inns or camp in the outdoors every evening, and thankfully avoid any of the undead creatures that are rumored to plague the County’s lands.

Late afternoon on the sixth day, you ford the Franz River and set foot on Nyronndese soil. The small town of Kerrinn is not far from the river’s bank and it is perhaps an hour before dusk when you ride into town.

Most of the town’s buildings appear to be homes, but one of the buildings is clearly marked as a tavern. A blacksmith shop and general store are across the dirt road from the tavern, and perhaps 300 feet further up the road rests the town’s lone temple. The depiction of hands clutching a bag of gold over the two oaken doors reveals the temple to be dedicated to Zilchus.

The players have a choice about how they would like to approach the town. The obvious choices are set forth below, but the DM is encouraged to improvise any unforeseen approach that the characters might wish to take.

Temple of Zilchus

Pendren Tornock: Male human Clr3 (Zilchus).

The temple's sole occupant is Penden Tornock, the town's new priest of Zilchus. He is a newcomer to the town, having arrived six months ago after the death of the previous priest. He has not been well accepted by the townspeople yet, and is trying very hard to meet with their approval.

The town of Kerrinn is a somewhat prestigious assignment for the young priest because it is located so near the border. Although the town is small, it is a regular stop for travelers and rarely a day goes by when Penden is not exchanging the nobles of Nyronnd for the nobles of the County of Urnst.

The temple has a large surplus of ducats (gps) from Tenh, and Penden will ask hopefully if the PCs have need of any ducats.

Penden knows little about the caravan. They passed through the town 8 days ago (the PCs have been riding for 6 days). The following day, their bodies of the caravan guards were found on the outskirts of the Barrens. (The Barrens are the barren lands surrounding the Barren Keep for dozens of miles.) As soon as Penden was notified, he used a scroll of *sending* to contact Vicar Hendurl in Radigast City. He met her during a pilgrimage that he once made to Radigast City when he himself was accompanying merchant caravans. The temple only had one scroll of *sending* available, and Penden is not able to cast the spell under his own power. Consequently, he has not been in communication with anyone else regarding the matter.

If asked, Penden has no objection to the PCs casting *speak with dead* on the corpses, but will ask that they not disturb the bodies unnecessarily.

Penden will point the PCs to young Aeryl Hart, who can lead them to the bodies. Penden has been there himself to oversee the burial of the bodies, but does not know the area well enough to be able to get there again. Although he will point out Aeryl's home, he tells them that Aeryl and most of the other townspeople spend their evenings in the tavern.

If the PCs need any healing after Encounter Two, they can return to Penden to have him heal them. He can only cast up to second level spells. He will charge 30 nobles x spell level to cast any spells.

Additionally, the temple has several healing and restorative scrolls including, but not limited to, two scrolls of Remove Disease and two scrolls of Restoration. If the PCs should need them after Encounter Two (and only if they need them), Penden will be willing to sell these scrolls for standard prices set forth for such scrolls in the Dungeon Masters Guide. He will cast them for

free if none of the PCs are able, but will have to succeed at a caster level check to do so.

Tavern

Aeryl Hart: Male Half-elf Rgr2, hp 15; See Appendix A.

The tavern is a common place for the townspeople to gather in the evening. After satisfying himself that the PCs are not refugees from Tenh, the tavernkeeper Jeddun will allow the PCs to spend the night in the common room and stable their horses behind the building for 2 sp each (including breakfast).

The tavern does not have a bard or minstrel and mostly the townspeople entertain themselves with conversation. Any performance by any of the PCs will be greatly appreciated. Give any Perform check a +5 Circumstance bonus in determining how successfully it is received. (The patrons will not tip, but will be an extremely appreciative audience.)

If the PCs ask about the bodies or inquire about Aeryl, the townspeople will point them towards Aeryl who is sitting at a table with some others. The discovery of the bodies is among the most interesting things that has ever happened to Aeryl, so he will be happy to tell the PCs whatever he knows about the bodies.

Aeryl does not know much. The caravan appeared to be heading around the Barrens maybe three hours ride to the southeast. Aeryl was riding through the area on a hunt, and saw carrion birds circling. Investigating, he discovered the bodies of eleven men and women. All of their horses were dead and their wagons had been ransacked and their wheels destroyed. At first, Aeryl thought that maybe a troll had done the damage. But he found several sets of human tracks that lead to a place where the humans had been lurking and waiting to spring on the caravan. He found three sets of tracks leading south and another set leading further into the Barrens, but he did not see any need to try to chase down a group of cutthroat bandits.

Aeryl is willing to take the PCs to the site where the bodies were found. He'll suggest leaving at dawn and will not travel at night. He can also draw the PCs a map to the location, but will prefer the excitement of accompanying the PCs himself.

General Store

A man named Harmon owns the general store. He is particularly proud of his stock, and the general store is well stocked for such a remote location.

He knows nothing about the caravan that passed through other than that the men and women were

pleasant enough, and that they were clever hagglers and one of them talked him into selling them a set of saddlebags for much less than they were worth. Harmon also knows that Aerl found the bodies (Aerl has told everyone in town), and can point them to the tavern to find him.

Blacksmith

The blacksmith is an outstanding craftsman named Lucius, and he did not meet any of the men or women of the caravan. He only knows that they passed through because Aerl has told everyone in town. He will point them towards Aerl in the tavern.

When the PCs are prepared to leave for the gravesite in the morning, proceed to Encounter Two.

Encounter Two – The Sting

Please read or paraphrase the following text, making necessary changes if Aerl does not accompany the party:

In the morning, Aerl leads your party out of the town on horseback and into the plains of Nyron. The sun is high in the sky when the land starts to become starker and the grass begins to thin.

Aerl rides on to where a ravine can be seen. He stops his horse a safe distance from the edge and dismounts. “This is where I found the tracks. Three sets leading off that way,” he says as he points to the south. “And one set leading off that way,” he says pointing northeast.

“The fight was right over there, and the wagons and the bodies were pushed down into that ravine. When I brought Priest Tarnock out here, he and I climbed down there and buried them.”

There has been no rain in this area since the caravan party was slaughtered. The trail to the south can be picked up with a Track check (DC 22). The trail to the northeast can be picked up with a Track check (DC 23). The PCs can also tell that perhaps 6 horses galloped off to the east with a successful Track check (DC 21). If none of the PCs are capable of tracking, Aerl is capable of tracking and will automatically make the check to follow the trail to the northeast (but roll dice behind a screen for show).

Olgar Talmot made the trail to the northeast after he lost his left arm in the ambush. He was able to feign death long enough to dash to a hiding place while the bandits were tending to their own wounded and looting the wagons. Aerl and Penden did not follow the trail because they incorrectly assumed that it was made by one of the bandits.

If the PCs follow Olgar's trail, they will find his unburied body where it hid behind a rock about a half-mile away. Animal scavengers have found the body. He obviously lost his left arm. A Heal check (DC 15) will reveal that he probably died from loss of blood from the loss of his arm.

Olgar grabbed the caravan's divine scroll of *sending* as soon as the caravan was attacked. Unfortunately, he was not a spellcaster and could not use the scroll for its intended purpose. He did, however, write his last words on it. If they search his body, give the players Player Handout #4.

If the PCs follow the trail to the south, they will soon realize that it goes on for a very long way. If asked Aerl will tell the PCs that there is nothing off to the south “except for that place where the crazy pig guy lives.” If pressed, he will tell the PCs that there is a “crazy holy man about 10 miles south of here that thinks that he can talk to pigs and hogs.” If asked, he will give directions.

The ravine is 10 feet + (5 times APL) feet deep. The climb check to climb up and down the walls of the ravine is DC 3+APL. The PCs have arrived at a narrow point in the ravine and it widens as it moves away from them. (Draw the ravine in roughly a “V” shape with the PCs at the point of the V.)

Before the PCs proceed into the ravine, give them a Spot check (DC 20+APL) to realize that there are an inordinate number of insects crawling in the bottom of the ravine.

This combat may be difficult or impossible to win if the PCs have no area of effect spells or alchemical or other area of effect items. If the PCs are completely unable to affect the swarms, the swarms will not pursue the PCs if the PCs escape the ravine.

If the PCs decide to go down into the ravine to investigate the graves and the remnants of the wagons, please read or paraphrase the following:

The climb down into the ravine is much less difficult than it looked. You are soon at the bottom, standing amongst the broken wagons that used to be the Zilchan caravan.

You start to hear a faint buzzing—a buzzing that becomes steadily louder. Looking around to determine its source, you quickly realize that a cloud of insects has risen from the ground and is rapidly moving towards you.

The PCs are being attacked by swarms as described below. The swarm will be approximately 60 feet from the PCs when combat commences. If Aerl has descended

into the ravine with the PCs, he will dive for cover under the wagons (effectively removing him from combat after the first round and possibly killing him if a swarm attacks his area).

APL 2 (EL 4)

Wasp Swarms (2): hp 22, 22; See Appendix 2

APL 4 (EL 6)

Wasp Swarms (4): hp 22, 22, 22, 22; See Appendix 2

APL 6 (EL 8)

Plague Ant Swarms (3): hp 65, 65, 65; See Appendix 2

APL 8 (EL 10)

Rapture Locust Swarms (4): hp 65, 65, 65, 65; See Appendix 2

APL 10 (EL 12)

Bloodfiend Locust Swarms (4): hp 91, 91, 91, 91; See Appendix 2

APL 12 (EL 14)

Bloodfiend Locust Swarms (6): hp 91, 91, 91, 91, 91, 91; See Appendix 2

After the battle, the PCs will find nothing of value among the wagons. The bandits removed everything that was valuable and broke everything else. Any PC examining the wagons can make an Intelligence check (DC 5) to realize that the wagons had been burned somehow prior to being pushed over the ravine. (Alchemist's fire at APLs 2 and 4, and a *fireball* spell at APLs 6-12.)

The PCs will find eleven graves not far from the ruined wagons where Aeryl and Penden buried the Zilchans. The graves are shallow because of the harsh land here on the edge of the Barrens. If the PCs have not yet found Olgar's body, the DM might ask for an Intelligence check (DC 10) to realize that twelve men and women rode out from Radigast City with the caravan.

Four of the caravan's horses were killed in the raid (those hitched to the two wagons), and Aeryl and Penden burnt them in a pyre using some of the wood of the wagon. The other horses panicked and ran after their riders were killed. The horses can be found after 2 days searching, but such a search will cause the PCs to miss the Crandt family in Encounter Seven.

If the PCs wish to return to Kerrinn, all relevant information is located in Encounter One. If the PCs want to follow the trail to the south, Aeryl will ride back to Kerrinn and the PCs can proceed to Encounter Three.

Encounter Three – One Flew Over the Cuckoo's Nest

This is a role-playing encounter. During this encounter the PCs should learn both that the bandits are headed toward the Gnatmarsh and that the bandits do not have a large lead on the PCs.

The bandits' trail becomes easier to follow as the PCs proceed to the south. This is mostly because Katrice, the cleric daughter, collapsed approximately a mile south of the ambush site because of a *contagion* spell cast on her when she opened the chest containing the Zilchan gold and triggered a *glyph of warding*. Yandert was unable to carry Humel's body, Katrice's body, and the gold so a makeshift travois was made and the gold was dragged. The bandits can be tracked by a Track check or Search check (DC 9).

The trail leads south for approximately 10 miles to the home of the Ralishazian cleric known only by the name "Seneschal of Swine".

Assuming that the PCs have followed the trail or Aeryl's directions, please read or paraphrase the following:

The trail is not difficult to follow and, after several hours, it leads to a small building in an open plain. Even from a distance, the house is strange. A three or four foot high split rail fence surrounds it. The walls of the home are half-covered in splotches of white wash, and the roof has collapsed in several places leaving it riddled with large holes.

If the PCs investigate around the home beforehand, they might find an open hole in the ground that is approximately 3 feet wide by 6 feet long by 3 feet deep. It looks to have been recently dug.

The PCs may also find that horse tracks lead away in a south southeasterly direction with a Track check of DC 9. The horses apparently had been in this area for a while. The horses had belonged to the Seneschal. They were stolen by the Crandt family of bandits when they left. The Seneschal has not yet noticed that they are missing.

When the PCs are ready to approach, please read or paraphrase the following:

As you enter the gate, you can see that the door to the building is wide open and that several chickens seem to be pecking just inside the doorway.

You move closer and cannot help but see the building's interior. The place is a wreck and it is obvious that the animals took up residence in the

home long ago. You quickly count a boar, two sows, a cow, and perhaps eight chickens.

A human male of indeterminate age stands in the center of the room. He is dressed in tattered rags and is carrying on a conversation with a pig that is standing atop a table. Seated at the table is an armored man who is well past middle age. At first you think the seated man is just remarkably still. Then you realize that he is dead.

The home is a pigsty both figuratively and literally. It is actually cleaner than normal because Lady Aleesta used *prestidigitation* to clean it several times while her daughter was recovering here. It quickly reverted to a mess after they departed.

The dead man is the late Lord Humel Crandt, formerly of Tenh. He is covered in dirt, but is otherwise well persevered by the *gentle repose* spell. As described in the introduction, he was displaced from his land when ether creatures attacked Tenh. He and his family tried to rob the Zilchan caravan, but he was killed during the attack.

The living man is the Seneschal of Swine. He remembers no other name for himself.

The Seneschal of Swine has lived in the area for years. He was a devoted follower of Ralishaz, god of chance, ill luck, misfortune and insanity. In the past four years, the Seneschal has had the ill luck and misfortune to be driven to insanity.

The Seneschal believes that the boar and two sows own the home, and that he is the manor's caretaker. He considers the swine to be royalty, and does not believe that he or the PCs are their social equals. As such, the Seneschal will decline to give the pigs' names because the PCs are unworthy of hearing them. If tricked, their names are Abner, Beatrice, and Candy.

The cow, however, is named Galbera. The Seneschal cannot tell the chickens apart.

The Seneschal constantly babbles nonsense often using free association in determining the direction in which to take his portion of the conversation. His only real concern is the comfort and safety of his swine and his portion of the conversation will gradually return to those topics.

When Katrice fell ill after the attack on the caravan, Aleesta and Yandert brought her and her father here. Her father Humel was dead by the time that the bandits reached the home. The three of them stayed in the home for five days while Katrice recovered. Humel was buried, but not before the Seneschal cast *Gentle Repose* on his

body. When the three living bandits left, the Seneschal dug up Humel's body and has been casting *Gentle Repose* on it to keep it in good condition. He is trying to convince it to be the home's chef.

The Seneschal will remember hosting the bandits for a time because he remembers that one of them tried to eat his masters' food. He is fuzzy on the details of when they left, but will recall that the "pretty one" slept on the floor for several days. He believes his visitors left "this morning", but it has been at least two days.

If the PCs question the Seneschal for a long enough period of time, he will suggest that they ask their questions of the cook. Fortunately, the Seneschal has been granted the *speak with dead* spell by Ralishaz. The Seneschal will cast that spell if the PCs cannot. The Seneschal is 6th level and therefore will be able to ask 3 questions.

After *speak with dead* has been cast, Humel's corpse will be able to tell the PCs (through the Seneschal if he is the caster) that his family was headed towards the Gnatmarsh to attempt to use the stolen gold to demonstrate their loyalty and willingness to serve King Sewardnt. Humel will know that the bandits are headed to Beetu to try to find more information about finding Sewardnt. Any other questions can be answered by referring to the bandits' story in the Adventure Background or improvisation.

The Seneschal can be talked into preparing healing and restoration spells on the morning following the PCs arrival, but will demand that the PCs demonstrate their willingness to serve the masters. Among the things that he may ask is that the PCs massage the swine or read to them.

When the PCs are ready to leave the Seneschal and head towards the Gnatmarsh, proceed to Encounter Four.

Encounter Four –On the Waterfront

Please read or paraphrase the following. It will have to be adjusted if the PCs did not leave directly from the Seneschal's home or if they are not headed overland directly towards the Gnatmarsh.

With the Barrens behind you, travelling through the fields of Western Nyronnd is mostly an easy journey. You travel south for several days, setting up camp in convenient spots wherever you can find them. A hard rain falls on the second evening since leaving the Seneschal, and you have to abandon all hope of following the bandits' trail.

During your third day of travel since leaving the Seneschal's home, you realize that the lush green expanse to the west must be the Celadon Forest. You ride along the forest's eastern edge for several more days and eventually you realize that a city is on the horizon.

Perhaps half an hour later, you find yourself approaching the city. You observe a number of armed people outside the town and it is not long before they have broken into several groups of four to six and rode off. You are almost cut off by one such mounted group consisting of a male human in heavy armor, a female dwarf in studded leather, a gnome in robes, and a female elf wearing a holy symbol. The elf exclaims a quick "sorry" to you as they ride their horses and ponies to the south.

Assuming that the PCs decide to enter the city, continue to read or paraphrase the following:

Arriving at the gate, you are met by two guards. After looking you over and informing you that the use of weapons or spells to harm others is illegal unless used in self-defense, one of the town guardsmen informs you that you are in the city of Beetu—capital city of the County of Brackenmoor.

One of the guards, Jacob, will recommend the Unicorn's Rest to the PCs as a place for them to stay regardless of whether he is asked. The innkeeper—who is a male half-elf named Seldmar—pays him a handsome kickback for any business that he generates.

Jacob: Male Human War1.

If asked, the guards will tell the PCs that the people that they saw outside the city were patrols in the service of the County of Brackenmoor. They patrol the area looking for anything that is amiss and trying to keep a watchful eye for ogres and other foul things that might emerge from the Gnatmarsh.

If the PCs do not go to the Unicorn's Rest, they will be able to determine some information in other areas of town. The town guard who spoke to the PCs does not remember any information about the bandits (he actually did recommend the Unicorn's Rest to them but does not recall it), but many other residents will remember the Crandt family. If the PCs spread a few Nyrond nobles around and succeed at a Gather Information check (DC 10), they will discover that a middle-aged woman, young woman, and young man were asking some fairly indiscrete questions about how to find Prince Sewardnt in the Gnatmarsh. None of the people that the PCs speak to believe that Sewardnt is actually hiding out in the Gnatmarsh. If the PCs succeed at a Gather Information

check (DC 15), they will discover that the same two women and man were seen leaving the city yesterday morning and headed towards the Gnatmarsh.

The city has temples to all major gods who are worshipped in Nyrond including Heironeous, Pelor, Pholtus, Rao, and Zilchus. The city also has a number of temples and shrines to the elven and nature gods and goddesses.

Should the PCs take the guard's suggestion and head towards the Unicorn's Rest, they will be able to find out even more information there. Innkeeper Seldmar will point them towards Gaellep, a roguish type who can often be found in the common area of the inn.

Seldmar: Male Half-elf Com3.

Gaellep: Male Human Rog3. Bluff +7

Gaellep is looking for a bribe before he will give any information to the PCs. He'll ask for (5 times APL) nobles, but will settle for half that. He can also be bluffed or intimidated with a check result equal to 15 + APL. If the PCs attempt to bluff or intimidate him and fail, he will immediately leave. If the PCs attempt to follow, he will immediately head to the guardhouse. Gaellep also pays the town guard a small sum to look the other way at certain times, and the guard will not want to see Gaellep accosted.

If successfully bribed, bluffed or intimidated, Gaellep will tell the PCs about his encounter with the bandits. He had overheard them asking about finding Prince Sewardnt in the Gnatmarsh and knew that they refused to believe that the Prince was not out there. Consequently, he decided to play them a little bit. He eventually drew them a map to where he promised them that they could find Prince Sewardnt. The map involves following a stream that he knew that they could easily find. Once the stream flowed into the Gnatmarsh, he knew where there was a large hollow log that had been there since he was a lad. He told them that Sewardnt would meet them there and even gave them a birdcall that they were supposed to cry as they approached.

Gaellep is a braggart and is extremely pleased with himself that he got 50 gold nobles for his forged map. He is a born storyteller and will stretch the story to its breaking point in the telling. He has been laughing all day thinking about them out in the marsh calling like birds.

When the PCs are leaving, Seldmar will ask them if they are headed to the Gnatmarsh. Once he finds out that is their destination, he will recommend that they buy some mosquito goo before they head into the swamp. He will explain that the goo keeps away the skeeters of

the swamp. The goo is made by someone out in the thick of the swamp named Seedie, and the Count's men have been bringing it back to Beetu to sell for a few years now.

He happens to have enough to sell to the PCs for 1 gold noble each. Each purchase provides enough goo for 5 doses.

Seldmar will also suggest PCs that the PCs leave their mounts in his stables while they proceed into the Gnatmarsh. He will explain that the soft ground of the Gnatmarsh is extremely treacherous for horses and ponies.

Encounter Five – Wings

The PCs will arrive at the Gnatmarsh after hours riding south of Beetu. Note that the proximity of the Gnatmarsh's edge to Beetu will vary depending on which map you are consulting. Feel free to explain this away as the bandits have gone to a small outcropping of the Gnatmarsh that follows the stream that Gaellep may have described to the PCs.

If the PCs have not received directions from Gaellep, then they will have to succeed at a Track check or Search check (DC 5) to follow the bandits' trail. The very soft ground of the Gnatmarsh makes the tracking relatively easy, but creatures with Scent will suffer a -10 Circumstance penalty to their check because of the wet ground.

As the PCs proceed into the Gnatmarsh, the native mosquitoes of the area will plague them unless they have applied the mosquito goo, are natives of the County of Brackenmoor, are members of the Brackenmoor Monastery meta-organization, or are members of another meta-organization that provides mosquito immunity. The number of mosquitoes attacking will be equal to the APL. The encounters will be nuisance encounters and no xp will be awarded for defeating the mosquitoes.

Gnatmarsh Mosquitoes: hp 2 each; See Appendix A.

The Gnatmarsh is an extremely hostile environment for large mounts, and all Ride checks with respect to large mounts made in the Gnatmarsh will receive a -10 Circumstance penalty. If any Ride check does not exceed -5, then the mount must succeed at a Reflex save (DC 10) or take 2d6 damage and suffer a broken leg.

Encounter Six – A Man For All Seasons

The bandits followed Gaellep's directions, and camped for last two nights at the site he described. They

believe Sewardt will be meeting them here eventually, and they have but to wait until he arrives.

Shortly before the PCs arrived, an adventuring party in the service of the County confronted the bandits. The adventurers were a human male Oerdian fighter in full plate armor, a female elven cleric of Corellon Larethian wearing a chain shirt and carrying a bow, a female dwarven rogue wearing studded leather armor, and a gnome illusionist in dark robes covered with stars and moons. The party's rogue attempted to activate a scroll of *alter self* with her Use Magic Device skill and a terrible mishap occurred. The party was merged into one terrible creature while the bandits escaped notice by using a *mass invisibility* scroll.

The creature is enraged and will attack the PCs furiously. The PCs will need to be within 80 feet to see the creature and, unless the PCs have taken precautions to avoid being seen, it will automatically spot the PCs as it is frantically looking for anything to attack. Please read or paraphrase the following:

Ahead of you, you see a lone figure standing. You only have to watch it briefly to realize that something is terribly wrong. The form of an elven woman with a longbow, slowly morphs and becomes a robed gnomish male carrying a small quarterstaff, and then changes once again to become a female dwarf carrying a rapier, and finally to a male dressed in heavy metal armor and carrying a sword in two hands. The thing notices your approach and, bellowing out a scream, springs to attack.

The creature is 80 feet away from the PCs when combat begins. At APLs 4 and higher, it rages immediately upon seeing the PCs.

APL 2 (EL 4)

Cursed, Amalgamated Thing: hp 36; See Appendix 1

APL 4 (EL 6)

Cursed, Amalgamated Thing: hp 59; See Appendix 1

APL 6 (EL 8)

Cursed, Amalgamated Thing: hp 96; See Appendix 1

APL 8 (EL 10)

Cursed, Amalgamated Thing: hp 136; See Appendix 1

APL 10 (EL 12)

Cursed, Amalgamated Thing: hp 162; See Appendix 1

APL 12 (EL 14)

Cursed, Amalgamated Thing: hp 184; See Appendix 1

Development: Depending on the APL of play, the Crandt family of bandits will attack the PCs either shortly after, immediately after or during the combat with the Thing. See Encounter Seven for details.

PCs who succeed at a Spot check (DC 10+APL) will recognize the portions of the cursed thing as the patrol party that almost cut them off outside of Beetu.

Judges are encouraged to be flowery in describing the thing's attacks. Describe how the dwarven woman looks for the opportunity to make a precise strike, then the thing morphs into the human who strikes with the greatsword.

Although the creature is described as an entire adventuring party, it is stated as if it were a wood elf barbarian. Should any questions arise about the thing's capabilities, treat it as if it were a wood elf barbarian.

A successful Knowledge (Arcana) or Spellcraft check (DC 22) reveals that the creature is the result of a scroll mishap. A *dispel magic* or similar spell cast and a caster level check of DC 10+APL will cause the creature to unmerge (destroying its equipment as described below). Each of the component adventurers will emerge from the amalgamated creature with –5 hit points and in the dying condition.

When the creature has died, the PCs will be able to find the remnants of now-ruined papers on it that will allow them to figure out that it was a regular patrol in the service of the County of Brackenmoor.

All of the equipment used by the original adventures has been ruined with the exception of Bracers of Health, +2, at APL 8 and higher.

The PCs will be able to find the horses and ponies of the patrol group if they spend three hours tracking the patrol back to where they left their mounts.

During the combat, it is possible that the PCs will spot the invisible bandits hiding nearby. The DC is 35+APL; which includes modifiers for distance, distraction, invisibility, terrain, and Katrice's use of Hide skill to find an optimum hiding place.

Encounter Seven – In the Heat of the Night

The bandits will attack the PCs either during or immediately after the PCs battle with the cursed, amalgamated thing. At APL 2, the PCs have two rounds before the bandits attack. At APL 4, the PCs have one round before the bandits attack, at APLs 6 and 8, the bandits will attack immediately after the PCs have felled

the thing. At APLs 10 and 12, the bandits will attempt to join the combat when they think the PCs are about to fell the thing (judge will have to use his best discretion about in which round the bandits should attack). The bandits enter the combat at the top of the round as aware newcomers; rules for new combatants joining the combat are found on page 62 of the 3e Dungeon Master's Guide.

APL 2 (EL 4)

Aleesta, Female Human Evo1: hp 8; See Appendix 1

Katrice, Female Human Clr1: hp 10; See Appendix 1

Yandert, Male Human War1: hp 10; See Appendix 1

Tactics: Aleesta has precast *shield* on herself and Katrice has cast *protection from good* on herself (5 rounds remaining on each). Yandert will attempt to attack the arcane spellcasters first, the clerics second, and any archers third. Aleesta will attempt to disrupt spellcasting with *magic missile*. Katrice will attempt to stay 20 feet away from Aleesta—close enough to heal but far enough to stay out of most areas of effect.

APL 4 (EL 6)

Aleesta, Female Human Evo3: hp 15; See Appendix 1

Katrice, Female Human Clr3: hp 24; See Appendix 1

Yandert, Male Human Ftr3: hp 28; See Appendix 1

Tactics: Aleesta cast *shield* on herself 6 rounds before her first round of combat and *protection from arrows* on herself 5 rounds before her first round of combat. Katrice cast *protection from good* on herself 6 rounds before her first round of combat. Yandert will attempt to attack the arcane spellcasters first, the clerics second, and any archers third. Aleesta will attempt to disrupt arcane spellcasters with *blindness* and spellcasting with *magic missile*. Katrice will attempt to stay 20 feet away from Aleesta—close enough to heal but far enough to stay out of most areas of effect. Katrice prefers to attack with spells, but is not opposed to using her greatsword.

APL 6 (EL 8)

Aleesta, Female Human Evo5: hp 24; See Appendix 1

Katrice, Female Human Clr5: hp 38; See Appendix 1

Yandert, Male Human Ftr5: hp 44; See Appendix 1

Tactics: Aleesta cast *see invisibility* on herself 7 rounds before her first round of combat, *shield* on herself 6 rounds before her first round of combat, and *protection from arrows* on herself 5 rounds before her first round of combat. Katrice cast *magic circle against good* on herself 7 rounds before her first round of combat and *magic vestment* on herself 2 hours ago. Yandert will attempt to

attack the arcane spellcasters first, the clerics second, and any archers third. Aleesta will cast *slow* then *fireball* then attempt to disrupt arcane spellcasters with *blindness* and spellcasting with *magic missile*. Katrice will attempt to stay 20 feet away from Aleesta—close enough to heal but far enough to stay out of most areas of effect. Katrice prefers to attack with spells, but is not opposed to using her greatsword.

APL 8 (EL 10)

Aleesta, Female Human Evo7: hp 32; See Appendix 1

Katrice, Female Human Clr7: hp 59; See Appendix 1

Yandert, Male Human Ftr7: hp 65; See Appendix 1

Tactics: Aleesta cast *fly* on Yandert 8 rounds before her first round of combat, *see invisibility* on herself 7 rounds before her first round of combat, *shield* on herself 6 rounds before her first round of combat, and *protection from arrows* on herself 5 rounds before her first round of combat. Katrice cast *greater magic weapon* on Yandert's longsword 8 rounds before her first round of combat, *magic circle against good* on herself 7 rounds before her first round of combat and *magic vestment* on herself 2 hours ago. Yandert will attempt to attack the arcane spellcasters first, the clerics second, and any archers third. Aleesta will cast *slow* then *fireball* then attempt to disrupt arcane spellcasters with *blindness* and spellcasting with *magic missile*. Katrice will attempt to stay 20 feet away from Aleesta—close enough to heal but far enough to stay out of most areas of effect. Katrice prefers to attack with spells, but is not opposed to using her greatsword.

APL 10 (EL 12)

Aleesta, Female Human Evo9: hp 40; See Appendix 1

Katrice, Female Human Clr9: hp 75; See Appendix 1

Yandert, Male Human Ftr9: hp 85; See Appendix 1

Tactics: Aleesta cast *fly* on Yandert 8 rounds before her first round of combat, *see invisibility* on herself 7 rounds before her first round of combat, *shield* on herself 6 rounds before her first round of combat, *protection from arrows* on herself 5 rounds before her first round of combat, and *improved invisibility* on herself 4 rounds before her first round of combat. Katrice cast *greater magic weapon* on Yandert's longsword 8 rounds before her first round of combat, *magic circle against good* on herself 7 rounds before her first round of combat, *magic vestment* on herself 2 hours ago, and *endure elements* (fire) on herself this morning. Yandert will attempt to attack the arcane spellcasters first, the clerics second, and any archers third. Aleesta will cast *slow*, then vary casting evocation spells with attempts to disrupt arcane

spellcasters with *feblemind* and *blindness* and spellcasting with *magic missile*. Katrice prefers to attack with spells, but is not opposed to using her greatsword.

APL 12 (EL 14)

Aleesta, Female Human Evo11: hp 59; See Appendix 1

Katrice, Female Human Clr11: hp 91; See Appendix 1

Yandert, Male Human Ftr11: hp 103; See Appendix 1

Tactics: Aleesta cast *fly* on Yandert 8 rounds before her first round of combat, *see invisibility* on herself 7 rounds before her first round of combat, *shield* on herself 6 rounds before her first round of combat, *protection from arrows* on herself 5 rounds before her first round of combat, and *improved invisibility* on herself 4 rounds before her first round of combat. Katrice cast *greater magic weapon* on Yandert's longsword 8 rounds before her first round of combat, *magic circle against good* on herself 7 rounds before her first round of combat, *magic vestment* on herself and Yandert 2 hours ago, and *endure elements* (fire) on herself and Yandert this morning. Yandert will attempt to attack the arcane spellcasters first, the clerics second, and any archers third. Aleesta will cast *slow*, then vary casting evocation spells with attempts to disrupt arcane spellcasters with *feblemind* and *blindness* and spellcasting with *magic missile*. Aleesta will also use her quickened spells for best possible effect. Katrice will use *mislead* in the first round of combat. Katrice prefers to attack with spells, but is not opposed to using her greatsword.

Yandert is wearing Olgar Talmot's ring, and the PCs will find it when they are searching the bandits' bodies.

Conclusion

The PCs will be able to find the Zilchan gold nearby after the bandits are defeated. All 10,000 gold nobles of it is there. The PCs will be able to return it to Chancellor Pitar Hondel in Rel Mord without further incident and will receive the agreed-upon share. (Vicar Henturl has contacted Chancellor Hondel with the terms of her agreement with the PCs.) The PCs who return the gold to Rel Mord and who are not involved in keeping any portion of it will receive the Favor of the Temple of Zilchus.

Chancellor Hondel is not the high priest of Rel Mord's temple of Zilchus, but he is high placed.

If any of the PCs should decide to attempt to keep any portion or all of the money for themselves, they will be automatically caught and convicted of theft. They will suffer the punishment and fine set forth on the

Adventure Record—both of which must be paid immediately.

If the PCs return the Legacy Ring of the Talmot to the Temple of Zilchus in Rel Mord, they will receive the Favor of the Talmot Family and a reward of 1,000 gp, but the Legacy Ring of Talmot should be crossed off the Adventure Record. If the PCs keep the ring, then the Favor of the Talmot Family should be crossed off the Adventure Record.

Regardless of the PCs success or failure, the Temple of Zilchus will offer to sell money belts to the PCs in recognition of their service to the Temple.

The End

Experience Point Summary

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

Encounter Two – The Sting

Defeat the swarms

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp; APL10 360 xp; APL12 420 xp

Encounter Six – A Man for All Seasons

Defeat or otherwise stop the cursed thing

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp; APL10 360 xp; APL12 420 xp

Encounter Seven – In the Heat of the Night

Defeat the Crandt family of bandits

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp; APL10 360 xp; APL12 420 xp

Story Award

Return the gold to the Temple in Rel Mord:

APL2 30 xp; APL4 45 xp; APL6 60 xp;

APL8 75 xp; APL10 90 xp; APL12 105 xp

Discretionary roleplaying award

APL2 60 xp; APL4 90 xp; APL6 120 xp;

APL8 150 xp; APL10 180 xp; APL12 210 xp

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;

APL8 1125 xp; APL10 1350 xp; APL12 1575 xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two: The Sting

APL 2: L: 0 gp; C: 0 gp; M: 50 gp

APL 4: L: 0 gp; C: 0 gp; M: 50 gp

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

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

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

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

Encounter Six: A Man for All Seasons

APL 2: L: 0 gp; C: 0 gp; M: 0 gp

APL 4: L: 0 gp; C: 0 gp; M: 0 gp

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

APL 8: L: 0 gp; C: 0 gp; M: 333 gp

APL 10: L: 0 gp; C: 0 gp; M: 333 gp

APL 12: L: 0 gp; C: 0 gp; M: 333 gp

Encounter Seven: In the Heat of the Night

APL 2: L: 42 gp; C: 8 gp; M: 208 gp

APL 4: L: 71 gp; C: 8 gp; M: 296 gp

APL 6: L: 101 gp; C: 8 gp; M: 300 gp

APL 8: L: 108 gp; C: 8 gp; M: 417 gp

APL 10: L: 96 gp; C: 8 gp; M: 1,180 gp

APL 12: L: 96 gp; C: 8 gp; M: 1,830 gp

Conclusion:

APL 2: L: 0 gp; C: 83 gp; M: 0 gp

APL 4: L: 0 gp; C: 167gp; M: 0 gp

APL 6: L: 0 gp; C: 250 gp; M: 0 gp

APL 8: L: 0 gp; C: 333 gp; M: 0 gp

APL 10: L: 0 gp; C: 417 gp; M: 0 gp

APL 12: L: 0 gp; C: 500 gp; M: 0 gp

Note – The above amounts represent the maximum amount that might have been negotiated with Vicar Henturl. The PCs may have settled for a lesser amount.

Total Possible Treasure

APL 2: L: 42 gp; C: 91 gp; M: 258 gp - Total: 391 gp

APL 4: L: 71 gp; C: 175 gp; M: 346 gp - Total: 592 gp

APL 6: L: 101 gp; C: 258 gp; M: 350 gp - Total: 709 gp

APL 8: L: 108 gp; C: 341 gp; M: 800 gp - Total: 1,249 gp

APL 10: L: 96 gp; C: 425 gp; M: 1,563 gp - Total: 2,084 gp

APL 12: L: 96 gp; C: 508 gp; M: 2,213 gp - Total: 2,817 gp

Special

Favor of the Temple of Zilchus – You have performed an important service for the Temple of Zilchus, and have found great favor with the church. The church bestows one of the following benefits upon you (and this favor should be voided after one of the benefits is used):

- A church elder will add the Ghost Touch ability to any armor or weapon that already possesses at least a +1 enhancement. You must pay the difference in market value between the existing item and the newly upgraded one. This need not be redeemed immediately, but may only be used once.
- A bishop of the church will teach you the Persistent Spell feat. This feat may be taken any time that a meta-magic feat can be selected in normal play if all prerequisites are met.

Favor of the Talmot Family – You have returned a Talmot Family heirloom to the Talmot family. In addition to the monetary reward paid to you, the Talmot family has made arrangements with the Temple of Zilchus in Rel Mord to have the *continual flame* spell cast upon any item of your choosing. To redeem this favor, you must pay 90 gp and designate the item upon which the spell is cast below. This favor may only be used one time. The item upon which the *continual flame* spell is cast is:

_____.

Money Belt – This cloth pouch is designed to be worn under clothing and can hold up to 50 coins. The Pick Pocket check DC to take something from a money belt is +5 higher than usual.

Market price: 4 gp; Frequency: Adventure.

Seedie's Mosquito Goo – When applied to exposed skin, this foul smelly, sticky green paste repels mosquitoes of all types. One dose lasts 24 hours, but is easily washed off by a dip in the horse's water trough, a good hard rain, or a thorough dousing with wine. 5 doses per pouch. Expires one year after received.

Caster Level: 0th; Prerequisites: Brew Goo, *exotic plants found only in the Gnatmarsh*; Market Price: 1 gp per pouch; Frequency: Adventure.

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Legacy Ring of Talmot – This Ring of Sustenance has the holy symbol of Zilchus etched into the band on each side of an elaborate setting encasing an emerald.

Caster Level: 5th; Prerequisites: Forge Ring, *create food and water*; Market Price: 2,500 gp; Frequency: Adventure.

Convicted of Theft – You have illegally kept money belonging to the Church of Zilchus, which is punishable in the Kingdom of Nyronnd as the crime of Theft. If the amount is less than 250 gp, the punishment is a month (4 TU) spent in jail, a fine equal to three times the amount kept, and you must return the coins that were illegally kept. If the amount is equal to or more than 250 gp, the punishment is two months (8 TU) spent in jail, a fine equal to three times the amount kept, and you must return the coins that were illegally kept. If the amount is more than 1,000 gp, the punishment is determined as if more than 250 gp were kept, but will include the chopping off of your hand. If your hand is amputated, you cannot use weapons that require the use of two hands or an off-hand weapon other than a stump knife; you suffer a permanent –2 penalty to Dexterity and a –5 penalty to any skills that require the use of your hands such as Climb or Pick Pockets. If you are unable to afford to pay the fine, you must spend an additional month (4 TU) in jail for each 100 gp or fraction thereof that you cannot afford to pay.

Items for the Adventure Record

Item Access

APLs 2-6:

- Legacy Ring of Talmot (Adventure; 2,500 gp)
- Divine Scroll of Sending (Adventure; 700 gp)
- Money Belt (Adventure, 4 gp)
- Seedie's Mosquito Goo (Adventure, 1 gp)

APL 8 (all of APLs 2-6 plus the following)

- Bracers of Health, +2 (Adventure, DMG)

APL 10 (all of APLs 2-8 plus the following)

- +1 Mithral Chain Shirt, Slick (Adventure, DMG)
- Bag of Holding (Bag I) (Adventure, DMG)
- Arcane Scroll of Greater Magic Weapon (12th level caster) (Adventure, 900 gp)

APL 12 (all of APLs 2-10 plus the following)

- Goggles of Night (Adventure, DMG)

Appendix I - NPCs

Encounter One – Ordinary People

Aerl Hart: Male Half-elf Rgr2; HD 2d10; hp 15; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 Armor, +2 Dex]; Atk +4 melee (1d6+2, longsword); AL NG; SV Fort +3, Ref +2, Will +2; Str 14, Dex 15, Con 11, Int 10, Wis 12, Cha 14.

Skills and Feats: Listen +6, Knowledge (Nature) +5, Spot +6, Wilderness Lore +8; Skill Focus (Wilderness Lore).

Possessions: Leather Armor, Longsword, Club.

Encounter Three – One Flew Over the Cuckoo's Nest

All APLs

The Seneschal of Swine: Male Human Clr6 (Ralishaz); HD 6d8; hp 30; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Base Atk/Grapple: +4/+5; Atk +5 melee (1d3+1, unarmed strike (subdual)); AL CN; SV Fort +5, Ref +3, Will +7; Str 13, Dex 12, Con 11, Int 10, Wis 14, Cha 14.

Skills and Feats: Knowledge (Farm Animals) +1, Knowledge (Religion) +9, Profession (Rancher) +9, Ride +5; Mounted Combat (Pig), Lightning Reflexes, Martial Weapon Proficiency (Heavy Lance), Ride-by Attack.

Spells Prepared (5/4+1/4+1/2+1; base DC = 12 + spell level): 0—[*create water* (x5)]; 1st—[*protection from law*, * *random action* (x4)]; 2nd—[*gentle repose*, *shatter*, * *speak with animals* (x3)]; 3rd—[*meld into stone*, *protection from elements*, * *speak with dead*].

*Domain spell. *Domains:* Chaos (cast chaos spells at +1 caster level); Luck (luck reroll once per day).

Possessions: 1 boar, 2 sows, 1 cow, 12 chickens, and a holy symbol of Ralishaz.

Encounter Five – Wings

All APLs

Gnatmarsh Mosquitoes: CR ¼; Tiny Vermin; ¼d8; hp 2 each; Init +2 (Dex); Spd 20 ft.; AC 14 (touch 14, flat-footed 12) [+2 Dex, +2 size]; Base Atk/Grapple: +0/-13; Atk +4 melee [1d3-5, bite]; Reach 0 ft.; SA Blood Drain; SQ Vermin; AL N; SV Fort +2, Ref +2, Will +0; Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Hide +17, Spot +7; Weapon Finesse (Bite).

Blood Drain (Ex): On a successful bite, a Gnatmarsh mosquito makes an opposed grapple check. If the grapple check succeeds, the bite deals 1 point of temporary Constitution damage.

Encounter Six – A Man For All Seasons

APL 2 (EL 4)

Cursed, Amalgamated Thing: Multi-gendered, multi-raced, multi-classed horror; CR 4; Medium humanoid; HD 4d12+8, hp 36; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 17) [+1 Dex, +6 Armor]; Base Attack/Grapple: +4/+8; Atk +9 melee [1d8+6/19-20/x2, longsword] or +5 ranged [1d6+4/x2, throwing axe]; SA Berserk 2/day; SQ Uncanny Dodge (Dex bonus to AC), Immunity to magic sleep spells, Enchantment Resistance; AL N; SV Fort +6, Ref +2, Will +2; Str 18, Dex 12, Con 15, Int 6, Wis 12, Cha 6.

Skills and Feats: Intimidate +5, Listen +10, Search +0, Spot +3; Iron Will, Weapon Focus (Longsword).

Berserk (Ex): The cursed, amalgamated thing will automatically fly into a screaming blood frenzy when it takes its first action in combat. It temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. It suffers a -2 penalty to its Armor Class when berserking. This berserk nature will last for seven rounds. When in this blood frenzy, the cursed, amalgamated thing has 44 hit points, a +11 melee attack bonus with the longsword (doing 1d8+9 damage), does 1d6+6 damage when throwing an axe, and has a +8 Fortitude Save and +4 Will Save (+6 versus Enchantment spells). Its AC will drop to 15 regular and 9 touch.

Immunity to Magic Sleep Spells: The cursed, amalgamated thing is immune to magic sleep spells and effects.

Enchantment Resistant: The cursed, amalgamated thing gains a +2 circumstance bonus to Enchantment spells and similar effects.

Possessions: Splint Mail, longsword, club, 10 throwing axes. All of these items will be ruined if the thing is slain.

Physical Description: The cursed amalgamated thing continuously shifts back and forth in appearance, morphing to look like the four adventurers that it was created from. Those adventurers are a human male

Oerdian fighter in full plate armor, a female elven cleric of Corellon Larethian wearing a chain shirt and carrying a bow, a female dwarven rogue wearing studded leather armor, and a gnome illusionist in dark robes covered with stars and moons.

Note: The stat block of the cursed, amalgamated thing was created as if it were actually a 4th level wood elf barbarian wearing splint mail. Any questions about its capabilities or limitations should be answered as if it actually were such a character.

APL 4 (EL 6)

Cursed, Amalgamated Thing: Multi-gendered, multi-raced, multi-classed horror; CR 6; Medium humanoid; HD 6d12+12, hp 59; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 19) [+1 Dex, +8 Armor]; Base Attack/Grapple: +6/+10; Atk +11/6 melee [2d6+6/19-20/x2, greatsword] or +7 ranged [1d6+4/x2, throwing axe]; SA Berserk 2/day; SQ Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (Can't Be Flanked), Immunity to magic sleep spells, Enchantment Resistance; AL N; SV Fort +7, Ref +3, Will +3; Str 18, Dex 12, Con 15, Int 6, Wis 12, Cha 6.

Skills and Feats: Intimidate +7, Listen +12, Search +0, Spot +3; Instantaneous Rage, Iron Will, Weapon Focus (Greatsword).

Berserk (Ex): The cursed, amalgamated thing will automatically fly into a screaming blood frenzy when it is in the presence of another living creature. It temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. It suffers a -2 penalty to its Armor Class when berserking. This berserk nature will last for seven rounds. When in this blood frenzy, the cursed, amalgamated thing has 71 hit points, a +13 melee attack bonus with the greatsword (doing 2d6+9 damage), does 1d6+6 damage when throwing an axe, and has a +9 Fortitude Save and +5 Will Save (+7 versus Enchantment spells). Its AC will drop to 17 regular and 9 touch.

Immunity to Magic Sleep Spells: The cursed, amalgamated thing is immune to magic sleep spells and effects.

Enchantment Resistant: The cursed, amalgamated thing gains a +2 circumstance bonus to Enchantment spells and similar effects.

Possessions: Full plate armor, greatsword, club, 10 throwing axes. All of these items will be ruined when the thing is slain.

Physical Description: The cursed amalgamated thing continuously shifts back and forth in appearance, morphing to look like the four adventurers that it was created from. Those adventurers are a human male Oerdian fighter in full plate armor, a female elven cleric of Corellon Larethian wearing a chain shirt and carrying a bow, a female dwarven rogue wearing studded leather armor, and a gnome illusionist in dark robes covered with stars and moons.

Note: The stat block of the cursed, amalgamated thing was created as if it were actually a 6th level wood elf barbarian wearing full plate armor and with the Instantaneous Rage feat. Any questions about its capabilities or limitations should be answered as if it actually were such a character.

APL 6 (EL 8)

Cursed, Amalgamated Thing: Multi-gendered, multi-raced, multi-classed horror; CR 8; Medium humanoid; HD 8d12+24, hp 96; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 20) [+1 Dex, +9 Armor]; Base Attack/Grapple: +8/+12; Atk +13/8 melee [2d6+6/19-20/x2, greatsword] or +9 ranged [1d6+4/x2, throwing axe]; SA Berserk 3/day; SQ Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (Can't Be Flanked), Immunity to magic sleep spells, Enchantment Resistance; AL N; SV Fort +9, Ref +3, Will +3; Str 18, Dex 12, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Intimidate +9, Listen +14, Search +0, Spot +3; Instantaneous Rage, Iron Will, Weapon Focus (Greatsword).

Berserk (Ex): The cursed, amalgamated thing will automatically fly into a screaming blood frenzy when it is in the presence of another living creature. It temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. It suffers a -2 penalty to its Armor Class when berserking. This berserk nature will last for eight rounds. When in this blood frenzy, the cursed, amalgamated thing has 112 hit points, a +15 melee attack bonus with the greatsword (doing 2d6+9 damage), does 1d6+6 damage when throwing an axe, and has a +11 Fortitude Save and +5 Will Save (+7 versus Enchantment spells). Its AC will drop to 18 regular and 9 touch.

Immunity to Magic Sleep Spells: The cursed, amalgamated thing is immune to magic sleep spells and effects.

Enchantment Resistant: The cursed, amalgamated thing gains a +2 circumstance bonus to Enchantment spells and similar effects.

Possessions: +1 Full plate armor, greatsword, club, 10 throwing axes. All of these items will be ruined when the thing is slain.

Physical Description: The cursed amalgamated thing continuously shifts back and forth in appearance, morphing to look like the four adventurers that it was created from. Those adventurers are a human male Oerdian fighter in full plate armor, a female elven cleric of Corellon Larethian wearing a chain shirt and carrying a bow, a female dwarven rogue wearing studded leather armor, and a gnome illusionist in dark robes covered with stars and moons.

Note: The stat block of the cursed, amalgamated thing was created as if it were actually an 8th level wood elf barbarian wearing full plate armor and with the Instantaneous Rage feat. Any questions about its capabilities or limitations should be answered as if it actually were such a character.

APL 8 (EL 10)

Cursed, Amalgamated Thing: Multi-gendered, multi-raced, multi-classed horror; CR 10; Medium humanoid; HD 10d12+46, hp 136; Init +1; Spd 20 ft.; AC 22 (touch 12, flat-footed 22) [+1 Dex, +9 Armor, +1 Natural, +1 Deflection]; Base Attack/Grapple: +10/+14; Atk +16/11 melee [2d6+7/19-20/x2, greatsword] or +12 ranged [1d6+4/x2, throwing axe]; SA Berserk 3/day; SQ Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (Can't Be Flanked), Uncanny Dodge (+1 versus traps), Immunity to magic sleep spells, Enchantment Resistance; AL N; SV Fort +11, Ref +4, Will +4; Str 18, Dex 12, Con 16 (18), Int 6, Wis 12, Cha 6.

Skills and Feats: Intimidate +11, Listen +16, Search +0, Spot +3; Dwarf's Toughness, Instantaneous Rage, Iron Will, Weapon Focus (Greatsword).

Berserk (Ex): The cursed, amalgamated thing will automatically fly into a screaming blood frenzy when it is in the presence of another living creature. It temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. It suffers a -2 penalty to its Armor Class when berserking. This berserk nature will last for nine rounds. When in this blood frenzy, the cursed, amalgamated thing has 156 hit points, a +18 melee attack bonus with the greatsword (doing 2d6+10 damage), does 1d6+6 damage when throwing an axe, and has a +13 Fortitude Save and +6 Will Save (+8 versus Enchantment spells). Its AC will drop to 20 regular and 10 touch.

Immunity to Magic Sleep Spells: The cursed, amalgamated thing is immune to magic sleep spells and effects.

Enchantment Resistant: The cursed, amalgamated thing gains a +2 circumstance bonus to Enchantment spells and similar effects.

Possessions: +1 Full plate armor, +1 greatsword, club, 10 masterwork throwing axes, Bracers of Armor, +2, Ring of Protection, +1, Amulet of Natural Armor, +1. All of these items except the Bracers of Armor will be ruined when the thing is slain.

Physical Description: The cursed amalgamated thing continuously shifts back and forth in appearance, morphing to look like the four adventurers that it was created from. Those adventurers are a human male Oerdian fighter in full plate armor, a female elven cleric of Corellon Larethian wearing a chain shirt and carrying a bow, a female dwarven rogue wearing studded leather armor, and a gnome illusionist in dark robes covered with stars and moons.

Note: The stat block of the cursed, amalgamated thing was created as if it were actually an 10th level wood elf barbarian wearing full plate armor and with the Instantaneous Rage feat. Any questions about its capabilities or limitations should be answered as if it actually were such a character.

APL 10 (EL 12)

Cursed, Amalgamated Thing: Multi-gendered, multi-raced, multi-classed horror; CR 12; Medium humanoid; HD 12d12+54, hp 162; Init +1; Spd 20 ft.; AC 23 (touch 12, flat-footed 23) [+1 Dex, +10 Armor, +1 Natural, +1 Deflection]; Base Attack/Grapple: +12/+16; Atk +18/13/8 melee [2d6+7/19-20/x2, greatsword] or +14 ranged [1d6+4/x2, throwing axe]; SA Berserk 4/day; SQ Damage Reduction 2/-, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (Can't Be Flanked), Uncanny Dodge (+1 versus traps), Immunity to magic sleep spells, Enchantment Resistance; AL N; SV Fort +12, Ref +5, Will +5; Str 18, Dex 12, Con 17 (19), Int 6, Wis 12, Cha 6.

Skills and Feats: Intimidate +13, Listen +18, Search +0, Spot +3; Dwarf's Toughness, Greater Resiliency, Instantaneous Rage, Iron Will, Weapon Focus (Greatsword).

Berserk (Ex): The cursed, amalgamated thing will automatically fly into a screaming blood frenzy when it is in the presence of another living creature. It temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. It suffers a -2 penalty to its Armor Class when berserking. This berserk nature will last for nine rounds. When in this blood frenzy, the cursed, amalgamated thing has 186

hit points, a +20 melee attack bonus with the greatsword (doing 2d6+10 damage), does 1d6+6 damage when throwing an axe, and has a +14 Fortitude Save and +7 Will Save (+9 versus Enchantment spells). Its AC will drop to 20 regular and 10 touch.

Damage Reduction (Ex): The thing can shrug off some amount of injury from each blow or attack. Subtract 2 from the damage that the thing takes each time he is dealt damage. Damage reduction can reduce damage to 0, but not below 0.

Immunity to Magic Sleep Spells: The cursed, amalgamated thing is immune to magic sleep spells and effects.

Enchantment Resistant: The cursed, amalgamated thing gains a +2 circumstance bonus to Enchantment spells and similar effects.

Possessions: +1 Full plate armor, +1 greatsword, club, 10 masterwork throwing axes, Bracers of Armor, +2, Ring of Protection, +1, Amulet of Natural Armor, +1. All of these items except the Bracers of Armor will be ruined when the thing is slain.

Physical Description: The cursed amalgamated thing continuously shifts back and forth in appearance, morphing to look like the four adventurers that it was created from. Those adventurers are a human male Oerdian fighter in full plate armor, a female elven cleric of Corellon Larethian wearing a chain shirt and carrying a bow, a female dwarven rogue wearing studded leather armor, and a gnome illusionist in dark robes covered with stars and moons.

Note: The stat block of the cursed, amalgamated thing was created as if it were actually an 12th level wood elf barbarian wearing full plate armor and with the Instantaneous Rage feat. Any questions about its capabilities or limitations should be answered as if it actually were such a character.

APL 12 (EL 14)

Cursed, Amalgamated Thing: Multi-gendered, multi-raced, multi-classed horror; CR 14; Medium humanoid; HD 14d12+58, hp 184; Init +1; Spd 20 ft.; AC 25 (touch 13, flat-footed 25) [+1 Dex, +11 Armor, +2 Natural, +2 Deflection]; Base Attack/Grapple: +14/+18; Atk +21/16/12 melee [2d6+8/19-20/x2, greatsword] or +16 ranged [1d6+4/x2, throwing axe]; SA Berserk 4/day; SQ Damage Reduction 3/-, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (Can't Be Flanked), Uncanny Dodge (+2 versus traps), Immunity to magic sleep spells, Enchantment Resistance; AL N; SV Fort

+13, Ref +5, Will +5; Str 18, Dex 12, Con 17 (19), Int 6, Wis 12, Cha 6.

Skills and Feats: Intimidate +15, Listen +20, Search +0, Spot +3; Dwarf's Toughness, Greater Resiliency, Instantaneous Rage, Iron Will, Weapon Focus (Greatsword).

Berserk (Ex): The cursed, amalgamated thing will automatically fly into a screaming blood frenzy when it is in the presence of another living creature. It temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. It suffers a -2 penalty to its Armor Class when berserking. This berserk nature will last for nine rounds. When in this blood frenzy, the cursed, amalgamated thing has 202 hit points, a +23 melee attack bonus with the greatsword (doing 2d6+11 damage), does 1d6+6 damage when throwing an axe, and has a +15 Fortitude Save and +7 Will Save (+9 versus Enchantment spells). Its AC will drop to 23 regular and 12 touch.

Damage Reduction (Ex): The thing can shrug off some amount of injury from each blow or attack. Subtract 3 from the damage that the thing takes each time he is dealt damage. Damage reduction can reduce damage to 0, but not below 0.

Immunity to Magic Sleep Spells: The cursed, amalgamated thing is immune to magic sleep spells and effects.

Enchantment Resistant: The cursed, amalgamated thing gains a +2 circumstance bonus to Enchantment spells and similar effects.

Possessions: +2 Full plate armor, +2 greatsword, club, 10 masterwork throwing axes, Bracers of Armor, +2, Ring of Protection, +2, Amulet of Natural Armor, +2. All of these items except the Bracers of Armor will be ruined when the thing is slain.

Physical Description: The cursed amalgamated thing continuously shifts back and forth in appearance, morphing to look like the four adventurers that it was created from. Those adventurers are a human male Oerdian fighter in full plate armor, a female elven cleric of Corellon Larethian wearing a chain shirt and carrying a bow, a female dwarven rogue wearing studded leather armor, and a gnome illusionist in dark robes covered with stars and moons.

Note: The stat block of the cursed, amalgamated thing was created as if it were actually an 14th level wood elf barbarian wearing full plate armor and with the Instantaneous Rage feat. Any questions about its capabilities or limitations should be answered as if it actually were such a character.

Encounter Seven – In the Heat of the Night

APL 2 (EL 4)

Aleesta, Female Human Evo1; HD 1d4+4; hp 8; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Base Atk/Grapple: +0/+0; Atk +0 melee (1d6, quarterstaff), +2 ranged (1d4, dagger); AL NE; SV Fort +1, Ref +2, Will +4; Str 10, Dex 14, Con 12, Int 16, Wis 14, Cha 10.

Skills and Feats: Concentration +5, Knowledge (Arcana) +7, Knowledge (History) +7, Knowledge (Geography) +7, Knowledge (Tench) +7, Spellcraft +7; Combat Casting, Scribe Scroll, Toughness.

Spells Prepared (3/2+1; base DC = 13 + spell level): 0—[*detect magic, light, ray of frost*]; 1st—[*magic missile (x2), shield*].

Possessions: Quarterstaff, 2 Daggers, Spell Component Pouch, 47 gp.

Katrice, Female Human Clr1 (Iuz); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+6 Armor, +1 Dex]; Base Atk/Grapple: +0/+1; Atk +1 melee (2d6+1, greatsword), +1 ranged (1d8, light crossbow); AL CE; SV Fort +4, Ref +1, Will +5; Str 12, Dex 12, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Bluff +4, Concentration +6, Hide +5, Knowledge (Religion) +5, Spellcraft +5; Combat Casting, Martial Weapon Proficiency (Greatsword).

Spells Prepared (3/2+1; base DC = 13 + spell level): 0—[*create water, cure minor wounds (x2)*]; 1st—[*bane, cure light wounds, protection from good**].

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); Trickery (bluff, disguise & hide are class skills).

Possessions: Greatsword, Light Crossbow, 10 bolts, Club, Banded Mail, Wooden Holy Symbol of Iuz, Spell Component Pouch.

Yandert, Male Human War1; HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16) [+4 Armor, +2 Shield, +2 Dex]; Base Atk/Grapple: +1/+4; Atk +5 melee (1d8+3, longsword), +3 ranged (1d8, longbow); AL CE; SV Fort +4, Ref +2, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Intimidate +4, Jump +1; Iron Will, Weapon Focus (Longsword).

Possessions: Longsword, Longbow, 40 arrows, Handaxe, Scale Mail, Large Wooden Shield, Legacy Ring of Talmot.

Tactics: Aleesta has precast *shield* on herself and Katrice has cast *protection from good* on herself (5 rounds remaining on each). Yandert will attempt to attack the arcane spellcasters first, the clerics second,

and any archers third. Aleesta will attempt to disrupt spellcasting with *magic missile*. Katrice will attempt to stay 20 feet away from Aleesta—close enough to heal but far enough to stay out of most areas of effect.

APL 4 (EL 6)

Aleesta, Female Human Evo3; HD 3d4+6; hp 15; Init +6; Spd 30 ft.; AC 13 (touch 12, flat-footed 11) [+1 Armor, +2 Dex]; Base Atk/Grapple: +1/+1; Atk +1 melee (1d6, quarterstaff), +3 ranged (1d4, dagger); AL NE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 16, Wis 14, Cha 10.

Skills and Feats: Concentration +7, Knowledge (Arcana) +9, Knowledge (History) +9, Knowledge (Geography) +9, Knowledge (Tench) +9, Spellcraft +9; Combat Casting, Improved Initiative, Scribe Scroll, Toughness.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—[*detect magic, light, ray of frost, ray of frost*]; 1st—[*magic missile (x3), shield*]; 2nd—[*blindness/deafness, flaming sphere, protection from arrows*].

Possessions: Quarterstaff, 2 Daggers, Spell Component Pouch, Bracers of Armor +1, Arcane Scroll of Silent Image, 47 gp.

Katrice, Female Human Clr3 (Iuz); HD 3d8+6; hp 24; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+6 Armor, +1 Dex]; Base Atk/Grapple: +2/+3; Atk +3 melee (2d6+1, greatsword), +3 ranged (1d8, light crossbow); AL CE; SV Fort +5, Ref +4, Will +6; Str 12, Dex 12, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Bluff +6, Concentration +8, Hide +7, Knowledge (Religion) +7, Spellcraft +7; Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (Greatsword).

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—[*create water, cure minor wounds (x2), light*]; 1st—[*bane, cure light wounds, doom, protection from good**]; 2nd—[*calm emotions, hold person, invisibility**].

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); Trickery (bluff, disguise & hide are class skills).

Possessions: Greatsword, Light Crossbow, 10 bolts, Club, Banded Mail, Wooden Holy Symbol of Iuz, Spell Component Pouch, Divine Scroll of Cure Light Wounds.

Yandert, Male Human Ftr3; HD 3d10+6; hp 28; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16) [+4 Armor, +2 Shield, +2 Dex]; Base Atk/Grapple: +3/+6; Atk +8 melee (1d8+3, longsword), +5 ranged (1d8, longbow);

AL CE; SV Fort +5, Ref +5, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Intimidate +6, Jump +3; Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Longsword).

Possessions: Masterwork Longsword, Longbow, 40 arrows, Handaxe, Scale Mail, Large Wooden Shield, Legacy Ring of Talmot.

Tactics: Aleesta cast *shield* on herself 6 rounds before her first round of combat and *protection from arrows* on herself 5 rounds before her first round of combat. Katrice cast *protection from good* on herself 6 rounds before her first round of combat. Yandert will attempt to attack the arcane spellcasters first, the clerics second, and any archers third. Aleesta will attempt to disrupt arcane spellcasters with *blindness* and spellcasting with *magic missile*. Katrice will attempt to stay 20 feet away from Aleesta—close enough to heal but far enough to stay out of most areas of effect. Katrice prefers to attack with spells, but is not opposed to using her greatsword.

APL 6 (EL 8)

Aleesta, Female Human Evo5; HD 5d4+8; hp 24; Init +6; Spd 30 ft.; AC 13 (touch 12, flat-footed 11) [+1 Armor, +2 Dex]; Base Atk/Grapple: +2/+2; Atk +2 melee (1d6, quarterstaff), +4 ranged (1d4, dagger); AL NE; SV Fort +2, Ref +3, Will +6; Str 10, Dex 14, Con 12, Int 18, Wis 14, Cha 10.

Skills and Feats: Concentration +9, Craft(Alchemy) +12, Knowledge (Arcana) +12, Knowledge (History) +12, Knowledge (Geography) +12, Knowledge (Tench) +12, Spellcraft +12; Combat Casting, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Toughness.

Spells Prepared (4/4+1/3+1/2+1; base DC = 14 + spell level): 0—[*detect magic, light, ray of frost, ray of frost*]; 1st—[*enlarge, magic missile (x3), shield*]; 2nd—[*blindness/deafness, flaming sphere, protection from arrows, see invisibility*]; 3rd—[*fireball, fly, slow*].

Possessions: Quarterstaff, 2 Daggers, Spell Component Pouch, Bracers of Armor +1, Arcane Scroll of Silent Image, Potion of Cure Light Wounds, 47 gp.

Katrice, Female Human Clr5 (Iuz); HD 5d8+10; hp 38; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+6 Armor, +1 Dex]; Base Atk/Grapple: +3/+4; Atk +5 melee (2d6+1, greatsword), +4 ranged (1d8, light crossbow); AL CE; SV Fort +6, Ref +4, Will +8; Str 12, Dex 12, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Bluff +8, Concentration +10, Hide +9, Knowledge (Religion) +9, Spellcraft +9; Combat

Casting, Lightning Reflexes, Martial Weapon Proficiency (Greatsword).

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0—[*create water, cure minor wounds (x2), detect magic, light*]; 1st—[*bane, change self,* cure light wounds, doom, endure elements*]; 2nd—[*calm emotions, hold person, invisibility*, sound burst*]; 3rd—[*dispel magic, magic circle against good*, magic vestment*].

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); Trickery (bluff, disguise & hide are class skills).

Possessions: Masterwork Greatsword, Light Crossbow, 10 bolts, Club, Banded Mail, Wooden Holy Symbol of Iuz, Spell Component Pouch, Divine Scroll of Cure Light Wounds.

Yandert, Male Human Ftr5; HD 5d10+10; hp 44; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16) [+4 Armor, +2 Shield, +2 Dex]; Base Atk/Grapple: +5/+9; Atk +11 melee (1d8+6, longsword), +7 ranged (1d8, longbow); AL CE; SV Fort +6, Ref +5, Will +3; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Intimidate +8, Jump +6; Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: Masterwork Longsword, Longbow, 40 arrows, Handaxe, Club, Scale Mail, Large Wooden Shield, Legacy Ring of Talmot.

Tactics: Aleesta cast *see invisibility* on herself 7 rounds before her first round of combat, *shield* on herself 6 rounds before her first round of combat, and *protection from arrows* on herself 5 rounds before her first round of combat. Katrice cast *magic circle against good* on herself 7 rounds before her first round of combat and *magic vestment* on herself 2 hours ago. Yandert will attempt to attack the arcane spellcasters first, the clerics second, and any archers third. Aleesta will cast *slow* then *fireball* then attempt to disrupt arcane spellcasters with *blindness* and spellcasting with *magic missile*. Katrice will attempt to stay 20 feet away from Aleesta—close enough to heal but far enough to stay out of most areas of effect. Katrice prefers to attack with spells, but is not opposed to using her greatsword.

APL 8 (EL 10)

Aleesta, Female Human Evo7; HD 7d4+10; hp 32; Init +7; Spd 30 ft.; AC 14 (touch 13, flat-footed 11) [+1 Armor, +3 Dex]; Base Atk/Grapple: +3/+3; Atk +3 melee (1d6, quarterstaff), +6 ranged (1d4, dagger); AL

NE; SV Fort +3, Ref +5, Will +7; Str 10, Dex 16, Con 12, Int 18, Wis 14, Cha 10.

Skills and Feats: Concentration +11, Craft(Alchemy) +14, Knowledge (Arcana) +14, Knowledge (History) +14, Knowledge (Geography) +14, Knowledge (Tenh) +14, Spellcraft +14; Combat Casting, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Toughness.

Spells Prepared (4/5+1/4+1/3+1/2+1; base DC = 14 + spell level; DC = 16 + spell level for Evocation spells (15 + spell level in 3.5e)): 0—[*detect magic, light, ray of frost, ray of frost*]; 1st—[*endure elements, enlarge, magic missile (x3), shield*]; 2nd—[*blindness/deafness, blur, flaming sphere, protection from arrows, see invisibility*]; 3rd—[*blink, fireball, fly, slow*]; 4th—[*fear, ice storm, rainbow pattern*].

Possessions: Quarterstaff, 2 Daggers, Spell Component Pouch, Bracers of Armor +1, Arcane Scroll of Silent Image, Potion of Cure Light Wounds, 47 gp.

Katrice, Female Human Clr7 (Iuz); HD 7d8+21; hp 59; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+6 Armor, +1 Dex]; Base Atk/Grapple: +5/+6; Atk +8 melee (2d6+1, greatsword), +6 ranged (1d8, light crossbow); AL CE; SV Fort +8, Ref +5, Will +9; Str 12, Dex 12, Con 16, Int 12, Wis 18, Cha 10.

Skills and Feats: Bluff +10, Concentration +13, Hide +11, Knowledge (Religion) +11, Spellcraft +11; Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (Greatsword), Weapon Focus (Greatsword).

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—[*create water, cure minor wounds (x2), detect magic(x2), light*]; 1st—[*bane, change self,* cure light wounds(x2), doom, endure elements*]; 2nd—[*calm emotions, cure moderate wounds, hold person, invisibility*, sound burst*]; 3rd—[*cure serious wounds, dispel magic, magic circle against good*, magic vestment*]; 4th—[*confusion*, cure critical wounds, greater magic weapon*].

*Domain spell. **Domains:** Evil (cast evil spells at +1 caster level); Trickery (bluff, disguise & hide are class skills).

Possessions: Masterwork Greatsword, Light Crossbow, 10 bolts, Club, Banded Mail, Wooden Holy Symbol of Iuz, Spell Component Pouch, Divine Scroll of Cure Light Wounds.

Yandert, Male Human Ftr7; HD 7d10+21; hp 65; Init +6; Spd 20 ft.; AC 20 (touch 11, flat-footed 19) [+7 Armor, +2 Shield, +1 Dex]; Base Atk/Grapple: +7/+11; Atk +13/8 melee (1d8+6, longsword), +9/4 ranged (1d8, longbow); AL CE; SV Fort +8, Ref +6, Will +4; Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Intimidate +10, Jump +8; Cleave, Great Cleave, Improved Initiative, Iron

Will, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: Masterwork Longsword, Longbow, 40 arrows, Handaxe, Club, +1 Banded Mail, Masterwork Large Wooden Shield, 2 Potions Cure Light Wounds, Legacy Ring of Talmot.

Tactics: Aleesta cast *fly* on Yandert 8 rounds before her first round of combat, *see invisibility* on herself 7 rounds before her first round of combat, *shield* on herself 6 rounds before her first round of combat, and *protection from arrows* on herself 5 rounds before her first round of combat. Katrice cast *greater magic weapon* on Yandert's longsword 8 rounds before her first round of combat, *magic circle against good* on herself 7 rounds before her first round of combat and *magic vestment* on herself 2 hours ago. Yandert will attempt to attack the arcane spellcasters first, the clerics second, and any archers third. Aleesta will cast *slow* then *fireball* then attempt to disrupt arcane spellcasters with *blindness* and spellcasting with *magic missile*. Katrice will attempt to stay 20 feet away from Aleesta—close enough to heal but far enough to stay out of most areas of effect. Katrice prefers to attack with spells, but is not opposed to using her greatsword.

APL 10 (EL 12)

Aleesta, Female Human Evo9; HD 9d4+12; hp 40; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+5 Armor, +3 Dex]; Base Atk/Grapple: +4/+4; Atk +4 melee (1d6, quarterstaff), +7 ranged (1d4, dagger); AL NE; SV Fort +6, Ref +6, Will +8; Str 10, Dex 16, Con 12, Int 20, Wis 14, Cha 10.

Skills and Feats: Concentration +13, Craft(Alchemy) +17, Knowledge (Arcana) +17, Knowledge (History) +17, Knowledge (Geography) +17, Knowledge (Religion) +17, Knowledge (Tenh) +17, Spellcraft +17; Combat Casting, Craft Wondrous Item, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Toughness.

Spells Prepared (4/6+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level; DC = 17 + spell level for Evocation spells (16 + spell level in 3.5e)): 0—[*detect magic, light, ray of frost, ray of frost*]; 1st—[*endure elements(x2), enlarge, magic missile (x3), shield*]; 2nd—[*blindness/deafness(x2), blur, flaming sphere, protection from arrows, see invisibility*]; 3rd—[*blink, fireball, fly, lightning bolt, slow*]; 4th—[*dimension door, ice storm, improved invisibility, rainbow pattern*]; 5th—[*cone of cold, feeblemind, wall of force*].

Possessions: +1 Mithral Chain Shirt, Slick; Quarterstaff, 2 Daggers, Spell Component Pouch, Arcane Scroll of Silent Image, Potion of Cure Light

Wounds, Bag of Holding (Type I), Arcane Scroll of Greater Magic Weapon (12th level caster), 47 gp.

Note: Aleesta has a 10% arcane spell failure check to make when casting in her mithral chain shirt.

Katrice, Female Human Clr9 (Iuz); HD 9d8+27; hp 75; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+6 Armor, +1 Dex]; Base Atk/Grapple: +6/+7; Atk +9/4 melee (2d6+1, greatsword), +7 ranged (1d8, light crossbow); AL CE; SV Fort +11, Ref +6, Will +11; Str 12, Dex 12, Con 16, Int 12, Wis 20, Cha 10.

Skills and Feats: Bluff +12, Concentration +15, Hide +13, Knowledge (Religion) +13, Spellcraft +13; Combat Casting, Great Fortitude, Lightning Reflexes, Martial Weapon Proficiency (Greatsword), Weapon Focus (Greatsword).

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0—[*create water, cure minor wounds (x2), detect magic(x2), light*]; 1st—[*bane, change self,* cure light wounds(x2), doom, endure elements(x2)*]; 2nd—[*calm emotions, cure moderate wounds, hold person(x2), invisibility*, sound burst*]; 3rd—[*cure serious wounds, dispel magic(x2), magic circle against good*, magic vestment*]; 4th—[*confusion*, cure critical wounds, greater magic weapon(x2)*]; 5th—[*greater command, slay living, unholy blight**].

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); Trickery (bluff, disguise & hide are class skills).

Possessions: Masterwork Greatsword, Light Crossbow, 10 bolts, Club, Banded Mail, Wooden Holy Symbol of Iuz, Spell Component Pouch, Divine Scroll of Cure Light Wounds, Divine Scroll of Cure Moderate Wounds.

Yandert, Male Human Ftr9; HD 9d10+27; hp 85; Init +6; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+7 Armor, +3 Shield, +1 Dex]; Base Atk/Grapple: +9/+14; Atk +16/11 melee (1d8+9, crit 17-20/x2, longsword), +11/6 ranged (1d8, longbow); AL CE; SV Fort +11, Ref +6, Will +4; Str 20, Dex 14, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Intimidate +12, Jump +11; Cleave, Great Cleave, Great Fortitude, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: Masterwork Longsword, Longbow, 40 arrows, Handaxe, Club, +1 Banded Mail, +1 Large Wooden Shield, Potion Cure Light Wounds, Potion Cure Moderate Wounds, Legacy Ring of Talmot.

Tactics: Aleesta cast *fly* on Yandert 8 rounds before her first round of combat, *see invisibility* on herself 7

rounds before her first round of combat, *shield* on herself 6 rounds before her first round of combat, *protection from arrows* on herself 5 rounds before her first round of combat, and *improved invisibility* on herself 4 rounds before her first round of combat. Katrice cast *greater magic weapon* on Yandert's longsword 8 rounds before her first round of combat, *magic circle against good* on herself 7 rounds before her first round of combat, *magic vestment* on herself 2 hours ago, and *endure elements* (fire) on herself this morning. Yandert will attempt to attack the arcane spellcasters first, the clerics second, and any archers third. Aleesta will cast *slow*, then vary casting evocation spells with attempts to disrupt arcane spellcasters with *feeblemind* and *blindness* and spellcasting with *magic missile*. Katrice prefers to attack with spells, but is not opposed to using her greatsword.

APL 12 (EL 14)

Aleesta, Female Human Evo11; HD 11d4+25; hp 59; Init +7; Spd 30 ft.; AC 18 (touch 19, flat-footed 16) [+5 Armor, +3 Dex, +1 Defl]; Base Atk/Grapple: +5/+5; Atk +5 melee (1d6, quarterstaff), +8 ranged (1d4, dagger); AL NE; SV Fort +7, Ref +6, Will +9; Str 10, Dex 16, Con 14, Int 20, Wis 14, Cha 10.

Skills and Feats: Concentration +16, Craft(Alchemy) +19, Knowledge (Arcana) +19, Knowledge (History) +19, Knowledge (Geography) +19, Knowledge (Religion) +19, Knowledge (Tench) +19, Spellcraft +19; Combat Casting, Craft Wondrous Item, Great Fortitude, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Evocation), Toughness.

Spells Prepared (4/6+1/5+1/5+1/4+1/3+1/1+1; base DC = 15 + spell level; DC = 17 + spell level for Evocation spells (16 + spell level in 3.5e)): 0—[*detect magic, light, ray of frost, ray of frost*]; 1st—[*endure elements(x2), enlarge, magic missile (x3), shield*]; 2nd—[*blindness/deafness(x2), blur, flaming sphere, protection from arrows(x2), see invisibility*]; 3rd—[*blink, fireball(x2), fly, lightning bolt, slow*]; 4th—[*dimension door, ice storm, improved invisibility(x2), rainbow pattern*]; 5th—[*cone of cold, feeblemind, magic missile (quicken), wall of force*]; 6th—[*blindness/deafness (quicken), chain lightning*].

Possessions: +1 Mithral Chain Shirt, Slick; Quarterstaff, 2 Daggers, Spell Component Pouch, Arcane Scroll of Silent Image, Potion of Cure Light Wounds, Bag of Holding (Type I), Goggles of Night, +1 Ring of Protection, Arcane Scroll of Greater Magic Weapon (12th level caster), 47 gp.

Note: Aleesta has a 10% arcane spell failure check to make when casting in her mithral chain shirt.

Katrice, Female Human Clr11 (Iuz); HD 11d8+33; hp 91; Init +2; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+6 Armor, +1 Dex]; Base Atk/Grapple: +8/+10; Atk +12/7 melee (2d6+3, greatsword), +10 ranged (1d8, light crossbow); AL CE; SV Fort +12, Ref +7, Will +12; Str 14, Dex 14, Con 16, Int 12, Wis 20, Cha 10.

Skills and Feats: Bluff +14, Concentration +17, Hide +16, Knowledge (Religion) +15, Spellcraft +15; Combat Casting, Great Fortitude, Lightning Reflexes, Martial Weapon Proficiency (Greatsword), Weapon Focus (Greatsword).

Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 15 + spell level): 0—[*create water*, *cure minor wounds* (x2), *detect magic*(x2), *light*]; 1st—[*bane*, *change self*,* *cure light wounds*(x2), *doom*, *endure elements*(x3)]; 2nd—[*calm emotions*, *cure moderate wounds*, *hold person*(x2), *invisibility**, *sound burst*]; 3rd—[*cure serious wounds*, *dispel magic*(x2), *magic circle against good**, *magic vestment*(x2)]; 4th—[*confusion**, *cure critical wounds*, *freedom of movement*, *greater magic weapon*(x2)]; 5th—[*healing circle*, *greater command*, *slay living*, *unholy blight*³]; 6th—[*harm*, *mislead*³].

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); Trickery (bluff, disguise & hide are class skills).

Possessions: Masterwork Greatsword, Light Crossbow, 10 bolts, Club, Banded Mail, Wooden Holy Symbol of Iuz, Spell Component Pouch, Divine Scroll of Cure Light Wounds, Divine Scroll of Cure Moderate Wounds.

Yandert, Male Human Ftr11; HD 11d10+33; hp 103; Init +7; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+7 Armor, +3 Shield, +1 Dex]; Base Atk/Grapple: +11/+16; Atk +18/13/8 melee (1d8+9, crit 17-20/x2, longsword), +14/9/4 ranged (1d8, longbow); AL CE; SV Fort +12, Ref +8, Will +6; Str 20, Dex 16, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +13, Intimidate +14, Jump +13; Cleave, Great Cleave, Great Fortitude, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: Masterwork Longsword, Longbow, 40 arrows, Handaxe, Club, +1 Banded Mail, +1 Large Wooden Shield, 3 Potions Cure Light Wounds, Legacy Ring of Talmot.

Tactics: Aleesta cast *fly* on Yandert 8 rounds before her first round of combat, *see invisibility* on herself 7 rounds before her first round of combat, *shield* on

herself 6 rounds before her first round of combat, *protection from arrows* on herself 5 rounds before her first round of combat, and *improved invisibility* on herself 4 rounds before her first round of combat. Katrice cast *greater magic weapon* on Yandert's longsword 8 rounds before her first round of combat, *magic circle against good* on herself 7 rounds before her first round of combat, *magic vestment* on herself and Yandert 2 hours ago, and *endure elements* (fire) on herself and Yandert this morning. Yandert will attempt to attack the arcane spellcasters first, the clerics second, and any archers third. Aleesta will cast *slow*, then vary casting evocation spells with attempts to disrupt arcane spellcasters with *feeblemind* and *blindness* and spellcasting with *magic missile*. Aleesta will also use her quickened spells for best possible effect. Katrice will use *mislead* in the first round of combat. Katrice prefers to attack with spells, but is not opposed to using her greatsword.

Appendix II – New Rules

New Feats from *Masters of the Wild*

Dwarf's Toughness [General]

You are tougher than you were before.

Prerequisite: Base Fort save bonus +5.

Benefit: You gain +6 hit points.

Special: You may gain this feat multiple times.

Greater Resiliency [General]

Your extraordinary resilience to damage increases.

Prerequisite: Damage reduction as a class feature or innate ability.

Benefit: Your damage reduction increases by +1/-. If it would normally rise thereafter with level, it does so at its previous rate. For example, a 15th-level barbarian has damage reduction 2/-. By taking this feat, he raises it to 3/-. Thereafter, it continues to rise by +1/- at the designated intervals: to +4/11 at 17th level, and to 5/- at 20th level. You may not take this feat more than once.

Instantaneous Rage [General]

You activate your rage instantly.

Prerequisite: Ability to rage.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage in response to another's action after learning the result but before it takes effect. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can gain the additional hit points that rage grants just before a blow that would otherwise cause you to fall unconscious, or better your chances of making a successful saving throw against an incoming spell.

Normal: You enter a rage only during your turn.

Excerpts From General Rules Regarding Extraplanar Subtype from *Fiend Folio*

Creatures that originate from a plane of existence other than the Material Plane are marked with the extraplanar subtype because this Living Greyhawk adventure takes place on the Material Plane.

An extraplanar creature can be targeted with a *dismissal* or *banishment* spell, suffers the full effects of

a *blasphemy*, *dictum*, *holy word*, or *word of chaos* spell (based on its alignment), and can be called or summoned by various spells including *gate*, the *planar ally* or *planar binding* spells, and possibly *summon monsters* spells.

General Rules Regarding the Swarm Type or Subtype from *Fiend Folio*

A swarm is a collection of Fine, Diminutive, or Tiny creatures (usually creatures of the vermin type) that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. The swarm makes saving throws as a single creature.

A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 5 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space of a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Diminutive creatures consists of 150 nonflying creatures or 625 flying creatures. A swarm of Fine creatures consists of 100,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 5-foot square based on their normal face, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiple swarms, or multiple five-foot squares. A swarm of 200,000 plague ants is 20 plague ant swarms, each swarm occupying a 5-foot square. A large swarm is completely shapeable, though it usually remains contiguous.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing or piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not diminish its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects if the swarm has intelligence score and a hive mind. A swarm has a -10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

Swarms made up of Diminutive or fine creatures are susceptible to high winds such as those caused by a *gust of wind* spell. For purposes of determining the effect of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. For example, a swarm of abyssal ants (Diminutive creatures) can be blown away by a severe wind. Wind effects deal 1d6 damage of subdual damage to the swarm per spell level (or Hit Dice of the originating creature, in the case of effects such as an air elemental's whirlwind). A swarm rendered unconscious by means of subdual damage becomes disorganized and dispersed, and does not re-form until its hit points exceed its subdual damage.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "Swarm" on the Attacks line, with no attack bonus. The Damage entry has "Swarm," followed by a damage range. A swarm's damage is based on its Hit Dice, as shown below:

<u>Swarm HD</u>		<u>Swarm Base Damage</u>
1-5		1d6
6-10	2d6	
11-15		3d6
16-20		4d6
21 or more		5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm's attack damage

to 0, being incorporeal, and other special abilities usually make a creature immune (or at least resistant) to damage from the swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save negates the effect (DC is 10 + 1/2 the creature's HD + Con modifier). Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check DC (20 + spell level). Using a skill that involves patience and concentration requires a Concentration check (DC 20). Each swarm described has its distraction save DC given in its statistic block.

Swarms from *Fiend Folio*

Plague Ant Swarm

Medium Size Vermin (Swarm of Fine Creatures)

Hit Dice: 10d8+20 (65 hp)

Initiative: +3

Speed: 30 ft., climb 20 ft.

AC: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15

Base Attack/Grapple: +7/--

Attack: Swarm

Full Attack: Swarm

Damage: Swarm 2d6 plus disease

Face/Reach: 5 ft./0 ft.

Special Attacks: Disease, distraction (DC 17), wounding

Special Qualities: Swarm traits, vermin traits

Saves: Fort +9, Ref +6, Will +3

Abilities: Str 1, Dex 16, Con 14, Int -, Wis 11, Cha 7

Skills: Climb +3

Feats: --

Climate/Terrain: Warm land and underground

Organization: Solitary or army (3-8 swarms)

Challenge Rating: 5

Treasure: --

Alignment: Always neutral

Advancement: --

Plague ants are large and particularly nasty relatives of mundane army or harvester ants. They are 4 inches long, with bloated white bodies and bright orange eyes.

Their mandibles are as long as their heads and have an orange hue on the inside (cutting) edge.

As mindless creatures, plague ants do not speak or understand any language.

COMBAT

Plague ants are a mindless force of nature and swarm over everything in their path. They operate based on sophisticated instinct, with ants in the forefront of the swarm's approach carrying large chunks of food (preferably bloody meat) back to the queen, who is provided in the swarm's bivouac by a shelter formed from living ants.

Disease (Ex): Any creature that takes damage from a plague ant swarm must succeed on Fortitude save (DC 17) or contract red ache. The incubation period is 1d3 days, and the disease deals 1d6 points of Strength damage.

Wounding (Ex): A wound resulting from a plague ant swarm attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 1) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, or the like).

Vermin Traits: A plague ant swarm is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

Skills: Plague ant swarms have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Locust Swarm, Bloodfiend

Medium Size Vermin (Extraplanar, Swarm of Fine Creatures)

Hit Dice: 14d8+28 (91 hp)

Initiative: +4

Speed: 20 ft., fly 20 ft. (perfect)

AC: 19 (+4 Dex, +5 natural), touch 14, flat-footed 15

Base Attack/Grapple: +10/--

Attack: Swarm

Full Attack: Swarm

Damage: Swarm 3d6 plus energy drain

Face/Reach: 5 ft./0 ft.

Special Attacks: Distraction (DC 19), energy drain

Special Qualities: Reanimate, swarm traits, vermin traits

Saves: Fort +11, Ref +8, Will +5

Abilities: Str 1, Dex 18, Con 14, Int -, Wis 13, Cha 11

Skills: --

Feats: --

Climate/Terrain: Any land and underground (Abyss)

Organization: Solitary or plague (10-40 swarms)

Challenge Rating: 8

Treasure: --

Alignment: Always chaotic evil

Advancement: --

Whereas the common locust poses a menace only to plants and crops, deadlier strains, influenced by magic or fiendish will, attempt to tear the flesh from any creature they encounter. These creatures, although too small individually to pose a threat to most creatures, can quickly engulf and devour unprepared victims.

COMBAT

Created to carry the horrors of the Abyss to other planes, bloodfiend locusts feast not only on the flesh of their victims, but on their very life force as well. As a swarm of bloodfiend locusts moves through a region, those who fall prey to the creatures rise again in twisted undead forms and are tainted not only by the forces of undeath, but also by the evil of the Abyss itself.

Energy Drain (Su): Living creatures hit by a bloodfiend locust swarm gain one negative level. If the negative level has not been removed (with a spell such as *restoration*) before one day has passed, the afflicted opponent must succeed on a Fortitude save (DC 19) to remove it.

Reanimate (Su): A humanoid or monstrous humanoid killed by the energy drain attack of a bloodfiend locust swarm rises 2d6 hours later as a fiendish vampire spawn. See the vampire spawn and the fiendish template description in the *Monster Manual*.

Vermin Traits: A locust swarm is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

Locust Swarm, Rapture

Medium Size Vermin (Swarm of Fine Creatures)

Hit Dice: 10d8+20 (65 hp)

Initiative: +2

Speed: 20 ft., fly 20 ft. (perfect)

AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +7/--

Attack: Swarm

Full Attack: Swarm

Damage: Swarm 2d6

Face/Reach: 5 ft./0 ft.

Special Attacks: Distraction (DC 17), hypnotic pattern, rapture

Special Qualities: Swarm traits, vermin traits

Saves: Fort +9, Ref +5, Will +3

Abilities: Str 1, Dex 14, Con 14, Int --, Wis 11, Cha 16

Skills: --

Feats: --

Climate/Terrain: Any

Organization: Solitary or plague (10-40 swarms)

Challenge Rating: 6

Treasure: --

Alignment: Always neutral evil

Advancement: --

Normally harmless, locusts occasionally rise in devastating forms. A locust swarm contains approximately 10,000 individual creatures, although the swarm fights and reacts as one creature during combat. Seen from a distance, the swarm looks like a dark black cloud, although most onlookers quickly note the roiling motion of the insects that make up the swarm.

The greatest threat that locust swarms pose is their sheer size. Often covering hundreds of acres, locust swarms are usually encountered in great numbers, and even powerful creatures can succumb to wave after wave of swarming locusts.

COMBAT

Multihued wings and scintillating exoskeletons make these deceptively beautiful creatures as fascinating as they are dangerous. Whereas many vermin swarms are easy to avoid, even the most mobile creatures often fall prey to the hypnotic colors produced by a swarm of rapture locusts. Victims stand motionless as they are overcome by euphoria while the voracious locusts feast on their bodies.

Hypnotic Pattern (Su): Anyone looking at a swarm of rapture locusts is affected as if by a *hypnotic pattern* spell cast by a 6th-level sorcerer. Creatures can make a Will saving throw (DC 15) to resist this effect. This is a mind-affecting ability.

Rapture (Su): Any nonmindless creature that takes damage from a rapture locust swarm must succeed on a Will save (DC 18) or take no action for 1 full round. Creatures so affected stand motionless. This is a mind-affecting ability. Enraptured creatures are not distracted by the swarm's attack, since they do not even realize they are being harmed, but creatures that succeed on a save against the swarm's rapture are distracted (see Distraction, above, in the general discussion on swarms).

Vermin Traits: A locust swarm is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

Wasp Swarm

Medium Size Vermin (Swarm of Fine Creatures)

Hit Dice: 4d8+4

Initiative: +3

Speed: 10 ft., fly 60 ft. (average)

AC: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +3/--

Attack: Swarm

Full Attack: Swarm

Damage: Swarm 1d6 plus poison

Face/Reach: 5 ft./0 ft.

Special Attacks: Distraction (DC 13), poison

Special Qualities: Swarm traits, vermin traits

Saves: Fort +5, Ref +4, Will +1

Abilities: Str 1, Dex 16, Con 13, Int --, Wis 10, 2

Skills: --

Feats: --

Climate/Terrain: Any temperate land

Organization: Swarm

Challenge Rating: 2

Treasure: --

Alignment: Always neutral

Advancement: --

Wasps sometimes gather together in swarms and build enormous nests that hang on trees, under the eaves of buildings, and even in holes in the ground. Because wasps are rather surly and irritable insects, swarms of wasps can be extremely dangerous.

Despite their maligned reputation, wasps are valuable parts of the ecosystem, since they eat an enormous amount of otherwise harmful insects.

COMBAT

Wasp swarms are often passive unless roused by loud noises or violent motion. A character can move through a passive swarm safely if he makes a Move Silently check (DC 20). This works only if the character does not attack the swarm, moves at half speed, and does not make any sudden movements (such as spellcasting).

When roused, wasps have an extremely painful bite as well as a poisonous barb.

Poison (Ex): A wasp delivers poison equivalent that of a Medium-size giant wasp (Fort DC 18 negates) with each swarm attack. Initial and secondary damage are the same (1d6 Dex).

Vermin Traits: A locust swarm is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

Judge's Aid A

Timeline of Events.

13 days before Introduction	The caravan leaves Radigast City, headed towards Rel Mord.
2 days before Introduction	The caravan arrives in the Nyronese border town of Kerrinn.
1 day before Introduction	The caravan is attacked by the Crandt family. All caravan riders are killed in the attack. Humel Crandt is killed during the attack. Katrice given magical disease by glyph of warding when she opens trapped chest.
Day of Introduction	Aerl finds bodies and reports to Pendren. Pendren uses magical scroll of sending to notify vicar. Vicar hires PCs. Crandt family arrives at home of Seneschal of Swine.
5 days after Introduction	Katrice regains consciousness and casts remove disease on herself
6 days after Introduction	PCs arrive at Kerrinn (assuming no undue delay).
7 days after Introduction	PCs investigate the scene of the attack and arrive at home of Seneschal of Swine (assuming no delay). PCs set forth for the Gnatmarsh.
11 days after Introduction	Crandt family arrives in Beetu and receives false information about where to find Prince Sewardt.
12 days after Introduction	Crandt family spends night in the Gnatmarsh.
13 days after Introduction	PCs arrive in Beetu (assuming no delay). Crandt family spends night in the Gnatmarsh.

Player Handout #1

List of men and women who accompanied the caravan from Radigast City.

Gandolyn Pikar

Fridianna Alandor

Olgar Talmot

Sergen Tarisna

Bobto

Kimberra Klandon

Sabrina Lododon

Camberlin of Trigot

Phineot Penderst

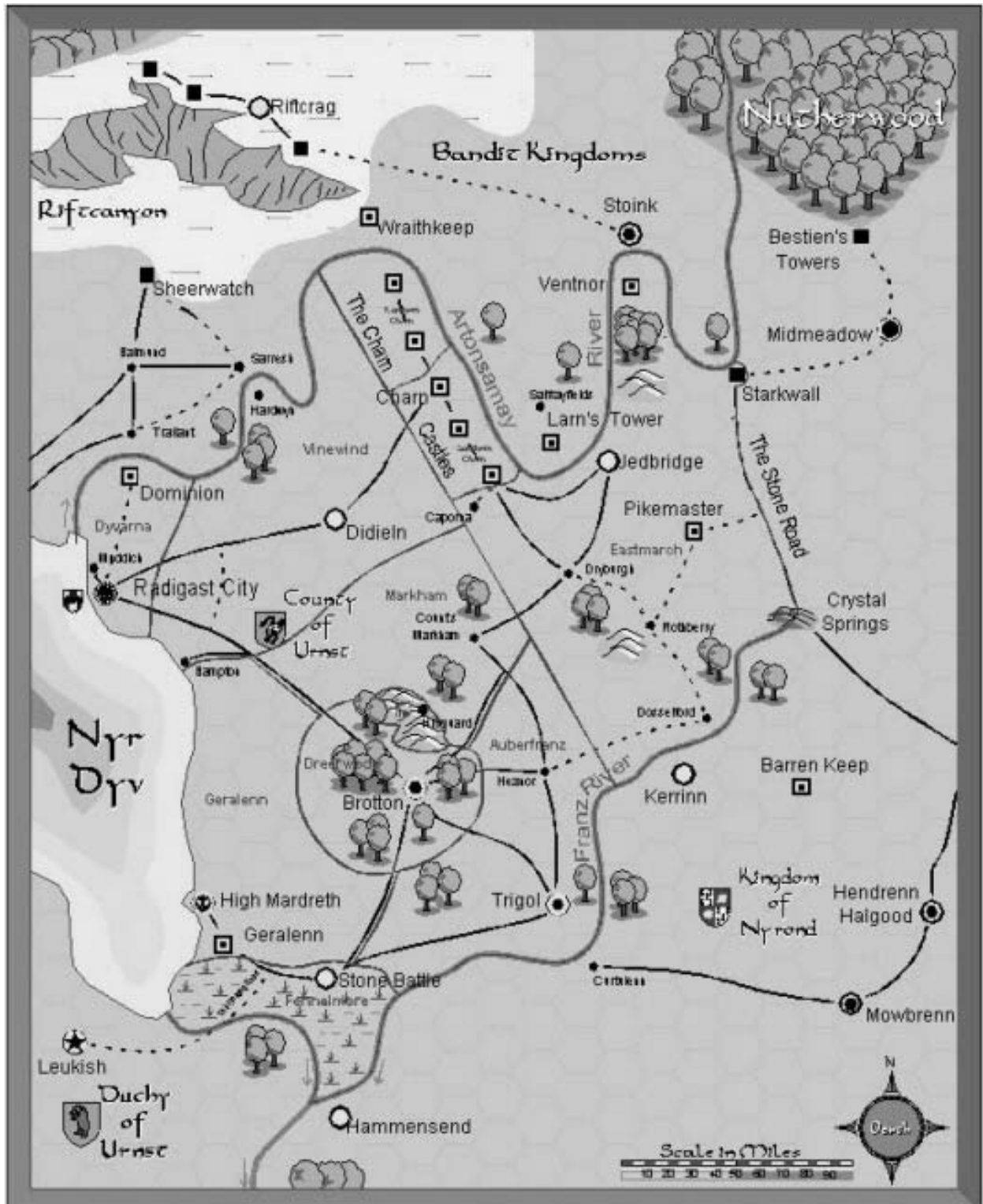
Carzem Orlotten

Freyalein Kinbas

Elias the Fair

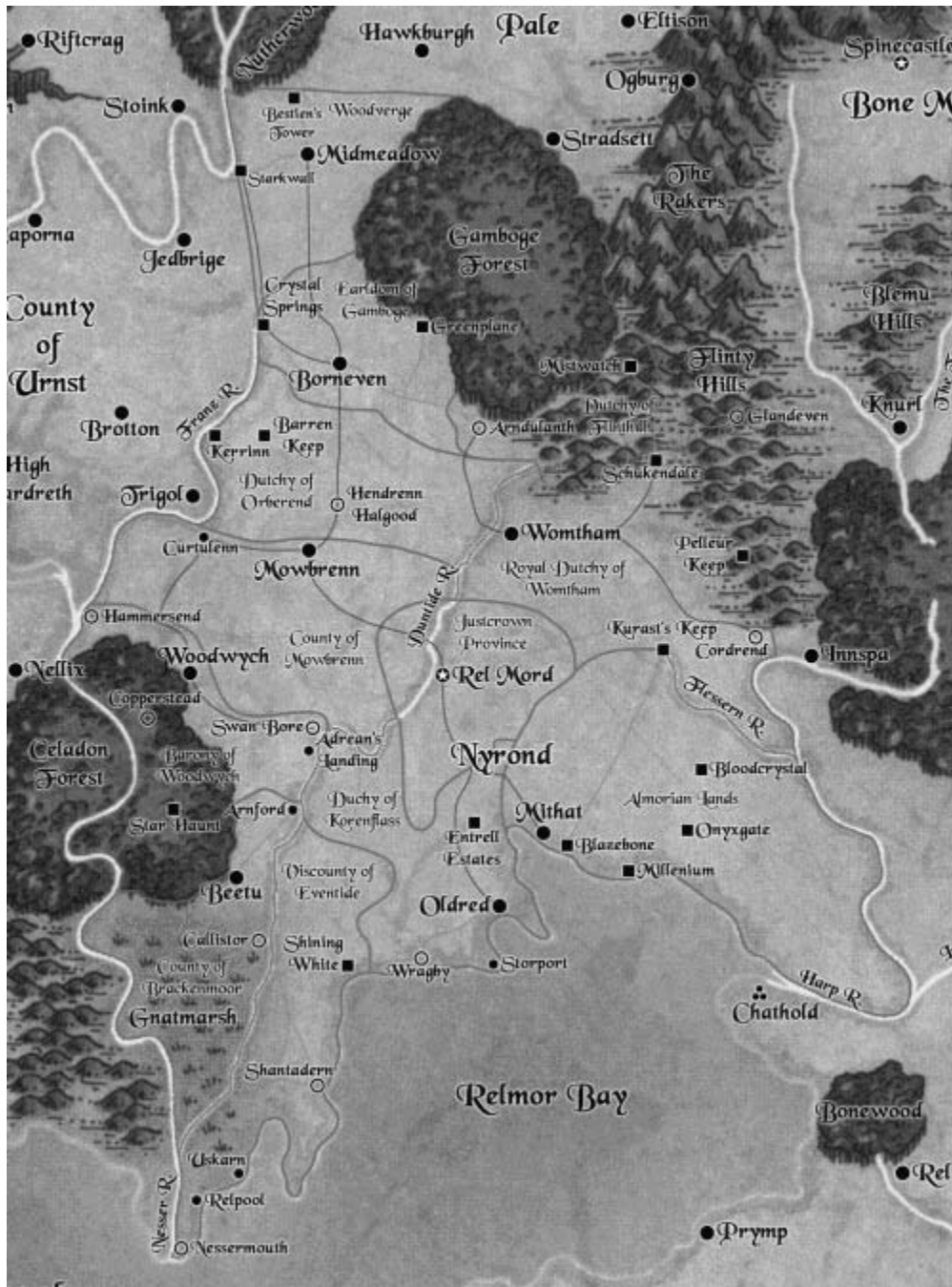
Player Handout #2

Map of the County of Urnst



Player Handout #3

Map of Nyron



Player Handout #4

Final Words of Olgar Talmot (written on the back of a divine scroll).

The attack on our caravan was savage and came from nowhere. Before we knew it, the wagons had been engulfed in fire and Sergen was dead.

There were four assailants—two men and two women. I heard the young woman cry out ‘‘Father’’ when the older man died, so I suspect that they were a family. Refugees from Tenh, no doubt.

Our men and women fought with their hearts and souls, but the suddenness and savageness of the attack overcame us. I feigned death after my arm was severed, and crawled into these bushes while they were not looking.

The irony that I grabbed the caravan’s Sending scroll, and am unable to cast the spell! If only I could have gotten the scroll to Bobto before he was killed. But any reinforcements that it brought would only have been too late.

I watched from hiding as they looted the bodies of my comrades, even taking my family ring from my separated arm. I curse them for taking my family's final reminder of my Great Grandfather.

To whosoever finds this scroll, know that the leader of the bandits is slain and that I overheard one of them saying that their destination is the Gnatmarsh. Why they would go to that unnatural place, I cannot fathom.

Please let my family know that I am sorry that I failed them.

Olgar Talmot