

NMR5-03

Borne Upon an Ill Wind

A One-Round D&D LIVING GREYHAWK®

Nyrond and Her Environs Metaregional Adventure

Version 2

Round 1

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All is not well in Nyrond. His August Supremacy, Emperor Sewardt has disrupted more than the life of his own people. From the Pale to the Duchy of Urnst the aftershocks of Sewardt's treachery resonate, deep and discordant. A former King now lies deposed and disgraced; a people squirm under the thumb of a tyrant and the drums of war may well begin to beat again. Heroes of exceptional skill must step forth and risk the daggers of intrigue and treachery to learn the truth and right that which was wronged. For APLs 2-14. Part 1 of the Tradewinds series.

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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

Along with the other materials discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

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

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move

action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

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	

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Nyron and Her Environs Metaregion. Characters native to the Nyron and Her Environs Metaregion pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least

Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Fireseek, 595 CY

In the weeks leading up to the Liberation of Tenh by the Theocracy of the Pale, envoys were sent out to speak with neighboring nations about their concerns over the Pale's aggressive actions. Most important of these was the Kingdom of Nyron, a realm that has a shared border with the Pale and an area long under dispute between the two realms due to the presence of faithful Pholtans in northern Nyron and the actions of the Valorous League of Blindness.

These negotiations with King Lynwerd had begun to show progress and the two realms believed they could

reach an agreement within the next couple of months for a pact of non-aggression barring any unforeseen circumstances. The change of leadership in Nyrond does not affect these negotiations. The Theocracy of the Pale will continue to pursue a course of non-aggression with the Nyrond Imperium and hopes to bring these negotiations to a close at some point in time this year.

As a show of good faith, the Theocracy of the Pale appealed to the Valorous League of Blindness to withdraw from Nyrond and settle in the Pale. That League's leaders, Carindrell of Arndulanth and Grishken of Midmeadow, have agreed. King Lynwerd had already determined to brand the members of the Valorous League of Blindness as traitors to Nyrond and this option allows them to renounce their citizenship there and become citizens of the Pale, thus escaping the charge of treason.

For Nyrond's part, King Lynwerd had agreed to allow a less aggressive group of Pholtan Knights to replace the Valorous League of Blindness in Midmeadow and Emperor Sewardt has agreed to uphold this agreement. To this end, the Pholtan Knights Valorous – Order of Celene is ordered by the Church of the One True Path to garrison Midmeadow and establish a guild house in that town. These knights will work with Nyrond's Church of the Bright Path to establish security and safety in areas where the Valorous League of Blindness previously held sway. The most diverse branch of the Pholtan Knights Valorous, the Order of Celene includes many elves and half-elves; the Theocrat hopes that they can instill trust in the Church of Pholtus, both among Midmeadow's citizens and among the nearby groups of Gamboge elves, who originally built Midmeadow.

The Valorous League of Blindness has agreed to aid in the dissolution of the New Dawn Camp they had established in Midmeadow and to turn over all of the records of this camp to the Order of Celene so that they can work with the legal authorities of Nyrond to determine the final fate of those currently held in the camp. The camp structure itself will be turned over to the Order of Celene for use as their guild house until a suitable structure can be built or purchased.

Adventure Summary

Each player should receive a player handout from their region. The PCs are employed by the governments of their respective regions to investigate the borders of the new Nyrond Imperium and complete other missions in the town of Trigol.

In Trigol, the PCs have the chance to ask questions and meet each other if they are from different regions. While rumor-mongering, the PCs are directed to a caravan going into Nyrond.

As the PCs arrive at the warehouse where the caravan is waiting, they witness some bandits attacking. After beating off the bandits, the PCs are asked by the dying courier to finish his delivery and he gives them what little information he has.

On the way to the drop point for the delivery, the PCs are ambushed by members of the Valorous League of Blindness following Fiend-Finder General Zylinchen. During or after the fight, the PCs discover that the delivery they are making is destined for Emperor Sewardt. Most likely, the PCs will decide to take the goods elsewhere.

As the PCs make their way to a new destination for the supplies, Imperial forces attempt to recover the caravan and kill the meddling PCs.

Preparation for Play

It will be useful during this module to have the PCs pre-roll several Spot checks, a Knowledge (Planes) check (APL 10+ – for identifying the Hound Archons), a Wisdom check to remember the Valorous League of Blindness, and whether or not they've played NMR3-03 Blind Faith, Muted Voices.

Introduction

The PCs are given handouts based on their home region. These handouts are the reasons and motivations for the PCs to be in Trigol. They all seek the same caravan and can do character introductions when they all catch up to the caravan.

- Duchy of Urnst characters get Player Handout 1.
- County of Urnst characters get Player Handout 2.
- Nyrond characters that support Emperor Sewardt get Player Handout 3.
- Theocracy of the Pale characters get Player Handout 4.
- Nyrond characters that oppose Sewardt and support the deposed King Lynwerd get Player Handout 5.

Encounter One: Try Hard

Along the way to Trigol, the PCs may wish to do some information gathering. Once at Trigol, they will need to do some information gathering in order to find Ulthlan Klant, the courier. The main information rumors are in Judge Aid 1, with supplemental rumors about some of the regions in Judge Aid 2. Information can be gained by role-playing if you and PCs wish, but not above DC 15.

Have PCs each make two or three Gather Information checks in Trigol, plus any they want to make along the way. In Trigol, give the highest check the appropriate information from the “Finding Ulthlan Klant” section of Judge Aid 1. Other checks use mostly the “Key Rumors About The Metaregion” section of Judge Aid 1 with a sprinkle of rumors from Judge Aid 2.

Have the PCs meet up during this information gathering time in Trigol if they are from different regions. They all seem to be asking the same questions, so why not team up for a while? If they seem reluctant to join forces, they have the chance to do so in Encounter Two.

At the end of this encounter, every PC should have some information pointing to Ulthlan Klant’s location: a warehouse in the Newtown district. Go on to Encounter Two.

Encounter Two: Meeting with a man.

If PCs from different regions didn’t join up and do character introductions in Encounter One, they all arrive at the warehouse at the same time. They can do character introductions after the fight.

The warehouse is a simple structure of stone and mortar with broad doors standing open at one end. Several wagons stand just outside the building with horse teams hitched up. The caravan master matches the descriptions you got from people in town. This must be Ulthlan Klant. Klant is walking about hassling the drivers. When he notices your approach, he calls out, “Hello strangers! I’ve no time for idle banter. I’ve a delivery to make and I’m late as it is, but tell me what you need.”

♣ **Ulthlan Klant:** Oeridian male; see Appendix One. Bluff +25, Sense Motive +18.

Ulthlan is in his late 30s, with prematurely graying hair and a small moustache. He tends to wear rich silks that resist the wear of the road and look elegant even after riding all day. He wears a ring of protection +3 that is quite obvious and has a minor amulet of health (Amulet of Health +2) as well as a cloak of minor charisma (Cloak of Charisma +2). See Appendix One for more information about Ulthlan Klant.

He is more than willing to take good adventurers along with his caravans due to the protection and interesting news they often bring. He will take the time to talk to each adventurer and gauge their interest in the caravan and gather what news of the world he can without seeming overly interested. He won’t hire the PCs unless they’re about to go haring off in the module – the judge should use this mechanism to keep people with the caravan if they think they should go do something

else instead. He’ll complain about how there are always bandits on the roads and how some of the places in Nyronde are in constant upheaval with the change in leadership. He’ll only hire the PCs to escort the caravan to Curtulenn since that’s where he’ll be selling most of his goods and he won’t need as many guards after that stop.

Ulthlan does have the package for the PCs from the Pale, but asks them to come along with the caravan because he’s not sure where the package is at currently and the caravan needs to get started on its way. He’ll cheerfully offer them a free meal at the first stop and tease them about it being a good way to see the Nyronde sights.

Ulthlan will take the delivery from the County, look at the seals on the outside and nod thoughtfully, then give the PCs a tip of 10 gp x APL each. If the seal is unbroken (or looks unbroken to casual examination), he’ll offer them a job guarding his caravan since they seem to be trustworthy folks. (In reality he wants a chance to examine the letter closer and wants the bearers of the note close. The letter is nothing unexpected and Ulthlan will have no other business with the PCs other than the guard contract.)

Ulthlan will not respond visibly to anything about withering grass or spring showers. If it’s said in a reasonable manner, such as discussion on the weather, he’ll continue the conversation normally; otherwise he’ll shoot the PCs a confused look and continue on to the next PC.

Ulthlan will be aghast if anyone contacts him about smuggling and proclaim his innocence or disgust with the profession depending on the question. He hates smugglers since they cut into his profit margins and would never support such a profession. However, later on Ulthlan will hire the PCs that were looking for information on smuggling goods into Nyronde to support the rebels to deliver a letter to the Duchess of Woodwych. It appears to be a normal business letter about continuing business relations with the Duchess. Should the PCs decode it (DC 32 Forgery), it is a brief greetings and a few names and ways to contact a few merchants that may be interested.

Developments: Once the PCs have all integrated into the caravan, either through continuation of their tasks or Ulthlan hiring them for guard duty, the caravan departs Trigol in all haste. It seems that Ulthlan has a specific destination in mind and wants to get as close as possible by nightfall.

If the PCs didn’t contact Ulthlan immediately in the warehouse with their mission, they have one night to talk to him before Encounter Three happens. They can, however, talk to him after Encounter Three up until they leave the caravan. One of the wagons is carrying very special goods and has been specially prepared with lots of magical protections (against burning, against break in,

against teleportation, etc). No one is allowed into this wagon. The rest of the wagons are carrying a mixture of expensive food items, cloth, spices, and other high value objects. There is a large contingent of guards that should be able to protect such a large caravan.

All of the people of the caravan are friendly in a general manner, but most of them do not speak with the PCs unless asked. They share the rumors from Judge Aid #2. During the first night, a man named Esthan Adoni will sit around the campfire with the PCs. He'll greet the PCs with the following, which includes the codephrase from his note.

Hey there! How are you tonight? It sure is windy – we'll get some dust tomorrow if the wind blows fair from the east.

A DC 10 Sense Motive check can tell that he's paying close attention to what the PCs respond. If they respond with the proper codephrase (somehow), he'll hand over the sheaf of papers, then continue to talk with them unless they indicate otherwise. If they don't respond with the right codephrase, he'll continue on to chatter about himself and his life. He's an excited young man of 26 with a full life ahead of him and a will to travel, but not adventure. Thus he has picked the job of a courier. He's currently carrying a package into Nyronnd to the town of Mowbrenn. He knows that it is some sort of papers, but not what they're about since he's only half literate and they're sealed anyway. He can share any of the rumors from Judge Aid #1 or Judge Aid #2, however SOMETHING about them will be wrong every time. Point this out by giving a rumor that they've already heard and mangle it a bit – if asked, Esthan will admit that he has a horrible memory. Still, he is a friendly garrulous type of guy. He'll talk with whatever PCs are friendly to him and share stories of his courier trips (boring) and listen to the PC's tales of their trips. If he gets particularly friendly with anyone he'll confess that his horrible memory makes it so that he has to write down the code phrases he uses to deliver his messages.

◆ **Esthan Adoni:** Oeridian male; Exp 3.

Encounter Three: En Garde!

If the PCs took the escort offer in Encounter Two, read the following aloud:

The weather has been pleasant since you set out from Trigol on guard duty.

Continue:

The midmorning sun shines upon you as the caravan finally manages to get underway. At the caravan's slow rate of travel, you estimate that you're only halfway to Curtulenn, though you'll probably reach it late tonight. Esthan is chattering with <Insert Friendliest PC's name> about some rumor he heard in Trigol. All is uneventful for the next few

hours. Despite the caravan master's claims, you haven't seen anything to make you worry about the dangers of bandits and such. Perhaps Emperor Sewardnt is doing a good job of keeping the countryside safe and under control. But the all too familiar clacking sound of a crossbow spoils that thought immediately. Your new friend, Esthan, is now wearing a new cloak clasp in the form of a quarrel stuck in his chest and a surprised look. Then he topples from his horse and you hear him gasping for breath. "No! My delivery..."

The rest of the guards appear to be busy with bandits of their own that have come out of the bushes to attack the caravan, while the wagon drivers and travelers are hiding under the wagons and, well, most of them appear to be praying.

APL 2 (EL 2)

➤ **Bandits (3):** Human War1; hp 5 each; see Appendix Three.

APL 4 (EL 4)

➤ **Bandits (4):** Human War2; hp 11 each; see Appendix Four.

APL 6 (EL 6)

➤ **Bandits (4):** Human War2/Rog1; hp 15 each; see Appendix Five.

APL 8 (EL 8)

➤ **Bandits (4):** Human War2/Rog3; hp 24 each; see Appendix Six.

APL 10 (EL 10)

➤ **Bandits (4):** Human War2/Rog3/Ftr2; hp 37 each; see Appendix Seven.

APL 12 (EL 12)

➤ **Bandits (4):** Human War2/Rog3/Ftr4; hp 59 each; see Appendix Eight.

APL 14 (EL 14)

➤ **Bandits (6):** Human War2/Rog5/Ftr4; hp 70 each; see Appendix Nine.

Tactics: The bandits each fire their crossbow before closing to melee. If some of the PCs try to keep their distance, then at least one bandit continues firing his crossbow, generally at those PCs keeping their distance.

Treasure: The bandits have an assortment of items gathered from previous raids that the PCs can collect after defeating them. What's listed below is in addition to the bandits' gear listed in the Appendices.

APL 2: Loot – 33 gp (4 masterwork instruments: drums, flute, horn, lute), Coin – 0 gp, Magic – 0 gp.

APL 4: Loot – 33 gp (4 masterwork instruments: drums, flute, horn, lute), Coin 0 gp, Magic – 2 *burrowing arrows* (14 gp each), *necklace of fireballs* Type I (138 gp).

APL 6: Loot – 33 gp (4 masterwork instruments: drums, flute, horn, lute), Coin – 0 gp, Magic – *bag of holding* Type I (208 gp), 2 *burrowing arrows* (14 gp each), *necklace of fireballs* Type I (138 gp).

APL 8: Loot – 33 gp (4 masterwork instruments: drums, flute, horn, lute), Coin – 0 gp, Magic – *bag of holding* Type I (208 gp), 2 *burrowing arrows* (14 gp each), *deck of illusions* (675 gp), *necklace of fireballs* Type I (138 gp).

APL 10: Loot – 33 gp (4 masterwork instruments: drums, flute, horn, lute), Coin – 0 gp, Magic – *bag of holding* Type I (208 gp), 2 *burrowing arrows* (14 gp each), *deck of illusions* (675 gp), *necklace of fireballs* Type IV (450 gp).

APL 12: Loot – 33 gp (4 masterwork instruments: drums, flute, horn, lute), Coin – 0 gp, Magic – *bag of holding* Type I (208 gp), *bottle of air* (604 gp), 2 *burrowing arrows* (14 gp each), *deck of illusions* (675 gp), *necklace of fireballs* Type IV (450 gp).

APL 14: Loot – 33 gp (4 masterwork instruments: drums, flute, horn, lute), Coin – 0 gp, Magic – *bag of holding* Type III (617 gp), *bottle of air* (604 gp), 2 *burrowing arrows* (14 gp each), *deck of illusions* (675 gp), *necklace of fireballs* Type IV (450 gp).

Development: The PCs will find themselves in possession of suspicious papers and a dead body. Read the following aloud when the first PC tries to help the Esthan:

Large amounts of blood have run down Esthan's chin and more comes up as more coughs wrack his frame. "Mowbrenn..." He pulls a paper partway out of his pocket and his eyes glaze over in death...

The paper contains the words: "greeting: 'the wind blows fair from the east'. Reply: 'storm clouds gather in the north'."

On Esthan's body can easily be found the papers that he was carrying in a small traveling bag. The papers inside are sealed. A DC 25 Knowledge (local) check will reveal that the seal is a variant of House Reineer of the County of Urnst. If the PCs open the papers, it turns out that they are ownership papers stating that a wagon and the goods it carries located in a warehouse in Trigol are the property of the bearer of the papers. The papers are signed by Delminley Hastoner. A DC 20 Knowledge (local) check will reveal that Delminley Hastoner is the Chief Steward for House Reineer who directly serves Gwydion Reineer, the Lord Mayor of Bampton. A DC 10 Intelligence check should reveal that it isn't normal for the owner of the caravan to not be specified.

Ulthlan Klant will come over after the battle is finished and the PCs have found the paper and searched Esthan's body. He looks harried and worried and is sad that the poor boy died in the initial onslaught. He'll ask

the PCs if they were related and if they answer negative, he'll shake his head and direct some of the guards to pick up the boy's body and put it on one of the open tailgates of the wagons. If any of the PCs can cast *Gentle Repose* he'll ask them to do that, then try to return the body to Esthan's parents. If none of the PCs can or offer to do so at the next town (Curtulenn – at the end of the day), then he'll have the guards bury the body at Curtulenn. If the spell is cast, he'll ask the PCs if they want to return the body to Esthan's parents in Trigol. If they don't, he'll pay passage for it on a caravan on the way back.

THE WAGON: If the PCs go to get the wagon, they can find out where it is using a DC 20 Gather Information check. They can easily get access to the wagon by showing the papers. The chests on the wagons are unadorned, but bear a maker's mark. A DC 15 Knowledge (nobility) or Bardic Knowledge check identifies the mark as House Kestler work from Dryburgh in the County of Urnst. The chests appear to contain trade goods – grain, flour, salt, ale, cloth, however, closer inspection (DC 15 Search check) shows that underneath a layer of trade goods are special lockers that contain crossbows, bolts, short swords, and armor repair equipment.

♣ **Wooden Chests:** 1.5 in. thick; hardness 5; hp 15; AC 4; Break DC 23; Open Lock DC 25.

Encounter Four: Through the Gates

The air is unseasonably dry today, as evidenced by the cloud of dust being stirred up on the road ahead as you near the town of Curtulenn. Through the haze you can make out a few wagons stopped in the road, their drivers standing idly by as men and women in dark uniforms sift through the varied vehicles. Some large animals, obviously not pack animals but belonging instead to the soldier types, also mill about in the haze.

The PCs won't really be able to make out much more without coming a bit closer because of the dust-filled air. A group of Emperor Sewardt's Hextorian guards are inspecting incoming traffic for militants, subversives, and the like. Additionally, anyone bringing in goods to sell is required to pay tariffs here (as well as at their final destination). The guards are accompanied by fiendish horses and fiendish dire wolves. The PCs may circumvent the checkpoint entirely by traveling a few miles or so out of the way (call it most of a day, round-trip), but the caravan and Ulthlan Klant will be continuing on through the checkpoint and into Curtulenn. If the PCs wish to part ways, Ulthlan will thank them for their help and give them a small payment since Curtulenn is the destination for the majority of these goods.

Depending on the PCs temperaments, Ulthlan might be nearby during this encounter to try and prevent them from stirring up trouble. He'll suggest that they leave if they seem to be getting overly upset.

These particular guards have one of the worst duties in Sewardnt's army, and they are not happy about it. Two of the guards are new to the order and are just being "broken in". A few of the guards, however, have been stationed here as punishment for some perceived imperfection in their performance of duties at their previous post.

From this distance, the PCs may hear a few tidbits of the guards' instructions. They might sound like the following (or something similar):

- "You can't bring those potatoes into the Nyronnd Imperium! Those aren't even fit for a Heironean to eat!"
- "Here's your tariff receipt. Don't lose it, unless you want to pay again. This allows you to carry your goods as far as Curtulenn, but no further. If you go elsewhere in the land you'll need to leave your wares behind or pay for a larger license."
- "We don't license weapons here. As long as you're not bringing in a ballista, what you do for your own self-preservation is your own business. If you go near a larger town, though, you're going to have to register."

Once the heroes are within 100ft or so read the following.

It seems the guards have picked a unique spot to make their checkpoint. The road crosses a stream on the edge of Curtulenn here, large enough that anyone driving vehicles or livestock would be forced to use the bridge that the soldier's control.

Drawing closer, the insignias on the soldiers' uniforms become more visible. On the left shoulder of each guard's plate mail is the Imperial Crest, an emblem of purple and red bearing the golden Nyronnd sun. On the right shoulder and on the shields that lay nearby is a symbol of a black fist clenched around several crimson-fletched arrows. The guards' armor is black and they appear noticeably uncomfortable in the warm sun, as do the large beasts panting heavily just to the side of the road. In fact, the man doing most of the ordering has removed his helmet, and you can see great splotches of mud on his face and neck where his sweat has mixed with the dusty air. He is currently questioning a man with a small hand cart about some of the goods he is carrying.

"This kind of literature might be considered blasphemous by our Emperor, you know."

"Kind sir," replies the middle-aged human, "I mean no disrespect at all. I am merely carrying these texts to a scholar who is interested in them for historical value only."

"Well, I guess we can let it go at that. At least you don't have any Heironean tomes; and you don't seem to be planning on preaching. I am going to have to charge you extra for the religious content, though. Just pass the cost along to your customer, and you should be fine."

"Thank you. Oh, thank you, sir...and praise be to Hextor!"

The particular man in question is actually delivering religious texts to subversives throughout the Empire in an effort to drum up anti-Hextor sentiments. PCs who succeed at a Listen check (DC 10+APL) hear him add very quickly and softly, "May he rot in Limbo with six broken arms and six intolerable itches."

Conversing with the guards won't reveal much to the PCs. The guards are hot, tired, and very unhappy. They would like to move people through as quickly as possible, without compromising their orders *too* much, so they can take a break. If the PCs talk to some of the other people waiting in line they will get a variety of reactions such as the following.

- (from a female Halfling, in a hushed voice) "I love coming home. Well, I used to, anyway. Now, though, it's such a hassle. I wish good ole' Lynwerd would just make a move if he's going to do it. Otherwise, he may as well have abdicated."
- (from a beefy human female who appears to be a former adventurer) "This Sewardnt fella runs a pretty tight ship. I'm impressed! I'm headed to Rel Mord to try to catch sight of him in person."
- (from a group of Hextorite acolytes) "Leave us alone, please. We have no business with you."
- (from a male half-orc) "Oh, man, I hope these guys don't do 'full-body' searches, if you know what I mean."

Feel free to improvise on any number of reasons that various people would be entering the Imperium, as well as a variety of attitudes about the Emperor and former King. None, however, dare to speak ill of Emperor Sewardnt in the presence of the Hextorians. Subversives, after all, will not be tolerated. In fact, if the PCs make their listen check for the human bookseller and turn him in to the guards, they will question him further and eventually discover his true purpose. In that case, the PC will be commended for his integrity and given a notice entitling him to free upkeep for the next week in the Imperium.

Developments: Curtulenn is a fairly large town. See Appendix Two for more information. Ulthlan Klant

will thank the PCs for their help with the bandits and release them from guard duty. They can gather any of the rumors from Judge Aid #1 or Judge Aid #2 here.

Encounter Five: Blinded By the Light

When the PCs decide where to travel, this ambush happens halfway between that destination and the next. They will likely be traveling to Mowbrenn with the papers at this point in the adventure, however if they read the papers they might be heading back to Trigol.

Since that fateful ambush that left you with some papers and a dying man's wish, you've had only minor brushes with bandits. The further into Nyronnd you go, the more you witness the presence of law and order. Case in point – those heavily armed and armored people blocking the road ahead of you are obviously out to right wrongs and enforce the law.

The Pholtans don't appear to be Pholtans (the cleric hides his holy symbol and the celestials hide until combat breaks out). They will hail the PCs and claim that they are waiting to receive a delivery. The PCs should try the code phrase, but the Pholtans won't know the correct reply; feel free to make something up, such as how the wind is blowing from a different direction. When it becomes obvious the PCs won't turn over the papers to them, the Pholtans attack. The humans are fanatics and willing to die if it means Sewardndt won't get these supplies.

When combat starts, PCs can attempt to reason with the hound archons at APLs 10+. The archons serve Pholtus, so they are much more lawful than good. To convince the archons to abandon the fight and that the PCs are really good guys requires a DC 45 Diplomacy check to change their attitude from hostile to friendly (the DC already accounts for the -10 penalty for rushing a Diplomacy check). Any PC that openly displays a holy symbol of Pholtus gets a +5 circumstance bonus to this check. A successful check means the archons leave the area and PCs get full experience as if they had defeated them.

Any character that has played NMR3-03 Blind Faith, Muted Voices may make a DC 15 Wisdom check to realize that these are members of the Valorous League of Blindness.

APL 2 (EL 5)

- **Fiend-finder Cleric:** Human Clr2 of Pholtus; hp 11; see *Appendix Three*.
- **Fiend-hunter:** Human Rgr2; hp 6; see *Appendix Three*.
- **Fiend-fighters (2):** Human Ftr1; hp 7 each; see *Appendix Three*.

APL 4 (EL 7)

- **Fiend-finder Cleric:** Human Clr4 of Pholtus; hp 22; see *Appendix Four*.
- **Fiend-hunter:** Human Rgr3; hp 19; see *Appendix Four*.
- **Fiend-fighters (2):** Human Ftr3; hp 22 each; see *Appendix Four*.

APL 6 (EL 9)

- **Fiend-finder Cleric:** Human Clr7 of Pholtus; hp 38; see *Appendix Five*.
- **Fiend-hunter:** Human Rgr5; hp 32; see *Appendix Five*.
- **Wolf companion:** hp 13; see *Appendix Five*.
- **Fiend-fighters (2):** Human Ftr3; hp 25 each; see *Appendix Five*.

APL 8 (EL 11)

- **Fiend-finder Cleric:** Human Clr9 of Pholtus; hp 58; see *Appendix Six*.
- **Fiend-hunter:** Human Rgr7; hp 45; see *Appendix Six*.
- **Wolf companion:** hp 39; see *Appendix Six*.
- **Fiend-fighters (3):** Human Ftr4; hp 34 each; see *Appendix Six*.

APL 10 (EL 13)

- **Fiend-finder Cleric:** Human Clr9 of Pholtus; hp 58; see *Appendix Seven*.
- **Fiend-hunter:** Human Rgr7; hp 45; see *Appendix Seven*.
- **Wolf companion:** hp 39; see *Appendix Seven*.
- **Fiend-fighter:** Human Ftr8; hp 60; see *Appendix Seven*.
- **Celestial Fiend-fighter:** Hound Archon Ftr3; hp 52; see *Appendix Seven*.

APL 12 (EL 15)

- **Fiend-finder Cleric:** Human Clr11 of Pholtus; hp 71; see *Appendix Eight*.
- **Fiend-hunter:** Human Rgr9; hp 58; see *Appendix Eight*.
- **Wolf companion:** hp 39; see *Appendix Eight*.
- **Fiend-fighters (2):** Human Ftr8; hp 60; see *Appendix Eight*.
- **Celestial Fiend-fighters (2):** Hound Archon Ftr4; hp 59; see *Appendix Eight*.

APL 14 (EL 17)

👉 **Fiend-finder Cleric:** Human Clr11 of Pholtus; hp 71; see *Appendix Nine*.

👉 **Fiend-hunter:** Human Rgr11; hp 71; see *Appendix Nine*.

👉 **Wolf companion:** hp 39; see *Appendix Nine*.

👉 **Fiend-fighters (2):** Human Ftr11; hp 82; see *Appendix Nine*.

👉 **Celestial Fiend-fighters (2):** Hound Archon Ftr6; hp 96; see *Appendix Nine*.

Tactics: At the higher APLs the hound archons will be in dog form and either A) hiding at least 20 feet away from PCs in any cover or B) appear as riding dogs next to the Fiend-hunter. If they're hiding, they will change form in hiding and attempt to remain hidden before entering the fray the next round. Allow the PCs a spot check when this happens, but give them the -5 distraction penalty for being in combat.

Development: Near the end of the fight, before the last Pholtan is dead, he should let it be known that he can't let the supplies reach Sewardnt. On one of the bodies of the Pholtans, the PCs will find Player Handout Six, which also makes it known that the wagon of goods is destined for Sewardnt's forces. PCs will also find a piece of a map (described on the AR).

Careful examination of the equipment on the bodies should reveal a strange mark embroidered, burned, or engraved into each piece. A DC 20 Knowledge (local – Nyronnd Metaregion) will reveal that this is the mark of the Valorous League of Blindness. A DC 30 Knowledge (local – Nyronnd Metaregion) will reveal that this mark is specific to those members of the Valorous League of Blindness that follow Fiend-Finder General Zylinchin.

Encounter Six: Food for Thought

The PCs discuss and decide where to go from here. They'll likely head back to Trigol to pick up the wagon.

If the PCs go to get the wagon, they can find out where it is using a DC 20 Gather Information check. They can easily get access to the wagon by showing the papers. The chests on the wagons are unadorned, but bear a maker's mark. A DC 15 Knowledge (nobility) or Bardic Knowledge check identifies the mark as House Kestler work from Dryburgh in the County of Urnst. The chests appear to contain trade goods – grain, flour, salt, ale, cloth, however, closer inspection (DC 15 Search check) shows that underneath a layer of trade goods are special lockers that contain crossbows, bolts, short swords, and armor repair equipment.

👉 **Wooden Chests:** 1.5 in. thick; hardness 5; hp 15; AC 4; Break DC 23; Open Lock DC 25.

Several options are available from earlier rumor-gathering. Some of the more likely options are:

- The Duchess of Woodwych.
- The Duchy of Urnst government (who will likely send it to Woodwych or the rebels).
- Contessa Elone Gellor of the County of Urnst as proof that some County nobles are supporting Sewardnt.
- Theocracy of the Pale to keep it out of Sewardnt's hands.
- The Nyronnd Imperium as a show of their loyalty to the Emperor and to deliver the information they've learned in this adventure.

Let the PCs decide where they want to take the caravan and then move onto the next encounter. The PCs may return to Curtulenn, which is likely the nearest town, to rest and gather more information if they wish.

Encounter Seven: Repo Men

Wherever the PCs decide to go, give them a day or two of travel and healing opportunities. The next attack comes at night while the PCs sit around the campfire (nobody sleeping just yet). Read the following aloud:

Your campfire blazes and crackles warmly. A faint fluttering of bat-like wings announces the arrival of a visitor that settles down just at the edge of your light. "Storm clouds gather in the north..."

Allow the PCs to respond. The imp has provided the correct 'response' counterphrase to pick up the shipment and expects to hear the greeting. He's started with the counterphrase because he doesn't expect the PCs to ask it of someone in the darkness. If they provide the proper counter phrase, the voice will ask for the PCs to throw the papers out into the darkness. It will then inspect the papers and direct its minions to retrieve the caravan. If the PCs do not make threatening gestures, they will take the caravan and leave, however they are constantly waiting for attack and if the PCs begin to buff or anything else, go into full round combat rounds unless one of the PCs does something that surprises the other PCs.

If the PCs do not respond properly or they do not turn over the goods, the voice continues:

"We've come to repossess what you owe our master and slay you meddling fools." More shapes move forward from the shadows beyond.

These men and devils are part of Sewardnt's forces and they aren't afraid to claim it. They know the PCs

discovered that the commodities were headed for the Emperor's use, so they're here to kill the PCs and take the goods. If any of the PCs are supporters of the Emperor, then a simple mistake has been made as these agents attack anyway. A DC 45 Diplomacy check will convince them of their error, but only if the PC can show proof of his loyalties to the Emperor. The DC accounts for the -10 penalty for a rushed check in combat.

APL 2 (EL 5)

- **Imp:** hp 13; see *Monster Manual*, page 56.
- **Imperial Sorcerer:** Human Sor2; hp 7; see *Appendix Three*.
- **Imperial Soldiers (2):** Human Ftr1; hp 7 each; see *Appendix Three*.

APL 4 (EL 7)

- **Imp:** hp 13; see *Monster Manual*, page 56.
- **Imperial Sorcerer:** Human Sor4; hp 14; see *Appendix Four*.
- **Imperial Soldiers (2):** Human Ftr3; hp 22 each; see *Appendix Four*.

APL 6 (EL 9)

- **Imperial Sorcerer:** Human Sor7; hp 26; see *Appendix Five*.
- **Imp Familiar:** hp 13; see *Appendix Five*.
- **Imperial Soldiers (2):** Human Ftr4; hp 34 each; see *Appendix Five*.
- **Bearded Devil:** hp 45; see *Monster Manual*, page 52.

APL 8 (EL 11)

- **Imperial Sorcerer:** Human Sor8; hp 30; see *Appendix Six*.
- **Imp Familiar:** hp 15; see *Appendix Six*.
- **Imperial Soldiers (3):** Human Ftr6; hp 49 each; see *Appendix Six*.
- **Chain Devil:** hp 52; see *Monster Manual*, page 53.

APL 10 (EL 13)

- **Imperial Sorcerer:** Human Sor10; hp 37; see *Appendix Seven*.
- **Imp Familiar:** hp 18; see *Appendix Five*.
- **Imperial Soldiers (3):** Human Ftr6; hp 49 each; see *Appendix Seven*.
- **Barbed Devil:** hp 126; see *Monster Manual*, page 51.

APL 12 (EL 15)

- **Imperial Sorcerer:** Human Sor13; hp 47; see *Appendix Eight*.

➤ **Imp Familiar:** hp 23; see *Appendix Eight*.

➤ **Imperial Soldiers (3):** Human Ftr8; hp 64 each; see *Appendix Eight*.

➤ **Barbed Devil:** hp 126; see *Monster Manual*, page 51.

APL 14 (EL 17)

➤ **Imperial Sorcerer:** Human Sor13; hp 47; see *Appendix Nine*.

➤ **Imp Familiar:** hp 23; see *Appendix Seven*.

➤ **Imperial Soldiers (3):** Human Ftr8; hp 64 each; see *Appendix Nine*.

➤ **Horned Devil:** hp 172; see *Monster Manual*, page 55.

Conclusion

Any PC that interacted favorably with Ulthlan Klant, whether they retrieve a package, delivered a message, or served on guard duty receives his favor. Anyone who accused him of smuggling or was rude does not.

The PCs take the goods to wherever they decide. If they decide to take it to any pro-Lynwerd NPC, they are redirected to take it to the Duchess of Woodwych by whomever they bring it to, so proceed to that conclusion. Read the appropriate conclusion text for each part.

Duchess of Woodwych

When you reach the town of Woodwych, things seem to be fairly deserted. Asking around, you find that most everyone has headed to Adrean's Landing, but that the Duchess' chamberlain, Hingred Vortossen, hasn't left yet and you are able to get an appointment to speak with him.

At the appointed time, you arrive at the chamberlain's offices and are met at the door by a young man, who leads you into a meeting room. "Please wait. The chamberlain will arrive in a few minutes." Lemonade and scones are provided for your refreshment and soon there is a knock on the door. It opens and the chamberlain enters, an older gentleman with a distinguished air and a suspicious look in his eyes. He sits at the table and nods to you all.

"Greetings. What can I do for you?"

Hingred is happy to accept the donation of the supplies to the Duchess' cause and thanks the PCs effusively. They cannot pay the PCs at this point in time, but he will be sure to mention their names to the Duchess in the future. If told about the County's involvement, his eyes will narrow and he says he'll be sure to keep that in mind as well. The PCs cannot get an audience with the Duchess as she's currently in Adrean's Landing preparing

for a big event. The PCs receive the Favor of the Duchess.

Valorous League of Blindness

If the PCs head to Midmeadow to give the goods to the Valorous League of Blindness, they find that they have left the area of Midmeadow and traveled north into the Theocracy of the Pale, although a DC 25 Gather Information check reveals that Zylinchin seemed to be rather upset about the change and was seen heading west rather than north.

Theocracy of the Pale

The trip to Longfield in the Theocracy of the Pale has been long, but not particularly eventful. Passing through Midmeadow showed that it was a different place, with many of the Tenha refugees gone and a different order of Pholtan Knights keeping order. Here, however, there are signs of recent construction and the walls are covered in scaffolding. You are able to get a meeting with Major Hyrund Vendouer, the commander of the Fourth Dawn garrison at this location. You're led to an office near the construction, where the major is overseeing the operations.

"Greetings in the Light. What can I do for you?"

Major Hyrund thanks the PCs for the supplies, commenting that they'll help with the war in Tenh and with the bandits of the forest. He'll make sure to pass the word on to his superiors for your donation.

County of Urnst

All questions and even information garnered in underground circles have led you to bring the goods to the local magistrate's office. After securing the "goods" in a locked and guarded stable that doubles as a drunkard's holding tank, you are led into the sparse office space. The actual room inside seems larger than the outside edifice could contain. Further in, you are led through double doors decorated with the shield of Urnst in the middle, flanked by a gold dragon holding a sword on the left and a platinum dragon holding scales on the right.

Waiting in the room is a lone figure, solemn in nature, with an emotionless mask on his well-shaven face. After listening intently to your words, he speaks, "You have brought your concerns to the right place. The Justicars will handle this." He will take the papers—the same cold-fire burning in his eyes as when you entered—and place them in a scroll-case on his belt. The dismissal is abrupt and unexpected, but not rude. The Justicar slips through

a door in the back of the room leaving you to your thoughts.

The PCs receive no further information on what will be done, but must rest with the fact that they have given their information to the Justicars. The PCs receive favor with Underley Network, though they are unaware the Network has shown interest in them.

Duchy of Urnst

Finally you've entered the town of Hammensend and got lodgings for the night. A man at the bar looks in your direction and comes over with a beer stein and a napkin. "May I join you?" he asks.

The man gives his name as Alren Tordren and is a bard from Nellix down here to gather rumors from Nyronnd, but doesn't want to go deeper into Nyronnd to get them himself. He'll buy the PCs drinks to try and get their story. When he leaves, he takes the stein, but not the napkin and heads directly upstairs. A DC 10 Spot check by the nearest PCs reveals that there's something odd looking about the napkin. Examining it reveals the following note:

A job well done. Please leave a sealed note with the barkeep with more specifics addressed to me. The goods should go to the Duchess.

If the PCs go upstairs or try to follow Alren, they can't seem to find him anywhere, but the barkeep seems to think it's normal to get sealed notes for him. These characters gain influence from both the Duchy of Urnst and the Duchess of Woodwych.

Sewardnt...

If the PCs killed Sewardnt's agents in Encounter Seven but then want to return the goods to the Emperor, they can do so. Their names have been entered on the 'Wanted' list if they've delayed longer than 48 hours. If they enter any Sewardnt controlled town after this period, they are arrested and put in jail. They can "donate" the goods to the guards to get out of jail, but they still receive the Entered on the Rolls for killing his minions.

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 Three

Defeat the bandits

APL2 60 xp
APL4 120 xp
APL6 180 xp
APL8 240 xp
APL10 300 xp
APL12 360 xp
APL14 420 xp

Encounter Five

Defeat the Pholtans

APL2 150 xp
APL4 210 xp
APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp
APL14 510 xp

Encounter Seven

Defeat Sewarndt's forces

APL2 150 xp
APL4 210 xp
APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp
APL14 510 xp

Discretionary roleplaying award

APL2 90 xp
APL4 135 xp
APL6 180 xp
APL8 225 xp
APL10 270 xp
APL12 315 xp
APL14 360 xp

Total possible experience:

APL2 450 xp
APL4 675 xp
APL6 900 xp
APL8 1,125 xp

APL10 1,350 xp
APL12 1,575 xp
APL14 1,800 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.

Encounter Three:

APL 2: L: 90 gp; C: 50 gp; M: 0 gp.

APL 4: L: 209 gp; C: 0 gp; M: 166 gp – 2 burrowing arrows (14 gp each), necklace of fireballs Type I (138 gp).

APL 6: L: 309 gp; C: 0 gp; M: 374 gp – bag of holding Type I (208 gp), 2 burrowing arrows (14 gp each), necklace of fireballs Type I (138 gp).

APL 8: L: 309 gp; C: 0 gp; M: 599 gp – bag of holding Type I (208 gp), 2 burrowing arrows (14 gp each), necklace of fireballs Type III (363 gp).

APL 10: L: 309 gp; C: 0 gp; M: 1,274 gp – bag of holding Type I (208 gp), 2 burrowing arrows (14 gp each), deck of illusions (675 gp), necklace of fireballs Type III (363 gp).

APL 12: L: 325 gp; C: 0 gp; M: 1,878 gp – bag of holding Type I (208 gp), bottle of air (604 gp), 2 burrowing arrows (14 gp each), deck of illusions (675 gp), necklace of fireballs Type III (363 gp).

APL 14: L: 477 gp; C: 0 gp; M: 2,287 – bag of holding Type III (617 gp), bottle of air (604 gp), 2 burrowing arrows (14 gp each), deck of illusions (675 gp), necklace of fireballs Type III (363 gp).

Encounter Five

APL 2: L: 137 gp; C: 0 gp; M: 0 gp.

APL 4: L: 238 gp; C: 0 gp; M: 0 gp.

APL 6: L: 383 gp; C: gp; M: 193 gp – +1 battleaxe (193 gp).

APL 8: L: 308 gp; C: gp; M: 607 gp – +1 full plate (221), 2 +1 battleaxes (193 gp each).

APL 10: L: 216 gp; C: gp; M: 996 gp – +1 full plate (221 gp), 2 +1 battleaxes (193 gp each), +1 halberd (193 gp), +1 greatsword (196 gp).

APL 12: L: 216 gp; C: gp; M: 1,689 gp – +1 full plate (221 gp), +1 battleaxe (193 gp), +1 evil outsider bane battleaxe (693 gp), 2 +1 halberds (193 gp each), +1 greatsword (196gp).

APL 14: L: 216 gp; C: gp; M: 3,189 gp – +1 full plate (221 gp), 2 +1 evil outsider bane battleaxes (693 gp each), 2 +1 evil outsider bane halberds (693 gp each), +1 greatsword (196 gp).

Encounter Seven

APL 2: L: 114 gp; C: 0 gp; M: 75 gp – 2 potions of cure light wounds (4 gp each), scroll of mage armor (2 gp), scroll of shield (2 gp), wand of magic missile (1st level caster) (1.26 gp per charge, max 63 gp).

APL 4: L: 147 gp; C: 0 gp; M: 271 gp – 2 potions of cure light wounds (4 gp each), ring of protection +1 (167 gp), scroll of mage armor (2 gp), wand of magic missile (3rd level caster, 25 charges) (3.76 gp per charge, max 94 gp).

APL 6: L: 147 gp; C: 0 gp; M: 331 gp – necklace of fireballs Type II (225 gp), 2 potions of cure light wounds (4 gp each), scroll of mage armor (2 gp), scroll of shield (2 gp), wand of magic missiles (3rd level caster, 25 charges) (3.76 gp per charge, max 94 gp).

APL 8: L: 207 gp; C: 0 gp; M: 421 gp – bracers of marksmanship (417 gp), scroll of mage armor (2 gp), scroll of shield (2 gp).

APL 10: L: 519 gp; C: 0 gp; M: 669 gp – bracers of armor +2 (334 gp), ring of counterspells (333 gp), scroll of shield (2 gp).

APL 12: L: 441 gp; C: 0 gp; M: 1,748 gp – 3 +1 heavy flails (193 gp each), bracers of armor +2 (334 gp), pearl of power (2nd level) (333 gp), ring of counterspells (333 gp), ring of protection +1 (167 gp), scroll of shield (2 gp).

APL 14: L: 441 gp; C: 0 gp; M: 2,311 gp – 3 +1 heavy flails (193 gp each), bracers of armor +2 (334 gp), pearl of power (2nd level) (333 gp), ring of counterspells (333 gp), ring of protection +1 (167 gp), scroll of shield (2 gp), wand of magic missiles (9th level caster) (563 gp).

Total Possible Treasure

The payment from Ulthlan Klant for guard duty will offset any use of the potions or scrolls from earlier encounters.

APL 2: L: 341 gp; C: 50 gp; M: 75 gp - Total: 466 gp (cap 450 gp)

APL 4: L: 594 gp; C: 0 gp; M: 437 gp - Total: 1,031 gp (cap 650 gp)

APL 6: L: 839 gp; C: 0 gp; M: 898 gp - Total: 1,737 gp (cap 900 gp)

APL 8: L: 824 gp; C: 0 gp; M: 1,627 gp - Total: 2,451 gp (cap 1,300 gp)

APL 10: L: 1,044 gp; C: 0 gp; M: 2,939 gp - Total: 3,983 gp (cap 2,300 gp)

APL 12: L: 982 gp; C: 0 gp; M: 5,318 gp - Total: 6,297 gp (cap 3,300 gp)

APL 14: L: 1,134 gp; C: 0 gp; M: 7,787 gp - Total: 8,921 gp (cap 6,600 gp)

Special

Influence: The character has gained influence with (circle one): Duchy of Urnst, Duchess of Woodwych, Contessa Elone Gellor, Theocracy of the Pale, Nyronnd Imperium.

Entered on the Rolls: This PC was responsible for killing some of Sewardnt's forces and as such, the PC's name has been entered on the Wanted list. If the PC enters an area of Nyronnd that supports Sewardnt – Eventide, Brackenmoor, Korenflass, Almor, or Womtham, there is a 15% chance the PC will be arrested for 2 TU before they can escape or be rescued. They retain all of their goods, but must pay upkeep for these TU. This has a chance to happen once per module or event that takes place in any of the above Counties.

Favor of Ulthlan Klant: Ulthlan Klant travels widely and deals in expensive goods. He will procure upgrade

access to ONE armor or shield special ability from the following list: Arrow catching, Bashing, Blinding, Light Fortification, Arrow Deflection, Animated, or Spell Resistance (13). This access adds a one time cost of 500 gold for a +1 enhancement or 1000 gold for a +2 enhancement.

Piece of a Map: This map has a symbol of Pholtus, a line, and a strange rune that somewhat resembles a tower or castle with a wavy line beneath it.

Bracers of Marksmanship: These bracers give a +2 competence bonus on attack rolls and +1 competence bonus on damage rolls when using a crossbow. Both bracers must be worn for the magic to be effective

Moderate transmutation; CL 8th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 5,000 gp; Weight 1 lb.

Favor with the Underley Network: Unbeknownst to this character, the Justicar has delivered information to the Underley Network. This character is of great interest to the Network, with whom they now hold favor, though the character is unaware of it. (Email the CoU Triad for more information: coutriad@yahoo.com)

Items for the Adventure Record

Item Access

APL 2:

- Masterwork instrument – drums (Adventure; CV; 100 gp)
- Masterwork instrument – flute (Adventure; CV; 100 gp)
- Masterwork instrument – horn (Adventure; CV; 100 gp)
- Masterwork instrument – lute (Adventure; CV; 100 gp)
- Wand of Magic Missile (1st level caster) (Adventure; DMG; 750 gp)

APL 4 (all of APL 2 plus the following):

- *Burrowing Arrow* (Adventure; CV; 167 gp)
- *Necklace of Fireballs Type I* (Adventure; DMG; 1,650 gp)
- *Wand of Magic Missile* (3rd level caster, 25 charges) (Adventure; DMG; 1,125 gp)

APL 6 (all of APLs 2-4 plus the following):

- *Bag of Holding Type I* (Adventure; DMG; 2,500 gp)

- *Necklace of Fireballs Type II* (Adventure; DMG; 2,700 gp)

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

- *Necklace of Fireballs Type III* (Adventure; DMG; 4,350 gp)
- *Bracers of Marksmanship* (Metaregional; See above; 5,000 gp)

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

- *Bracers of Armor +2* (Adventure; DMG; 4,000 gp)
- *Deck of Illusions* (Adventure; DMG; 8,100 gp)
- *Ring of Counterspells* (Adventure; DMG; 4,000 gp)

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

- *Bottle of Air* (Adventure; DMG; 7,250 gp)
- *+1 Evil Outsider Bane Battleaxe* (Adventure; DMG; 8,310 gp)
- *Pearl of Power* (2nd level) (Adventure; DMG; 4,000 gp)

APL 14 (all of APLs 2-12 plus the following):

- *Bag of Holding Type III* (Adventure; DMG; 7,400 gp)
- *+1 Evil Outsider Bane Halberd* (Adventure; DMG; 8,310 gp)
- *Wand of Magic Missile* (9th level caster) (Adventure; DMG; 6,750 gp)

Appendix One – Non-Player Characters

Dragran Freont: Male Oeridian Rog7/Shd2/Spy7; CR 16; medium humanoid; HD 7d6+21 plus 9d8+27; hp 123; Init +12; Spd 30 ft.; AC 25, touch 19, flat-footed 25; BAB/Grp: +11/+11; Atk: +12 melee [1d6+1; 18-20/x2, +1 rapier]; Full Atk: +12/+7/+2 melee [1d6+1; 18-20/x2, +1 rapier] or +12/+7/+2 melee [1d4+1; 19-20/x2, +1 dagger]; SA Sneak attack +7d6; SQ Uncanny Dodge, Improved Uncanny Dodge, Trap Sense, Evasion, Trapfinding, Slippery Mind, Hide in Plain Sight, Darkvision, Cover Identity, Undetectable Alignment, Quick Change, Spot Scrying; AL NG; SV Fort +7, Ref +19, Will +8; Str 10, Dex 22, Con 16, Int 20, Wis 12, Cha 16.

Skills and Feats: Bluff +25, Diplomacy +11, Disguise +22, Escape Artist +13, Forgery +22, Gather Information +20, Hide +25, Knowledge(local) +6, Listen +8, Move Silently +25, Open Lock +12, Perform (dance) +8, Profession(Merchant) +13, Search +24, Sense Motive +18, Sleight of Hand +19, Spot +20, Tumble +25; Danger Sense, Dodge, Improved Initiative, Mobility, Quick Reconnoiter, Skill Focus(Bluff).

Cover Identity(Ex): A spymaster has one specific cover identity (such as “Murek, the tailor from Sumberton”). While operating in that identity, she gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

A spymaster can add an additional cover identity to her repertoire at 4th level and another at 7th level.

Should the spymaster wish to “retire” a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and body language before she earns the bonuses. Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended. Thus, a spymaster must be careful to choose identities that can withstand ordinary scrutiny.

Undetectable Alignment (Ex): The web of different identities and agendas inside a spymaster’s mind makes it impossible for others to detect her alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell, except that it is always active.

Quick Change (Ex): By 2nd level, a spymaster has become adept at quickly switching from one identity to another. She can now don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

Scrying Defense (Ex): Starting at 2nd level, a spymaster adds her class level to Will saves against divination (scrying) spells, as well as to Spot checks made to notice the sensors created by such spells.

Magic Aura (Sp): At 3rd level, a spymaster gains the ability to use *Nystul’s magic aura* at will with a caster level equal to her class level. Most spymasters use this ability to shield their own magic items from detection.

Slippery Mind (Ex): Starting at 4th level, a spymaster has a second chance to wriggle free from any enchantment spells and effects. See the rogue class feature, page 51 of the *Player’s Handbook*.

Dispel Scrying (Ex): At 5th level and higher, a spymaster can dispel a scrying sensor as if casting a targeted *greater dispel magic*. Her caster level is equal to her class level + 10. She can use this ability a number of times per day equal to 3 + her Intelligence modifier.

Deep Cover (Ex): At 7th level, a spymaster becomes able to quiet her mind and completely immerse herself in her cover identity. While she operates under deep cover, divination spells detect only information appropriate to her cover identity; they reveal nothing relating to her spymaster persona.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Darkvision (Su): At 2nd level, a shadowdancer can see in the dark as though she were permanently under the effect of a *darkvision* spell.

Possessions: +1 glamerd rapier, +1 glamerd dagger (3), +2 glamerd mithral chain shirt, Ring of protection +3, glamerd Amulet of Health +4, glamerd Gloves of Dexterity +4, glamerd Headband of Intellect +4, glamerd Cloak of Charisma +6, disguise kit.

Cover Identity #1 – Ulthlan Klant

Ulthlan Klant is a prosperous merchant from the County of Urnst. He has worked his way up from a small merchant in several years to delivery of expensive goods. He has contacts with many nobles in the County of Urnst,

Duchy of Urnst, and Nyrond. He is well-liked and spends generously to entertain his noble friends as benefactors. He tends to stay out of the Pale, but sometimes members of the Theocracy contact him to get special goods. He does not dabble in smuggling, being an honest, upright merchant, but will be able to direct people who need to know about such things to the proper people. He is a cheerful and friendly man, but gets frustrated quickly with incompetence because he is quite skilled in his profession.

He is more than willing to take good adventurers along with his caravans due to the protection and interesting news they often bring. He will take the time to talk to each adventurer and gauge their interest in the caravan and gather what news of the world he can without seeming too overly interested.

Ulthlan is in his late 30s, with prematurely graying hair and a small moustache. He tends to wear rich silks that resist the wear of the road and look elegant even after riding all day. He wears a ring of protection +3 that is quite obvious and has a minor amulet of health (Amulet of Health +2) as well as a cloak of minor charisma (Cloak of Charisma +2).

Cover Identity #2 – Tranard Sond

Tranard Sond is a mercenary guard for hire that occasionally travels with Ulthan Klant's caravans as well as with many other caravans that travel throughout the Nyrond Metaregion. He has been a guard for many years traveling the caravan routes and his weather worn face and equipment reflect this. He is satisfied with his life and likes the mild adventure, pay, and travel that come with being a caravan guard. He has enough status within the caravan guard community that he doesn't get midnight watches anymore and has a more comfortable place to sleep at night, either a cot or a hammock or a servants room in the local inn. He tends to be taciturn, but when he speaks he tends to be fairly insightful. His secret vice is poetry and all of the guards know that he writes poetry when he's off duty.

Tranard is in his early 30s, with short cropped black hair. His face is weather worn and he has scars from encounters with bandits along the roads. He wears a serviceable set of breastplate that is masterwork quality, but obviously rather old and scarred. It radiates faint protection magic (+1). He carries a +1 short sword, a mithral buckler, and has a ring of protection +2.

Appendix Two – Travel Times and Places

Mowbrenn County

Located North of Rel Mord and Woodwych, Mowbrenn is located on the trade routes to Urnst and the Pale. This is a fertile area of Nyronnd, with much grain-growing and cloth-weaving, giving most people their living outside the city. Thus, most of the people in these lands, like many of the central lands, don't live within the cities. The rural population numbers more than a hundred thousand.

Appointing Cunal Huldane to replace his father as Count was a move based on a strong personal friendship with King Lynwerd. It was also a popular move in many circles. The old Count, Blackmar Huldane, was a war hero who had earned quite a reputation in battles in Almor during the war with the Great Kingdom. Blackmar had always been strict, but, before Lynwerd took the throne, strict had become cruel and tyrannical. He was a harsh repressive ruler who extracted every copper owed by his cowering subjects, who in turn lived in fear of his brutish militia. Cunal's much lighter hand was greeted with joy.

Mowbrenn

Now there are those who are not so sure Cunal was a good change. Freedom to act includes the freedom to act badly. The capital, Mowbrenn, a walled city of 20,700, is facing an upsurge in crime, with a militia that is dispirited because it is not allowed to enforce "law and order". The Captain of the Blackguard, Jerrus Malstronn, is particularly vocal about this point. Scarier are the rumors of dark cults, and the people who disappear in the night. Defenders insist the rumors started well before Cunal came to power and people vanish in big cities all the time, but as the man in charge, Cunal gets the blame. The critics claim Blackmar is the man for the situation – that Cunal is simply incapable of the strong response needed.

Blackmar, who detests his son as a soft, weak ruler, is eager to return to power. Some want to blame Blackmar's chief adviser, Quarlanth, for Blackmar's fall from power. If he were to replace him, Blackmar would be just the man to restore public order, according to this theory. Others dismiss this as typical "evil adviser" scapegoating. If the prince's policy works, the prince takes all the credit. If it doesn't, the prince blames the adviser for bad or evil advice and dumps him, even if he gave precise advice and opposed the policy. Those viewing him this way argue, depending on their other views, that Quarlanth be retained when Blackmar returns to power, that he become Cunal's chief adviser, or just be avoided as too identified with the old regime.

Mowbrenn is built on 2 hills. The main town is built on what is called the Greater Mound, divided by a second wall into the classic Oeridian architecture of the Old Town and the New Town, where the taxation and oppression of the old regime was felt most heavily. Ironically, the lighter hand of the current Count has not reduced the hostility towards their rulers here.

At the highest point of the Mound, also known as known as Sharphill, lies Castle Blackmar, and within are also the verdant grasslands of the Gardens. A repaired shrine to Ehlonna lies here, tended by Count Cunal Blackmar. Beyond the Castle lies the Temple of Pholtus, ruled by Faric Luthinson, Shining Paragon of Pholtus, lit by divinely charged light globes. This Temple is now in less favor, despite and maybe because of, visits by Zylinchin and the Valorous League. Other notable temples are for Zilchus, under High Acquirer Duvend Newrak, and Boccob, under Racondite Brenderris.

The second mound, the Lesser Mound, is home to a small community of the poor, destitute and displaced who have made a dingy shantytown upon the second hill. Rumor says several highly evil cults are somewhere within. It is the sort of place where the desperate and starving might join such a cult, but that may be the source of the rumor. Zylinchin performed one of his witch-hunts here and "exposed" a cult. Unfortunately he followed his normal pattern and consigned the evil ones to the flames before he bothered to tell the local authorities. The confessions and other evidence he presented was sufficient to keep him from being arrested, but not from making him quite unpopular in official circles, not to mention among those who claim the confessions were false.

There are of course a large number of inns in the city. The largest inn within Mowbrenn is the Teller of Tidings, owned by Radmac Laddeman, human male. The smallest is a matter of definition as many buildings become an inn any time they have a bottle and somebody else has coin. One of many small specialized taverns is one called the Grey Bow Inn, owned by Cirimyre of Labelas, who is ancient even by elven standards. Its patrons are almost entirely elves. Even half-elves are encouraged to go elsewhere.

As might be expected of a city on 2 hills, there is a thriving undercity below the official city. Since it officially doesn't exist, the details are rather vague. Some areas are quite safe, at least if you watch your back, while nobody is known to

have returned from others. All assume this underground is a center of the local thieves guild, whose existence is also officially denied and whose leadership is secret. Those who brag about knowing the leaders tend to turn up dead. However, these are usually objectionable characters whose demise might have been speeded up by any number of people for many possible reasons, so it is not clear their bragging had anything to do with their ends. Most, however, prefer not to take the chance.

Curtulenn

A serious problem to deal with is Curtulenn, a town of 5200 on the trade route from Mowbrenn to Trigol. Its people are described as determined, self-reliant, defiant, and individualistic. So when its popular leader and chief landholder, Sir Lellend DeFreiden, defied King Archbold over higher taxes and jailed his bailiff, they vigorously supported him. The king did not want to disrupt the nation's prime trade route and so settled for the old tax rate. This in turn led to vigorous growth in the area. The strong growth, and its attitude towards the law, has in turn led to a vigorous growth in crime. Rogues, thieves, bandits are common. Some mercenary companies claiming to be hunting the bandits and guarding caravans are believed to be bandits. Cunal, with his own background as a "bandit", is hesitant to put these down. While few of the bandits want to benefit any but themselves, there are some out to help others, and a great many willing to claim they are. The locals are not enthused with the idea of his troops, or any of the Kings troops, in the area anyway.

Travel

The travel that the PCs do in this module is along major roads or highways, so they should not have any troubles with the wagons. Ulthlan Klant's caravan travels at 15 miles per day. Travel times are indicated below for various methods between the major cities in the area.

Start	Destination	Miles	Wagon	Light Horse (Load)	Heavy Horse (Load)
Trigol	Curtulenn	30	2 days	1 day	1 day
Curtulenn	Mowbrenn	145	10 days	4.5 days	5 days
Curtulenn	Woodwych	190	13 days	6 days	7 days
Curtulenn	Hammensend	210	14 days	6 days	7 days

Appendix Three – APL 2

Encounter Two

Bandit: Human War1; CR ½; Medium humanoid (Human); HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; BAB/Grp +1/+2; Atk +3 melee (1d8+1/19-20, longsword) or +1 ranged (1d8/19-20, crossbow); Full Atk +3 melee (1d8+1/19-20, longsword) or +1 ranged (1d8/19-20, crossbow); AL N; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Hide +2, Move Silently +2; Point Blank Shot, Weapon Focus (longsword).

Possessions: Masterwork studded leather armor, longsword, dagger, light crossbow, 10 bolts.

Encounter Four

Fiend-finder Cleric: Human Clr2 of Pholtus; CR 2; Medium humanoid (Human); HD 2d8+2; hp 11; Init -1; Spd 20 ft.; AC 16, touch 9, flat-footed 16; BAB/Grp +1/+2; Atk +2 melee (1d8+1, mace); Full Atk +2 melee (1d8+1, mace); SA Spells, turn undead 5/day; AL LG; SV Fort +4, Ref -1, Will +7; Str 12, Dex 9, Con 13, Int 10, Wis 15, Cha 14.

Skills & Feats: Concentration +6, Knowledge (religion) +3, Knowledge (the planes) +8, Spellcraft +2; Iron Will, Skill Focus (Knowledge [the planes]).

Possessions: Splint mail, light wooden shield, heavy mace, silver holy symbol of Pholtus, spell component pouch.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0—guidance, guidance, resistance, resistance; 1st—bless, cause fear, magic weapon, protection from chaos*.

*Domain spell. *Domains:* Good (cast good spells at +1 caster level), Law (cast law spells at +1 caster level).

Fiend-hunter: Human Rgr1; CR 1; Medium humanoid (Human); HD 1d8+2; hp 6; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp +1/+3; Atk +5 melee (1d8+2/x3, battle axe) or +2 ranged (1d8/x3, longbow); Full Atk +5 melee (1d8+2/x3, battleaxe) or +2 ranged (1d8/x3, longbow); SA Favored enemy (evil outsiders +2); SQ Wild empathy +0; AL LG; SV Fort +4, Ref +3, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +3, Knowledge (the planes) +2, Listen +5, Move Silently +3, Sense Motive +3, Spot +5, Survival +5; Iron Will, Track^B, Weapon Focus (battle axe).

Favored Enemy (Ex): The Fiend-hunter gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, Survival checks, and weapon damage rolls against evil outsiders.

Possessions: Chain shirt, longbow, 20 arrows, masterwork battleaxe, light wooden shield.

Fiend-fighter: Human Ftr1; CR 1; Medium humanoid (Human); HD 1d10+2; hp 7; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp +1/+3; Atk +5 melee (1d10+3/x3, halberd); Full Atk +5 melee (1d10+3/x3, halberd); AL LG; SV Fort +4, Ref +1, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump +1, Knowledge (religion) +2, Knowledge (the planes) +2; Iron Will, Power Attack, Weapon Focus (halberd).

Possessions: Chainmail, masterwork halberd.

Encounter Six

Imperial Sorcerer: Human Sor2; CR 2; Medium humanoid (human); HD 2d4+2; hp 7; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; BAB/Grp +1/+0; Atk +0 melee (1d4-1, dagger) or +4 ranged (1d8, crossbow); Full Atk +0 melee (1d4-1, dagger) or +4 ranged (1d8, crossbow); AL LE; SV Fort +1, Ref +2, Will +3; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +6, Knowledge (arcana) +5, Spellcraft +7; Combat Casting, Improved Initiative.

Possessions: Dagger, masterwork light crossbow, 10 bolts, scroll of shield, scroll of mage armor, wand of magic missile (1st level caster).

Spells Known (6/5; base DC = 12 + spell level): 0—acid splash, flare, ray of frost, read magic, touch of fatigue; 1st—color spray, magic missile.

Imperial Soldier: Human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 7; Init +1; Spd 20 ft.; AC 16, touch 10, flat-footed 16; BAB/Grp +1/+3; Atk: +5 melee (1d8+3, flail); AL LE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Intimidate +3, Jump -3; Improved Bull Rush, Power Attack, Weapon Focus (heavy flail).

Possessions: Masterwork heavy flail, splint mail, potion of cure light wounds.

Appendix Four – APL 4

Encounter Two

Bandit: Human War2; CR 1; Medium humanoid (Human); HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; BAB/Grp +2/+3; Atk +5 melee (1d8+1, longsword) or +2 ranged (1d8, crossbow); Full Atk +5 melee (1d8+1, longsword) or +2 ranged (1d8, crossbow); AL N; SV Fort +4, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Hide +2, Intimidate +1, Move Silently +2; Point Blank Shot, Weapon Focus (longsword).

Possessions: Masterwork studded leather armor, masterwork longsword, dagger, light crossbow, bolts.

Encounter Four

Fiend-finder Cleric: Human Clr4 of Pholtus; CR 4; Medium humanoid (Human); HD 4d8+4; hp 22; Init -1; Spd 20 ft.; AC 17, touch 9, flat-footed 17; BAB/Grp +3/+4; Atk +4 melee (1d8+1, mace); Full Atk +4 melee (1d8+1, mace); SA Spells, turn undead 5/day; AL LG; SV Fort +5, Ref +0, Will +9; Str 12, Dex 9, Con 13, Int 10, Wis 16, Cha 14.

Skills & Feats: Concentration +8, Knowledge (religion) +3, Knowledge (the planes) +10, Spellcraft +4; Consecrate Spell, Iron Will, Skill Focus (Knowledge [the planes]).

Possessions: Half-plate, light wooden shield, heavy mace, silver holy symbol of Pholtus, spell component pouch.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*guidance, guidance, guidance, resistance, resistance*; 1st—*bless, cause fear, doom, doom, protection from chaos**; 2nd—*aid, silence, spiritual weapon, summon monster II*.

*Domain spell. *Domains:* Good (cast abjuration spells at +1 caster level), Law (cast law spells at +1 caster level).

Fiend-hunter: Human Rgr3; CR 3; Medium humanoid (Human); HD 3d8+6; hp 19; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; BAB/Grp +3/+5; Atk +7 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8/x3, longbow); Full Atk +5/+5 melee (1d8+2/1d8+1/x3, battleaxe) or +4 ranged (1d8/x3, longbow); SA Favored enemy (evil outsiders +2); SQ Combat style, wild empathy +2; AL LG; SV Fort +5, Ref +4, Will +4; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +5, Knowledge (the planes) +3, Listen +7, Move Silently +5, Sense Motive +4, Spot +7, Survival +7; Endurance^B, Iron Will, Oversized Two-Weapon Fighting, Track^B, Weapon Focus (battle axe).

Combat Style (Ex): The Fiend-hunter is considered to have the Two-Weapon Fighting feat as long as he wears light or no armor.

Favored Enemy (Ex): The Fiend-hunter gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, Survival checks, and weapon damage rolls against evil outsiders.

Possessions: Chain shirt, longbow, 20 arrows, 2 masterwork battleaxes.

Fiend-fighter: Human Ftr3; CR 3; Medium humanoid (Human); HD 3d10+9; hp 25; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; BAB/Grp +3/+5; Atk +7 melee (1d10+3/x3, halberd); Full Atk +7 melee (1d10+3/x3, halberd); AL LG; SV Fort +5, Ref +2, Will +4; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump +3, Knowledge (religion) +3, Knowledge (the planes) +3; Combat Reflexes, Improved Toughness, Iron Will, Power Attack, Weapon Focus (halberd).

Possessions: Masterwork banded mail, masterwork halberd.

Encounter Six

Imperial Sorcerer: Human Sor4; CR 4; Medium humanoid (human); HD 4d4+4; hp 14; Init +6; Spd 30 ft.; AC 13, touch 13, flat-footed 11; BAB/Grp +2/+1; Atk: +2 melee (1d4-1, dagger), +5 ranged (1d8, crossbow); AL LE; SV Fort +2, Ref +3, Will +5; Str 8, Dex 14, Con 12, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +8, Knowledge (Arcana) +7, Spellcraft +9; Combat Casting, Improved Initiative, Spell Focus (Evocation).

Possessions: Dagger, masterwork light crossbow, 10 bolts, ring of protection +1, wand of magic missile (3rd level caster, 25 charges), scroll of mage armor.

Spells Known (6/7/4; base DC = 13 + spell level): 0—*acid splash, daze, detect magic, flare, ray of frost, touch of fatigue*; 1st—*magic missile, color spray, ray of enfeeblement*; 2nd—*scorching ray*.

Imperial Soldier: Human Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 22; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 17; BAB/Grp +3/+6; Atk: +7 melee (1d8+5, flail); AL LE; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Intimidate +5, Jump +2; Blind-Fight, Improved Bull Rush, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: Masterwork heavy flail, masterwork banded mail, *potion cure light wounds*.

Appendix Five – APL 6

Encounter Two

Bandit: Human War2/Rog1; CR 2; Medium humanoid (Human); HD 2d8+2 (War) plus 1d6+1 (Rog); hp 15; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; BAB/Grp +2/+4; Atk +6 melee (1d8+2, longsword) or +4 ranged (1d8, crossbow); Full Atk +4 melee (1d8+2, longsword) and +4 melee (1d4+1, dagger), or +4 ranged (1d8, crossbow); SA Sneak attack +1d6; SQ Trapfinding; AL N; SV Fort +4, Ref +4, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +6, Intimidate +4, Move Silently +6, Spot +3, Tumble +6; Point Blank Shot, Two-Weapon Fighting, Weapon Focus (longsword).

Possessions: Masterwork studded leather armor, masterwork longsword, masterwork dagger, light crossbow, 10 bolts.

Encounter Four

Fiend-finder Cleric: Human Clr7 of Pholtus; CR 7; Medium humanoid (Human); HD 7d8+7; hp 38; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; BAB/Grp +5/+6; Atk +7 melee (1d8+1, mace); Full Atk +7 melee (1d8+1, mace); SA Spells, turn undead 9/day; AL LG; SV Fort +6, Ref +1, Will +10; Str 12, Dex 9, Con 13, Int 10, Wis 16, Cha 14.

Skills & Feats: Concentration +11, Knowledge (religion) +5, Knowledge (the planes) +10, Spellcraft +5; Consecrate Spell, Divine Metamagic, Extra Turning, Iron Will.

Possessions: Masterwork full plate, light wooden shield, masterwork heavy mace, silver holy symbol of Pholtus, spell component pouch.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—*guidance, guidance, guidance, resistance, resistance, resistance*; 1st—*bless, divine favor, doom, doom, protection from chaos**, *shield of faith*; 2nd—*aid**, *bull's strength, silence, spiritual weapon, summon monster II*; 3rd—*dispel magic, invisibility purge, magic circle against chaos**, *searing light*; 4th—*divine power, order's wrath**.

*Domain spell. *Domains:* Good (cast abjuration spells at +1 caster level), Law (cast law spells at +1 caster level).

Fiend-hunter: Human Rgr5; CR 5; Medium humanoid (Human); HD 5d8+10; hp 32; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; BAB/Grp +5/+8; Atk +10 melee (1d8+4/x3, +1 *battleaxe*) or +6 ranged (1d8/x3, longbow); Full Atk +8/+8 melee (1d8+4/1d8+1/x3, battle axe) or +6 ranged (1d8/x3, longbow); SA Favored enemy (evil outsiders +4, humans +2); SQ Animal companion, combat style, wild

empathy +4; AL LG; SV Fort +6, Ref +5, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +7, Knowledge (the planes) +4, Listen +9, Move Silently +7, Sense Motive +5, Spot +9, Survival +9; Endurance^B, Iron Will, Oversized Two-Weapon Fighting, Track^B, Weapon Focus (battle axe).

Combat Style (Ex): The Fiend-hunter is considered to have the Two-Weapon Fighting feat as long as he wears light or no armor.

Favored Enemy (Ex): The Fiend-hunter gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, Survival checks, and weapon damage rolls against evil outsiders. He gains a +2 bonus against humans.

Possessions: Chain shirt, longbow, 20 arrows, +1 *battleaxe*, masterwork *battleaxe*.

Spells Prepared (1; base DC = 11 + spell level): 1st—*resist energy*.

Wolf animal companion: Medium magical beast (Augmented animal); HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; BAB/Grp +1/+2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA Trip; SQ Link, low-light vision, scent, share spells; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track^B, Weapon Focus (bite).

Link (Ex): The Fiend-hunter can handle this wolf as a free action or push it as a move action, even without ranks in Handle Animal. He also gains a +4 circumstance bonus on all wild empathy and Handle Animal checks regarding this wolf.

Tricks: This wolf knows the following tricks – attack x2, come, defend, down, heel, track.

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

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Fiend-fighter: Human Ftr3; CR 3; Medium humanoid (Human); HD 3d10+9; hp 25; Init +1; Spd 20 ft.; AC 17, touch 10, flat-footed 17; BAB/Grp +3/+5; Atk +7 melee (1d10+3/x3, halberd); Full Atk +7 melee (1d10+3/x3, halberd); AL LG; SV Fort +5, Ref +2, Will +4; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump +2, Knowledge (religion) +3, Knowledge (the planes) +3; Combat Reflexes,

Improved Toughness, Iron Will, Power Attack, Weapon Focus (halberd).

Possessions: Masterwork half-plate, masterwork halberd.

Encounter Six

Imperial Sorcerer: Human Sor7; CR 7; Medium humanoid (human); HD 7d4+7; hp 26; Init +6; Spd 30 ft; AC 13, touch 13, flat-footed 10; BAB/ Grp +3/+2; Atk: +3 melee (1d4-1, dagger), +6 ranged (1d8, crossbow); AL LE; SV Fort +3, Ref +4, Will +6; Str 8, Dex 14, Con 12, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +11, Knowledge (Arcana) +10, Spellcraft +12; Combat Casting, Improved Familiar, Improved Initiative, Spell Focus (Evocation).

Possessions: Dagger, masterwork light crossbow, 10 bolts, scroll of shield, necklace of fireballs Type II, scroll of mage armor, wand of magic missile (3rd level; 25 charges).

Spells Known (6/7/7/5; base DC = 13 + spell level): 0—acid splash, daze, detect magic, flare, ray of frost, resistance, touch of fatigue; 1st—magic missile, ray of enfeeblement, shield, shocking grasp; 2nd—blindness/deafness, blur, scorching ray; 3rd—fireball, lightning bolt.

Imp Familiar: Tiny outsider (Evil, Extraplanar, Lawful); HD 7; hp 13; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; BAB/Grp +3/-5; Atk +8 melee (1d4 plus poison, sting); Full Atk +8 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immune to poison, improved evasion, resist fire 5, speak with master; AL LE; SV Fort +3, Ref +6, Will +6; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +10, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

Alternate Form (Su): As *polymorph*, caster level 12th, except than an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like Abilities: At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion*. Caster level 6th, save DC 12 + spell level. Once per week, an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Imperial Soldier: Human Ftr4; CR 4; Medium humanoid (human); HD 4d10+8; hp 34; Init +1; Spd 20 ft; AC 17, touch 11, flat-footed 17; BAB/Grp +4/+7; Atk:

+9 melee (1d8+6, flail); AL LE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Intimidate +6, Jump +3; Blind-Fight, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: Masterwork heavy flail, masterwork banded mail, *potion cure light wounds*.

Appendix Six – APL 8

Encounter Two

Bandit: Human War2/Rog3; CR 4; Medium humanoid (Human); HD 2d8+2 (War) plus 3d6+3 (Rog); hp 24; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; BAB/Grp +4/+6; Atk +8 melee (1d8+2, longsword) or +7 ranged (1d8, crossbow); Full Atk +6 melee (1d8+2, longsword) and +8 melee (1d4+1, dagger), or +7 ranged (1d8, crossbow); SA Sneak attack +2d6; SQ Evasion, trap sense +1, trapfinding; AL N; SV Fort +5, Ref +6, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +6, Hide +9, Intimidate +4, Jump +6, Move Silently +9, Spot +3, Tumble +10; Point Blank Shot, Two-Weapon Fighting, Weapon Focus (longsword).

Possessions: Masterwork studded leather armor, masterwork longsword, masterwork dagger, light crossbow, 10 bolts.

Encounter Four

Fiend-finder Cleric: Human Clr9 of Pholtus; CR 9; Medium humanoid (Human); HD 9d8+18; hp 58; Init -1; Spd 20 ft.; AC 19, touch 9, flat-footed 19; BAB/Grp +6/+7; Atk +8 melee (1d8+1, mace); Full Atk +8/+3 melee (1d8+1, mace); SA Spells, turn undead 9/day; AL LG; SV Fort +8, Ref +2, Will +11; Str 12, Dex 9, Con 14, Int 10, Wis 16, Cha 14.

Skills & Feats: Concentration +14, Knowledge (religion) +5, Knowledge (the planes) +12, Spellcraft +7; Combat Casting, Consecrate Spell, Divine Metamagic, Extra Turning, Iron Will.

Possessions: +1 full plate, light wooden shield, masterwork heavy mace, silver holy symbol of Pholtus, spell component pouch.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—guidance, guidance, guidance, resistance, resistance, resistance; 1st—bless, divine favor, doom, entropic shield, protection from chaos*, shield of faith; 2nd—aid*, bull's strength, bull's strength, silence, spiritual weapon, summon monster II; 3rd—dispel magic, dispel magic, invisibility purge, magic circle against chaos*, searing light; 4th—divine power, order's wrath*, summon monster IV; 5th—dispel chaos*, flame strike.

*Domain spell. *Domains:* Good (cast abjuration spells at +1 caster level), Law (cast law spells at +1 caster level).

Fiend-hunter: Human Rgr7; CR 7; Medium humanoid (Human); HD 7d8+14; hp 45; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; BAB/Grp +7/+10; Atk +12 melee (1d8+4/x3, battle axe) or +8 ranged (1d8/x3, longbow); Full Atk +10/+10/+5/+5 melee

(1d8+4/1d8+2/x3, battle axe) or +8/+3 ranged (1d8/x3, longbow); SA Favored enemy (evil outsiders +4, humans +2); SA Spells; SQ Animal companion, improved combat style, wild empathy +6, woodland stride; AL LG; SV Fort +7, Ref +6, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +9, Knowledge (the planes) +5, Listen +11, Move Silently +9, Sense Motive +6, Spot +11, Survival +11; Endurance^B, Iron Will, Natural Bond, Oversized Two-Weapon Fighting, Track^B, Weapon Focus (battle axe).

Favored Enemy (Ex): The Fiend-hunter gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, Survival checks, and weapon damage rolls against evil outsiders. He gains a +2 bonus against humans.

Improved Combat Style (Ex): The Fiend-hunter is considered to have the Two-Weapon Fighting and Improved Two-Weapon Fighting feats as long as he wears light or no armor.

Woodland Stride (Ex): The Fiend-hunter may move through any sort of undergrowth at normal speed and without taking damage or suffering any other impairment. This ability does not work on terrain that is enchanted or magically manipulated.

Possessions: Chain shirt, longbow, 20 arrows, 2 +1 battleaxes.

Spells Prepared (2; base DC = 11 + spell level): 1st—magic fang, resist energy.

Wolf animal companion: Medium magical beast (Augmented animal); HD 6d8+12; hp 39; Init +3; Spd 50 ft.; AC 19, touch 13, flat-footed 16; BAB/Grp +4/+7; Atk +8 melee (1d8+4, bite); Full Atk +8 melee (1d8+4, bite); SA Trip; SQ Devotion, evasion, link, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +8, Will +3; Str 16, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +5, Move Silently +4, Spot +5, Survival +1*; Dodge, Improved Natural Attack (bite), Track^B, Weapon Focus (bite).

Devotion (Ex): This wolf gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): When subjected to an attack that allows a Reflex save for half damage, this wolf takes no damage on a successful save.

Link (Ex): The Fiend-hunter can handle this wolf as a free action or push it as a move action, even without ranks in Handle Animal. He also gains a +4 circumstance bonus on all wild empathy and Handle Animal checks regarding this wolf.

Tricks: This wolf knows the following tricks – attack x2, come, defend, down, fetch, heel, seek, track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Fiend-fighter: Human Ftr4; CR 4; Medium humanoid (Human); HD 4d10+12; hp 34; Init +1; Spd 20 ft.; AC 17, touch 10, flat-footed 17; BAB/Grp +4/+7; Atk +9 melee (1d10+6/x3, halberd); Full Atk +9 melee (1d10+6/x3, halberd); AL LG; SV Fort +6, Ref +2, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +2, Jump +3, Knowledge (religion) +3, Knowledge (the planes) +3; Combat Reflexes, Improved Toughness, Iron Will, Power Attack, Weapon Focus (halberd), Weapon Specialization (halberd).

Possessions: Masterwork half-plate, masterwork halberd.

Encounter Six

Imperial Sorcerer; Human Sor8: CR 8; Medium humanoid (human); HD 8d4+8; hp 30; Init +6; Spd 30 ft.; AC 13, touch 13, flat-footed 10; BAB/Grp +4/+3; Atk: +3 melee (1d4-1, dagger), +9 ranged (1d8+1, crossbow); AL LE; SV Fort +3, Ref +4, Will +7; Str 8, Dex 14, Con 12, Int 10, Wis 12, Cha 17.

Skills and Feats: Concentration +12, Knowledge (Arcana) +12, Spellcraft +13; Combat Casting, Improved Familiar, Improved Initiative, Spell Focus (Evocation).

Possessions: Dagger, masterwork light crossbow, 10 bolts, scroll of shield, scroll of mage armor, bracers of marksmanship.

Spells Known (6/7/7/6/3; base DC = 13 + Spell Level): 0—acid splash, daze, detect magic, flare, ray of frost, read magic, resistance, touch of fatigue; 1st—magic missile, ray of enfeeblement, shield, shocking grasp, true strike; 2nd—blindness/deafness, blur, scorching ray; 3rd—fireball, lightning bolt; 4th—shout.

Imp Familiar: Tiny outsider (Evil, Extraplanar, Lawful); HD 8; hp 15; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; BAB/Grp +4/-4; Atk +9 melee (1d4 plus poison, sting); Full Atk +9 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immune to poison, improved evasion, resist fire 5, speak with master; AL LE; SV Fort +3, Ref +6, Will +7; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +11, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

Alternate Form (Su): As *polymorph*, caster level 12th, except than an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like Abilities: At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 12 + spell level. Once per week, an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Imperial Soldier: Human Ftr6; CR 6; Medium humanoid (human); HD 6d10+12; hp 49; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 17; BAB/Grp +6/+9; Atk: +11 melee (1d8+6, flail); Full Atk +11/+6 melee (1d8+6, flail); AL LE; SV Fort +9, Ref +5, Will +5; Str 16, Dex 13, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +6, Intimidate +8, Jump +6; Blind-Fight, Great Fortitude, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: Masterwork heavy flail, masterwork banded mail.

Appendix Seven – APL 10

Encounter Two

Bandit: Human War2/Rog3/Ftr2; CR 6; Medium humanoid (Human); HD 2d8+2 (War) plus 3d6+3 (Rog) plus 2d10+2 (Ftr); hp 37; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; BAB/Grp +6/+8; Atk +10 melee (1d8+2, longsword) or +9 ranged (1d8, crossbow); Full Atk +8/+3 melee (1d8+2, longsword) and +8 melee (1d4+1, dagger), or +9 ranged (1d8, crossbow); SA Sneak attack +2d6; SQ Evasion, trap sense +1, trapfinding; AL N; SV Fort +8, Ref +6, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +6, Hide +9, Intimidate +5, Jump +7, Listen +3, Move Silently +9, Spot +3, Tumble +12; Dodge, Elusive Target, Mobility, Point Blank Shot, Two-Weapon Fighting, Weapon Focus (longsword).

Possessions: Masterwork studded leather armor, masterwork longsword, masterwork dagger, light crossbow, 10 bolts.

Encounter Four

Fiend-finder Cleric: Human Clr9 of Pholtus; CR 9; Medium humanoid (Human); HD 9d8+18; hp 58; Init -1; Spd 20 ft.; AC 19, touch 9, flat-footed 19; BAB/Grp +6/+7; Atk +8 melee (1d8+1, mace); Full Atk +8/+3 melee (1d8+1, mace); SA Spells, turn undead 9/day; AL LG; SV Fort +8, Ref +2, Will +11; Str 12, Dex 9, Con 14, Int 10, Wis 16, Cha 14.

Skills & Feats: Concentration +14, Knowledge (religion) +5, Knowledge (the planes) +12, Spellcraft +7; Combat Casting, Consecrate Spell, Divine Metamagic, Extra Turning, Iron Will.

Possessions: +1 full plate, light wooden shield, masterwork heavy mace, silver holy symbol of Pholtus, spell component pouch.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—*guidance, guidance, guidance, resistance, resistance, resistance*; 1st— *Bless, divine favor, doom, entropic shield, protection from chaos*, shield of faith*; 2nd—*aid*, bull's strength, bull's strength, silence, spiritual weapon, summon monster II*; 3rd—*dispel magic, dispel magic, invisibility purge, magic circle against chaos*, searing light*; 4th—*divine power, order's wrath*, summon monster IV*; 5th—*dispel chaos*, flame strike*.

*Domain spell. *Domains:* Good (cast abjuration spells at +1 caster level), Law (cast law spells at +1 caster level).

Fiend-hunter: Human Rgr7; CR 7; Medium humanoid (Human); HD 7d8+14; hp 45; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; BAB/Grp +7/+10; Atk +12 melee (1d8+4/x3, battleaxe) or +8 ranged (1d8/x3, longbow); Full Atk +10/+10/+5/+5 melee

(1d8+4/1d8+2/x3, battleaxe) or +8/+3 ranged (1d8/x3, longbow); SA Favored enemy (evil outsiders +4, humans +2); SA Spells; SQ Animal companion, improved combat style, wild empathy +6, woodland stride; AL LG; SV Fort +7, Ref +6, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +10, Knowledge (the planes) +5, Listen +11, Move Silently +10, Sense Motive +6, Spot +11, Survival +11; Endurance^B, Iron Will, Natural Bond, Oversized Two-Weapon Fighting, Track^B, Weapon Focus (battle axe).

Favored Enemy (Ex): The Fiend-hunter gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, Survival checks, and weapon damage rolls against evil outsiders. He gains a +2 bonus against humans.

Improved Combat Style (Ex): The Fiend-hunter is considered to have the Two-Weapon Fighting and Improved Two-Weapon Fighting feats as long as he wears light or no armor.

Woodland Stride (Ex): The Fiend-hunter may move through any sort of undergrowth at normal speed and without taking damage or suffering any other impairment. This ability does not work on terrain that is enchanted or magically manipulated.

Possessions: Masterwork chain shirt, longbow, 20 arrows, 2 +1 battleaxes.

Spells Prepared (2; base DC = 11 + spell level): 1st—*magic fang, resist energy*.

Wolf animal companion: Medium magical beast (Augmented animal); HD 6d8+12; hp 39; Init +3; Spd 50 ft.; AC 19, touch 13, flat-footed 16; BAB/Grp +4/+7; Atk +8 melee (1d8+4, bite); Full Atk +8 melee (1d8+4, bite); SA Trip; SQ Devotion, evasion, link, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +8, Will +3; Str 16, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +5, Move Silently +4, Spot +5, Survival +1*; Dodge, Improved Natural Attack (bite), Track^B, Weapon Focus (bite).

Devotion (Ex): This wolf gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): When subjected to an attack that allows a Reflex save for half damage, this wolf takes no damage on a successful save.

Link (Ex): The Fiend-hunter can handle this wolf as a free action or push it as a move action, even without ranks in Handle Animal. He also gains a +4 circumstance bonus on all wild empathy and Handle Animal checks regarding this wolf.

Tricks: This wolf knows the following tricks – attack x2, come, defend, down, fetch, heel, seek, track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Fiend-fighter: Human Ftr8; CR 8; Medium humanoid (Human); HD 8d10+16; hp 60; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 18; BAB/Grp +8/+11; Atk +13 melee (1d10+6, 19-20/x3, halberd); Full Atk +13/+8 melee (1d10+7, 19-20/x3, halberd) and +8 melee (1d6+4, 19-20/x3, halberd; AL LG; SV Fort +7, Ref +4, Will +5; Str 16, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +6, Jump +4, Knowledge (religion) +5, Knowledge (the planes) +5; Combat Reflexes, Improved Critical (halberd), Improved Toughness, Iron Will, Power Attack, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (halberd), Weapon Specialization (halberd).

Possessions: Masterwork full plate, +1 halberd.

Celestial Fiend-fighter: Hound Archon Ftr3; CR 8; Medium outsider (Archon, Extraplanar, Good, Lawful); HD 6d8+6 (racial) plus 3d10+3 (Ftr); hp 52; Init +4; Spd 40 ft.; AC 23, touch 10, flat-footed 23; BAB/Grp +9/+12; Atk +12 melee (1d8+3, bite) or +14 melee (2d6+5/17-20, greatsword); Full Atk +12 melee (1d8+3, bite) and +7 melee (1d4+1, slam) or +14/+9 melee (2d6+5/17-20, greatsword) and +7 melee (1d8+1, bite); SA Spell-like abilities; SQ Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, spell resistance 19, teleport, tongues; AL LG; SV Fort +9 (+13 against poison), Ref +6, Will +7; Str 16, Dex 10, Con 13, Int 10, Wis 13, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +3, Hide +8*, Intimidate +7, Jump +14, Listen +10, Move Silently +8, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks); Cleave, Improved Critical (greatsword), Improved Initiative, Power Attack, Track, Weapon Focus (greatsword).

Spell-like Abilities: At will – *aid, continual flame, detect evil, message*. Caster level 6th.

Aura of Menace (Su): Any hostile creature within a 20-foot radius must succeed on a DC 16 Will save or take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine

form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Skills: *While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

Possessions: Masterwork chain shirt, +1 greatsword.

Encounter Six

Imperial Sorcerer: Human Sor10; CR 10; Medium humanoid (human); HD 10d4+10; hp 37; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; BAB/Grp +5/+4; Atk: +4 melee (1d4-1, dagger), +8 ranged (1d8, crossbow); AL LE; SV Fort +4, Ref +5, Will +8; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 17.

Skills and Feats: Concentration +14, Knowledge (Arcana) +13, Spellcraft +15; Combat Casting, Greater Spell Focus (Evocation), Improved Familiar, Improved Initiative, Spell Focus (Evocation).

Possessions: Dagger, masterwork light crossbow, 10 bolts, *scroll of shield, bracers of armor +2, ring of counterspells (magic missile)*.

Spells Known (6/7/7/7/5/3; base DC = 13 + Spell Level): 0—*acid splash, daze, detect magic, flare, light, ray of frost, read magic, resistance, Touch of fatigue*; 1st—*magic missile, ray of enfeeblement, shield, shocking grasp, true strike*; 2nd—*blindness/deafness, blur, darkness, scorching ray*; 3rd—*fireball, haste, lightning bolt*; 4th—*shout, wall of fire*; 5th—*dominate person*.

Imp Familiar: Tiny outsider (Evil, Extraplanar, Lawful); HD 10; hp 18; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 25, touch 15, flat-footed 22; BAB/Grp +5/-3; Atk +10 melee (1d4 plus poison, sting); Full Atk +10 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immune to poison, improved evasion, resist fire 5, speak with master; AL LE; SV Fort +3, Ref +6, Will +8; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +13, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

Alternate Form (Su): As *polymorph*, caster level 12th, except than an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like Abilities: At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 12 + spell level. Once per week, an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Imperial Soldier; Human Ftr6: CR 6; Medium humanoid (human); HD 6d10+12; hp 49; Init +1; Spd 20 ft; AC 19, touch 11, flat-footed 19; BAB/Grp +6/+9; Atk: +11 melee (1d8+6, flail); Full Atk +11/+6 melee (1d8+6, flail); AL LE; SV Fort +9, Ref +5, Will +5; Str 16, Dex 13, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +6, Intimidate +8, Jump +6; Blind-Fight, Great Fortitude, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)

Possessions: Masterwork heavy flail, masterwork full plate.

Appendix Eight – APL 12

Encounter Two

Bandit: Human War2/Rog3/Ftr4; CR 8; Medium humanoid (Human); HD 2d8+4 (War) plus 3d6+6 (Rog) plus 4d10+8 (Ftr); hp 59; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; BAB/Grp +8/+10; Atk +12 melee (1d8+4, longsword) or +11 ranged (1d8, crossbow); Full Atk +10/+5 melee (1d8+4, longsword) and +10 melee (1d8+3, longsword), or +11 ranged (1d8, crossbow); SA Sneak attack +2d6; SQ Evasion, trap sense +1, trapfinding; AL N; SV Fort +10, Ref +7, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +6, Hide +9, Intimidate +5, Jump +7, Listen +3, Move Silently +9, Spot +3, Tumble +15; Dodge, Elusive Target, Mobility, Over Sized Two-Weapon Fighting, Point Blank Shot, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Masterwork studded leather armor, 2 masterwork longswords, light crossbow, 10 bolts.

Encounter Four

Fiend-finder Cleric: Human Clr11 of Pholtus; CR 11; Medium humanoid (Human); HD 11d8+22; hp 71; Init -1; Spd 20 ft.; AC 19, touch 9, flat-footed 19; BAB/Grp +8/+9; Atk +10 melee (1d8+1, mace); Full Atk +10/+5 melee (1d8+1, mace); SA Spells, turn undead 9/day; AL LG; SV Fort +9, Ref +2, Will +13; Str 12, Dex 9, Con 14, Int 10, Wis 18, Cha 14.

Skills & Feats: Concentration +16, Knowledge (religion) +7, Knowledge (the planes) +12, Spellcraft +9; Combat Casting, Consecrate Spell, Divine Metamagic, Extra Turning, Iron Will.

Possessions: +1 full plate, light wooden shield, masterwork heavy mace, silver holy symbol of Pholtus, spell component pouch.

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—*guidance, guidance, guidance, resistance, resistance, resistance*; 1st—*bles, divine favor, doom, doom, entropic shield, protection from chaos**, shield of faith; 2nd—*aid**, bull's strength, bull's strength, silence, spiritual weapon, summon monster II; 3rd—*dispel magic, dispel magic, invisibility purge, magic circle against chaos**, searing light, searing light; 4th—*consecrated searing light, consecrated searing light, divine power, order's wrath**, summon monster IV; 5th—*dispel chaos**, flame strike, flame strike; 6th—*blade barrier**, mass bear's endurance.

*Domain spell. *Domains:* Good (cast abjuration spells at +1 caster level), Law (cast law spells at +1 caster level).

Fiend-hunter: Human Rgr9; CR 9; Medium humanoid (Human); HD 9d8+18; hp 58; Init +2; Spd 30

ft.; AC 16, touch 12, flat-footed 14; BAB/Grp +9/+12; Atk +14 melee (1d8+4/x3, battleaxe) or +11 ranged (1d8/x3, longbow); Full Atk +12/+12/+7/+7 melee (1d8+4/1d8+2/x3, battleaxe) or +11/+6 ranged (1d8/x3, longbow); SA Favored enemy (evil outsiders +4, humans +2); SA Spells; SQ Animal companion, evasion, improved combat style, swift tracker, wild empathy +8, woodland stride; AL LG; SV Fort +8, Ref +8, Will +6; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +13, Knowledge (the planes) +6, Listen +13, Move Silently +13, Sense Motive +7, Spot +13, Survival +13; Endurance^B, Improved Favored Enemy, Iron Will, Natural Bond, Oversized Two-Weapon Fighting, Track^B, Weapon Focus (battle axe).

Favored Enemy (Ex): The Fiend-hunter gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, Survival checks, and weapon damage rolls against evil outsiders. He gains a +2 bonus against humans.

Improved Combat Style (Ex): The Fiend-hunter is considered to have the Two-Weapon Fighting and Improved Two-Weapon Fighting feats as long as he wears light or no armor.

Woodland Stride (Ex): The Fiend-hunter may move through any sort of undergrowth at normal speed and without taking damage or suffering any other impairment. This ability does not work on terrain that is enchanted or magically manipulated.

Possessions: Masterwork chain shirt, longbow, 20 arrows, +1 evil outsider bane battleaxe, +1 battleaxe.

Spells Prepared (2; base DC = 11 + spell level): 1st—*magic fang, resist energy*.

Wolf animal companion: Medium magical beast (Augmented animal); HD 6d8+12; hp 39; Init +3; Spd 50 ft.; AC 19, touch 13, flat-footed 16; BAB/Grp +4/+7; Atk +8 melee (1d8+4, bite); Full Atk +8 melee (1d8+4, bite); SA Trip; SQ Devotion, evasion, link, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +8, Will +3; Str 16, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +5, Move Silently +4, Spot +5, Survival +1*; Dodge, Improved Natural Attack (bite), Track^B, Weapon Focus (bite).

Devotion (Ex): This wolf gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): When subjected to an attack that allows a Reflex save for half damage, this wolf takes no damage on a successful save.

Link (Ex): The Fiend-hunter can handle this wolf as a free action or push it as a move action, even

without ranks in Handle Animal. He also gains a +4 circumstance bonus on all wild empathy and Handle Animal checks regarding this wolf.

Tricks: This wolf knows the following tricks – attack x2, come, defend, down, fetch, heel, seek, track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Fiend-fighter: Human Ftr8; CR 8; Medium humanoid (Human); HD 8d10+16; hp 60; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 18; BAB/Grp +8/+11; Atk +13 melee (1d10+6, 19-20/x3, halberd); Full Atk +13/+8 melee (1d10+7, 19-20/x3, halberd) and +8 melee (1d6+4, 19-20/x3, halberd); AL LG; SV Fort +7, Ref +4, Will +5; Str 16, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +6, Jump +4, Knowledge (religion) +5, Knowledge (the planes) +5; Combat Reflexes, Improved Critical (halberd), Improved Toughness, Iron Will, Power Attack, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (halberd), Weapon Specialization (halberd).

Possessions: Masterwork full plate, +1 halberd.

Celestial Fiend-fighter: Hound Archon Ftr4; CR 9; Medium outsider (Archon, Extraplanar, Good, Lawful); HD 6d8+6 (racial) plus 4d10+4 (Ftr); hp 59; Init +4; Spd 40 ft.; AC 23, touch 10, flat-footed 23; BAB/Grp +10/+13; Atk +13 melee (1d8+3, bite) or +15 melee (2d6+7/17-20, greatsword); Full Atk +13 melee (1d8+3, bite) and +8 melee (1d4+1, slam) or +15/+10 melee (2d6+7/17-20, greatsword) and +8 melee (1d8+1, bite); SA Spell-like abilities; SQ Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, spell resistance 20, teleport, tongues; AL LG; SV Fort +10 (+14 against poison), Ref +6, Will +7; Str 16, Dex 10, Con 13, Int 10, Wis 13, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +3, Hide +8*, Intimidate +8, Jump +14, Listen +10, Move Silently +8, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks); Cleave, Improved Critical (greatsword), Improved Initiative, Power Attack, Track, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Spell-like Abilities: At will – *aid, continual flame, detect evil, message*. Caster level 6th.

Aura of Menace (Su): Any hostile creature within a 20-foot radius must succeed on a DC 16 Will save or take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon. A creature that has resisted or broken the effect cannot

be affected again by the same archon's aura for 24 hours.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Skills: *While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

Possessions: Masterwork chain shirt, +1 greatsword.

Encounter Six

Imperial Sorcerer: Human Sor13; CR 13; Medium humanoid (human); HD 13d4+13; hp 47; Init +6; Spd 30 ft.; AC 15, touch 13, flat-footed 13; BAB/Grp +6/+6; Atk: +7 melee (1d4, dagger), +8 ranged (1d8+1 crossbow); Full Atk +7/+2 melee (1d4, dagger) or +9 ranged (1d8, crossbow; AL LE; SV Fort +5, Ref +6, Will +9; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 18.

Skills and Feats: Concentration +17, Knowledge (Arcana) +16, Spellcraft +18; Combat Casting, Empower Spell, Greater Spell Focus (Evocation), Improved Familiar, Improved Initiative, Spell Focus (Evocation).

Possessions: Dagger, masterwork light crossbow, 10 bolts, *scroll of shield (arc)*, *ring of protection +1*, *bracers of armor +2*, *ring of counterspells (dispel magic)*, *pearl of power (2nd)*

Spells Known (6/7/7/7/7/7/4; base DC 14 + Spell Level): 0—*acid splash, daze, detect magic, flare, light, ray of frost, read magic, resistance, touch of fatigue*; 1st—*magic missile, ray of enfeeblement, shield, shocking grasp, true strike*; 2nd—*blindness/deafness, blur, darkness, invisibility, scorching ray*; 3rd—*dispel magic, fireball, haste, lightning bolt*; 4th—*fire shield, ice storm, shout, wall of fire*; 5th—*cone of cold, dominate person, wall of force*; 6th—*chain lightning, greater dispel magic*.

Imp Familiar: Tiny outsider (Evil, Extraplanar, Lawful); HD 13; hp 23; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 27, touch 15, flat-footed 24; BAB/Grp +6/-2; Atk +11 melee (1d4 plus poison, sting); Full Atk +11 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immune to poison, improved evasion, resist fire 5, speak with master, SR 18; AL LE; SV Fort +4, Ref +7, Will +9; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6,

Spellcraft +16, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

Alternate Form (Su): As *polymorph*, caster level 12th, except than an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like Abilities: At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 12 + spell level. Once per week, an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Imperial Soldier: Human Ftr8; CR 8; Medium humanoid (human); HD 8d10+16; hp 64; Init +1; Spd 20 ft; AC 19, touch 11, flat-footed 19; BAB/Grp +8/+11; Atk: +13 melee (1d8+6/17-20, flail) Full Atk +13/+8 melee (1d8+6/17-20, flail); AL LE; SV Fort +10, Ref +5, Will +5; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Intimidate +10, Jump +8; Blind-Fight, Improved Bull Rush, Power Attack, Weapon Focus, Weapon Specialization, Improved Sunder, Iron Will, Great Fortitude, Improved Critical (Flail)

Possessions: +1 heavy flail, masterwork full plate.

Appendix Nine – APL 14

Encounter Two

Bandit: Human War2/Rog5/Ftr4; CR 10; Medium humanoid (Human); HD 2d8+4 (War) plus 5d6+10 (Rog) plus 4d10+8 (Ftr); hp 70; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 16; BAB/Grp +9/+11; Atk +13 melee (1d8+4, longsword) or +12 ranged (1d8, crossbow); Full Atk +11/+6 melee (1d8+4, longsword) and +11 melee (1d8+3, longsword), or +12 ranged (1d8, crossbow); SA Sneak attack +3d6; SQ Evasion, trap sense +1, trapfinding, uncanny dodge; AL N; SV Fort +10, Ref +8, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +12, Hide +11, Intimidate +5, Jump +7, Listen +5, Move Silently +11, Spot +6, Tumble +18; Dodge, Elusive Target, Mobility, Oversized Two-Weapon Fighting, Point Blank Shot, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Masterwork studded leather armor, 2 masterwork longswords, light crossbow, 10 bolts.

Encounter Four

Fiend-finder Cleric: Human Clr11 of Pholtus; CR 11; Medium humanoid (Human); HD 11d8+22; hp 71; Init -1; Spd 20 ft.; AC 19, touch 9, flat-footed 19; BAB/Grp +8/+9; Atk +10 melee (1d8+1, mace); Full Atk +10/+5 melee (1d8+1, mace); SA Spells, turn undead 9/day; AL LG; SV Fort +9, Ref +2, Will +12; Str 12, Dex 9, Con 14, Int 10, Wis 16, Cha 14.

Skills & Feats: Concentration +16, Knowledge (religion) +7, Knowledge (the planes) +12, Spellcraft +9; Combat Casting, Consecrate Spell, Divine Metamagic, Extra Turning, Iron Will.

Possessions: +1 full plate, light wooden shield, masterwork heavy mace, silver holy symbol of Pholtus, spell component pouch.

Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 13 + spell level): 0—*guidance, guidance, guidance, resistance, resistance, resistance*; 1st—*bless, divine favor, doom, doom, entropic shield, protection from chaos*, shield of faith*; 2nd—*aid*, bull's strength, bull's strength, silence, spiritual weapon, summon monster II*; 3rd—*dispel magic, dispel magic, invisibility purge, magic circle against chaos*, searing light, searing light*; 4th—*consecrated searing light, consecrated searing light, divine power, order's wrath*, summon monster IV*; 5th—*dispel chaos*, flame strike, flame strike*; 6th—*blade barrier*, mass bear's endurance*.

*Domain spell. Domains: Good (cast abjuration spells at +1 caster level), Law (cast law spells at +1 caster level).

Fiend-hunter: Human Rgr11; CR 11; Medium humanoid (Human); HD 11d8+22; hp 71; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp +11/+14; Atk +16 melee (1d8+4/x3, battleaxe) or +13 ranged (1d8/x3, longbow); Full Atk +14/+9/+4 melee (1d8+4/x3, battleaxe) and +14/+9/+4 melee (1d8+2/x3, battleaxe), or +13/+8/+3 ranged (1d8/x3, longbow); SA Favored enemy (chaotic outsiders +2, evil outsiders +6, humans +2); SA Spells; SQ Animal companion, combat style mastery, evasion, swift tracker, wild empathy +10, woodland stride; AL LG; SV Fort +9, Ref +8, Will +6; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +15, Knowledge (the planes) +7, Listen +15, Move Silently +15, Sense Motive +8, Spot +15, Survival +15; Endurance^B, Improved Favored Enemy, Iron Will, Natural Bond, Oversized Two-Weapon Fighting, Track^B, Weapon Focus (battle axe).

Combat Style Mastery (Ex): The Fiend-hunter is considered to have the Two-Weapon Fighting, Improved Two-Weapon Fighting, and Greater Two-Weapon Fighting feats as long as he wears light or no armor.

Favored Enemy (Ex): The Fiend-hunter gains a +6 bonus on Bluff, Listen, Sense Motive, Spot, Survival checks, and weapon damage rolls against evil outsiders. He gains a +2 bonus against humans and chaotic outsiders.

Woodland Stride (Ex): The Fiend-hunter may move through any sort of undergrowth at normal speed and without taking damage or suffering any other impairment. This ability does not work on terrain that is enchanted or magically manipulated.

Possessions: Masterwork chain shirt, longbow, 20 arrows, 2 +1 *evil outsider bane battleaxes*.

Spells Prepared (2/1; base DC = 11 + spell level): 1st—*magic fang, resist energy*; 2nd—*barkskin*.

Wolf animal companion: Medium magical beast (Augmented animal); HD 6d8+12; hp 39; Init +3; Spd 50 ft.; AC 19, touch 13, flat-footed 16; BAB/Grp +4/+7; Atk +8 melee (1d8+4, bite); Full Atk +8 melee (1d8+4, bite); SA Trip; SQ Devotion, evasion, link, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +8, Will +3; Str 16, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +5, Move Silently +4, Spot +5, Survival +1*; Dodge, Improved Natural Attack (bite), Track^B, Weapon Focus (bite).

Devotion (Ex): This wolf gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): When subjected to an attack that allows a Reflex save for half damage, this wolf takes no damage on a successful save.

Link (Ex): The Fiend-hunter can handle this wolf as a free action or push it as a move action, even without ranks in Handle Animal. He also gains a +4 circumstance bonus on all wild empathy and Handle Animal checks regarding this wolf.

Tricks: This wolf knows the following tricks – attack x2, come, defend, down, fetch, heel, seek, track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Fiend-fighter: Human Ftr11 CR 11; Medium humanoid (Human); HD 11d10+22; hp 82; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 18; BAB/Grp +11/+14; Atk +16 melee (1d10+7, 19-20/x3, halberd); Full Atk +16/+11/+6 melee (1d10+7, 19-20/x3, halberd) and +11 melee (1d6+4, 19-20/x3, halberd); AL LG; SV Fort +8, Ref +5, Will +6; Str 16, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Intimidate +6, Jump +9, Knowledge (religion) +5, Knowledge (the planes) +5, Swim +8; Combat Reflexes, Dodge, Greater Weapon Focus (halberd), Improved Critical (halberd), Improved Toughness, Iron Will, Power Attack, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (halberd), Weapon Specialization (halberd).

Possessions: Masterwork full plate, +1 evil outsider bane halberd.

Celestial Fiend-fighter: Hound Archon Ftr6; CR 11; Medium outsider (Archon, Extraplanar, Good, Lawful); HD 6d8+18 (racial) plus 6d10+18 (Ftr); hp 96; Init +4; Spd 40 ft.; AC 23, touch 10, flat-footed 23; BAB/Grp +12/+15; Atk +15 melee (1d8+3, bite) or +17 melee (2d6+7/17-20, greatsword); Full Atk +15 melee (1d8+3, bite) and +10 melee (1d4+1, slam) or +17/+12/+7 melee (2d6+7/17-20, greatsword) and +11 melee (1d8+1, bite); SA Spell-like abilities; SQ Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, spell resistance 22, teleport, tongues; AL LG; SV Fort +11 (+15 against poison), Ref +7, Will +8; Str 16, Dex 10, Con 14, Int 10, Wis 13, Cha 12.

Skills and Feats: Concentration +11, Diplomacy +3, Hide +9*, Intimidate +10, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks); Blind-Fight, Cleave, Improved Critical (greatsword), Improved Initiative, Improved Toughness, Power Attack, Track, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Spell-like Abilities: At will – *aid, continual flame, detect evil, message*. Caster level 6th.

Aura of Menace (Su): Any hostile creature within a 20-foot radius must succeed on a DC 16 Will save or take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Skills: *While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

Possessions: Masterwork chain shirt, +1 greatsword.

Encounter Six

Imperial Sorcerer: Human Sor13; CR 13; Medium humanoid (human); HD 13d4+13; hp 47; Init +6; Spd 30 ft.; AC 15, touch 13, flat-footed 13; BAB/Grp +6/+6; Atk: +7 melee (1d4, dagger), +8 ranged (1d8+1 crossbow); Full Atk +7/+2 melee (1d4, dagger) or +9 ranged (1d8, crossbow; AL LE; SV Fort +5, Ref +6, Will +9; Str 10, Dex 14, Con 12, Int 11, Wis 10, Cha 18.

Skills and Feats: Concentration +17, Knowledge (Arcana) +16, Spellcraft +18; Combat Casting, Empower Spell, Greater Spell Focus (Evocation), Improved Familiar, Improved Initiative, Spell Focus (Evocation).

Possessions: Dagger, masterwork light crossbow, 10 bolts, scroll of shield, ring of protection +1, bracers of armor +2, ring of counterspells (*dispel magic*), pearl of power (2nd), wand of magic missiles (9th level caster).

Spells Known (6/7/7/7/7/7/4; base DC 14 + Spell Level): 0—*acid splash, daze, detect magic, flare, light, ray of frost, read magic, resistance, touch of fatigue*; 1st—*magic missile, ray of enfeeblement, shield, shocking grasp, true strike*; 2nd—*blindness/deafness, blur, darkness, invisibility, scorching ray*; 3rd—*dispel magic, fireball, haste, lightning bolt*; 4th—*fire shield, ice storm, shout, wall of fire*; 5th—*cone of cold, dominate person, wall of force*; 6th—*chain lightning, greater dispel magic*.

Imp Familiar: Tiny outsider (Evil, Extraplanar, Lawful); HD 13; hp 23; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 27, touch 15, flat-footed 24; BAB/Grp +6/-2; Atk +11 melee (1d4 plus poison, sting); Full Atk +11 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immune to poison, improved evasion, resist fire 5, speak with master, SR 18; AL LE;

SV Fort +4, Ref +7, Will +9; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +16, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

Alternate Form (Su): As *polymorph*, caster level 12th, except than an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like Abilities: At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 12 + spell level. Once per week, an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Imperial Soldier: Human Ftr8; CR 8; Medium humanoid (human); HD 8d10+16; hp 64; Init +1; Spd 20 ft; AC 19, touch 11, flat-footed 19; BAB/Grp +8/+11; Atk: +13 melee (1d8+6/17-20, flail) Full Atk +13/+8 melee (1d8+6/17-20, flail); AL LE; SV Fort +10, Ref +5, Will +5; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Intimidate +10, Jump +8; Blind-Fight, Improved Bull Rush, Power Attack, Weapon Focus, Weapon Specialization, Improved Sunder, Iron Will, Great Fortitude, Improved Critical (Flail)

Possessions: +1 heavy flail, masterwork full plate.

Appendix Ten: New Rules Items

Consecrate Spell *from the Complete Divine*

Consecrate Spell [Metamagic]

You can imbue your spells with the raw energy of good.

Prerequisite: Any good alignment.

Benefit: A spell you modify with this feat gains the good descriptor. Furthermore, if the spell deals damage, half of the damage (rounded down) results directly from divine power and is therefore not subject to be reduced by resistance or immunity to energy-based attacks. The consecrated spell uses up a spell slot one level higher than the spell's actual level.

Danger Sense *from the Complete Adventurer*

Danger Sense

You are one twitchy individual.

Prerequisite: Improved Initiative.

Benefit: One per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Divine Metamagic *from the Complete Divine*

Divine Metamagic [Divine]

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Elusive Target *from the Complete Warrior*

Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Improved Favored Enemy *from the Complete Warrior*

Improved Favored Enemy

You know how to hit your favored enemies where it hurts.

Prerequisites: Favored enemy ability, base attack bonus +5.

Benefit: You deal an extra 3 points of damage to your favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class.

Improved Toughness *from the Complete Warrior*

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

Natural Bond *from the Complete Adventurer*

Natural Bond

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal companion.

Benefit: Add three to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the *Player's Handbook*). This bonus can never make your effective druid level exceed your character level.

Oversized Two-Weapon Fighting *from the Complete Adventurer*

Oversized Two-Weapon Fighting

You are adept at wielding larger than normal weapons in your off-hand.

Prerequisite: Str 13, Two-Weapon Fighting.

Benefit: When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand (see page 160 of the *Player's Handbook*).

Special: A fighter may select Oversized Two-Weapon Fighting as one of his fighter bonus feats.

Quick Reconnoiter *from the Complete Adventurer*

Quick Reconnoiter

You can learn a lot of information from just a quick scan of an area or object.

Prerequisite: Listen 5 ranks, Spot 5 ranks.

Benefit: You can make one Spot check and one Listen check each round as a free action. You also gain a +2 bonus on initiative checks.

Normal: Using Spot or Listen in a reactive fashion is a free action, but actively trying to make a Spot check or Listen check requires a move action.

Spinning Halberd *from the Complete Warrior*

Spinning Halberd [Style]

You have mastered the style of fighting with a halberd, and can use all parts of the weapon – blade, spike, hook, or butt – to strike devastating blows.

Prerequisites: Combat Reflexes, Two-Weapon Fighting, Weapon Focus (halberd).

Benefit: When you make a full attack with your halberd, you gain a +1 dodge bonus to your Armor Class as well as an additional attack with the weapon at a -5 penalty. This attack deals points of bludgeoning damage equal to 1d6 + ½ your Strength modifier.

Judge Aid 1: Main Rumors to Gather

Finding Ulthlan Klant

- DC 5: There's been some odd shipments coming in and leaving for Nyronnd lately. They show up at odd times of night and head to an old warehouse in the Newtown district. They're always gone the next morning. Real secretive stuff.
- DC 10: Seems Ulthlan is at it again. If that man found gold like he found trouble he'd be rich. He's been setting up for some shipments to go into Nyronnd, I don't know why though. Works out of an old warehouse in Newtown if I remember right.
- DC 15: As I was over in Nyronnd, I noticed the soldiers over there living a little higher than their brethren down to the south. Plus, there's these odd caravans coming and going, always into Nyronnd. I'd talk to Ulthlan Klant, he seems to be getting the shipments out to his warehouse in Newtown.
- DC 20: There are some in the County who would profit from Sewardndt consolidating his power. Why is beyond me, but I know some noble houses are supplying aid to him. Perhaps you should speak to Ulthlan Klant in the Newtown district. He seems to be involved in moving merchandise into Nyronnd recently. His clients surely seem interested in sending their wares across the Franz...
- DC 25: I do not know the how's or why's, but it would seem House Yarle has taken an interest in Sewardndt lately. By interest, I mean that they seem to be supplying wares to him at an increased rate. What confuses me is that House Yarle deals in wines. Perhaps if you spoke with Ulthlan Klant in the Newtown district... he seems to be involved in moving merchandise into Nyronnd recently.
- DC 30: For whatever reason, some of the nobility of the County of Urnst have decided to throw in with Sewardndt. I do know that aid flows from them to Sewardndt by way of caravan. Seek Ulthlan Klant in the Newtown district. His warehouse is there, he may have more answers than I can provide.

Key Rumors About The Metaregion

DC 5

- River traffic's been slower than I ever remember it being. It almost seems like it's being blocked up.
- There's a pretty big force of bandits down in the Celadon causing some trouble for the new king.
- You watch, there'll be another fiend-seeking soon. The League of Blindness might be leaving, but they're not gone yet.
- Did you know that Duke Karll and Lady Xenia are related? I'm sure he'd love to find her and make sure she is healthy and happy.

DC 10

- I'd be careful about heading south by boat if I was you, there's bandits down around Kerrin blockin' up the river.
- Trouble's brewin' down in the southern Celadon, but what else is new? If it's not those blasted elves it's bandits or who knows what else. Seems a bunch of bandits are feelin' a little spry, like they're gonna try and give Sewardndt's men a beating. Good luck at that.
- The Valorous League of Blindness was supposed to leave Midmeadow, but I heard from some Tenha refugees in the other day, they're not gone yet, they're still evil seeking or whatever they call it. Someone's still calling the shots up there.
- Some men passed through here not but a few days ago seeking supplies. Being the curious soul I am, I may have strayed a bit close while they chatted. It would seem they were searching for King Lynwerd and his lovely bride. If I remember right, they were coming from the Duchy. Curious isn't it?

DC 15

- Trade's been hurt here lately what with all the troubles on the Nesser. Seems there's a toll issue or something, but King Sewardndt's shut down traffic down south at Kerrin, bugger off all that talk of bandits.
- There's some elves that are close with the Duchy spoiling for a fight with Sewardndt down in the Celedon on the west side of the Nesser. I always thought elves were supposed to be friendly...

- There was a pretty brutal lynching up north a couple days ago. From what I heard, it looked some Pholtans did it to punish a heretic. I thought all those Blind-men left, too. They scare me! Especially that Zylinchin, he's the scariest one of all. Sounded to me like his work, my brother looked like he was going to pass out just telling me what he saw.
- The Duchy might seem to be neutral in all the craziness in Nyronnd, but don't be fooled. Duke Karll would love to know what happened to his cousin, Lady Xenia. This rebellion may have drawn the Duchess of Woodwych closer to the Duchy than her new sovereign, though how I cannot say.

DC 20

- Not everyone is happy with the new king over in Nyronnd you know. Seems there's a pretty good size bunch looking to test Sewardnt's army down in the Celadon, right outside the Abbor-Alz. Maybe that will humble him a little.
- What with everything that's been going on in Nyronnd, I'm surprised there's not more soldiers on the Palish border. Pretty quiet up there, what with the Valorous League leaving. One thing I heard that concerns me though, no one's seen Zylinchin leave yet.
- Even now Duke Karll sends agents into Nyronnd searching for Lady Xenia and her husband, strong adventuresome types such as yourselves... hmmm. Anyway, I digress. The Duchy also seeks allies in Nyronnd, allies such as the Duchess of Woodwych, whose lands lie on the border with the Duchy.

DC 25

- Damn that Sewardnt! My wool's been movin' slow as sap on the barges down south, no one's buyin'! Me, I'm thinkin' there's bandits or some such down river slowing things up a bit (angrily shakes head). Yeah, there's a bandit all right: Sewardnt! That rat took over the locks at Kerrin and blocked up the river!
- If you can believe it, there's a pretty good size army forming up in the southern Celadon, west of the Nesser and just north of the Abbor-Alz. The unbelievable part is that it's not Sewardnt's. Seems this bunch is looking to test his mettle, see what the new "king" is made of.
- Sewardnt was pretty smart to sign a non-aggression pact with the Pale. Those Pholtans are almost bred for war. Looks like both sides are living up to the agreement too. Only wild card is Zylinchin, the fiend-seeker general himself. I bet he's upset about having to leave Midmeadow. In fact, I heard he didn't leave it at all.
- The overthrow of Lynwerd upset many, not the least of which was Duke Karll. He seeks to infiltrate Nyronnd and find his cousin and her husband so that they may be taken to safety within his lands. The Duchy is afoot in other ways in Nyronnd as well. Some have said they aid the Duchess of Woodwych in her attempts to control her unruly lands.

DC 30

- I was afraid something like this would happen. Sewardnt is trying to reestablish control and he's using the Nesser to do it. He's stopped up the locks at Kerrin with his men. He knows the County and the Duchy rely on the river. He's going to start a war that fool.
- People don't give Duke Karll enough credit, certainly not the warmongers over in Nyronnd. Seems the Duke's seen to raising a rebel army in the southern Celadon, west of the Nesser with easy access to the northern Abbor-Alz. This group is going to go out and test Sewardnt's men, see what they're made of. Nice plan if you ask me.
- Zylinchin? Oh sure, he's still around, probably up by Midmeadow, that's the area he knows best. You didn't think he'd just up and leave did you? Non-aggression pact or no, he's not going to leave Midmeadow, not without a fight. Sewardnt's not ready; there are almost no troops up there. He inspires the people too, I've heard him speak. He didn't get to be fiend-seeker general for nothing.
- As we speak, agents of the Duchy speed across Nyond in search of King Lynwerd and his bride. Duke Karll would like nothing better than to find them and assure their safety, of that you can be certain. Certain elements of the Duchy also seek to cement a foothold in the Imperium by aiding the Duchess of Woodwych with monies so she can further cement her hold. It's also known in some circles she holds little love for her new Emperor.

Judge Aid 2: Supplemental Rumors

DC 5

- With the signing of the treaty between the Nyronde Imperium and the County of Urnst, the borders between the two countries have been relatively peaceful and quiet.
- A horrible disaster struck Castle Seh killing all in the keep and leveling it to the ground. Some of the local Flan whisper it was something ancient and evil that destroyed the keep, something from their past.
- A garrison of Pholtan Knights Valorous, Order of Luna, has been posted in Midmeadow to maintain a kinder presence after the Valorous League of Blindness was recalled into the Pale.

DC 10

- There have been many Dark Elf sightings around the County, though the garrisons at the Ventnor ruins and New Dosselford, closest to the known entrances to Underoerth, have been unable as yet to verify this.
- The Duchy's concern for the Traitor continues to grow with each passing day. Terrible accidents have been happening to the Ducal Guard's southern keeps. Some say it is the Traitor preparing to strike and wipe the Duchy out.
- An unusually long and cold winter has been plaguing the cities near the Rakers – Rakervale, Landrigard, Eltison. Ice para-elementals have even been seen freezing the crops near those cities. A mysterious "Lord of Ice" claims credit for the destruction.

DC 15

- Undead numbers are on the rise. Scores of undead have been found throughout County. Many blame the Cult of Kyuss, but officials scoff at such an assumption claiming the cult is of little consequence.
- House Urlirel, one of the original signers of the Maure Compact has returned as liches to claim one-third of the lands of Urnst. They speak through the honeyed lips of Lady Juma Urlirel, no one knows where she came from or how she escaped the undeath of her kin.
- The harsh winter and the absence of the druids who usually bolster the agricultural yields have stressed the Pale's food supplies and upset many citizens. Some farmers and ranchers (the Pale's rural Flan population) are moving into the cities to find work, but a few are disappearing altogether shortly after arriving in town.

DC 20

- The great Franzgard keep sitting atop the ridge above the Franz near the Kerrin locks was quickly cleared by adventurers who suffered few losses. The five who were killed were quickly raised and returned to duty. Regrettably, the evil lich, Malachite, who had seeded the keep with terrible undead and clever traps escaped.
- Dumadan has been returned to its rightful owners, the dwarves. The combined forces of the Ducal Guard and the Ankrif Loem succeeded in defeating the Orcish and Derro army, but at a steep price. An elite team even descended into Underoerth to defeat the Derro General at his unholy temple of Dispater.
- The Troll King, fabled ruler over the Troll Fens, has been sending scouts southward into the Pale. Those trolls seem to be searching for some unknown item of power.

DC 25

- Despite several attempts by unknowns to halt the construction of Elone's wall, the two sections were finally joined at the Pikemaster gate. Delays from these frequent attacks were thankfully brief due to the large number of mounted cavalry from the Lord's Fist, and dozens of powerful wizards and clerics on site for the construction.
- Duke Karll has become resentful of the prestige and glory of adventurers in his lands and seeks to raise an elite force to attack them. He will brook no interference in this matter! Now, be gone!
- Some groups from the Pale but not affiliated with the official Church, such as the pagan Council of Faith, are rumored to be sending aid to Nyronde rebels loyal to Lynwerd.

- Rumors have reached Muddich, Dominion and the Radigast Merchants' Guild that Zeech Redhand is refurbishing his fleet in Alhaster where he has cut off all civilian traffic to the port there. In response and upon the Contessa's orders, Admiral Maerhist has begun refitting the older ships in the fleet and has commissioned an unknown number of ships (cruisers, frigates or sloops) from the Muddich and Bampton shipyards.
- Rumors of unrest plague Tarth Moorda. This concerns Duke Karll greatly as the fortress is the last line of defense in the southern Abbor-Alz. Should it fall as the other keeps have, nothing stands between the Bright Lands and the Duchy.
- Winterwind, long the bane of the northern Rakers and a nemesis to now-Theocrat Theoman Baslett from his days as Prelate of Landrigard, has been reported dead! A silver dragon named Brennan delivered the great white dragon's head to Wintershiven. Sadly, Brennan himself is said to have been killed by the Green of the Gamboge (Sasranakmasha, or "Sassy") after recklessly trying to fight her.

Player Handout 1: Duchy of Urnst Introduction

Noble Adventurers,

Today, a great honor has presented itself to you. You have been selected to undertake a task of great importance to the safety and security of the Duchy. Should your heart quaver at the thought of such responsibility, stop reading this missive now and go about your business. However, should you wish to champion the defense of our great land, read on.

Go forth to Trigol in the County of Urnst. Trigol sits astride the Franz River on the border with Nyronnd. Ill winds blow through Nyronnd, tension there is high. It is vital we learn what is transpiring, so you must collect information. Once in Trigol you will meet someone in a caravan directed by caravan master Ulthlan Klant with information that could prove vital to the continued security of our fair land. Speak of 'withered grass' and 'gentle spring showers' and the information will be delivered. Retrieve this information; keep your eyes and ears open as you travel through the lands of our neighbors. Do not advertise your allegiance and do not shame the noble Lords of the Duchy with untoward actions to our neighbors.

The peril you face may be great, but with great risk come great rewards. Do not fail.

Player Handout 2: County of Urnst Introduction

Noble Adventurers,

Effective immediately you are to make due haste to the city of Trigol on urgent business of the County. Upon your arrival you are to contact Ulthlan Klant, a local merchant and deliver the sealed documents contained with this letter. Do not avail yourselves of the contents, while they are important, they hold no intrinsic value to brave souls such as you, simply deliver them as instructed.

While in Trigol and the surrounding area performing these duties, please make note of any abnormal concentrations or dispositions of Nyrondese soldiers you may see. While peace is still at hand, recent events have proven troublesome. Maintain fleet feet and open eyes, may the gods speed you on.

Player Handout 3: Nyronð Imperium Introduction

Servants of His August Majesty, Emperor Sewardt:

It has come to the attention of his Grace that smuggling activities supporting local insurgents have been taking place in Mowbrenn county. In these trying times, restoring order is of paramount importance. It has therefore been determined that you will travel to the County of Urnst, specifically the town of Trigol. Trigol sits upon the far bank of the Franz River, opposite our borders. We have come into possession of certain information implicating a merchant by the name of Ulthlan Klant, your task is to investigate him, get close to him and ascertain if he is indeed smuggling within our borders. After your investigation, report back immediately with your findings so that justice may be served.

Be warned, do not embarrass his Majesty with any foolish stunts in the County. Discretion is encouraged outside our borders. Go, may success follow you.

Player Handout 4: Theocracy of the Pale Introduction

Servants of the Light,

The Church hereby tasks you with a most pressing matter. You are to travel forthwith to the town of Trigol in the County of Urnst. Upon your arrival you are to find a local merchant, one Ulthlan Klant, and retrieve a package from him. You are to travel to Trigol and to return with said package by way of Nyronnd's borders. During your travels observe and take note of what soldiers Nyronnd has placed upon her borders with us, notice how fortified their garrisons have become. Do not be concerned with the contents of this package, know that it will aid the Church of the One True Path. Your information serves to further the One True Path, god speed, may the light shine upon your path.

Player Handout 5: Kingdom of Nyrond Introduction

Dark times are upon us, but fear not. Because of the brave actions of souls such as you, we will yet turn our defeat into our greatest triumph. The will and means to defeat Sewardt are born on the backs of many brave men and women, but they cannot exist on will alone. They must be fed, armed and clothed. The traitor Sewardt seeks to slowly strangle our voice, but we must not allow this to happen! Travel to Trigol in the County of Urnst. Trigol is a bustling trade city, such a place will have wares to help see us through. Seek out Ulthlan Klant, a minor merchant there. Rumor has it he may be willing to deliver aid from one of our benefactors. Find him, speak with him and see what his true intentions are. If he wishes to help and you trust him, aid him. If not, see that you do not expose us to any undue scrutiny.

It is a long road to walk, but with brave ones such as you on the path, victory is all but assured. Long live King Lynwerd!

Player Handout 6: Note

Acolyte Aulmer,

Another shipment of goods is on its way to the Emperor. Intercept it before it reaches Mowbrenn. We must vigilantly maintain a chink in Sewarndt's armor until the day that the Blinding Light scours Nyronnd clean of his fiendish taint. Be steadfast and may the Light bring you success.

Your brother in the Light,

Fiend-finder General Zylinchen