

PAL2-02



PALE HARVEST

A One-Round D&D[®] LIVING GREYHAWK[®]
Theocracy of the Pale Regional Adventure

Version 1

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Autumn has come and Pholtus's bounty is being picked, but all is not well in the Pale. In three separate incidents, squads of the Ogburg Pale Patrol have disappeared with no trace. Investigations have revealed almost nothing. The squads all had one thing in common – they were comprised of young, new recruits who were patrolling the countryside to the northeast of the city. The Church Militant wants you to pose as novice volunteers, hoping that you can get to the bottom of this where they have failed. Chapter Three of Germinations. An adventure for characters levels 1-10.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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 (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

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

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the Pale pay one Time Unit per round, all others pay two Time Units per round. Additionally, characters with home region of "Theocracy of the Pale" may do other things at the end of this adventure, spending Time Units as per RUP-2 guidelines. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent

ABOUT GERMINATIONS

"Germinations" is a series of interrelated LIVING GREYHAWK scenarios, developed for the Theocracy of the Pale region. Each scenario is a self-contained adventure that can be enjoyed in isolation from the others. However, there is a central story that is revealed over time within Germinations. To best appreciate this central story, the scenarios should be played in order.

Each scenario strives to provide enough information for DMs to successfully run the adventure, while also obscuring the overall story enough so that they could still have fun playing subsequent scenarios in the series. Thus, some threads revealed in each adventure may go seemingly unexplained, but their relevance will become apparent over time.

CHECKING FOR ENHANCEMENTS

Enhancements might be available for this scenario, available for download from the Web. These enhancements might include additional maps, drawings, or diagrams that could not be included within the published scenario, but they are not necessary to run this scenario.

If you want to check to see if enhancements are available, please go to:

<http://www.theocracyofthepale.com/cons/scenarios.html>

The enhancement document will be an Adobe Acrobat file with the password “for”. If there is no enhancement in the scenario description, none has been created.

CRITICAL EVENT SUMMARY

After running this scenario, please send the answers to the following questions to dwb@netspace.org to aid further development of the Germinations series:

1. Did the characters kill Bregdor?
2. Was the creature in the Abandoned Barn captured alive?

DM'S INTRODUCTION

Evil has come to the Pale. No one knows where they came from or what their motives are. They appear as five-limbed beings of a plant-like nature. Their presence has been slowly brewing for many months now and few are even aware of this new threat to the Pale.

These “plant creatures” now have friends in an organization known as the Freelancers. The Freelancers are a loose affiliation of spies and thieves that have worked behind the scenes in the Pale for several years now. Their original purpose was to gather information for certain interests within Nyronnd. Now they have a tentative association with these minions of evil.

The plant creatures need human prisoners and have asked the Freelancers to provide them. It is not known for what purpose these prisoners are needed, but they must be strong, capable persons, not weak commoners. In game terms, they need individuals who have character levels in any class except those NPC-only classes in the *DUNGEON MASTER'S Guide*. These prisoners must be captured alive.

In addition to other forms of payment, the plant creatures have provided the Freelancers some viticula necklaces. Detailed at the end of the scenario, these extremely unusual necklaces help the Freelancers conceal their activities from the Theocracy. In fact, the Freelancers can now be even bolder than before, while being free from even the Church Militant's divinations.

One of the Freelancers' schemes to obtain prisoners for the plant creatures has been to prey upon novice members of the Pale Patrol. The Pale Patrol is an organization devoted to internal security and crime prevention, a “city watch” for the different settlements of the Pale. Novice warriors are often hired by the Pale Patrol to watch over the Pale landscape. In fact, many adventurers perform a stint in the Pale Patrol at one time or another. Over recent months, at the direction of the Church of the One True Path, the Pale Patrol has increased its ranks and hired more people on short-term contracts. The Freelancers see these new, novice members of the Pale Patrol as a good source of obtaining a few prisoners.

A high-ranking member of the Pale Patrol in Ogburg, Master Sergeant Bregdor, is a member of the Freelancers. His boss and commander of the Pale Patrol in the area, Captain Sar Garu, is oblivious to his machinations, mostly because of the Captain's alcoholism. Bregdor has used his position to prey on novice patrols.

On three separate instances over the past month, a squad of novice members of the Pale Patrol has disappeared near Ogburg. After the second incident, the intense scrutiny of the Church Militant was enlisted. Officers of the Church Militant took over the routes of the Pale Patrol, but nothing unusual happened. The only disappearance during this time was of Master Sergeant Kulath, Bregdor's peer. Just last night, the Church Militant allowed the Pale Patrol to take over the routes as usual. Another squad of novice members disappeared.

Bregdor has been able to direct this scheme quite skillfully. Novice members prove easy prey for the thugs in his employ. When a group of novices goes out on patrol, Bregdor gets word to the thugs to set an ambush. The thugs subdue the patrols and bring them to an abandoned barn. There, they put the prisoners in crates and load them into a wagon. The wagon is driven north towards Eltison. In the cover of darkness, the crates are left just off the side of the road in the foothills of the Rakers. The plant creatures deal with the crates from there.

Master Sergeant Kulath's disappearance happened after he came too close to discovering Bregdor's activities. Kulath noted some suspicious activities and came across one of the viticula necklaces. While alone, Kulath confronted his peer. Thinking fast, Bregdor forced the necklace around the neck of Kulath. While the bonding was taking place, Bregdor restrained him. Bregdor hoped that the alignment shift would encourage Kulath to help his plans. Kulath failed to successfully resist the bonding, but the ordeal caused his mind to snap. When he regained consciousness, in a fit of strength empowered by his raging mind, Kulath broke his bonds and escaped. He wanders the countryside, tormented by his madness and the fractured knowledge he possesses.

The Church Militant has decided to adopt a new approach to solving this mystery. They now believe an insider is involved. Instead of sending Church Militant on patrol, they want to recruit some adventurers to pose as novice volunteers for the Pale Patrol. They hope that

the ruse will succeed, and that the adventurers will discover what has happened to the missing squads.

ADVENTURE SUMMARY

While the characters are on patrol, they will come across a number of situations related to the underlying conspiracy. They are attacked by some thugs hired by Bregdor and then can find out what's been done with the missing Pale Patrol squads.

PART ONE: THE SETUP

These encounters introduce the players to the situation and get them involved in the scenario.

Player Introduction

The characters are summoned to the office of Priest-Captain Amaris Viligant of the Church Militant. She explains the situation with the Pale Patrol and asks the characters to pose as novice volunteers.

Meeting at the Pale Patrol Office

The party meets at the office of Captain Sar Garu, with his assistant Master Sergeant Bregdor at his side. Captain Garu thanks the new volunteers and warns them that the duty may be a hazardous one. He explains the route the characters will patrol. Just as they're ready to leave, the Captain pours each character a drink. Bregdor has surreptitiously laced the wine with the first part of a two-part poison.

PART TWO: ON PATROL

These six encounters happen while the characters are on patrol, acting as members of the Pale Patrol.

Wolverine Attack

Trying to test the abilities of the party, Bregdor has a wolverine attack the characters. If they deal with this threat easily, Bregdor warns his thugs to bring reinforcements in the encounter Thug Attack.

Bacon's Crossing

One of the points on the characters' triangular route is the stream crossing near the Bacon farm. A few homes huddle around the area. The characters spot some children playing with strange glass balls that explode in a cloud of smoke. One of the children found these "smoke bombs" by the side of the road, dropped by some strange-looking men a day ago. Created by a local herbalist, the smoke is actually the second part of the two-part poison Bregdor used.

Caldwell the Herbalist

If the characters choose to investigate the creator of the "smoke bombs," they come to the secluded shack of Caldwell. The herbalist created the two-part poison and was paid handsomely. If the characters will overlook this

illegal sale, or at least promise lenience, Caldwell describes the man who purchased the poison and creates an antidote.

Fire at the Old Mill

Another point on the characters' route is the Old Mill along the Azureflow Stream. Bregdor has warned his thugs that a group of unknowns are on patrol. Bregdor is confident that these unknowns will pose little threat to the thugs. However, to be safe, they have created an incident to gauge the strength of the party.

One of the thugs has set fire to a barn near the mill, and will observe how the characters handle the situation. When the party reaches the Old Mill, a woman screams that her boy is trapped inside the barn. If the characters use flashy magic or other powerful means to subdue the fire, the thugs will obtain reinforcements before attacking the characters later in the day.

A Thankful Mother

If the characters managed to save the boy trapped in the burning barn, the mother is extremely grateful. She gives the characters a family heirloom as thanks for saving her son's life.

Kulath the Mad

On the road between Bacon's Crossing and the Old Mill, the raving Kulath accosts the characters. Hoping to get a bit of wine, which calms the voices that rage within his head, he engages the party. He raves about what was done to him and the evils that Bregdor is involved in. When he departs, he runs off into the woods. A scream can be heard. If the characters investigate, they find his body at the bottom of a deep gully. Inspecting the corpse, the characters find a viticula necklace rotting around his neck.

PART THREE: CONFRONTATION

At this point, the thugs are ready to attack the party. After the attack, the characters can confront Bregdor.

Thug Attack

Near dusk, when the characters are probably on their way back to Ogburg, the thugs hired by Bregdor attack. They throw down glass balls that release a gas, the second part of the poison Bregdor slipped into the Captain's wine. The thugs attempt to subdue the characters and bring their unconscious bodies to an abandoned barn nearby.

The Abandoned Barn

This barn can be found by interrogating a captured thug, following captured comrades, or relying upon the assistance of an old farmer if all else fails. Inside, Bregdor is talking to one of the strange plant creatures. Defeating them, the characters find that some of the crates in the barn contain the bound bodies of one of the missing Pale Patrol squads.

PART FOUR: CONCLUSION

These encounters provide resolution to the characters' adventure.

Resolution

Priest-Captain Viligant and Captain Garu meet the party to learn what has happened. The characters' efforts will give the Theocracy key information about the evil plant creatures.

Mulled Wine with Mrs. Skinner

If the characters refused the family heirloom in A Thankful Mother, the appreciative woman has the party over for some mulled wine a few days later. She insists that the party accept a simple cloak she found in the woods not long ago. Though plain looking, the cloak is magical and actually more valuable than the heirloom.

PART ONE: THE SETUP

The adventure begins with the Player Introduction and then proceeds to Meeting at the Pale Patrol Office. The party is asked to pose as novice volunteers for the Pale Patrol and then receives their assignment from Captain Sar Garu.

Assuming three and a half hours of game time, you should allot at most 20 minutes to Part One.

PLAYER INTRODUCTION

You are seated within a room in the offices of the Ogburg Church Militant. It was only thirty minutes ago when a Templar, a junior officer in the Militant, asked for you to come with him at this early morning hour to meet with one of his superiors. It was clear that you weren't being taken to the offices under arrest, but still, one is loath to refuse a request from the Church Militant.

You're in a simple room with several plain wooden chairs arranged along the walls. You were told to wait here with a few others that had received a similar summons. The officer who wanted to see you, Priest-Captain Amaris Viligant, would be ready to see you in a moment.

While you wait, your mind drifts back to yesterday's activities. You had traveled to Ogburg to enjoy a day of rejoicing and remembrance, a celebration called Heroesfest. Prelate Maximillian Thace declared this festival to remember the many heroes who gave their lives to ensure that the Pale can be free and prosperous. People traveled from miles around to attend the festivities, and it was with surprise to some that the conservative Prelate Theoman Baslett made the trip from Landrigard.

Certain heroes in particular were honored, for they nobly sacrificed their lives to save many others not long ago. Statues of these heroes were unveiled in the newly established Garden of Hope. You remember seeing the proud form of Tristan Merrik Avalon, a handsome paladin with a cleft chin and piercing gaze. [Tristan was a 6th-level paladin played by Mike Thulander.] Another was Sara-Lindaniss, an elf with a slightly heavier build than you expect from her kind. [Sara-Lindaniss was a 2nd-level rogue/wizard played by Alice Peng.] A third

you recall was a druid named Raechel Fingteel. [Raechel was a 1st-level druid played by Luke Gottlieb.]"

At the unveiling ceremony, both prelates were in attendance, the two rivals standing solemnly side-by-side. Asked to comment, Prelate Baslett spoke slowly and hesitantly, "Many have talked to me of those we honor today—a paladin, a non-human, a heathen. This varied folk sacrificed themselves to save our nation of faith. My heart is moved."

After Baslett's words, there was only silence, which you find surrounding you as your mind snaps back to the present. There are others waiting with you outside the Priest-Captain's office, but strangely all are quiet, for the moment.

Allow the characters an opportunity to introduce themselves and become familiar with each other.

A few minutes pass, and the same Templar comes in to escort you into the office of the Priest-Captain. Chairs have been set out for you before her well-organized desk. The handsome woman stands and smiles as you enter. Quite tall, she has short, deep brown hair and looks at you with piercing blue eyes.

"Thank you very much for agreeing to meet with me on such short notice. If you wish, I won't take much of your time, but please do hear me out," she says in a methodical tenor tone, deep for a woman.

"You may have heard rumors on the street of problems with the Pale Patrol. As you know, the Pale Patrol is our law enforcement agency. While the Church Militant is tasked with finding evil heretics who pray to dark pagan deities, the Pale Patrol capably manages to maintain more secular laws. On three separate occasions over the past month, squads of the Pale Patrol have failed to report back after a night's work.

"The Church Militant became involved in the investigation soon after the first disappearance. Each of these patrols was a remote patrol – a squad sent out to explore the immediate countryside. Common practice with the Ogburg Pale Patrol is to use new recruits on such duty, as it is generally with little risk and there aren't that many problems to deal with. A few months ago, the Church ordered the Pale Patrol to increase the frequency of these remote patrols. In response, the Ogburg Pale Patrol has been hiring new recruits on short-term contracts to patrol the area around Ogburg. Most of these newcomers have only the most rudimentary training.

"After the second disappearance, the Church Militant took over all remote patrols. We placed our most experienced personnel along these routes for two weeks and used every magical means at our disposal to discover what might have happened. Frustratingly, we were unsuccessful at discovering any useful piece of information. During that time, the only unusual event was that a Master Sergeant of the Pale Patrol went AWOL. Since we had considered an insider might have been involved, we thought that our investigations caused the insider to flee.

"After two weeks of dealing with the Pale Patrol's duties, and having learned nothing, we handed those duties back to their organization. As we feared, on the next night, last night, a squad of novice Patrol members disappeared.

"I have a plan to help resolve this mystery, and here's where you come in. I'd like you to pose as a group of novices, volunteering for a weeklong contract with the Pale Patrol. You will likely be sent out on a remote patrol. Keep your eyes open

and note anything suspicious. Report back to me what you learn. If trouble comes your way, we would be blessed if you could resolve it, but that is not your primary goal. We must find out what has happened to these faithful citizens, and if you should disappear as they did, your efforts would be in vain. My superiors are skeptical of this plan, thinking that if the elite of the Church Militant cannot resolve the mystery, others are bound to fail. Pholtus gives me the faith and insight to believe them wrong.

"I know that your dedication to the good citizens of our nation is strong, but I'm sure part of you still wonders about more personal concerns. If you accept this mission, the Church Militant can provide a modest stipend. Beyond that, I hope your sense of justice and concern for your fellow citizens will motivate you. If not, you are free to go, but I must insist with great gravity that you keep all of this in confidence. What say you all?"

Here is additional information the characters may obtain if they question Priest-Captain Amaris Viligant (female human Ftr5/Clr3, AL LG):

- The stipend the Church Militant provides depends upon the APL. Per character, these are the amounts – APL 2: 10 gp; APL 4: 15 gp; APL 6: 20 gp; APL 8: 25 gp; APL 10: 25 gp.
- The characters should report immediately to the Pale Patrol office to volunteer for duty. The Priest-Captain provides anyone unfamiliar with Ogburg simple directions to where they are going.
- Any character who has completed more than 20 Pale regional scenarios or adaptable scenarios set in the Pale might be recognized by the Pale Patrol as not being a novice. The Priest-Captain points this out to such characters, and asks to have her assistant help create a suitable disguise for the character.
- If a character has an animal companion any more unusual than a dog, Viligant recommends that the character not bring the creature. Should the character bring the companion anyway, Bregdor will suspicious and the full complement of Freelancer thugs will attack the characters in Part Three.
- The Priest-Captain will not detail what the Church Militant has done in the investigation, as this is privileged information. However, she will allude to the fact that many means, both magical and mundane, have been employed to no avail. Such lack of results is extremely unusual and frustrating for the Militant.
- All three squads went missing after patrolling the area outside of Ogburg to the northeast.
- The characters are to pose as novices and go out on patrol. The party is not to investigate the Pale Patrol itself. The internal investigation will be conducted by the Church Militant. If the characters spend any time investigating the Pale Patrol hierarchy, their cover as clueless novices would be compromised.
- The commander of all of the missing Patrol members is Captain Sar Garu. They will be reporting to him to volunteer for service.

- The person who went AWOL, Master Sergeant Kulath, was one of Captain Garu's assistants. His other assistant is Master Sergeant Bregdor. The Church Militant considers all three suspects.
- If the characters find nothing after a week of patrols, they should report back to the Church Militant.

MEETING AT THE PALE PATROL OFFICE

With the morning sun piercing the chill air, you make your way to the offices of the Pale Patrol. A sign posted near the door says: "Ogburg needs you! Volunteer for a two-week duty and receive five Gold Glories plus valuable experience."

You enter and explain that you'd like to volunteer for duty. In short order, you are ushered into the office of Captain Sar Garu. Sitting behind his desk, the grizzled man with a poorly trimmed beard appears to have just finished a discussion with his assistant, standing before the window. The assistant is younger and looks much more well-rested, with blond hair and hazel eyes.

The Captain addresses you, "So, yer the newest bunch of volunteers. Well, who are ye and what sort of experience do ye have?!"

Allow each character to answer the question posed by Captain Sar Garu (human male Ftr8, AL LN).

As you answer the Captain, the middle-aged man stares intently at you through tightly squinted eyes. At first glance, his lithe assistant appears more interested in reviewing the logbook he holds before him. However, regular glances out of the corner of his eye belie the fact that he too is scrutinizing you intently, trying to ascertain if you are worthy recruits.

"All right then. So we've got some newbies here that might learn a thing or two from patrolling the countryside. Ye won't be breaking up any bar room fights or dealing with any city hoodlums, but patrolling through the fields outside our city ain't no milk run. 'Specially these days. We don't give ye five whole Gold Glories for a week of strolling through fields of wildflowers. This is dangerous work. Yer putting your life on the line to keep others safe. What say ye? Are ye sure yer up to it?"

Give each character a chance to agree to the challenge.

"Great, then. Welcome to the Pale Patrol!" From his desk, the Captain pulls out several mismatched mugs and a bottle of wine. He pours a good amount into each and pushes a mug towards each of you.

"A toast, to new recruits! With Pholtus's blessing, may you be safe and the populace even safer!"

Give each character a chance to participate in the toast. The Captain believes drinking just after a recruit has enrolled in the Pale Patrol is very important, and refusing a drink would be both unlucky and disrespectful. If a character refuses to drink, the Captain admits that the hour is early, but for good fortune, the character must drink. The Captain will push the issue.

Should a character adamantly refuse to drink, the Captain scowls and mutters under his breath. He grabs the character's mug and drinks it himself. He then says a

prayer aloud to Pholtus, asking Him to forgive the character's impudence.

The wine the Captain has poured is laced with the first part of a two-part poison. *Detect poison* will not identify this, because neither component is poisonous in isolation. Master Sergeant Bregdor has used the Captain's tradition of toasting all new recruits, an extension of Garu's alcoholism, as a way to deliver the first part of a poison that helps the thugs subdue the recruits. If asked to join in the toast, Bregdor will immediately accept, because he does not intend to be exposed to the second part. Bregdor's statistics are detailed in the encounter titled The Abandoned Barn, but realize that since he is wearing a viticula necklace, divinations on him are going to yield false results.

Without the players noticing it, you should note which characters drink the wine. Once the toast is done, continue with the following.

"My assistant here, Master Sergeant Bregdor, will give ye yer badges and yer route. Ye'll be doing a daily tour of the quadrant northeast of the city. Yer duties are to look out for threats to the citizens. If ye notice someone obviously breaking the law, ye have the authority to make an arrest. Bring 'em back here and we'll handle it. Or, if yer not up to it, come back for reinforcements. Yer really acting as our eyes and ears, helping to keep the peace. Don't go thinking yer heroes or nothing, or yer bound to get into trouble.

"Alright, Sergeant, take this lot outside and give them their route. Dismissed!"

Bregdor leads you out from the building and onto the street. He hands each of you a simple badge. He then unrolls a piece of parchment and holds it out.

"This map here explains the route you will follow each day. You're route is a rough triangle, with Ogburg as the initial point. The two other endpoints are Bacon's Crossing to the east and the Old Mill to the northeast. You can proceed clockwise or counterclockwise, your choice. Just make sure to reach both of those points each day.

"If you set out now, you should be able to make it through the entire route and return here a couple of hours after dusk. Tomorrow, try to make an earlier start of it, so that you get back to Ogburg before sunset. Report here each night when you return and each morning before you set out. After two weeks' duty, you turn in your badges and get your Gold Glories. Any questions?"

Give the characters the handout "Map of Patrol Route." The "DM's Map" shows the same route with the various encounters listed. Bregdor will answer any questions that the characters have, but he will do little more than clarify the above information.

From here, go to Part Two.

PART TWO: ON PATROL

These six encounters occur while the characters are on patrol, following the route shown on the "Map of Patrol Route." Wolverine Attack occurs first. From there, proceed to either Bacon's Crossing or Fire at the Old Mill,

depending on which way the party chooses to go. Caldwell the Herbalist happens if the party follows a lead from Bacon's Crossing. A Thankful Mother results if the characters are successful in Fire at the Old Mill. Kulath the Mad can be played at any point.

Assuming three and a half hours of game time, you should allot at most 90 minutes to Part Two.

WOLVERINE ATTACK

A few minutes after you pass through the gates of Ogburg and beyond the walls surrounding the city, you hear a cry from up ahead. You look to see a dwarf drop a sack of apples as he hurries towards you.

Trying to see what has startled him, you see a vicious looking animal emerge from the bushes. It's body lies low to the ground on its four legs. Looking to see if there are any others around to stop the beast, you see none. The creature snarls at you and some of you recognize it as a wolverine.

The wolverine is 30 feet away at this point and attacks the characters.

All APLs (EL 2)

🐾 **Wolverine** (1): 25 hp, see *Monster Manual*.

Bregdor, in disguise, used a *bag of tricks* to release this animal and ordered it to attack all nearby. The wolverine is a normal animal, and can be affected by spells that affect animals. From a distance and with significant concealment, he is observing how easily the characters dispatch the challenge. If the characters defeat the wolverine within two rounds, he will note this and warn his thugs. The result is that there will be one more foe in the encounter Thug Attack.

After defeating the wolverine, the characters can talk to the few commoners who observed the attack. The dwarf who was running away from it, Birinair Kornag (male dwarf Rog3), can explain what happened to him.

"Oy! I think I ought t' be leavin' th' area! It's just too darn dangerous 'round here.

"See, I met this guy last night in a bar. 'e said 'e 'ad a magical bag 'e could sell me. I do wish I could learn t' cast spells, but until I manage to, I figure that buyin' as much magic as I can afford is th' next best thing.

"This guy, called 'imself Rem an' 'ad a real evil scar down 'is right cheek, 'e told me t' meet 'im 'ear outside the gates in th' mornin'. 'e was supposed t' show me 'ow the bag can conjure forth powerful animals.

"So, I showed up 'ere. An' I see 'im reach into 'is bag an' pull out that darn vicious animal. There's no way such a thing coulda fit in such a small pouch. It must've been magic.

"An' then the darndest thing 'appened. 'e commanded that mass of fur an' teeth to attack. 'e must of fled, but I canna be too sure, for I was runnin' away like the dickens. Praise t' the gods that you saved me!"

Birinair knows little more than what he explained above. The man he met last night was Bregdor in disguise. He was looking to sell a *bag of tricks* to gain some money.

Instead of making the exchange with Birinair, Bregdor decided to use the bag to create this situation for the party.

Birinair is very shaken by the ordeal and wants nothing more than to go back to the inn he's staying at. He won't help the party any further nor will he provide more details about where and when he met the scarred man named Rem.

From here, proceed to either to Bacon's Crossing or Fire at the Old Mill, depending upon which way the party heads.

Experience

Defeating the wolverine (EL 2/2/--/--/--)

APL 2: 48 xp; APL 4: 60 xp; APL 6: ---; APL 8: ---; APL 10: ---

BACON'S CROSSING

You arrive at Bacon's Crossing, where the Rakersward Trail crosses the Azureflow Stream. Ahead you can see a number of small farmhouses and barns. The smell of smoke from the chimneys lies subtly in the background. The area is named for the long-lived Bacon family, who has farmed this area for a great many years. The last of the line, old Mrs. Bacon, lives within the dilapidated home to your right that has raised many generations of Bacons.

You approach closer and hear the babbling of the Azureflow stream. In the distance, you see several farmers working the land with difficulty, the soil held firm from the coldness in the air. Closer by, you see five marmots poking their heads out of their burrows, staring at you intently, with an almost playful glint in their eyes. A breeze picks up, bringing the chill to your bones, and three crows fly overhead, squawking loudly.

Nothing seems amiss, and you consider moving on to your next destination. One unusual thing does catch your eye, though, as a cloud of smoke suddenly appears around three boys playing together about a hundred yards ahead. The smoke quickly dissipates, the laughing forms of the youths reappearing. One of the kids seems to throw something down at their feet. Yet another cloud of smoke appears, and then blows away.

The only thing of possible interest to the characters at Bacon's Crossing are these boys. If the characters approach, they will be willing to talk.

Nigel, Gavin, and Collin are all brothers, but are very close in age – 12, 11, and 9, respectively. Two nights ago, while looking at the stars through their bedroom window, they noticed a few strange-looking men skulking in the bushes away from all of the homes. The next morning, they investigated to find a leather pouch filled with six glass balls. The balls are about an inch in diameter, and contain a portion of liquid separated from about a teaspoon of white powder. When a ball is smashed, the liquid and powder mix to form a billowing white cloud.

The boys have been playing with the glass balls and have smashed all but two. They had heard that a local herbalist and apothecary named Caldwell made "smoke bombs" like these. These smoke bombs were supposedly toys for rich kids and used to amaze audiences at the

theater in Ogburg. They've always wanted to play with Caldwell's creations, but they knew the family could never afford the price.

The boys will be willing to explain some of the above to the characters, but they will quickly catch on to the party's interest in their treasure. Once they realize this, Nigel will offer to sell both smoke bombs for 10 gp. If the party balks at paying, Nigel tells his brothers that they should probably go home now. Only once the party has paid them 10 gp will the boys explain where they found the smoke bombs and about Caldwell the Herbalist. Given the party's map, Nigel can easily point out how to get to Caldwell's shack.

Caldwell does make smoke bombs purely for show, but these glass balls actually deliver the second part of the two-part poison. *Detect poison* does not reveal the glass ball to be poisonous. The liquid part in Captain Garu's wine combined with the gas released by these glass balls creates a poison. If one of the glass balls is crushed within 10 feet of a character who consumed the wine, that character is affected by the poison. The boys will not crush any glass balls near the characters, but once the party has purchased the remaining ones, they might inadvertently poison themselves.

Two-Part Poison: Fort Save DC (6 + APL) or become nauseated for 3d6 minutes when the inhaled and ingested components are combined. Nausea causes a -4 Dex and -4 Str penalty. A character can be affected multiple times by the poison until the ingested part passes from the system, which takes 24 hours. However, if the save is made, the character is resistant to the nausea for 3d6 minutes.

CALDWELL THE HERBALIST

This is an optional encounter that the party may reach after meeting the boys at Bacon's Crossing. Caldwell's hut is roughly between Bacon's Crossing and the Old Mill.

Following the directions given by the boys, you make your way to the hut of Caldwell the Herbalist. Along a narrow path and nestled in the woods, you see a humble thatch-roofed cottage. The roof is very low, and as you approach, the cottage appears more like a shack.

The door opens and out limps an older man with cane in hand. His gray hair is in a bowl haircut and he has a wispy, scraggly beard. "Ah, hmmm. Well, ummmm, yeah. What can I do for you, hmmm?"

Caldwell the Herbalist makes a living selling medicines and other remedies to the local populace. It is very rare that he deals in poison, a highly illegal trade in the Pale. Very few know he is capable of brewing poison, and only for extremely high prices will he deal in such risky substances. Caldwell sold a two-part poison to a man with a black cloak and a long, nasty scar on his left cheek. The man was Bregdor in disguise.

How this encounter proceeds depends upon the characters and whether or not they know that the smoke bombs are part of the poison. Caldwell wants to avoid

being revealed as a poison-seller, because that would mean certain incarceration.

Caldwell's first tactic is to admit that the smoke bombs are similar to devices that he creates for purely entertainment purposes.

"Ummmm, yeah. These do look like smoke bombs I make myself, hmmm. They're fun for children and useful in theatrical performances. Only twenty Gold Glories a piece. Ummmm, yeah. Looks impressive, but completely harmless.

"But I didn't make these, ummm, OK? The powder inside is white. I make mine with red-tinged powder, you see? Yeah. I learned this technique from an alchemist in Ket. It's a technique common with Baklunish apothecaries. So, hmmm, these were made by someone else, OK?"

To see through this ruse, a character makes a Sense Motive check opposed by Caldwell's Bluff check. Caldwell has a +4 bonus to his Bluff skill checks. If the characters revealed that the glass balls contain poison, Caldwell becomes nervous and gets a -2 circumstance bonus to his Bluff check. If a character makes a Knowledge (Baklunish) or a similar skill check (DC 10+APL), the character gains a +2 circumstance bonus to her Sense Motive check.

If the party is able to call Caldwell's bluff, he changes tactics. Caldwell says he will provide more information and an antidote only if they ignore the fact that he sold poison. Opposed Bluff/Sense Motive checks might be appropriate to determine if Caldwell is serious that he won't provide more info without such an agreement (he's not).

If the party refuses such an agreement, Caldwell says that he will help the characters if they promise that the law will be lenient upon him and he won't see jail time. Should the party refuse to make this bargain, Caldwell submits to their justice, but will provide no further information.

If the party is able to get Caldwell to provide more information, here is what he will tell them:

"Hmmm, OK. So, yeah, ummm, I did sell the poison. About two months ago, a man came asking for such goods. His face was concealed within a hooded cloak, but I did see long scar on his right cheek. Ummmm. He offered to pay handsomely. He said he'd kill me if I refused.

"I created a two-part poison. Ummmm, in isolation, neither is poisonous and foils any such detections. The first part, a liquid, is ingested, OK? The liquid remains in the system for a day. Yeah. The second part is a gas, created when the powder and liquid in these glass balls are mixed as the glass is smashed. Each time a subject who has ingested the first part, ummm, inhales the second, he becomes nauseated.

"Give me ten minutes, yeah, and I'll create an antidote that will remove any of the ingested component from, ummm, your system, OK?"

This is all of the information Caldwell has to provide. While most of it is true, the scarred never threatened Caldwell's life. If the characters wish to arrest him, he will

submit. They can take him back to Ogburg, which will delay their patrol by a few hours. Alternatively, they can enlist a local farmer to watch over him until the Pale Patrol comes for him later.

FIRE AT THE OLD MILL

You think you must be nearing where the Old Mill is nestled upon the Azureflow Stream, when a breeze ruffles your hair and you recognize the scent of smoke. Then you hear the desperate voice of a woman cry out for help three times in a staccato, "Help! Help! Help!" It seems to be coming from further down the road, perhaps just beyond the copse of trees fifty feet ahead.

Allow the party to approach and see what's happening.

As you push through the copse of trees, you see to the left of you a barn has caught on fire. There is flame at various locations, and you see smoke pouring out from small vents near the roof. Two large doors at the front are shut, but you are certain that inside it is quickly becoming a hellish furnace.

"Help! My little Mortie is stuck in there! Help, please help!" you hear a frantic woman cry as she recklessly pulls the doors open. A whoosh of flames washes over her, and she collapses with a cry, her clothes still smoking. A few farmers are running, some with buckets and heading towards the stream near the barn.

Knowing that the characters were approaching the area, and hoping to test their capabilities, one of Bregdor's thugs has set this fire. Unbeknownst to him, Mortie Skinner was hiding in the hayloft when he poured some oil and lit the fire. Maggie Skinner was looking for her boy and heard him crying out from the barn just as the fire was taking hold.

The situation is diagrammed in the DM's aid titled "Diagram of Flaming Barn." Unless the party has appropriate magic at their disposal, there's no hope of saving the barn, but they can rescue Mortie. Below are a number of guidelines for playing out the rescue. If the characters have magic or can withstand the damaging effects of the fire, the rescue might be very easy. If not, it should be a challenge. Don't feel bound by the below rules if they seem too complicated; they're merely intended to provide structure to the challenge of saving Mortie.

- Unless the characters delayed their approach to the barn, they have 10 rounds to save Mortie and they begin 100 feet from the barn.
- Mortie is trapped in the barn on the hayloft, which is fifteen feet up from the first floor. His legs are pinned underneath a heavy cabinet that fell over. A character who reaches Mortie can free him with a successful Strength check (DC 10).
- Mortie is currently conscious and crying out, but after 4 rounds he will pass out. While conscious, a character inside the barn can note the direction of Mortie on a Listen check (DC 8+APL).
- Due to the thick smoke, Mortie can only be seen if a character passes within 5 feet of his body.

- A character that passes through one or more squares of flame in a round suffers 1d6 damage (total in a round, not per square passed through).
- A character who manages to pass above the flames avoids damage. This can be accomplished through magic or just using the Jump skill.
- Any character inside the barn must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of subdual damage.
- The walls of the barn have a hardness of 5, 10 hit points per 10-foot section, and a break DC of 15.
- The Azureflow Stream is sixty feet away. There are three extra buckets lying near the shore. It's a standard action to fill a bucket.
- A bucket of water dumped in a flaming square is a standard action that suppresses the flame in that square for 2 rounds.
- A bucket of water dumped on a character allows her to ignore the first 1d6 of damage from flames.
- A character who uses a wet cloth as a mask receives a +2 circumstance bonus to Fortitude saves against smoke inhalation.
- Three farmers have buckets in hand. In round one, they double move to the stream. On round two, they fill the buckets and move toward the barn. On round three, they move to the barn and dump the buckets. They then repeat this cycle, unless directed by the characters to do otherwise.
- Maggie is currently unconscious just outside the doors of the barn. She took damage from flames and subdual damage from smoke.

Flaming debris will fall upon a random character who enters the barn. At higher APLs, a second barrage of flaming debris will fall on the subsequent round.

APL 2 (EL 1)

↗ **Flaming debris (1):** CR 1; 1d6 damage (half damage is from fire, half from impact); Reflex save (DC 10) to avoid.

APL 4 (EL 2)

↗ **Flaming debris (1):** CR 2; 2d6 damage (half damage is from fire, half from impact); Reflex save (DC 15) for half damage.

APL 6 (EL 4)

↗ **Flaming debris (1):** CR 4; 4d6 damage (half damage is from fire, half from impact); Reflex save (DC 20) for half damage.

APL 8 (EL 6)

↗ **Flaming debris (2):** CR 4; 4d6 damage (half damage is from fire, half from impact); Reflex save (DC 20) for half damage.

APL 10 (EL 8)

↗ **Flaming debris (2):** CR 6; 8d6 damage (half damage is from fire, half from impact); Reflex save (DC 20) for half damage.

The man who set the fire was not noticed and observes the rescue from a distance. If the characters use obvious magic, the thug warns his comrades to bring reinforcements in the Thug Attack. Also, if the characters charge in without taking precautions, such as masks or using water to clear a path through the flames, the thug makes a similar deduction about the characters' abilities. Basically, if the characters don't treat the fire as a serious threat, there will be one extra foe in the Thug Attack.

If the characters are able to save Mortie, proceed to the encounter A Thankful Mother. If not, Maggie and the farmers are grateful for the help, but are in an extreme state of grief.

Experience

Saving Mortie Skinner (EL 1/2/4/6/8)

APL 2: 24 xp; APL 4: 60 xp; APL 6: 120 xp; APL 8: 180 xp; APL 10: 240 xp.

A THANKFUL MOTHER

Barely recovering from smoke inhalation, the woman motions for you to come to where she is resting. Her hair is singed and the skin on her left cheek is blackened.

"My goodness, you all are heroes!" the woman exclaims between labored breaths. She coughs a few times before continuing. "Thank you so much for saving my poor Mortie's life. I can never repay you. Mortie is the jewel of my life, my only child.

"We're humble folk, and times have been difficult since my husband Brellin passed. But I would like to give you this as a reward," she says, as she pulls a gold amulet from around her neck. The swirling, circular pattern of the worked metal glitters brightly in the sunlight.

"This here is an heirloom that has been in the my family for many a generation, passed down from mother to daughter. Gramma used to say that the amulet promoted good health. But I can't say that's anything more than superstition. Maybe it will help you more than me. Please take this as thanks for doing what you've done. Pholtus bless you!"

Maggie Skinner sincerely wants the party to take the amulet, and tries to convince them it's okay if they're reticent. Should the characters be firm about not accepting the amulet, Maggie won't press the issue and won't feel offended.

A *detect magic* spell reveals the amulet as being magical, with a moderate aura strength, and a successful Spellcraft check (DC 17) reveals the magic as being transmutational in nature. The amulet allows the wearer to be affected by *endurance* at the cost of 1 charge.

Treasure

Accepting Maggie Skinner's reward

APL 2: *amulet of endurance* [7 charges] (98 gp).

APL 4: *amulet of endurance* [11 charges] (154 gp).
APL 6: *amulet of endurance* [18 charges] (252 gp).
APL 8: *amulet of endurance* [25 charges] (350 gp).
APL 10: *amulet of endurance* [35 charges] (490 gp).

KULATH THE MAD

Master Sergeant Kulath has been wandering the land ever since he was driven insane from being bonded to a viticula necklace. This is intended to be a roleplaying encounter and a bizarre bit of comic relief that provides some information about what's going on. This encounter can happen at any time, but it's probably best to run sometime after the party reaches either Bacon's Crossing or the Old Mill.

Bursting out of the bushes, a wild-eyed man approaches you. Clothed in dirty, tattered rags, the man reeks of refuse and stale alcohol. He lurches towards you with a note in his outstretched hands. He seems intent on giving you this piece of paper.

A successful Spot check DC 18 allows a character to realize that his uniform is some kind of tattered military uniform. Close inspection reveals that it is a Pale Patrol uniform with a master sergeant insignia.

If the characters take the note, give them the handout titled "Note from Drunk Man." This is a riddle that Kulath has created, a gimmick to entertain travelers to provide him some alcohol. The answer is "wine." The first three lines refer to "riddle," which is a process used in the making of sparkling wines. The second three lines refer to the homonym "whine."

Kulath prances around the characters while they figure out the riddle, gesturing wildly to encourage them, but saying nothing. If the characters have trouble reading the note, exasperated he will read it for them:

*What this is is done to what I desire,
or at least to the effervescent ones
held aloft for good fortunes to acquire.
If it is not obvious by now, do not complain,
For by your bemoaning
you will only do what I'd rather obtain.*

If the characters prove unable to solve the riddle within 5 minutes, Kulath gives up. Frustrated, he tells them it's "wine." Once the riddle has been solved, Kulath is much more talkative.

"Yes, wine! Wine! Give me some wine. I'm not on duty, honest, I say. So give me some wine. It calms the voices and makes the day more pleasant. Please, please, give me some wine!"

Once the characters have given Kulath something with alcohol in it, he'll stop ranting about drink and instead will rant on more pertinent topics. Note that he is quite mad and his memory is extremely fragmented. In fact, he doesn't even remember his name or who he is.

You can play out the below rant as a confusing dialog between Kulath and the characters. Keep the dialog brisk

and rapid-fire. Kulath won't provide more information than what follows.

"Ah, that hits the spot. But, can you spot what to hit? That's the question. They're around us, hidden. I figured out things. Bad things."

Pausing, he looks at your badges and notes, "You're in the Pale Patrol. You should leave. They'll take you. They need people, men and women of strong blood. They take them alive. But I don't know where. They'll take you alive. You could become part of the Pale harvest!"

"Ack! I found out, but they gave me something. It hurts my mind, but still I search for the traitors. I can see them, but you can't. What I have is what they have and what we have can reveal each other. I'll run from Rakervale to Stradsett to find them. Time's a'wastin'. I think I'll run to find them now."

With a startling burst of speed, the madman bolts off into a bunch of trees. After a few moments, you hear a yell from within the woods, and then silence.

Kulath ran off into the woods haphazardly. He fell into a ravine and cracked his skull. His corpse can be found if the party investigates.

You find the body of the madman at the bottom of a ravine, his skull cracked by his fall.

As you get closer, you see something strange around his neck. At first glance, it appears to be a necklace made from vines. But then you realize that roots seem to extend from the necklace into the body of the man, as though it were growing from him. Astonishingly as you watch, the necklace rapidly decomposes.

As before, if they did not recognize the uniform as belonging to the Pale Patrol, they can make Spot or Search checks DC 12 to see it and recognize the insignia on the shoulder as that of a Master Sergeant.

There's little more that the characters can learn from this situation.

PART THREE: CONFRONTATION

After the party completes the encounters in Part Two, the Freelancer thugs will attack the party, hoping to subdue them and bring their bodies back to the barn where Bregdor is waiting. After the Thug Attack, the party can confront the traitorous Master Sergeant at the Abandoned Barn.

Assuming three and a half hours of game time, you should expect to spend 90 minutes on Part Three. If there is only 100 minutes left in the game slot and the party is still in Part Two, it is recommended that you skip the rest of Part Two and proceed directly to Thug Attack.

THUG ATTACK

As dusk begins to creep over the land, the thugs hired by the Freelancers to capture the characters attack.

The layout of the combat is shown in the diagram titled “DM’s Diagram of Thug Attack.” They’ve attempted to set an ambush just around a bend in the road as it passes through a copse of trees.

As a standard action, each thug can use a glass ball to release the second part of Bregdor’s two-part poison in a 10-foot radius. Characters who drank the wine in Meeting at the Pale Patrol Office are affected, unless they received the antidote from Caldwell the Herbalist.

The thugs intend to incapacitate the characters, not kill them. To accomplish this, every other attack will be for subdual damage, which incurs a -4 attack penalty. Remember to use this tactic and describe the affect to the players. If a character drops and the thugs are doing well, one of these villains will point to the body and say “Heal your friend, now!” The thugs won’t attack any character who is providing first aid to a fallen comrade, because the thugs want to capture the characters alive.

There are usually four thugs in this encounter. If the characters dealt with the wolverine easily in Wolverine Attack, there is one additional thug. If the watcher in Fire at the Old Mill noted their use of magic and warned the thugs, there is one additional thug. Thus, depending on the characters’ actions, there may be 4, 5, or 6 thugs. For a group that should have been APL 1 (all 1st-level characters), use only four thugs no matter what they did in the two encounters above.

The ELs below are calculated assuming only four thugs at APLs 2 and 4, because the additional thugs are triggered only if the characters show that they are powerful. They are not supposed to be showing that they are powerful, so if the Church Militant’s ruse is working, the Freelancers should have only four thugs present. At APL 6, 8, and 10, it is assumed that someone used enough power to cause at least one warning to the thugs, thus the ELs are calculated for five thugs.

After the combat, proceed to the encounter The Abandoned Barn.

Two-Part Poison: Save DC (6 + APL) or become nauseated for 3d6 minutes when the inhaled and ingested components are combined. Nausea causes a -4 Dex and -4 Str penalty. A character can be affected multiple times by the poison until the ingested part passes from the system, which takes 24 hours. However, if the save is made, the character is resistant to the nausea for 3d6 minutes.

APL 2 (EL 3)

☛ **Freelancer Thugs (4-6):** Male human Ftr1; hp 12, 12, 12, 12 (12, 12); see Appendix I.

APL 4 (EL 6)

☛ **Freelancer Thugs (4-6):** Male human Ftr2; hp 22, 22, 22, 22 (22, 22); see Appendix I.

APL 6 (EL 8)

☛ **Freelancer Thugs (4-6):** Male human Ftr3; hp 35, 35, 35, 35 (35, 35); see Appendix I.

APL 8 (EL 10)

☛ **Freelancer Thugs (4-6):** Male human Ftr5; hp 50, 50, 50, 50 (50, 50); see Appendix I.

APL 10 (EL 12)

☛ **Freelancer Thugs (6):** Male human Ftr7; CR 7; hp 70, 70, 70, 70 (70, 70); see Appendix I.

Tactics: At APL 8 the thugs quaff their *potions of shield* before attacking the characters. At APL 10 they quaff that potion, and their *potions of bull’s strength* and *haste* before attacking.

Development: If the characters capture any of the thugs alive, they can delay going to The Abandoned Barn by a couple of hours to return the criminals to Ogburg. Alternatively, the characters can easily find a local farmer willing to guard the prisoners while they go confront Bregdor.

Experience:

Defeating the Freelancer thugs (EL 3/6/8/10/12)

APL 2: 72 xp; APL 4: 180 xp; APL 6: 240 xp; APL 8: 300 xp; APL 10: 360 xp.

Treasure:

Defeating the Freelancer thugs

APL 2: loot (11 gp).

APL 4: loot (11 gp).

APL 6: loot (27 gp).

APL 8: loot (27 gp).

APL 10: loot (27 gp).

THE ABANDONED BARN

The thugs intend to subdue the characters and carry them to a barn not far away. From there, the party and other prisoners would be placed into crates, loaded onto a large wagon, and driven north towards Eltison. Ten miles from Ogburg, the thugs have been instructed to leave the crates just off the road in the bushes.

The party can locate this barn in various ways. If they defeated the thugs and captured any alive, one of them will offer this information if the characters promise leniency. If some of the characters were captured by the thugs, those who escaped capture can follow the thugs to the barn. If all else fails, an old farmer named Nithers approaches the party to complain about some strangers hanging around the late Bristor’s barn.

“Ah, yes, sir. The name’s Nithers. Those folk you just apprehended sure didn’t look right. I saw them earlier today, hanging around this barn off yonder. That barn used to belong to ol’ Bristor, who passed on a few seasons back. No one ought to be using it, but I saw those hooligans there earlier today. I didn’t stay to watch what they were doing, but I figured I’d report them to the Pale Patrol at the first chance I got. If you want, I can tell you how to get to Bristor’s barn.”

Regardless, finding the barn should not be too difficult nor take very long.

Several hundred feet away, you can see a dilapidated barn in the midst of a fallow field filled with bushes and small trees. While the foliage obstructs your view, you do notice that the windows are boarded up and that light from inside is filtering out, betraying someone's presence within what appears to be an otherwise abandoned barn.

The barn is 30 feet wide by 50 feet long, with two large double doors on each side. The windows are boarded up, but there is no glass and there are large gaps between the boards. Inside the barn are a number of crates, a large cart, and two draft horses. The layout of the barn is shown in "Diagram of the Abandoned Barn."

Also within this barn is Bregdor, waiting for the thugs to return. He is meeting with one of the plant creatures that the Freelancers have been conspiring with. The party can approach with little difficulty to spy what's inside the barn. However, the plant creature will soon discover the party's presence through its blindsight extraordinary ability. The idea is that the characters can have a chance to learn a little bit of what's going on between Bregdor and the plant creature. However, they shouldn't be given an opportunity to make extensive battle preparations or launch an ambush once they approach the barn.

At higher APLs, Bregdor has setup a spear trap in the barn. The trap is engaged to all windows and doors. If any are disturbed, the spear launcher attached at the ceiling swivels towards the target and fires. If the characters lure the plant creature and the Sergeant from the barn, Bregdor disengages the trap before proceeding.

APL 6 (EL 4)

☞**Spear Trap:** CR 4; +12/+12 ranged (1d8/x3); Search (DC 22), Disable Device (DC 22).

APL 8 (EL 6)

☞**Spear Trap:** CR 6; +12/+12/+12 ranged (1d8/x3); Search (DC 24), Disable Device (DC 25).

APL 10 (EL 8)

☞**Spear Trap:** CR 8; +12/+12/+12/+12 ranged (1d8/x3); Search (DC 27), Disable Device (DC 27).

The following text assumes the characters try peering in between the boards covering the windows.

Looking into the barn, you see a cloaked man holding a lantern aloft. The light illuminates his face, highlighting a long scar running down the right side. In front of him is a mesmerizingly strange beast. A star-shaped creature, with five limbs and an ovoid head, its skin is dark green and looks like that of a large, thick vine.

The man speaks, "This is the last time we'll execute this near Ogburg. We should move our operation on to Eltison or Landrigard. We have agents there too. The Freelancers are drawing too much scrutiny here! The necklaces you gave us don't solve all of the challenges of remaining unnoticed. I don't care how much you'll pay for live soldiers, for whatever your purposes

are. And you dare make demands without bringing your payment!"

You hear a voice respond that sounds like rustling leaves and snapping twigs, "Do not fear, four-limb, payment has already been made directly to the superiors within your organization. The last delivery you procured were barely acceptable. Perhaps our requirements were not clearly communicated to you by your superiors. Our sacred rituals require strong, able-bodied warriors, not mere commoners. Without our Elder, the blessed ritual of battle has been delayed. We yearn for the sanctifying dance of combat with your species. But the holy glory of victory will be ours. Our alliance is hallowed before the almighty divine, so the holy glory of victory can be shared with you and your Freelancers."

With obvious frustration in his voice, the scarred man responds, "Barely acceptable?! Those were warriors, young soldiers from our Pale Patrol. My men worked hard to apprehend prisoners that met your strange criteria. Capturing elite soldiers would impose too much risk and scrutiny. Make do with novices!"

There's a pause in the conversation, and the limbs of the creature sway around in various directions.

"I sense... there is someone here," says the plant creature.

At this point, the plant creature has sensed the character or characters in range of its blindsight ability. The creature and Bregdor mobilize to attack the party, fighting together cooperatively, despite their disagreement.

APL 2 (EL 4)

☞**Yellow Plant Creature (1):** hp 40; see Appendix II.

☞**Master Sergeant Bregdor:** Male human Rog1; hp 8; see Appendix I.

APL 4 (EL 6)

☞**Orange Plant Creature (1):** hp 65; see Appendix II.

☞**Master Sergeant Bregdor:** Male human Rog1/Ftr2; hp 25; see Appendix I.

APL 6 (EL 8)

☞**Green Plant Creature (1):** hp 100; see appendix II.

☞**Master Sergeant Bregdor:** Male human Rog3/Ftr2; hp 40; see Appendix I.

APL 8 (EL 10)

☞**Blue Plant Creature (1):** hp 130; see Appendix II.

☞**Master Sergeant Bregdor:** hp 55; see Appendix I.

APL 10 (EL 12)

☞**Purple Plant Creature (1):** hp 175; see Appendix II.

☞**Master Sergeant Bregdor:** hp 67; see Appendix I.

Once Bregdor has been defeated, they can remove his disguise. Instead of a man with a large scar on his cheek, they recognize the assistant of Captain Sar Garu. They will note the decaying remains of a viticula necklace around Bregdor's neck.

The barn houses several empty crates and six full ones. Inside the six full crates are the bodies of the last missing Pale Patrol squad, unconscious from a sleeping poison. (Note that if during the attack on Bregdor, the party sets the barn on fire or demolishes the structure, the prisoners will all die.) It will be difficult to revive these prisoners, but if the party manages to, they can converse with these novice soldiers: Melicia (female human FtrI), Andagis (male human RogI), Ebrimud (male human FtrI), Theudis (male human FtrI), Hunila (female human RgrI), and Goar (male human FtrI). Also in the barn are a large wagon and two draft horses.

Experience:

Disabling or triggering trap (EL ---/---/4/6/8)
 APL 2: ---; APL 4: ---; APL 6: 120 xp; APL 8: 180 xp;
 APL 10: 240 xp.

Defeating Bregdor and the creature (EL 4/6/8/10/12)
 APL 2: 96 xp; APL 4: 180 xp; APL 6: 240 xp; APL 8:
 300 xp; APL 10: 360 xp.

Rescuing the prisoners (non-EL award equivalent to EL
 1/2/3/4/5)
 APL 2: 30 xp; APL 4: 60 xp; APL 6: 90 xp; APL 8: 120
 xp; APL 10: 150 xp.

Treasure:

Defeating Bregdor and the creature
 APL 2: loot (8 gp), coin (1 gp).
 APL 4: loot (16 gp), coin (1 gp), *potion of cure serious
 wounds* (112 gp).
 APL 6: loot (16 gp), coin (8 gp), *cloak of resistance +1*
 (150 gp).
 APL 8: loot (16 gp), coin (103 gp), *cloak of resistance +1*
 (150 gp), *ring of protection +1* (300 gp).
 APL 10: loot (16 gp), coin (3 gp), *cloak of resistance +2*
 (600 gp), *ring of protection +1* (300 gp).

PART FOUR: CONCLUSION

The conclusion is wholly dependant on how the characters performed in Parts One through Three. The encounter titled Resolution assumes that the party was successful in Abandoned Barn, but should be tailored to fit their specific accomplishments. Mulled Wine with Mrs. Skinner is an encounter that must only be run if the characters refused the reward from A Thankful Mother.

Assuming three and a half hours of game time, expect to spend 10 minutes on Part Four.

RESOLUTION

Tailor this conclusion based on the outcome of the characters' actions. The below description assumes that the characters heard the conversation in the Abandoned Barn, killed both Bregdor and the plant creature in battle, and freed the prisoners.

You reigned victorious in battle against the man with the scared face and the strange plant creature. As you approached the body of your human foe, you noticed makeup on his face and realized that he was wearing a disguise. Pulling the fake scar and other

material from his face, you recognized the visage of Master Sergeant Bregdor of the Pale Patrol, the assistant of Captain Sar Garu. The traitor was unmasked.

A strange necklace made out of twisted vines with a dull yellow gem at the base was wrapped around Bregdor's neck. It almost seemed as though little roots extended from the necklace into his flesh. As you watched, the necklace quickly decayed into a rotting mass of plant matter.

After searching the barn, you found six drugged prisoners packed into crates. Unable to revive them, you loaded their bodies onto the large wagon in the barn and set off for Ogburg. You were met just inside the gates by Priest-Captain Amaris Viligant, her visage concealed within a heavy cloak. She quickly leads you to her office. After explaining what had happened, the weary and worried look upon her face relaxes.

"Both the Church Militant and the Pale Patrol are in your debt, good citizens," the Priest-Captain commends you in a proud voice. "You have done well. A greater evil is at work here, but you have won a key battle against whatever that foe might be. The Church Militant will continue to investigate this matter, and hopefully we will find the other missing Pale Patrol members. We will ensure that Master Sergeant Bregdor was the sole traitor working within the Pale Patrol, but we are hopeful that he was working alone.

"We do not know what this plant creature was or who these Freelancers are. The strange necklace you described are unknown to us and are most worrisome. We also do not know what they wanted with the victims that they were capturing. We shall find out, and perhaps you may help us in the future. But today, know that you have done a great service.

"As thanks for your service, I have budgeted a modest bounty for each of you. In addition, I shall use my influence to allow each of you access to the advanced combat training facilities of the Church Militant. To those of you with a desire to improve your effectiveness in combat, you may learn new techniques in our facilities.

"Once again, good citizens, I thank you."

Since the characters don't complete the entire two-week duty with the Pale Patrol, they don't receive the salary, but the Priest-Captains reward should be more than sufficient.

Unless the characters refused the amulet from Maggie Skinner, this is the end of the scenario. Otherwise, proceed to Mulled Wine with Mrs. Skinner.

Treasure:

Succeeding Viligant's mission
 All APLs: Access to Church Militant training grounds.
 APL 2: coin (10 gp).
 APL 4: coin (15 gp).
 APL 6: coin (20 gp).
 APL 8: coin (25 gp).
 APL 10: coin (25 gp).

MULLED WINE WITH MRS. SKINNER

Run this encounter only if the characters refused the amulet from Maggie Skinner in the encounter A Thankful Mother.

A week after you saved Mortie Skinner from the barn fire, Mrs. Skinner meets you on the street to invite you for mulled wine at her home in the evening. The scar on her face from the fire has healed well, but it will serve as a permanent reminder of the disaster you saved her son from. Graciously accepting her invitation, you and your comrades enjoy some heavily spiced wine, with scents of nutmeg and cinnamon tickling your noses. Your stomachs are filled with the many baked goods Maggie has placed before you, and you enjoy getting to know this hard-working woman.

As the evening grows late, you all get ready to leave. "Wait one moment," Maggie says, as she steps into another room. She reappears, carrying a heavy box that clanks of metal as she sets it down.

"Years ago, an old knight was traveling just after dusk. He coughed something terrible. His clothes might have once been nice, and though he kept them clean, they certainly were threadbare. But his armor, oh, it was so majestic.

"I asked why he was traveling at night, and he said that he had friends in Eltison, a band of four kind folk up there. He had come on hard times and didn't have any money to pay for a room. Well, it seemed silly not to let him share our home for the night. He gratefully accepted my invitation.

"That night, his cough got worse and by the morrow, he had a fever. I thought we should fetch a healer, but he insisted that I just let him rest. As the color left his face, he asked me to do one more favor for him. He said that I was a kind and generous person, and that one day, kind and generous folk would help me. He asked that I keep this suit of armor and give it to someone who exemplified generosity. He said that the armor was damaged, but that a suitable craftsman could restore it. He said that I'd know when the time was right to give the armor away.

"Saving my dear Mortie was truly brave, but refusing the only reward I had to give, well, I just know you're the one. Please take this, and I hope one of you can use it."

Treasure

Refusing Maggie Skinner's reward, receiving the armor

All APLs: Access to buy equerry's armor.

APL 2: damaged equerry's armor (75 gp).

APL 4: damaged equerry's armor (150 gp).

APL 6: damaged equerry's armor (200 gp).

APL 8: damaged equerry's armor (400 gp).

APL 10: damaged equerry's armor (600 gp).

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the bonus experience award. Award the total value (objectives plus roleplaying) to each character. Different characters can receive different bonus awards within the range allowed by the maximum.

Part Two, Wolverine Attack

Defeating the wolverine (EL 2/2/---/---/---)

APL 2: 48 xp; APL 4: 60 xp; APL 6: ---; APL 8: ---; APL 10: ---

Part Two, Fire at the Old Mill

Saving Mortie Skinner (EL 1/2/4/6/8)

APL 2: 24 xp; APL 4: 60 xp; APL 6: 120 xp; APL 8: 180 xp; APL 10: 240 xp.

Part Three, Thug Attack

Defeating the Freelancer thugs (EL 3/6/8/10/12)

APL 2: 72 xp; APL 4: 180 xp; APL 6: 240 xp; APL 8: 300 xp; APL 10: 360 xp.

Part Three, Abandoned Barn

Disabling or triggering trap (EL ---/---/4/6/8)

APL 2: ---; APL 4: ---; APL 6: 120 xp; APL 8: 180 xp; APL 10: 240 xp.

Defeating Bregdor and the creature (EL 4/6/8/10/12)

APL 2: 96 xp; APL 4: 180 xp; APL 6: 240 xp; APL 8: 300 xp; APL 10: 360 xp.

Rescuing the prisoners (non-EL award equivalent to EL 1/2/3/4/5)

APL 2: 30 xp; APL 4: 60 xp; APL 6: 90 xp; APL 8: 120 xp; APL 10: 150 xp.

Bonus Experience Points

The following can be given to characters for good roleplaying, or acts of courage. The first value is the standard for your average good roleplaying, the following value is the upper limit of the bonus, which is reserved for characters who contribute exceptionally with a feat of daring or cunning during the adventure. (non-EL award equivalent to EL 1/2/3/4/5 at max value, and 67% at standard value)

APL 2: 20 xp/30 xp; APL 4: 40 xp/60 xp; APL 6: 60 xp/90 xp; APL 8: 80 xp/120 xp; APL 10: 100 xp/150 xp.

Total possible experience

EL totals for adventure:

APL 2: 12 ELs; APL 4: 20 ELs; APL 6: 30 ELs; APL 8: 40 ELs; APL 10: 50 ELs

[Note: At APL 2, we used 20% of the 300 max for non-EL story awards (2 ELs' worth), and calculated the EL encounters (10 ELs' worth) at 24 xp per EL. At APLs 4-6-8-10, we calculated the ELs at 30 xp per EL, including the 20% of ELs used for non-EL awards.]

Experience totals

APL 2: 300 xp; APL 4: 600 xp; APL 6: 900 xp; APL 8: 1,200 xp; APL 10: 1,500 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 character’s 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 (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 75% of book price).

Part Two, A Thankful Mother

Accepting Maggie Skinner’s reward (*amulet of endurance*, various charges by APL)

- APL 2: M – 98 gp.
- APL 4: M – 154 gp.
- APL 6: M – 252 gp.
- APL 8: M – 350 gp.
- APL 10: M – 490 gp.

Part Three, Thug Attack

Defeating the Freelancer Thugs

- APL 2: L – 11 gp.
- APL 4: L – 11 gp.
- APL 6: L – 27 gp.
- APL 8: L – 27 gp.
- APL 10: L – 27 gp.

Part Three, Abandoned Barn

Defeating Bregdor and the creature

- APL 2: L – 8 gp; C – 1 gp.
- APL 4: L – 16 gp; C – 1 gp; M – 112 gp (*potion of cure serious wounds*).
- APL 6: L – 16 gp; C – 8 gp; M – 150 gp (*cloak of resistance +1*).
- APL 8: L – 16 gp; C – 103 gp; M – 450 gp (*cloak of resistance +1, ring of protection +1*).
- APL 10: L – 16 gp; C – 3 gp; M – 900 gp (*cloak of resistance +2, ring of protection +1*).

Part Three, Resolution

Succeeding Viligant’s mission

- All APLs: Access to Church Militant training grounds.
- APL 2: C – 10 gp.
- APL 4: C – 15 gp.
- APL 6: C – 20 gp.
- APL 8: C – 25 gp.
- APL 10: C – 25 gp.

Part Three, Mulled Wine with Mrs. Skinner

Refusing Maggie Skinner’s reward, receiving the armor (cannot get both this and the reward from *A Thankful Mother*)

- All APLs: Access to buy *equerry’s armor*.
 - APL 2: M – 170 gp.
 - APL 4: M – 245 gp.
 - APL 6: M – 379 gp.
 - APL 8: M – 579 gp.
 - APL 10: M – 779 gp.
- (M is damaged *equerry’s armor*; the amount it is damaged (and thus what they can sell it for) changes with APL)

Total Possible Treasure

- APL 2: 200 gp
- APL 4: 400 gp
- APL 6: 600 gp
- APL 8: 1,200 gp
- APL 10: 1,750 gp

Special

Please put these on the adventure cert:

Access to Church Militant training grounds: For notable service to the Theocracy of the Pale, Priest-Captain Amaris Viligant uses her influence to allow you brief access to the Church Militant’s advanced training facilities in Wintershiven. This allows you access to learn one of the following feats:

From *Sword and Fist*: Death Blow, Dirty Fighting, Feign Weakness, Improved Shield Bash, Off-Hand Parry, Pin Shield

From *Defenders of the Faith*: Divine Might

From *Song and Silence*: Expert Tactician

From *Masters of the Wild*: Clever Wrestling, Shadow

When you gain a level and can select a new feat, you can choose one of these feats if you meet the prerequisites listed within the appropriate guidebook. Complete the below information when you select the feat, and show this certificate as proof of your right to learn that feat. You must bring a copy of the guidebook containing the feat with you for your DM to reference the appropriate rules.

This privilege is available only if the character successfully completed Viligant's mission. The DM should cross out this entry in the adventure certificate if the characters do not qualify for access to the feats.

Feat Selected: _____

Date Selected: _____

character Level When Selected: _____

Equerry's Armor: The character may purchase a single suit of *equerry's armor*, described in *Defenders of the Faith*, at full price only if the character refused Maggie Skinner's reward and met her for mulled wine afterwards. If the character's suit is destroyed, the character can replace it by purchasing another suit. Please mark the box to the left of this entry if the character qualifies for the right to purchase this armor.

Market Price: 10,670 gp. (Frequency: Region; Requirements: as per *Defenders of the Faith*.)

APPENDIX I: NPCS

Part Three: Confrontation—Thug Attack

APL 2 (EL 3)

➤ **Freelancer Thugs (4-6):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 7.

Skills and Feats: Hide +4, Listen +2, Sense Motive +2, Spot +3; Combat Reflexes, Mobility, Weapon Focus (longsword).

Possessions: scale armor, large wooden shield, longsword, light crossbow, 20 crossbow bolts, glass ball with second part of poison (see two-part poison description in text).

APL 4 (EL 6)

Freelancer Thugs (4-6): Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 22; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +7 melee (1d8+4/19-20, longsword) or +4 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +5, Ref +2, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 7.

Skills and Feats: Hide +4½, Listen +3, Sense Motive +2, Spot +3; Combat Reflexes, Dodge, Mobility, Weapon Focus (longsword).

Possessions: scale armor, large wooden shield, longsword, light crossbow, 20 crossbow bolts, glass ball with second part of poison (see two-part poison description in text).

APL 6 (EL 8)

➤ **Freelancer Thugs (4-6):** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+9; hp 35; Init +3; Spd 20 ft.; AC 20 (touch 13, flat-footed 17); Atks +8 melee (1d8+4/19-20, longsword) or +6 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +6, Ref +4, Will +2; Str 18, Dex 16, Con 16, Int 10, Wis 12, Cha 7.

Skills and Feats: Hide +5, Listen +3, Sense Motive +2, Spot +4; Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (longsword).

Possessions: breastplate, large steel shield, longsword, light crossbow, 20 crossbow bolts, glass ball with second part of poison (see two-part poison description in text).

APL 8 (EL 10)

➤ **Freelancer Thugs (4-6):** Male human Ftr5; CR 5; Medium-size humanoid; HD 5d10+15; hp 50; Init +3; Spd 20 ft.; AC 20 (touch 13, flat-footed 17); Atks +10 melee (1d8+6/19-20, longsword) or +8 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +7, Ref +4, Will +2; Str 18, Dex 16, Con 16, Int 10, Wis 12, Cha 7.

Skills and Feats: Hide +6, Listen +3, Sense Motive +4, Spot +4; Combat Reflexes, Dodge, Mobility, Spring

Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate, large steel shield, longsword, light crossbow, 20 crossbow bolts, glass ball with second part of poison (see two-part poison description in text), *potion of shield*.

APL 10 (EL 12)

➤ **Freelancer Thugs (6):** Male human Ftr7; CR 7; Medium-size humanoid; HD 7d10+21; hp 70; Init +3; Spd 20 ft.; AC 24 (touch 17, flat-footed 17); Atks +14/+9 melee (1d8+8/19-20, longsword) or +10/+5 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +8, Ref +5, Will +3; Str 22, Dex 16, Con 16, Int 10, Wis 12, Cha 7.

Skills and Feats: Hide +6, Listen +5, Sense Motive +4, Spot +5; Combat Reflexes, Dodge, Dual Strike*, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate, large steel shield, longsword, light crossbow, 20 crossbow bolts, glass ball with second part of poison (see two-part poison description in text), *potion of shield*, *potion of bull's strength*, *potion of haste*.

*see Appendix II for the details about this feat.

Part Three: Confrontation—Abandoned Barn

APL 2 (EL 4)

➤ **Master Sergeant Bregdor:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+2; hp 8; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atks +3 melee (1d6+3/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; AL NE; SV Fort +2, Ref +6, Will -1; Str 16, Dex 18, Con 14, Int 12, Wis 9, Cha 16.

Skills and Feats: Bluff +9, Diplomacy +4, Disguise +9, Gather Information +7, Hide +7, Jump +5, Listen +2, Move Silently +7, Read Lips +3, Search +3, Sense Motive +3, Spot +3, Tumble +8; Charlatan*, Combat Reflexes

Possessions: studded leather, small wooden shield, short sword, light crossbow, 20 crossbow bolts, viticula necklace, 5 gp.

* See Appendix II for details about this feat

APL 4 (EL 6)

➤ **Master Sergeant Bregdor:** Male human Rog1/Ftr2; CR 3; Medium-size humanoid (human); HD 1d6+2d10+6; hp 25; Init +8; Spd 30 ft.; AC 20 (touch 14, flat-footed 16); Atks +6 melee (1d8+3/19-20, longsword) or +6 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; AL NE; SV Fort +5, Ref +6, Will -1; Str 16, Dex 18, Con 14, Int 12, Wis 9, Cha 16.

Skills and Feats: Bluff +11, Diplomacy +6, Disguise +9, Gather Information +7, Hide +7, Jump +5, Listen +2, Move Silently +7, Read Lips +3, Search +3, Sense Motive +3, Spot +3, Tumble +8; Charlatan*, Combat

Reflexes, Expert Tactician*, Improved Initiative, Weapon Focus (longsword).

Possessions: chain shirt, large wooden shield, longsword, light crossbow, 20 crossbow bolts, viticula necklace, *potion of cure serious wounds*, 5 gp.

* See Appendix II for details about this feat.

APL 6 (EL 8)

➤ **Master Sergeant Bregdor:** Male human Rog3/Ftr2; CR 5; Medium-size humanoid (human); HD 3d6+2d10+10; hp 40; Init +8; Spd 30 ft.; AC 20 (touch 14, flat-footed 16); Atks +8 melee (1d8+3/19-20, longsword) or +8 ranged (1d8/19-20, light crossbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +7, Ref +8, Will +1; Str 16, Dex 18, Con 14, Int 12, Wis 9, Cha 16.

Skills and Feats: Bluff +10, Diplomacy +9, Disguise +7, Gather Information +8, Hide +8, Jump +5, Listen +5, Move Silently +9, Read Lips +6, Search +4, Sense Motive +4, Spot +5, Tumble +10; Arterial Strike*, Combat Reflexes, Expert Tactician*, Improved Initiative, Weapon Focus (longsword).

Possessions: chain shirt, large wooden shield, longsword, light crossbow, 20 crossbow bolts, viticula necklace, *cloak of resistance* +1, 40 gp.

* See Appendix II for details about this feat

APL 8 (EL 10)

➤ **Master Sergeant Bregdor:** Male human Rog3/Ftr4; CR 7; Medium-size humanoid (human); HD 3d6+4d10+14; hp 55; Init +8; Spd 30 ft.; AC 21 (touch 15, flat-footed 16); Atks +10/+5 melee (1d8+5/19-20, longsword) or +10/+5 ranged (1d8/19-20, light crossbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +9, Will +2; Str 16, Dex 18, Con 14, Int 12, Wis 9, Cha 16.

Skills and Feats: Bluff +12, Diplomacy +9, Disguise +7, Gather Information +8, Hide +8, Jump +5, Listen +5, Move Silently +9, Read Lips +6, Search +4, Sense Motive +4, Spot +5, Tumble +12; Arterial Strike*, Combat Reflexes, Dodge, Expert Tactician*, Improved Initiative, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: chain shirt, large wooden shield, longsword, light crossbow, 20 crossbow bolts, viticula necklace, *cloak of resistance* +1, *ring of protection* +1, 515 gp.

* See Appendix II for details about this feat

APL 10 (EL 12)

➤ **Master Sergeant Bregdor:** Male human Rog5/Ftr4; CR 9; Medium-size humanoid (human); HD 5d6+4d10+14; hp 67; Init +8; Spd 30 ft.; AC 21 (touch 15, flat-footed 17); Atks +11/+6 melee (1d8+5/19-20, longsword) or +11/6 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +9, Ref +11, Will +3; Str 16, Dex 18, Con 14, Int 12, Wis 9, Cha 16.

Skills and Feats: Bluff +16, Diplomacy +11, Disguise +9, Gather Information +10, Hide +10, Jump +5, Listen

+7, Move Silently +11, Read Lips +8, Search +6, Sense Motive +6, Spot +7, Tumble +12; Arterial Strike*, Charlatan*, Combat Reflexes, Dodge, Expert Tactician*, Improved Initiative, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: chain shirt, large wooden shield, longsword, light crossbow, 20 crossbow bolts, viticula necklace, *cloak of resistance* +2, *ring of protection* +1, 15 gp.

* See Appendix II for details about this feat

APPENDIX II: NEW RULES

FEATS

Arterial Strike [General]

Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

Prerequisites: Base attack +4, sneak attack ability.

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 points of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound so inflicted does an additional 1 point of damage per round. Wounds from multiple arterial strikes result in cumulative blood loss – that is, two successful arterial strikes do an additional 2 points of damage per round. Blood loss, whether from one such wound or several, stops when the victim receives one successful Heal check, any *cure* spell, or any other form of magical healing. Creatures not subject to sneak attacks are immune to this effect.

Source: Song and Silence: A Guidebook to Bards and Rogues, page 38.

Charlatan [General]

You're adept at fooling people. You know how to tell them just what they want to hear.

Benefit: You get a +2 bonus on Bluff and Disguise checks.

Source: Song and Silence: A Guidebook to Bards and Rogues, page 38.

Dual Strike [General]

Your combat teamwork makes you a more dangerous foe.

Prerequisites: Base attack bonus +3, Combat Reflexes.

Benefit: If you and an ally both have this feat and are flanking an opponent, you both get a +4 bonus on your attack roll.

Normal: The standard flanking attack roll bonus is +2.

Source: Sword and Fist: A Guidebook to Fighters and Monks, page 6.

Expert Tactician [General]

Your tactical skill works to your advantage.

Prerequisite: Dex 13+, base attack bonus +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

Note: This feat first appeared in *Sword and Fist*. This version supersedes the one originally printed there.

Source: Song and Silence: A Guidebook to Bards and Rogues, page 38 and 39.

VITICULA NECKLACE

Diminutive Plant

Hit Dice: 2d8+2 (11 hp)

Initiative: -5

Speed: 0 ft.

AC: 13 (+3 natural)

Attacks: –

Damage: –

Face/Reach: 1 ft. by 1 ft./0 ft.

Special Attacks: –

Special Qualities: Bond to host, natural invisibility, protection by host, pervert alignment, project alignment, confound thought detection, reveal necklaces, plant

Saves: Fort +4, Ref –, Will -4

Abilities: Str –, Dex –, Con 13, Int 1, Wis 2, Cha 1

Climate/Terrain: Unknown

Organization: Unknown

Challenge Level: 1/3

Treasure: None

Alignment: Always lawful evil

Advancement: Unknown

The viticula necklace appears to be a strange piece of jewelry. It is a loop of green and red vine, from which hangs an amber gem. Within the gem, a dim light swirls.

In actuality, the necklace is a living being. When placed around the neck of a humanoid, rootlets spring forth and invade the body of the host. After bonding to a humanoid, the necklace becomes invisible and provides the host certain benefits.

The elusive organization known as the Freelancers has been provided with an unknown quantity of viticula necklaces. The Freelancers are aware of most of their powers, and has begun to utilize them for the project alignment and confound thought detection abilities. Other powers might lie dormant within the necklaces that the Freelancers have yet to become aware of.

COMBAT

Viticula necklaces have no means of attack and few defenses. However, when bonded to a host, it has several apparent powers:

Bond to Host (Ex): When placed around the neck of a humanoid, rootlets grow from the necklace and invade the host. The process takes one minute and renders the humanoid helpless during that time. If the humanoid resists, a successful Fortitude save (DC 17) will prevent this process and the necklace wither and die. If the humanoid resists and fails, a Will save (DC 20) must be made or the victim is driven *insane*. Once successfully attached, the necklace can only be removed by a *wish*, *limited wish*, or *restoration* followed by a *remove curse*. If the host dies, the necklace quickly decays, and after 10 minutes, nothing of the viticula necklace remains.

Natural Invisibility (Su): When bonded to a host, the necklace becomes invisible.

Protection by Host (Ex): The necklace is defended as though it were an item attended by the host. For instance, the necklace survives magical attacks as described on page 150 of the Player's Handbook under Items Surviving after a Saving Throw.

Pervert Alignment (Su): The necklace causes the host's alignment to shift one step towards evil just after bonding. A second alignment shift happens a day later.

Project Alignment (Su): The necklace foils magical means to determine the alignment of the host. When such means are employed, the host detects as though he were of some other



alignment.

The default alignment detected is the host's original alignment, but the host can change this as a free action.

Confound Thought Detection (Su): The necklace constantly confounds any attempts to *detect thoughts*, *discern lies*, and other such effects that attempt to reveal the host's true thoughts. Such attempts generally register benign thoughts and truths. However, the host can choose to have different thoughts or lies detected. The host is unaffected by a *zone of truth*.

Reveal Necklaces (Su): As a standard action, a host wearing a necklace can cause all necklaces within 30 feet to become visible for 1 minute.

Plant: As a plant, a viticula necklace is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

PLANT CREATURE

Yellow Plant Creature Large Plant

Hit Dice: 6d8+12 (39 hp)
Initiative: +4 (Dex)
Speed: 40 ft.
AC: 16 (-1 size, +4 Dex, +3 natural)
Attacks: Slam +8/+3 melee; or pellet +7 ranged
Damage: Slam 1d6+5; or pellet 1d8
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Tongue grapple
Special Qualities: Blindsight, darkvision 120 ft., plant
Saves: Fort +7, Ref +6, Will -1
Abilities: Str 21, Dex 18, Con 15, Int 6, Wis 6, Cha 6

Green Plant Creature Large Plant

Hit Dice: 12d8+48 (102 hp)
Initiative: +4 (Dex)
Speed: 40 ft.
AC: 20 (-1 size, +4 Dex, +7 natural)
Attacks: Slam +15/+10 melee; or pellet +12 ranged
Damage: Slam 2d6+10; or pellet 1d8
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Tongue grapple
Special Qualities: Blindsight, darkvision 120 ft., plant
Saves: Fort +12, Ref +8, Will +2
Abilities: Str 25, Dex 18, Con 19, Int 6, Wis 6, Cha 6

Orange Plant Creature Large Plant

Hit Dice: 10d8+20 (65 hp)
Initiative: +4 (Dex)
Speed: 40 ft.
AC: 18 (-1 size, +4 Dex, +5 natural)
Attacks: Slam +12/+7 melee; or pellet +10 ranged
Damage: Slam 2d6+7; or pellet 1d8
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Tongue grapple
Special Qualities: Blindsight, darkvision 120 ft., plant
Saves: Fort +9, Ref +7, Will +1
Abilities: Str 23, Dex 18, Con 15, Int 6, Wis 6, Cha 6

Blue Plant Creature Large Plant

Hit Dice: 14d8+70 (133 hp)
Initiative: +4 (Dex)
Speed: 40 ft.
AC: 21 (-1 size, +4 Dex, +8 natural)
Attacks: Slam +18/+13 melee; or pellet +13 ranged
Damage: Slam 2d8+13; or pellet 1d8
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Tongue grapple
Special Qualities: Blindsight, darkvision 120 ft., plant
Saves: Fort +14, Ref +8, Will +2
Abilities: Str 29, Dex 18, Con 21, Int 6, Wis 6, Cha 6



Hit Dice: 17d8+102 (178 hp)
Initiative: +4 (Dex)
Speed: 40 ft.
AC: 23 (-1 size, +4 Dex, +10 natural)
Attacks: Slam +23/+18/+13 melee; or pellet +15 ranged
Damage: Slam 4d6+18; or pellet 1d8
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Tongue grapple
Special Qualities: Blindsight, darkvision 120 ft., plant
Saves: Fort +14, Ref +10, Will +6
Abilities: Str 35, Dex 18, Con 23, Int 6, Wis 6, Cha 6

Climate/Terrain: Unknown

Organization: Unknown

Challenge Level: Yellow 3; orange 5; green 7; blue 9; purple 11

Treasure: None

Alignment: Always lawful evil

Advancement: Unknown

Known by the Freelancers as only the “plant creatures,” these mobile plant lifeforms have bodies that are approximately star shaped. Dark green skin covers their bodies, with brightly colored veins running down their limbs. The weakest of these creatures has yellow-colored veins and stands 8 feet tall, while the most powerful has purple veins along its 10 foot tall body.

A plant creature propels itself by walking along its branches. The branches end in suction cups, allowing it to walk along vertical or inverted surfaces. Inside each suction cup are three small pseudopods that can be retracted, enabling it to manipulate small objects. Its head is positioned on the end of a snake-like stalk protruding from the center of its body. The head can be coiled into the body or extended to increase its normal height by 3 feet. The head is roughly spherical with a single orifice topped by three black bumps. These sensory organs allow the creature to detect movement via vibration, smell, and infrared vision. The creature is blind to the light range visible to humans, but can see via darkvision. The creature

is able to ingest any form of nourishment, absorbing food through an orifice underneath its body.

The creatures are capable of speech and can understand Common. Their own language is a combination of rustles, snaps, clicks, pops, and whistles.

COMBAT

A plant creature uses its limbs to bash opponents within reach. Its extraordinary strength and 10 foot reach makes this a devastating attack.

Alternatively, a creature can spit forth a secretion from the orifice in its head. The secretion solidifies upon contact with air to form a rock-hard pellet. The range increment of this pellet is 60 feet.

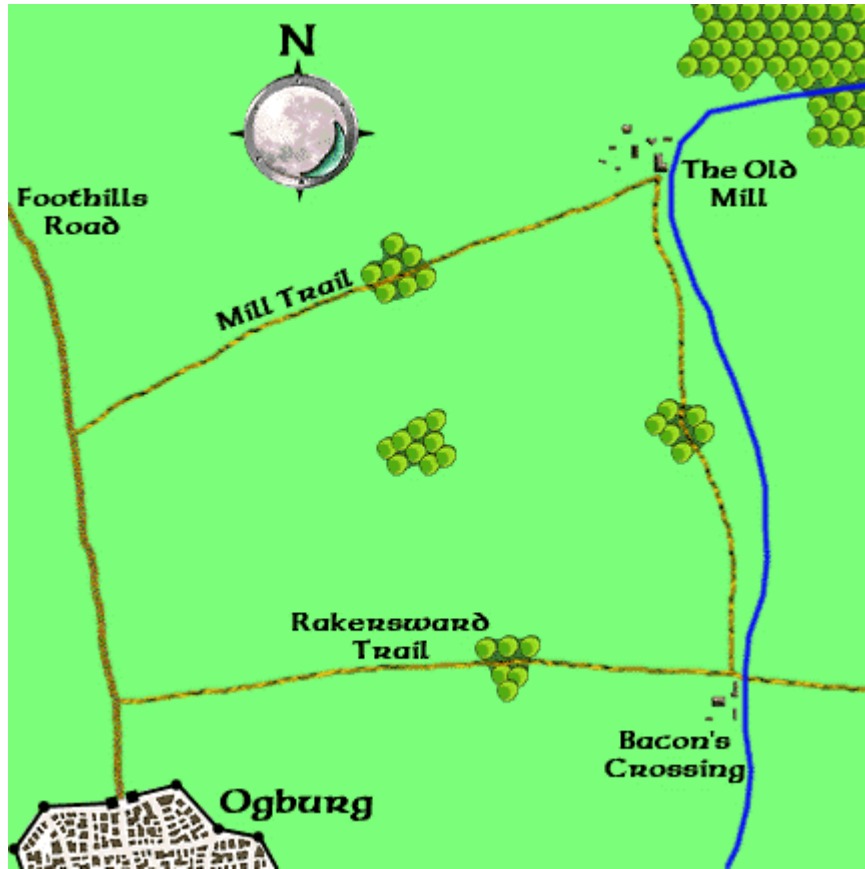
Blindsight (Ex): With its strange sensory organs, a creature can ascertain all foes within 60 feet. Beyond that range, it relies upon darkvision.

Tongue grapple (Ex): As a standard action, a plant creature can quickly extend its sticky tongue outward up to 30 feet to grab an

opponent. This is resolved like a normal grapple attack, provoking an attack of opportunity. However, if the grapple succeeds, the opponent is pulled into the creature's space.

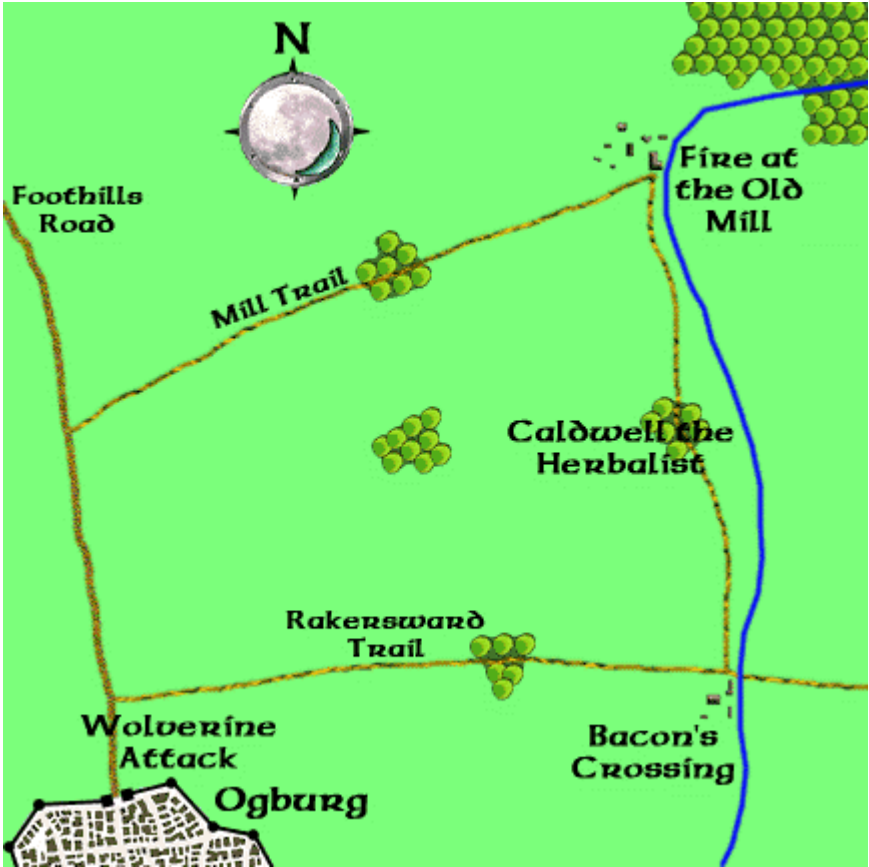
Plant: As a plant, a creature is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

MAP OF PATROL ROUTE



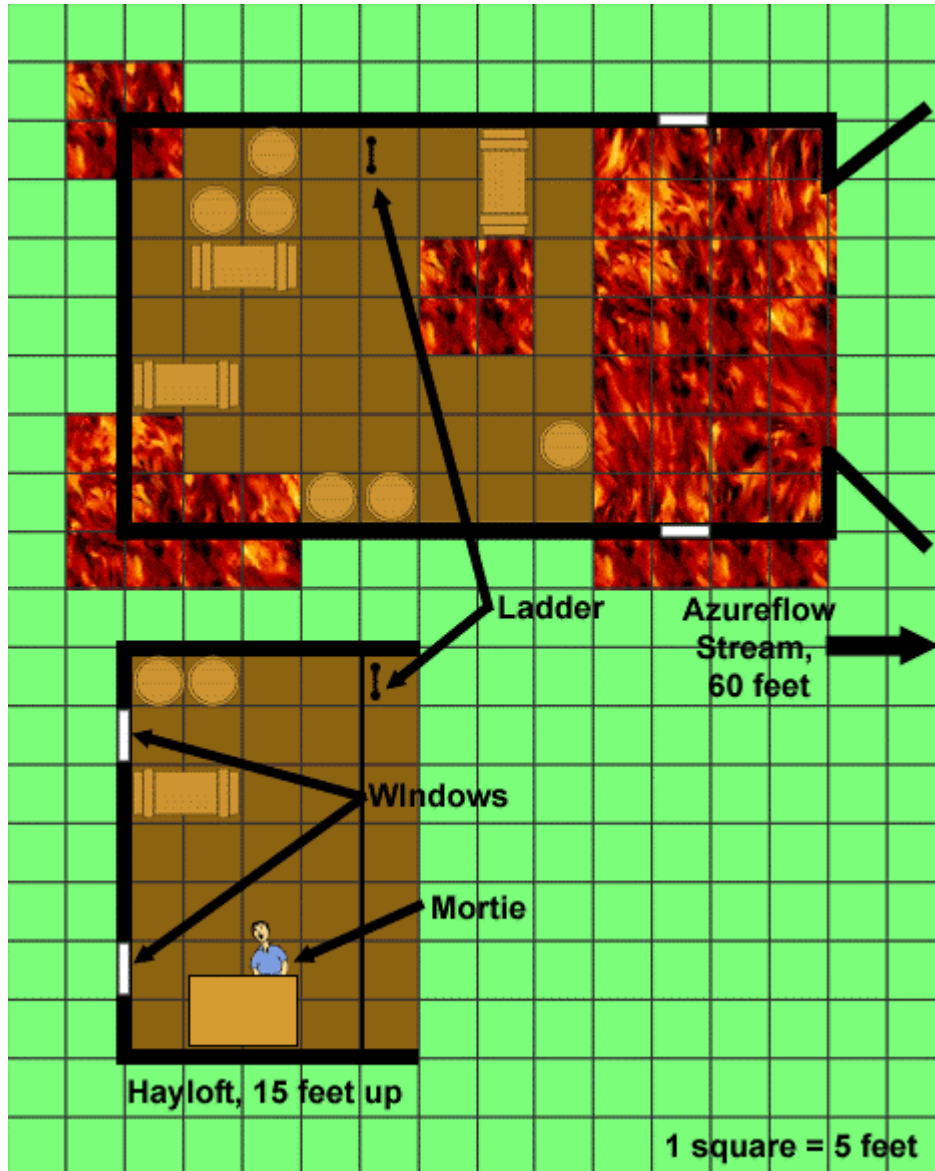
Note that this map is not to scale.

DM'S MAP

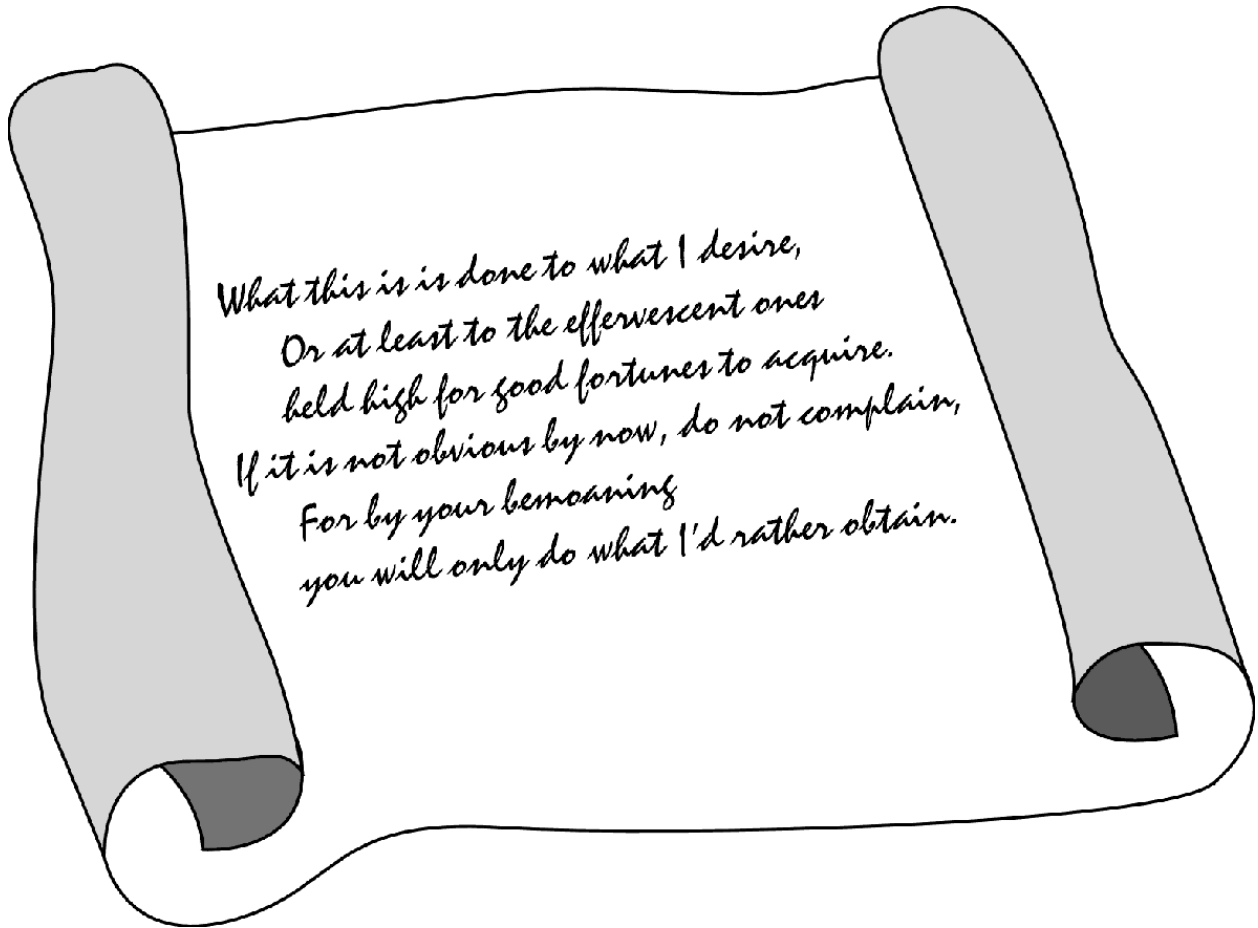


Note that this map is not to scale.

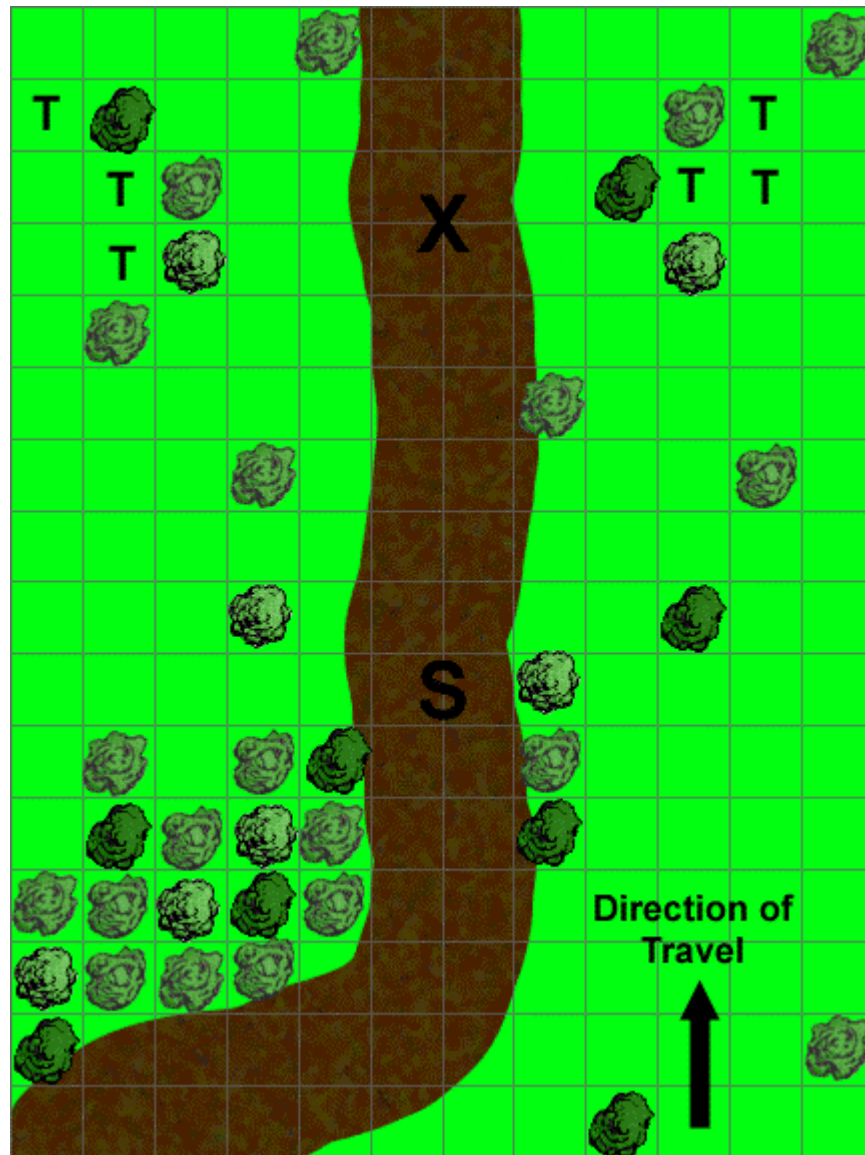
DIAGRAM OF FLAMING BARN



NOTE FROM DRUNK MAN



DM'S DIAGRAM OF THUG ATTACK



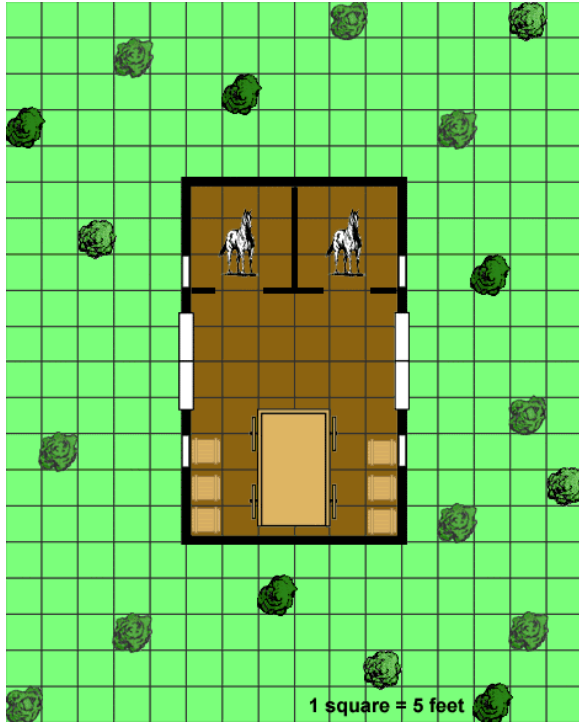
In the above diagram, the thugs are located in the spaces marked with a "T." Each square is equal to 5 feet. The trunks of trees are shown as icons. A single tree provides between $\frac{1}{2}$ and $\frac{3}{4}$ cover. A square occupied by a trunk can be moved through freely but you cannot take an action while within that square, just as though the square were occupied by a friendly creature.

When the first characters reach the "S," the party may make a Spot check to notice the thugs. The DC to Spot is 15 plus the thugs' Hide modifier. If there are six thugs, assign a -2 circumstance penalty to the thugs' Hide modifier.

If the characters fail to spot the thugs, the thugs wait until the party is centered at the "X" and then rush to

attack. If their ambush is discovered, the thugs make the best of the situation and charge to attack.

DIAGRAM OF THE ABANODED BARN



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.