

Like Love, Impatient

A One-Round Dungeons & Dragons® Living Greyhawk™ Principality of Naerie Regional Adventure

Version 1.0

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Catching a dangerous outlaw is simple; any adventurer can do it. But arranging a marriage? Not so simple! A one-round regional adventure set in the Principality of Naerie for characters level 1-13 (APLs 2-10).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], "Greyhawk Regional Feats of Oerth" - *Dragon Magazine* issue 315 [Erik Mona], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], and *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons].

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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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Principality of Naerie. Characters native to Naerie pay 1 Time Unit per round. All other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

A bandit named Achila has been attacking travelers near the town of Gornor's Cover. At first, he was merely an irritant to Baron Eberic of House Lyrthi, who rules that town. However, as Achila's band has grown, his ambushes have become bolder and news of the attacks has spread. The Baron's brother took a group of soldiers to quash the outlaws, but Achila and his minions slew them. The Baron has tried to keep this latest setback quiet lest it diminish his own reputation even further. Instead, he has posted a reward for Achila's death or capture.

The Baron's son, Endonius, is betrothed to a noblewoman known as Lady Una Otollan. It is a marriage for political purposes, not for love, and Endonius is not happy. Unbeknownst to either the Baron or his son, Lady Una is not a noblewoman, but an agent secretly working for House Oedil, a rival noble house, and she has worked her way into a position from which she can advance Oedil's interests.

Lady Una is not the only woman with an interest in House Lyrthi. Arabella Vilo, the daughter of a wealthy merchant, seeks to improve her social status by marrying into the nobility. Baron Eberic's reward for Achila's defeat has provided her with an opportunity. See "Preparing for Play" for more information.

ADVENTURE SUMMARY

Introduction [Introductions]: The PCs meet at the Coast Road Inn in Gornor's Cover and introduce themselves to their fellow travelers.

Encounter 1 [True Love's Ways?]: The PCs are found by a merchant's daughter, Arabella Vilo, who asks for their help in capturing a brigand, gaining the attention of Baron Eberic of House Lyrthi, and winning the hand of the Baron's son Endonius. The PCs can choose to help her or act on their own.

Encounter 2 [Cowboys and Bandits]: The PCs encounter the brigands, either by arranging to be attacked or by coming up with a plan of their own.

Encounter 3 [Special Delivery for You, Sir]: The PCs gain audience with the Baron.

Encounter 4 [The First Test]: The PCs seek out a lost shrine in the marshes, and sneak by or encounter some marsh denizens.

Encounter 5 [Inside Information]: The PCs may wish to gather information within Lyrthi Manor, or may wish to speak to its residents.

Encounter 6 [The Second Test]: The PCs must puzzle out the identity of the disguised Endonius.

Encounter 7 [Delays and Rivals]: Endonius's betrothed, Una, confronts the PCs.

Encounter 8 [The Third Test]: The PCs are sent to rescue the Baron's kidnapped nephew Odovacar, and either return with him or leave him where he wants to be.

Encounter 9 [Returning to the Baron]: The PCs face the aftermath of their success or failure in rescuing the Baron's nephew.

Encounter 10 [Making a Match]: The PCs may attempt to persuade the Baron to allow Endonius to marry Arabella.

Conclusion: Endonius marries either Una or Arabella.

PREPARATION FOR PLAY

Since the adventure is set at least partially in Ahlissa it is important to verify whether or not the PCs at your table have acquired any special favors and disfavor in previous adventures with the authorities of Ahlissa – most notably any wanted status. If PCs do not want to run the risk of being captured now is the time for the players to switch characters. While some old ARs might mention that any dice roll to see whether or not there is an arrest is rolled

before the game, this has changed into a roll *after* the game. This is done to prevent illegal tables due to the removal of a character.

It is also a good idea to have a copy of the United Kingdom Serious Crime AR at hand in case the PCs commit an unexpected crime both as a guide on the laws of Ahlissa as well as to hand over to any PC that committed the crime. Before assigning any punishment it is a good idea to check whether the PC has been convicted/been wanted before. Punishment tends to be more severe for repeat offenders.

HOUSES OEDIL & LYRTHI

These two houses are hostile towards each other. Their grudge goes back to 412 CY when the rulers of their houses (Girdan Lyrthi & Nerbek Oedil) had a border dispute while Idee was still under the control of South Province. Household troops skirmished with each other and the houses occupied each other's territories until the Herzog of South Province sent his own troops to pacify the situation, divided the lands again, and replaced the house heads Girdan & Nerbek with their wives. It is acknowledged that House Oedil started the conflict after Girdan had repeatedly insulted Nerbek in various political events. This was an example of typical noble feuding in the Great Kingdom. Nonetheless, House Oedil benefited from the conflict more (and continues to do so, controlling Ekehold), and House Lyrthi has been hostile towards them ever since. Naturally House Oedil eventually returned the hostility after repeated insults again led to small clashes in 433CY between the houses. Since then, the conflict has stayed mostly at the verbal level due to threats from House Eddri and now from House Haxx.

INTRODUCTION

Begin with PC introductions.

Coast Road Inn: The Coast Road Inn is a very popular tavern about 15 miles east of Gornor's Cove. It is run by a man named Butor (N male Exp7), and it is a popular place of rest for merchants and adventurers traveling along the coast. It has large areas for horses, wagons and so forth, and Butor employs over 20 people in his Inn.

Last night the Coast Road Inn was a welcome sight at the end of a bitterly cold day of travel. This morning, the Inn's fare is lackluster, with stew that tastes as if it's been boiled since last week and mead so sweet that it makes watered-down ale appealing by comparison.

If Butor is asked about the quality of the fare, he shrugs and mutters under his breath about "poor harvest" and "beggars can't be choosers."

1: TRUE LOVE'S WAYS?

A striking young woman in a bright metallic breastplate enters the common room from outside. She tacks up a poster on one wall, then turns to survey the room. When her eyes spot you, she nods and strides confidently towards you.

"My name's Arabella Vilo. You lot don't look like the typical pilgrims and travelers that pass this way."

🗡️ **Arabella Vilo:** Female human (Suel) fighter2; see Appendix 1.

Appearance: Arabella is an athletic woman with blond hair, blue eyes, and pale skin. She wears a bright metallic breastplate, and when outside a town carries a heavy flail at her side.

Personality: Arabella is confident but not arrogant. She expects situations to go the way she wants, and, rather than sulk or complain, pragmatically takes action when they don't. She does not give up easily, but is practical enough to cut her losses if success is not possible. She always puts her own interests before anyone else's, and sheds no tears if someone else has to lose in order for her to win. Arabella appreciates the structure of a well-ordered society, and her primary goal in life is to improve her station in it.

Allow the PCs to make character introductions. If the PCs are rude, skip the first sentence below as Arabella doesn't shake their hands, but she ignores their rudeness and sits down anyway, since she hopes that her offer will change their attitude.

Arabella shakes each of your hands in turn and calls to the innkeeper for a round of drinks. She's an athletic woman with blond hair and pale skin. Her blue eyes appraise you even as she sits and speaks.

"Mayhap you can help me out. I'm looking for a group to help me hunt down a local brigand by the name of Achila. For weeks he's been plaguing the lands of House Lyrthi, robbing travelers on the road. Will you join me?"

The PCs may have some questions for her. Below follows a list of likely questions, but they are not a strict guide and she is willing to provide the information without being prompted.

Q. Tell us more about yourself?

A. *My father, Drucius Vilo, is a wealthy merchant. Mayhap you've heard of him.* [See below for Knowledge checks.] *Myself, I'm aiming for a higher station in life. I mean to marry into the nobility. Baron Lyrthi has an unmarried son, said to be quite handsome. He's the noble that I've set my sights on.*

A DC 20 Knowledge (local: the Splintered Suns), Knowledge (nobility and royalty), or a DC Profession

(merchant, or anything similar) check confirms that Drucius Vilo owns a wealthy merchant house in the city of Naerie. He is not a member of the nobility. Beating the DC by 5 or more confirms that Auric Vilo has fair hair and a pale complexion, though he has never admitted to being Suel. Characters from the principality of Naerie gain a +5 circumstance bonus on this check.

Q. Wouldn't it be better to marry for love?

A. *My marriage will make me a place in society, extend my family's business connections, and establish a secure and successful household for my future children. That's far more productive than an ephemeral, starry-eyed affair that burns itself out in a year. Marriage should be based on common interests and goals, not infatuation.*

Q. Why are you trying to catch this brigand?

A. *Ordinarily, Baron Eberic would only allow his son to marry a noble. I need to prove myself to him in some way. House Lyrthi is already rich. My family's wealth won't impress them. However, Baron Eberic has promised a reward for anyone who can end this scourge plaguing his lands. Defeating the bandits will get his attention. And if I can get the attention of his son, young Lord Endonius, so much the better.*

Q. Tell us more about Endonius.

A. *Endonius is already betrothed. I have learned that his father plans the wedding to take place within the month. If I can't change the Baron's mind soon, it will be too late.*

Q. Why don't we just go capture the brigands and earn the reward ourselves?

A. (with a surprised look) *You could, I suppose . . . but I won't find another way to gain the Baron's notice before Endonius is married to someone else.*

Q. To whom is Endonius betrothed?

A. *Her name is Una. She is a noblewoman, of course.*

Q. How are we going to catch the brigands?

A. *The carriage of a wealthy merchant makes an excellent target for a highway robbery. They won't be expecting a group of adventurers to be traveling in it.*

Q. Why not inform the authorities?

A. *To impress Baron Eberic, I have to capture or kill this bandit myself. Buying information merely makes me an informant; defeating the brigands in battle makes me a hero.*

Q. Hiring us to fight this bandit doesn't seem like you're defeating him yourself.

A. *I'll be leading you, so I'll be the one to get the credit.*

Q. What's in it for us?

A. *Capturing the bandit Achila is just the first step. I'll pay you [APL x 25] gold upon their defeat, and another [APL x 25] gold upon my engagement to Lord Endonius. You can keep any equipment the brigands have.*

Do not prompt the PCs to ask for more, but they can negotiate with Arabella to increase the total amount to [APL x 100] gold. This requires a DC 20 Diplomacy check (to move her from Friendly to Helpful).

Q. So if we defeat the brigands and House Lyrthi rejects you, we don't get the additional payment?

A. *That's correct. This will give you an incentive to remain loyal to me and to give me any additional assistance I might require.*

The PCs may wish to make Gather Information checks before they leave the Inn. This information is also available inside Lyrthi Manor (see Encounter 5), where the DC is lower because of access to more knowledgeable sources.

- DC 10: There has been increased bandit activity recently in the lands of House Lyrthi. A few stragglers from a bandit unit Serpent Guard have so far eluded capture and this is most likely the reason. [DM info: Slightly false: The Serpent Guard has been destroyed and Achila is merely trying to force himself into their old territory.]
- DC 15: An Oeridian-blooded brigand named Achila has recently begun operating in Lyrthi lands. His band has ambushed some carriages in the past few months, slaying many of the occupants before riding off with their loot. The bandits have even raided several isolated farms.
- DC 18: Baron Eberic has betrothed his son Endonius to a minor noblewoman named Lady Una Otollan.
- DC 20: The Baron's brother led a band of soldiers to find the bandits, and the entire group was slain. This has only fueled the Baron's fury.
- DC 30: Some say the Baron agreed to the betrothal because Lady Una's family is wealthy. Others whisper that the Baron has been regretting his choice. Lady Una is seldom seen on the streets of Gornor's Cove.

Developments: If the PCs agree, proceed to Encounter 2.

Troubleshooting: The PC may indeed decline Arabella Vilo's offer and pursue the bandits themselves. They can hire a large carriage; proceed with Encounter 2, but omit the description of Arabella's carriage, and of course Arabella is not present. Before the Baron rewards them with an amount of gold equal to [APL x 50 gp], he asks the PCs to help him with the obstacles to his son's wedding. Play out Encounters 4 and 8, and then go to

Conclusion C. Skip Encounters 6, 7 and 9, and any references to Arabella or her marriage. The final wedding is between Endonius and Una.

If the PCs do not wish to help Arabella but seem unsure about how to proceed, Butor the innkeeper approaches them after Arabella has left:

“Couldn’t help overhearing your discussion. I hear the Baron’s offering a reward for the bandit’s capture, and surely you lot are capable enough to do the job.”

2: COWBOYS AND BANDITS

Read aloud or paraphrase the following once the PCs set eyes on Arabella’s carriage for the first time:

Arabella Vilo’s carriage is richly decorated, and exceedingly comfortable to ride in, with silken cushions inside and a surprising amount of leg room. Linen shades over the windows allow light in without letting anyone see the interior. One could get used to traveling in style like this!

The read-aloud text below presumes that the PCs are following Arabella’s plan and remaining inside the carriage. If they aren’t, omit any text that doesn’t apply. Arabella has hired a driver, but doesn’t object to PCs riding on or outside the wagon if they so desire. The PCs can also make alternative travel plans.

As the DM, you should determine where each character is positioned and what spells are active. Any spells that last less than 1 hour/level have expired before combat begins, as it isn’t possible for the PCs to predict the time of the encounter with any degree of accuracy.

If no one else thinks to do so, Arabella recommends keeping the carriage’s windows closed, so that the bandits don’t realize it’s carrying heavily armed party instead of the more typical travelers.

🔱 **Bernardo, Driver:** male human commoner 1; hp 4; AC 10.

Appearance: Bernardo is a tall, lanky, middle-aged Oeridian man with a gray shirt and brown breeches.

Personality: Bernardo likes to sing quietly while he drives, usually military marching songs, although he will keep silent if requested to stop. He tends to address those younger than him as “lad” or “lass”, and anyone his age or older as “sir” or “ma’am”. He is a former soldier, and when stopping to eat or rest, he tells long, rambling stories about the battles he fought and the comrades he saw killed, and how lucky he was to get out of the army alive.

Appearance: The bandit gang comprises a leader, Achila, an Oeridian man; a pair of lightly-armored Oeridian women, and a heavily-armored male dwarf (at APL 2, two dwarves). At APL 10 there is also a pair of unarmored male Oeridian sorcerers acting as artillery. Achila wields

a greataxe (at APL 2, a greatclub), and the other bandits wield swords.

Terrain: The bandits ambush the PCs along a road that passes through a grove of large trees, using the trees as cover to hide; see DM Map: Encounter 2. The road is twenty-five feet wide and there are woods (difficult terrain) on both sides. The carriage is fifteen feet wide and twenty feet long. The bandits have taken 10 on their Hide skill, but anyone outside the carriage who makes a Spot check as listed below can act on the surprise round. If the carriage’s windows are shuttered, anyone inside the carriage has total cover from the bandits and may not make a Spot check. The Spot check DC is based on the Hide check of the lookouts, the female bandits, each of whom has consumed an *elixir of hiding*; the others in their group have total cover.

APL	Spot DC
2	20+distance bonus
4	27+distance bonus
6	29+distance bonus
8	32+distance bonus
10	32+distance bonus

Barring unusual circumstances, the distance bonus is +3 for 30 feet.

The bandits have set up an enormous log on a series of ropes; when released, it swings down and strikes anything in its path. If it hits the carriage, it automatically knocks it over, causing the horses to fall prone. All passengers inside fall prone as well, but have time to get up (and exit, if they so choose) before the bandits approach. If for some reason the bandits don’t see the carriage, but a PC is walking or riding along the road, treat this as a trip attempt (+14 to hit on the touch attack, +16 to trip); note that a successful trip against a rider knocks the character off his mount and causes her to fall prone. On the same round that one bandit releases the trap, the other bandits use ranged attacks against anyone outside the carriage, including the driver. (See also **Troubleshooting**, below.)

If the PCs do not exit the carriage on the first round, the bandits move up to the carriage (it’s possible the PCs might choose to use round to cast spells or make other preparations to fight); ignore the read-aloud text below if the PCs come out. Remember that it is a move action to open the carriage door.

The carriage door opens to reveal a tan-skinned man in a chain shirt and wielding a sword. "Get out of the..." he begins, but trails off when he realizes he's speaking to a group of well-armed adventurers and not a rich, indolent merchant.

The bandits do not enter the carriage to fight, although they may use ranged attacks on anyone inside. Treat anyone inside the carriage as squeezing (PHB page 148), and it provides cover to its occupants. Anyone inside can climb out, but suffers the penalties for squeezing until outside the carriage.

Troubleshooting: If the PCs wish to post guards, ride alongside the carriage, or otherwise keep a lookout (even a familiar), give them Spot checks (DC 20) to see the log as above. If the PCs act on the surprise round before the bandits, the bandits are at the initial positions as noted on the map. If the PCs shout a warning, exit the carriage, or give any other indication that they have spotted the trap, the bandits will use ranged attacks from their positions and then overconfidently come out to attack.

DM's note: Arabella's stats are at the end of Appendix 1. She fights in each combat unless the PCs persuade her not to do so. Because she does not want to feel like a freeloader, persuading her requires a Diplomacy check of DC 28 (for this purpose, moving her from Unfriendly to Friendly with a circumstance modifier of +3 to the DC).

APL 2 (EL3)

☛ **Achila:** male human fighter 1/marshal 1; hp 16; see Appendix 1.

☛ **Brigands (2):** male dwarf warrior 1; hp 9; see Appendix 1.

☛ **Brigands (2):** female human warrior 1; hp 8; see Appendix 1.

APL 4 (EL5)

☛ **Achila:** male human fighter 2/marshal 1; hp 23; see Appendix 1.

☛ **Brigand:** male dwarf fighter 2; hp 21; see Appendix 1.

☛ **Brigands (2):** female human rogue 2; hp 13; see Appendix 1.

APL 6 (EL7)

☛ **Achila:** male human fighter 4/marshal 1; hp 41; see Appendix 1.

☛ **Brigand:** male dwarf fighter 4; hp 42; see Appendix 1.

☛ **Brigands (2):** female human rogue 3/ranger 1; hp see 28; Appendix 1.

APL 8 (EL9)

☛ **Achila:** male human fighter 4/marshal 2/bard 1; hp 54; see Appendix 1.

☛ **Brigand:** male dwarf fighter 4/barbarian 2; hp 60 (72 when raging); see Appendix 1.

☛ **Brigands (2):** female human rogue 4/ranger 2; hp 42; see Appendix 1.

APL 10 (EL11)

☛ **Achila:** male human fighter 4/marshal 2/bard 1; hp 54; see Appendix 1.

☛ **Brigand:** male dwarf fighter 4/barbarian 2; hp 60 (72 when raging); see Appendix 1.

☛ **Brigands (2):** female human rogue 4/ranger 2; hp 42; see Appendix 1.

☛ **Brigand Artillery (2):** male human sorcerer 8; hp 40 (53 with false life); see Appendix 1.

Tactics: The brigands attempt to gang up on individual PCs and concentrate their efforts.

During combat, Achila shouts orders such as "Move over there" or "Attack the one in full plate," which may reveal his role as leader.

At APL 8+, Achila uses his bard song on the first round of combat.

At APL 10, the sorcerers have precast the following spells on themselves, already calculated in the stat blocks: *false life*, *fly*, *mage armor*, *mirror image* (5 images), *shield*.

Note that all stat blocks include the bonuses for Achila's marshal auras.

Treasure: The gang has quite a lot of treasure.

APL 2: Loot 144 gp; Magic 83 gp; *Cloak of resistance* +1 (83 gp); Total 227 gp.

APL 4: Loot 545 gp; Magic 83 gp; *Cloak of resistance* +1 (83 gp); Total 628 gp.

APL 6: Loot 678 gp; Magic 276 gp; *Cloak of resistance* +1 (83 gp), +1 *greataxe* (193 gp); Total 954 gp.

APL 8: Loot 728 gp; Magic 609 gp; *Cloak of charisma* +2 (333 gp), *vest of resistance* +1 (83 gp), +1 *greataxe* (193 gp); Total 1337 gp.

APL 10: Loot 728 gp; Magic 1275 gp; *Cloak of charisma* +2 (3) (333 gp), *vest of resistance* +1 (83 gp), +1 *greataxe* (193 gp); Total 2003 gp.

Detect magic results: *cloak of charisma* +2 (Moderate Transmutation), *vest of resistance* +1 (Faint Abjuration), +1 *greataxe* (Faint Transmutation).

Developments: Arabella prefers that Achila be taken alive. Any other brigands quickly point him out if they think it will save their hides. Whether Achila is alive or dead, Arabella takes him with the party. She doesn't have room for the rest, but allows the PCs to do with them as they wish. If the decision is left up to her, she slays the remaining brigands and leaves their bodies to rot, "lest they regroup and attack other travelers."

Any information about Arabella and Endonius that the PCs did not ask about in the Introduction, Arabella tells them as they journey to Lyrthi Manor.

Troubleshooting: If Arabella is killed in any combat in this scenario, one of the local clerics raises her and heals her; her family certainly has the money to afford it.


3: SPECIAL DELIVERY FOR YOU, SIR

Adjust the following read-aloud text to reflect whether Achila was captured alive or dead.

Lyrthi Manor is built atop a rise overlooking the Azure Sea and the town of Gornor's Cove. Its design is simple but not austere, the smooth gray stone decorated with the occasional gargoyle. Arabella dragging in the body of the notorious bandit causes quite a stir with the garrison of the keep. The guards quickly summon Captain Saron, their leader. "What's going on? Who are you people?"

Allow the PCs to introduce themselves. Arabella introduces herself last.

If the PCs give some plausible explanation for wanting to see the Baron, Saron grudgingly ushers them inside; if the PCs fail to give a good reason, they must succeed on a DC 15 Diplomacy check.

 **Baron Eberic Lyrthi:** male human aristocrat 7/fighter 4; AL LN.

Appearance: An Oeridian man in his 50s. With rugged appearance, he has a short and ungroomed beard. He dresses in cheap but functional noble clothing.

Personality: Pro-Ahlissan in outlook, the Baron is a slightly uncertain leader who knows he is not well-liked in Gornor's Cove and only survived the Scarlet Brotherhood attack by a stroke of luck. This attack put him into a position for which he was not yet ready.

Although he was initially happy to arrange a marriage between his son Endonius and the Lady Una, after spending time with her he has begun to have second thoughts. Arabella's appearance in his manor presents an opportunity in which he is quick to see appealing possibilities, but he is determined to do a more thorough job of vetting a new fiancée before jettisoning the existing one. Also, the Baron firmly believes in the principle that one can judge people by the company they keep, so he observes the PCs carefully for how their behavior reflects on Arabella. (See also Encounter 5B.) He looks upon merchants favourably and, when presented with Arabella's proposal, thinks that such a marriage might raise his popularity among the people of Gornor's Cove.

Finally you are brought in to see Baron Eberic. Also in the room is man who looks like a younger version of the Baron, except that he is dressed in fine, if impractical, clothing: a red velvet tunic and a linen shirt with ruffles that spill out over his wrists. The

young man has deep brown eyes, which gaze attentively at Arabella.

She begins to speak, but the Baron interrupts her. "Silence! No doubt you worked for hours on whatever little speech you're about to give, and I have no time for fawning sycophants."

He points to the PC with the highest Charisma score, and says:

"You! What's she here for?"

Allow the PC to explain their purpose here.

The Baron replies: "If this is indeed the brigand Achila, you have insured the safety of my subjects, and achieved my revenge upon the man who killed my brother. I will gladly pay you your reward."

Arabella replies: "I do not seek money, Your Excellency. I would like the hand of your son in marriage."

The young man interjects, "Please, Father! Surely there can be no finer match for me than one so brave as she?"

The Baron ponders this. "Perhaps your request has merit. But Endonius is already betrothed. Why should I break the promise that my family has made?" He turns to you. "And you, adventurers? Can you vouch for this woman's worth?"

Allow the PCs to respond.

If they answer in the negative, the Baron dismisses Arabella, but the PCs can proceed with Encounters 4 and 8 and Conclusion C; skip any further references to Arabella. The marriage at the end is between Endonius and Una.

If the PCs vouch for Arabella, proceed to Encounter 4.

4: THE FIRST TEST

The Baron is undecided whether to allow Arabella's suit to proceed. To determine whether she is a fit match for his son, the Baron puts her, and the PCs in their role as her advisors and assistants, through a series of tests, one test per day over the course of three days. He doesn't present these tasks to the PCs as tests, however; he'll see a more genuine outcome if Arabella and the PCs don't know they're being tested. This encounter continues immediately from the previous one.

For the second and third tests, the Baron gives instructions to the PCs after breakfast; clerics and any other spellcasters who prepare spells at dawn have to choose spells without knowing what task lies ahead. For the first test, of course, the PCs have already been traveling and have thus chosen spells earlier in the day.

The Baron ponders for a moment.

"There are still obstacles. Endonius has studied our family's history and discovered recently that my ancestor Gillax Lyrthi built a small shrine in the marshes which lie several hours west of Gornor's Cove. My son has gotten it into his mind that after Gillax's wife died, he hid her wedding ring at the shrine for safekeeping. Endonius insists on using the ring in his own wedding. I agreed on the condition that the shrine can be located in time, and that it venerates a suitable deity.

"Thus, I require you to travel there, retrieve the ring, and determine which deity the shrine venerates. I can tell you the general area, but of course I do not know its exact location."

Give the PCs an opportunity to discuss this with each other, or the Baron, but there isn't any additional information.

It is approximately 10 km (6 miles) to the edge of the marshes. The PCs pass a few scattered farms along the way, but their inhabitants avoid the marshes because those lands are agriculturally useless. From there, travel to the shrine, near which the combat below occurs, takes 4 hours at speed 30, or 6 hours at speed 20. Horses are not practical because of the swampy terrain.

You see the occasional farmstead during your journey, but these disappear after an hour or two when you reach the edge of the swampy lands. Travel in the marshes is not difficult, but the air is chilly and clammy, and the soft, wet ground squishes underfoot. Mist makes it difficult to see very far ahead of you, but you can hear noisy birdcalls from all around you.

In the marshes: Visibility is limited to 50 feet. The creatures below are waiting for prey, and the party triggers the combat by passing within hearing of the creatures. (It is not the case that the creatures are starting a long distance away and moving in.) The creatures below are not the only inhabitants of the swamp; they are merely representative. It might help to conceive the situation as a swamp filled with dozens of crocodiles (or snakes, hydras, etc) and somewhere along the PCs' path, they're going to pass within the detection range of two creatures among the many that are present. The creatures are not cooperating; the PCs merely happen to pass near both of them.

If the PCs, without being prompted, choose to sneak through the swamp, they might be able to reach the shrine without the monsters noticing them. To do this, all members of the party must be able to succeed on a Move Silently check of the DC listed below; the DC is based on the Listen checks of the monsters at that APL. Note that the silence spell isn't suitable because of the short duration; it takes the group at least several hours to travel through the swamp.

APL 2: 15

APL 4: 16

APL 6: 18

APL 8: 20

APL 10: 27

Ask the PCs to put themselves in a marching order. Then have them make Listen checks. The creatures takes 10 on Move Silently, so any PCs who make DC 14 on their Listen checks are not surprised. This DC is calculated as follows: Take 10, +1 for the hydra's Move Silently, +5 for the distance, -2 for moving through a shallow bog.

Terrain: In the area where the PCs encounter the creatures below, the ground is soft and damp, but drier than the surrounding area. Treat the central area, surrounded by the oval on the map, as normal terrain. Any area more than 30 feet from the oval is wetter and counts as difficult terrain for non-aquatic creatures.

Creatures: The creatures below are simple predators, except for the chuul at APL 10. They do not cooperate with each other; they merely happen to have found the PCs at the same time. The creatures approach the party from opposite directions, and barring unusual party tactics (e.g. blindsense beyond 50 feet, or all-day scouting), begin combat 50 feet from the edge of the party, which is the point at which they become visible through the mist. Beyond 50 feet, treat the mist as if it were a fog cloud spell. DM Map: Encounter 4 assumes the PCs are traveling in a small, tight group; adjust the map as necessary.

DM's Note: Arabella's stats are at the end of Appendix 1. She fights in each combat unless the PCs persuade her not to do so. Because she does not want to feel like a freeloader, persuading her requires a Diplomacy check of DC 25 (she starts as unfriendly to this idea and must be made friendly). No map is supplied for this encounter. It shouldn't be too hard for the DM to produce a meandering pathway of firm ground through a bog.

APL 2 (EL4)

🐉 **Crocodile:** hp 22; see *Monster Manual* 271.

🐍 **Snake, Large Viper:** hp 13; see *Monster Manual* 280.

APL 4 (EL6)

🐉 **Giant crocodile:** hp 59; see *Monster Manual* 271.

🐉 **Five-Headed Hydra:** hp 55; see *Monster Manual* 156.

APL 6 (EL8)

🐉 **Shambling mound:** hp 60; see *Monster Manual* 222.

🐉 **Seven-Headed Hydra:** hp 77; see *Monster Manual* 156.

APL 8 (EL10)

🐉 **Gray Render:** hp 125; see *Monster Manual* 138.

🔥 **Nine-Headed Hydra:** hp 97; see *Monster Manual* 157.

APL 10 (EL12)

🔥 **Half-fiendish Chuul:** hp 104; see Appendix 1.

🔥 **Nine-Headed Cryohydra:** hp 97; see *Monster Manual* 157.

Treasure: These monsters carry no treasure.

Tactics: These creatures do not coordinate their attacks.

At APLs 2-8, the creatures are hungry and want to eat. The PCs look like the tastiest, most accessible meal. Note that the hydra's combat reflexes does not allow it to take multiple attacks of opportunity for a single provocation; it allows the hydra to take a total number of attacks of opportunity per round equal to its number of heads.

At APL 10, the chuul begins combat by using its *blasphemy*, attempting to affect as many PCs as possible. It keeps its distance from the hydra to avoid getting hit by the breath weapon and to avoid catching the hydra with its *blasphemy*. Note that dazed creatures still get a Reflex save against the breath weapon and can use evasion, if applicable; paralyzed creatures get a Reflex save but cannot use evasion. Also note that although the chuul is both evil and an outsider, it is not subject to most "evil outsider" effects such as bane weapons because it does not have the evil subtype.

DM's Note: Treat the chuul as automatically failing the caster level check for its *blasphemy* against Arabella's spell resistance from her armor.

Developments: After the combat, a DC 20 Search check locates the shrine, which is mostly covered by mud and swamp detritus. A DC 15 Knowledge (religion) check determines that it is a shrine to Wee Jas, also called the Stern Lady. If no PC has ranks in Knowledge (religion), then the party may have to get creative. One possible solution is to make a drawing of the symbols on the shrine and ask an NPC to identify it (DC 20).

If the PCs succeed on a DC 20 Search check, they find a hidden compartment containing a gold ring engraved with words in Old Oeridian: "Lyrthi wedding, 412." It is marked with the same religious symbols as the shrine.

A DC 30 Search check discovers the following inscription in Old Oeridian:

"I Gillax Lyrthi hereby dedicate this place for the Stern Lady and ask her to forever guard this place, lest the sins of the ages past no longer return to haunt us. The Serpent is dead and her followers scattered. May the Stern Lady keep her forever."

A successful DC 20 Knowledge (history), Knowledge (nobility) or Bardic Knowledge check tells that in 300 CY, Gillax Lyrthi and soldiers of the Great Kingdom met and destroyed some kind of strange Serpent Cult in

Monne. A skeleton of its leader was taken to Sage Keep but the rest of the details are unknown.

Developments: When the PCs return, with the Baron is Ordog (N male Clr8 of Xerbo, Knowledge (religion) +11) who casts *discern lies* on the PCs to determine if they completed their task. Ordog instructs them to forego their saving throws; since the spell is targeted, he'll know whether the characters make their save. If a character who foregoes or fails his save tells a lie, Ordog informs the Baron. This is not a lengthy discussion; the Baron merely asks basic questions, such as:

Did you find the shrine?

What is the shrine's location?

To which deity is the shrine dedicated?

Was there any inscription?

Did you run into any trouble?

When the Baron knows the PCs succeeded, he tells them:

"Thank you for finding my family's shrine and bringing back my ancestor's ring."

The Baron arranges for rooms for Arabella and the PCs.

If the PCs wish to Gather Information at any point, use Encounter 5; otherwise, continue with Encounter 6.

Troubleshooting: Should any of the PCs die during this scenario, Nuran, (NG female Clr5/Divine Oracle5/Contemplative2), high priestess of Osprey, who lives in Gornor's Cove, can cast *raise dead* in exchange for a suitable donation of 5,450 gp.

5: INSIDE INFORMATION

Gather Information checks are more fruitful inside Lyrthi Manor; even the lowest servants there have some contact with the Baron and his ministers.

Only provide information about the bandits if the PCs did not already discover it in Encounter 1.

- DC 10: There has been increased bandit activity recently in the lands of House Lyrthi. A few stragglers from a bandit unit Serpent Guard have so far eluded capture and this is most likely the reason. DM info: Slightly false: The Serpent Guard has been destroyed and Achila is merely trying to force himself into their old territory.
- DC 15: An Oeridian-blooded brigand named Achila has recently begun operating in Lyrthi lands. His band has ambushed some carriages in the past few months, slaying many of the occupants before riding off with their loot. The bandits have even raided several isolated farms. The Baron's brother led a band of soldiers to find them, and the entire group was slain. This has only fueled the Baron's fury.
- DC 15: Baron Eberic has betrothed his son Endonius to a minor noblewoman named Lady Una Otollan.
- DC 25: Some say the Baron agreed to the betrothal because Lady Una's family is wealthy. Others

whisper that the Baron has been regretting his choice. Lady Una is seldom seen on the streets of Gornor's Cove.

The PCs may also wish to speak to the more notable residents of Lyrthi Manor. If the PCs wish to talk to Lady Una, use Encounter 7, but modify it as necessary since they are seeking her out rather than vice versa. For a brief, private audience with the Baron, the PCs must succeed on a DC 30 Diplomacy check (for this purpose, moving him from indifferent to helpful). No check is necessary to speak to Endonius. Arabella does not accompany them.

ENCOUNTER 5A: LORD ENDONIUS

Roleplay Endonius as a shallow young man who is easily impressed by brave deeds or a pretty face. He does not stand on ceremony and, unlike his father, doesn't care how formally or informally the PCs address him.

Here are answers to some questions the PCs may have for Endonius:

Q. Why are you so enthusiastic about marrying Arabella Vilo?

A. *She's so brave! And so strong! And so beautiful!*

Q. But you're already betrothed.

Q. Tell us about Lady Una.

A. *Lady Una was my father's choice, not mine. All she cares about is heraldry and dinner parties and preserving fruits and finding guest rooms for her friends and buying a winter home in Kalstrand. I want someone more exciting!*

Q. Why do you want the ring from that isolated shrine in the middle of the swamp?

A. (blushes) *I don't, actually. I only told my father that to make it more difficult for the wedding to take place. I was hoping if it was enough of a hassle, Lady Una would give up and go back home.*

Q. Would you be interested in marrying one of us?

A. *Well, you are certainly brave. . . I hadn't considered that possibility before. My father may take some convincing, of course.*

Troubleshooting: If one of the PCs wants to marry Endonius, that requires a DC 40 Diplomacy check (to move Endonius from unfriendly to helpful on this issue). The Baron prefers his son to marry a female elf, half-elf, or human (Suel, Oeridian, or Flan); if the PC does not meet that description, there is a -5 circumstance penalty to this check, as Endonius realizes it will be more difficult to persuade his father to allow the match. Any PC who is from Ahlissa (Naerie or Innspa) gets a +2 circumstance bonus; a PC from any other nation which is a member of the Naerie Compact (Onnwal, Sunndi) gets a +1 circumstance bonus; a PC with military rank gets a

+2 circumstance bonus; a PC with a noble title gets a +4 circumstance bonus; all these bonuses stack. You may apply other positive or negative circumstance modifiers as you see fit.

If the check succeeds, Arabella leaves Lyrthi Manor in disgust. Proceed with the adventure, replacing any further mention of Arabella with the name of the PC. At the end of the adventure, if the PCs succeeded in Encounter 9, the betrothed PC (and only that PC) receives the AR award, "Betrothed to Lord Endonius." If the PCs succeeded in Encounter 9, use Conclusion A (adjusting the text to reflect that it is a PC becoming betrothed), but the PCs receive neither gold nor the Favor of Arabella. If the PCs failed in Encounter 9, use Conclusion B.

ENCOUNTER 5B: BARON EBERIC

Baron Eberic is a busy man. See Encounter 4 for a complete description.

Here are answers to some questions the PCs may have for the Baron.

Q. Why did you betroth Endonius to Lady Una?

A. *Lady Una comes from Kalstrand with a fine pedigree, with many connections there that will be helpful both to my family and Prince Barzhaan. And, of course, she brings a substantial dowry.*

Q. Is that all you care about? Lineage and pedigree? Don't you want your son to be happy?

A. *My duty is to my house and my liege. I must do what is best for them. My happiness and my son's happiness is a secondary concern. Unfortunately, my son has neither the experience nor the initiative to make an advantageous choice in marriage. I am sure that in time he and Lady Una will build a productive life together.*

Q. Then why are you so ready to cancel this betrothal?

6: THE SECOND TEST

After the PCs have rested for the night, they are called back to the baron for the second task. Divine spellcasters must prepare their spells before hearing the task. Arcane spellcasters can wait until after the news.

When you return the following morning, the Baron is waiting for you with eight footmen.

"You and your companions have shown remarkable persistence, Arabella Vilo. Now you must demonstrate your wits. Only an equal partner can be a worthy match for my son."

The Baron continues, "Each of these servants has a single coin in his or her pocket. Some have a gold coin and some a silver coin. One with a gold coin always tells the truth, and one with a silver coin always lies."

"In addition, one of the eight is actually my son Endonius in disguise. If you are clever, you will be able to find him no matter how he appears."

The footmen look impassively at you. None resembles the young man you saw the day before.

The Baron continues, "I am not a cruel man, however. You may ask one question, which all eight will answer."

Allow the PCs to begin to speak; the Baron interrupts them before they can finish a sentence.

"Ah, but it is not so simple as that. You see, these eight people will not speak. The seven who are indeed servants will raise the right hand to indicate 'yes' or the left hand to indicate 'no'. My son will instead raise his left hand to indicate 'yes' or his right hand to indicate 'no'.

"You may not interact with them in any way except to ask your single question. You may not use magic or cast spells, or gain any outside assistance."

Arabella replies, "Please give me some time to discuss this with my advisors."

Give the players Player's Handout 1.

Each of the eight servants has drunk a potion of glibness before answering, gaining a +30 to his Bluff check if lying. Since they take 10, the Sense Motive DC is 42.

Servants 1, 3, 5, 6 and 7 have a silver coin and always lie. Servants 2, 4 and 8 have a gold coin and always tell the truth. Servant 4 is Endonius.

The appearances of Endonius and of the seven servants have been magically altered, and there is no way to recognize the effect without magic.

If the party is about to use magic, including the spells *zone of truth*, *discern lies*, etc. Remind them that the Baron has forbidden it. Ordog is with the Baron and casts *detect magic* if there is any question of such "cheating". If they persist, and detected, then they are considered to automatically fail this test. Likewise, the Baron's instructions prohibit the PCs from chatting with or touching the servants.

When the party has settled on a reply, Arabella, if present, announces it to the Baron, so that she may claim the credit. In this way, she will demonstrate to the Baron her leadership and her ability to listen to wise counsel.

Solution: The key to this puzzle is to ask a question which all servants answer the same, yes or no. By necessity, such a question is answered in a different manner by Endonius, because he raises a different hand from the actual servants.

One example is: "Do you have a gold coin?" All the servants with a gold coin tell the truth and answer "yes"; all the servants with a silver coin lie and answer "yes". Thus, every servant answers "yes", so the seven without the ring raise their right hands, and Endonius raises his left hand.

Developments: If the PCs succeed at the puzzle, they gain, in addition to any benefits during the adventure, the Favor of House Lyrthi. They get this favor even if Arabella takes credit for the solution.

7: DELAYS AND RIVALS

Endonius' betrothed is secretly a member of House Oedil. If the PCs haven't spoken to her by the next morning, she visits them in order to dissuade them from helping Arabella.

The following morning, on your way through the manor's halls to meet Arabella and the Baron in the Great Hall, a subtle motion in a side passage attracts your attention.

Standing there is a chestnut-haired woman in a dress of rich blue silk. She is approximately twenty years of age. She approaches you and says, "My name is Lady Una Otollan. I arrived not an hour ago to begin preparations for my wedding, and imagine my surprise to find that another woman is seeking the hand of my betrothed – and a commoner at that!"

"Surely you aren't going to help that woman go through with this charade?"

The PCs may wish to discuss the situation with her. All her responses are essentially honest, although she may withhold information that it is not in her best interests to reveal. She does not refer to Arabella by name, only as "that woman" or "that commoner".

🗡 **Una Otollan:** Female human (Oeridian) rogue 5 / Spymaster 1 (CN, Bluff +16, no magic items).

Personality: Una is very close to getting what she wants, marriage to the Baron's son, and she is determined not to let anyone stand in her way. She is arrogant and ambitious, but superstitious enough that she can be spooked if she is made to believe that she is in over her head. Una exploits any vulnerabilities she finds (for example, adventurers often use illegal or semi-legal methods), but she does not embellish the truth. Aside from some of the answers below, she does not discuss her personal history or her family with people of a lower class, such as adventurers. She is not evil, so she does not try to kill anyone. If attacked, she flees rather than fight back.

Below are her responses to some possible questions or statements from the PCs.

Q. And if we don't give up?

A. *If House Lyrthi's promise to me is broken, I shall hold you accountable!*

Q. Accountable? What does that mean?

A. *Let's just say it's difficult to maintain an adventuring career when you're on the run from the law. That's all I'll say about that.*

Q. What will you give us if we stop helping Arabella?

A. *Now you're being sensible. My family has important political connections that can be helpful in many ways. Perhaps you're looking for to study obscure lore with a prominent sage, or need assistant in resolving a misunderstanding with legal authorities, for example.*

Q. How about some money?

A. *Very well, if gold is what you're after, then I'll pay you each [APL x 100] gp just to be done with this unpleasant business.*

Q. But we promised to help Arabella, and we can't just abandon her.

A. *I would be happy to set her up with a husband of her station.*

Q. But she wants to marry a noble.

A. *She needs to learn her place. Commoners should not tread in the affairs of their betters.*

Q. What do you want us to do?

A. *Go to the Baron and tell him you've made a mistake; you've seen the light and realize that Lady Una is a better match for his son than that commoner is. Or if you can't stomach such a turnabout, just go home and let me handle that woman myself.*

Q. Don't marry Endonius.

Q. We fear for your safety.

A. (rolling her eyes) *Whatever. I have no time for your baseless harassment. Stop interfering in my affairs.*

Note that this is a typical response to PCs who give her a warning with no information to back it up.

Development: If the PCs agree to help Lady Una and do as she asks, continue with Encounter 8, but the final wedding is between Endonius and Una (Conclusion D). The PCs receive the Favor of House Oedil.

8: THE THIRD TEST

After the PCs have rested for the night, they are called back to the baron for their third task. Divine spellcasters must prepare their spells before hearing the task. Arcane spellcasters can wait until after the news.

On the third day, you stand before the Baron in his Great Hall. He looks especially grim today.

"The final task I was going to ask of you was a suitable wedding present. However, I have just learned that my nephew Odovacar was kidnapped by

a witch who lives in the hills some leagues distant. We cannot have a wedding without a best man, so I want you to bring him back. My chancellor will give you directions to the general area."

Below follow a few likely questions and answers.

Q. Why have you not sent troops to rescue him?

A. *I fear the witch would flee with him or, if her escape was cut off, kill him out of spite.*

Q. Has she asked for ransom?

A. *No. Perhaps she means to toy with him before she kills him and eats him.*

Q. How did she kidnap him?

A. *He was hunting in the hills with some of his friends. They were briefly separated. His friends glimpsed her dragging him away; although they gave chase, they eventually lost sight of her.*

Q. May we speak with these friends?

A. *Certainly.*

The Baron sends a page to fetch Odovacar's friends, but they have no additional information. If asked, they confirm everything the Baron has told the PCs.

Q. What do you know about Yrytha's capabilities?

A. *I know very little about her. She is a spellcaster of some kind. My nephew's friends described her as a blond-haired woman in a simple woolen dress.*

Q. Tell us more about Odovacar.

A. *He likes to hunt, and he likes to dance.*

Q. Why not send a contingent of soldiers?

A. *My forces are not accustomed to fighting against magic.*

(Note: if the players seem skeptical, the Baron can offer other reasons, e.g. *A large group of men could alert her and she might kill my nephew, or flee, or both. Only a more cautious approach can succeed in bringing him back alive.*)

Once the PCs are finished with questioning the baron proceeds with the following:

"If you have no further questions, you have until nightfall."

The Baron knows only what he has been told, and sincerely believes everything he says to the party. He bears no previous personal enmity towards Yrytha, but considers it a deep insult to have a member of his family taken from him, and is anxious for Odovacar's safe return. Regardless of how events play out, the Baron wants to see Yrytha punished: for kidnapping, for seducing his nephew, or just for her effrontery and presumptuousness. (Also see Troubleshooting, below.)

FINDING THE WITCH

Finding the “witch” requires a DC 20 Search or Survival check. Retries are allowed, but each retry takes an hour.

The stone hut sits on the side of a hill in a lightly wooded area. There is no one outside, though with a DC 15 Listen check, a character at the door can hear muted conversation inside. The door is closed but has no lock. The windows are shuttered.

The situation is not quite as the Baron believes. Yrytha has seduced Odovacar, and he has no wish to leave her. Neither Diplomacy nor Intimidate persuades her to release him, nor persuade him to return to the Baron. Should the party attempt to parlay, Odovacar insists that he is in love with Yrytha.

At APL 2, Yrytha has charmed Odovacar. If the party speaks to him, a DC 25 Sense Motive check reveals the charm.

At higher APLs, Odovacar has so fallen for Yrytha that he is now her cohort, and Sense Motive does not reveal anything more than his love for her.

PC Concession: The PCs may take sympathy on the pair and decide to leave them alone. If they do, treat this as fleeing for purposes of experience points: they get no experience for this encounter as they have failed to get their opponents to do what the PCs want, but they do receive the Favor of Yrytha (see Developments) Also be sure, in this case, to cross the appropriate item access off the AR.

DM's Note: Under no circumstances do Yrytha or Odo offer a favor, an item, money or any other incentive to the PCs. Whatever decision the PCs make cannot be based on their expected rewards.

If the PCs give Yrytha a chance to speak, she says:
“Odo and I love each other. You will not part us!”

Odovacar adds:
“I love Yrytha with all my heart. You will have to go through me if you want to harm her!”

The only way to bring Odovacar back to his uncle is to fight, regardless of whether the PCs attempt to parlay first or enter the stone hut with weapons drawn and spells flying. Odovacar rushes to defend Yrytha, which the PCs might not expect.

The PCs can continue talking with Odovacar and Yrytha, but no means short of magical charm or compulsion can persuade Odovacar to return to Lyrthi Manor. At any time, if they wish to begin combat, roll initiative; there is no surprise round because both sides are aware of the other.

Any spellcasting or spell-like abilities the PCs wish to do requires them to roll initiative. Note that the bard's fascinate ability requires initiative, but can succeed as long as no PCs have cast offensive spells or drawn weapons.

If asked how they met, Odovacar responds:

“I was out hunting and fell in love as soon as I saw her.”

If the PCs try to persuade Yrytha to return to Gornor's Cove and reconcile with the Baron, she responds:

“Baron Eberic represents everything that is wrong with rigid Ahlissan society! He had my parents executed for poaching when they were just trying to keep from starving. Fortunately, my dear, sweet Odo has found enlightenment.”

If the PCs try to persuade Odovacar to return to the Baron, even temporarily, such as to plead his own case, he responds:

“So he can send me off to Kalstrand to be reeducated? I don't think so! I'm staying with the woman I love, and no one will part us.”

See Troubleshooting, below, for further detail on how to handle unexpected PC actions.

If the PCs decide to accept Odovacar's wishes and leave without him, Arabella reluctantly accepts their decision. She knows this is not a fight she can win by herself. Note that returning without Odovacar does *not* cause the PCs to fail their mission.

DM's Note: Arabella's stats are in Appendix 6. She fights in each combat unless the PCs persuade her not to do so. Because she does not want to feel like a freeloader, persuading her requires a Diplomacy check of DC 25 (she starts as unfriendly to this idea and must be made friendly).

APL 2 (EL5)

✦ **Yrytha:** female human (Suel) sorcerer 4; hp 20; see Appendix 1.

✦ **Odovacar:** male human (Oeridian) fighter 2; hp 17; see Appendix 1.

APL 4 (EL7)

✦ **Yrytha:** female human (Suel) sorcerer 6; hp 30; see Appendix 1.

✦ **Odovacar:** male human (Oeridian) fighter 4; hp 34; see Appendix 1.

APL 6 (EL9)

✦ **Yrytha:** female human (Suel) sorcerer 7/Earth Dreamer 3; hp 40 (53 with *false life*); see Appendix 1.

✦ **Odovacar:** male human (Oeridian) fighter 4/ranger 1/Dervish 1; hp 60; see Appendix 1.

APL 8 (EL11)

✦ **Yrytha:** female human (Suel) sorcerer 7/Earth Dreamer 3; hp 50 (65 with *false life*); see Appendix 1.

✦ **Odovacar:** male human (Oeridian) fighter 4/ranger 1/Dervish 3; hp 77; see Appendix 1.

APL 10 (EL13)

☛ **Yrytha:** female human (Suel) sorcerer 7/Earth Dreamer 5; hp 60 (75 with *false life*); see Appendix 1.

☛ **Odovacar:** male human (Oeridian) fighter 4/ranger 1/Dervish 5; hp 92; see Appendix 1.

Tactics: Yrytha's hawk familiar sits in a tree near the hut, keeping watch (Spot +14). If the PCs are making no attempt to sneak up, the hawk sees them when they are approximately 150 feet away. PCs cannot run up to the hut because of the underbrush, but they can double move. Noticing the hawk requires a DC 21 Spot check (includes +3 for Dex and +8 for size), with -1 to the Spot roll per 10 feet of distance.

When the hawk sees people approaching the hut, Yrytha senses its alarm and begins casting preparatory spells. She stops when PC open or knock on the door. In any case, she has at least 1 round to buff, and has already cast her long-term spells such as *false life* and *mage armor*, which are included in the stat blocks.

At APL 10, Yrytha can see through the walls of the hut with Earth Sight, so she is likely to see the PCs approaching.

She casts her buffs in roughly this order; she might not have time for all of them:

At APL 2 and 4, *cat's grace* on Odovacar, *cat's grace* on herself, *resistance* on Odovacar.

At APL 6, *cat's grace* on Odovacar, *shield* on herself, *cat's grace* on herself.

At APL 8, *grease* the 10' square just inside the door, *cat's grace* on Odovacar, *shield* on herself, *cat's grace* on herself.

At APL 10, *grease* the 10' square just inside the door, *haste* on Odovacar and herself, *displacement* on Odovacar, *cat's grace* on Odovacar, *shield* on herself, *bear's endurance* on Odovacar, *bear's endurance* on herself, *cat's grace* on herself. When the PCs open or knock on the door, she activates Earth Glide. Note that she does not pre-cast *greater invisibility* since she might want to talk to the PCs.

At APL 10, during combat Yrytha uses Mobile Spellcasting to move and cast as a standard action, always ending her move 10 feet below the ground via her Earth Glide ability. With Earth Sight, she can still see the battle, although she does not have line of effect until she rises above the ground again.

Treasure:

The Baron does not allow the PCs to keep Odovacar's equipment, but he allows them to purchase it afterwards, so the PCs have access to it on the AR.

APL 2: Loot: 86 gp; Magic 83 gp; *vest of resistance* +1 (83 gp); Total 169 gp.

APL 4: Loot: 50 gp; Magic 749 gp; *cloak of charisma* +2 (333 gp), *headband of conscious effort* (333 gp), *vest of resistance* +1 (83 gp); Total 799 gp.

APL 6: Loot: 29 gp; Magic 778 gp; *cloak of charisma* +2 (333 gp), *headband of conscious effort* (333 gp), *vest of resistance* +1 (83 gp); Total 778 gp.

APL 8: Loot: 58 gp; Magic 999 gp; *cloak of charisma* +2 (333 gp), *headband of conscious effort* (333 gp), *vest of resistance* +1 (83 gp), *lesser silent metamagic rod* (250 gp); Total 1057 gp.

APL 10: Loot: 87 gp; Magic 1915; *cloak of charisma* +2 (333 gp), *headband of conscious effort* (333 gp), *silent metamagic rod* (916 gp), *vest of resistance* +2 (333 gp); Total 2002 gp.

Detect magic results: *cloak of charisma* +2 (moderate transmutation), *headband of conscious effort* (moderate transmutation), *vest of resistance* +1 or +2 (faint abjuration), *lesser or standard silent metamagic rod* (strong, no school)

Developments: Depending on the PCs' approach to this encounter, they might return with Odovacar or without him. If they leave on good terms with Yrytha, they receive the Favor of Yrytha. In most cases, they end up with Odovacar or with the Favor; under no circumstances can they gain both.

If the PCs do not fight Yrytha, be sure to cross out her items from the AR, as the PCs do not gain access to them.

Troubleshooting: If the PCs, without prompting, have one of their number impersonate Odovacar via a Disguise check opposed by the Baron's Spot, then the Baron believes they have succeeded. Treat this as **PC Concession** (see above) except that in Encounter 9, they get the +5 Diplomacy bonus for returning Odovacar alive.

9: RETURNING TO THE BARON

Encounters 9 follows directly from Encounter 8: the Baron reacts to the PCs' success or failure in retrieving his nephew Odovacar. If the PCs have neither rescued Odovacar nor killed Yrytha, see Troubleshooting, below.

Note: It's possible that by this point the PCs are seeking to marry Endonius to Lady Una or to one of their own number. Adapt the read-aloud text as necessary.

The Baron looks slightly surprised upon your return, as if he wasn't entirely expecting you to survive.

If the party has brought back Odovacar alive, read the following:

He smiles when he sees you have returned his nephew. "You have done well, Lady Arabella."

If the party has not brought Odovacar back, read the following:

He frowns when he sees you are empty-handed. "Your reach has exceeded your grasp, Lady Arabella."

If the party has brought back Odovacar dead, read the following:

His face darkens in anger when he sees the corpse of his nephew. "How dare you slaughter a member of a noble family! Such bloodthirstiness was uncalled for!"

In the latter case, the party must make a DC 25 Diplomacy check; if they fail, the Baron banishes them from his lands, and proceed to Conclusion B. When making the Diplomacy check, allow one character to be the primary speaker and make the roll, and other characters may assist.

Troubleshooting: It's possible the PCs might instead capture Yrytha alive and bring her back to the Baron, whether in an attempt to make peace between the two of them or for some other reason. For reasons detailed below, such peace is not possible, but capturing and returning her counts as defeating Yrytha for purposes of XP and treasure.

Should the PCs bring Yrytha to the Baron, he thanks them for capturing her, even if the PCs didn't intend her to be a prisoner. He orders Yrytha thrown into a cell, pending trial for kidnapping and assault. The PCs can make a successful DC 25 Diplomacy check to reduce the charges to 'unlawful interference with a noble'. In any case, the Baron tells the PCs that the facts of the case will be examined at the trial and not before. The trial takes place in three weeks, well after this adventure is over.

The players may wonder why the Baron is open to a commoner marrying his son, but not to one marrying his nephew. The Baron places a high value on propriety and on his personal dignity. The difference between Arabella and Yrytha is that the former asked permission and the latter did not, humiliating him by 'stealing' his nephew. To the Baron, this is an unforgivable offense. Of course, the fact that Arabella is a rich merchant's daughter helps her case as well.

10: MAKING A MATCH

Encounter 10 follows directly from Encounter 9. Baron Eberic turns his and the PCs' attention to Arabella's marital pursuit of his son. The Baron is still on the fence, and the PCs have one final attempt to persuade him to allow Endonius and Arabella to marry.

After Odovacar's return (or lack thereof) has been resolved, proceed:

Arabella says to the Baron, "Now that I have performed as you asked, Your Excellency, I request once again the hand of your son Endonius."

"You have achieved more than I expected," the Baron admits. "Still, I am not quite convinced that the wisest course of action is to allow my son to wed a commoner."

Arabella looks beseechingly at you.

In order for the Baron to consent, the PCs must persuade him via a Diplomacy check. The DC is 30, to move him

from Indifferent to Helpful. They may add the following modifiers to their roll:

- +5 for succeeding at the first test
- +5 for succeeding at the second test
- +5 for returning Odovacar alive
- 5 for killing Odovacar
- 5 if they offer money to the Baron
- +2 for each good argument (e.g. the Baron had already agreed to the marriage if Arabella completed the tests; marriage to a prominent merchant family will give House Lyrthi useful contacts in Naerie; etc.)

Development: If they succeed, proceed to Conclusion A. If they fail, go to Conclusion B.

CONCLUSION A

Your words have moved Baron Eberic's heart, and he consents to the marriage between his son Endonius and Arabella. Endonius smiles shyly at Arabella when she bows to him. As you leave, she presses a bulging coin pouch into each of your hands, telling you: "Thank you for your help, my friends. If I can ever be of assistance to you, please be sure to contact me."

Each player receives APL x 50 gp (or APL x 100 gp if the PCs successfully negotiated the increase in Encounter 1) and the Favor of Arabella Vilo.

CONCLUSION B

Your words have failed to move Baron Eberic's heart, and though Arabella protests, the baronial guards usher you out. Endonius stands next to his father, looking disappointed.

Before you part ways, Arabella says to you: "Thank you for your help, my friends. You did the best you could. I wish you better luck on your travels than I have had on mine."

The players receive neither the additional gold, nor any favor.

Unless the PCs drove off Lady Una in Encounter 7, continue:

It isn't long before news reaches you of the lavish wedding between Lord Endonius and Lady Una. Several days later, while the couple is on their honeymoon, the Baron's son is found dead, his wife unconscious. It seems that tragedy now stalks House Lyrthi.

CONCLUSION C

The Baron has already given the PCs APL x 50 gp for capturing or killing Achila.

If the PCs return Odovacar, the Baron thanks them and rewards them. If they return empty-handed, he dismisses them curtly. Either way, unless the PCs drove off Lady Una in Encounter 7, read the following:

It isn't long before news reaches you of the lavish wedding between Lord Endonius and Lady Una. Several days later, while the couple are on their honeymoon, the Baron's son is found dead, his wife unconscious. It seems that tragedy now stalks House Lyrthi.

- c. They ignored her.
- d. They intimidated her into fleeing Lyrthi Manor.
- e. They accepted her offer.
- f. They refused her offer.

CONCLUSION D

Lady Una has already given the PCs APL x 100 gp. The PCs receive the Favor of House Oedil. Endonius marries Una.

It isn't long before news reaches you of the lavish wedding between Lord Endonius and Lady Una. Several days later, while the couple are on their honeymoon, the Baron's son is found dead, his wife unconscious. It seems that tragedy now stalks House Lyrthi.

CAMPAIGN CONSEQUENCES

Please send the following information to the Naerie Triad at sampo@haarlaa.fi.

1. Who married Endonius?
 - a. Arabella
 - b. Lady Una
 - c. Other (detail here)
2. What was the final fate of Achila?
 - a. He was killed.
 - b. He was captured.
 - c. He defeated the PCs.
 - d. Other (detail here)
3. Did the PCs succeed at the Second Test?
4. What was the final fate of Yrytha and Odovacar?
 - a. The PCs did not fight them and they were allowed to remain together.
 - b. The PCs killed Yrytha and returned Odovacar against his will.
 - c. The PCs captured Yrytha and returned Odovacar against his will.
 - d. The PCs captured Yrytha and killed Odovacar.
 - e. The PCs killed them both.
 - f. Other (detail here)
5. How did the PCs respond to Lady Una? (Multiple answers may apply.)
 - a. They were polite.
 - b. They insulted her.

EXPERIENCE POINT SUMMARY

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

2: Cowboys and Bandits

Defeat Achila and his brigands

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

4: The First Test

Defeat the swamp creatures

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

8: The Third Test

Defeat Yrytha (bargaining or dealing peacefully earns 0 XP).

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Story Award (Encounter 10: Making a Match)

Persuade the Baron to allow Arabella or a PC to marry his son; or support Lady Una over Arabella (No XP is awarded unless Endonius marries Arabella or is betrothed to a PC, or the PCs make a deliberate choice to support Lady Una)

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

2: Cowboys and Bandits

APL 2: Loot 144 gp; Magic 83 gp; *Cloak of resistance* +1 (83 gp); Total 227 gp.

APL 4: Loot 545 gp; Magic 83 gp; *Cloak of resistance* +1 (83 gp); Total 628 gp.

APL 6: Loot 678 gp; Magic 276 gp; *Cloak of resistance* +1 (83 gp), +1 *greataxe* (193 gp); Total 954 gp.

APL 8: Loot 728 gp; Magic 609 gp; *Cloak of charisma* +2 (333 gp), *vest of resistance* +1 (83 gp), +1 *greataxe* (193 gp); Total 1337 gp.

APL 10: Loot 728 gp; Magic 1275 gp; *Cloak of charisma* +2 (3) (333 gp), *vest of resistance* +1 (83 gp), +1 *greataxe* (193 gp); Total 2003 gp.

3: Special Delivery For You, Sir

(only awarded if the PCs are not working for Arabella)

APL 2: Coin: 100 gp

APL 4: Coin: 200 gp

APL 6: Coin: 300 gp

APL 8: Coin: 400 gp

APL 10: Coin: 500 gp

7: Delays and Rivals

(only awarded if the PCs agreed to help Una)

- APL 2: Coin: 200 gp
- APL 4: Coin: 400 gp
- APL 6: Coin: 600 gp
- APL 8: Coin: 800 gp
- APL 10: Coin: 1000 gp

8: The Third Test

APL 2: Loot: (86 gp); Magic: Vest of resistance +1 (83 gp); Total 169 gp.

APL 4: Loot: (50 gp); Magic: Cloak of charisma +2 (333 gp), headband of conscious effort (333 gp), vest of resistance +1 (83 gp); Total 799 gp.

APL 6: Loot: (29 gp); Magic: Cloak of charisma +2 (333 gp), headband of conscious effort (333 gp), vest of resistance +1 (83 gp); Total 778 gp.

APL 8: Loot: (58 gp); Magic: Cloak of charisma +2 (333 gp), headband of conscious effort (333 gp), vest of resistance +1 (83 gp), lesser silent metamagic rod (250 gp); Total 1057 gp.

APL 10: Loot: (87 gp); Magic: Cloak of charisma +2 (333 gp), headband of conscious effort (333 gp), silent metamagic rod (916 gp), vest of resistance +2 (333 gp); Total 2002 gp.

Conclusion A

(only awarded if the PCs worked for Arabella)

- APL 2: Coin: 100 or 200 gp
- APL 4: Coin: 200 or 400 gp
- APL 6: Coin: 300 or 600 gp
- APL 8: Coin: 400 or 800 gp
- APL 10: Coin: 500 or 1000 gp

Treasure Cap

- APL 2: 450 gp
- APL 4: 650 gp
- APL 6: 900 gp
- APL 8: 1300 gp
- APL 10: 2300 gp

Total Possible Treasure

- APL 2: 596 gp
- APL 4: 1,827 gp
- APL 6: 2,332 gp
- APL 8: 3,194 gp
- APL 10: 4,895 gp

ADVENTURE RECORD ITEMS

Favor of Arabella Vilo: You have helped Arabella win the hand of Lord Endonius of House Lyrthi. You can expend this favor to gain purchase access to any one of the following: *cloak of the manta ray*, *lens of detection*, *pearl of power* (2nd or 3rd), *ring of arcane supremacy* (Complete Mage), or a *bane* (constructs) or *bane* (elementals) weapon upgrade. This does not count as access for item crafting purposes.

Favor of Yrytha: You have allowed Odovacar and Yrytha to remain together against the wishes of Baron Eberic. You can spend this favor as an immediate action before the dice are rolled to get a +10 bonus to resist a grapple, trip, sunder or disarm. Alternatively, you can spend this favor and 4 TUs (for training) to gain access to any two of the following spells from *Complete Mage*: *heart of air*, *heart of earth*, *heart of fire*, *heart of water* or to gain purchase access to *boots of the mountain king*, *greater* (Magic Item Compendium).

Favor of House Lyrthi: Baron Eberic invites you to accompany him on a trip to Kalstrand, where he introduces you to merchants specializing in unusual wares. You may spend this favor and 2 TUs to gain access to any one of the following items from the *Magic Item Compendium*: *dispelling cord*, *dragon mask*, *formless vest*, *sepulchral vest*.

Favor of House Oedil: You have ensured the marriage of Lady Una and Lord Endonius, and Lady Una uses her political connections to help you. You can spend this favor to gain access to any one of the following spells from *Spell Compendium*: *curse of impending blades*, *mass*, *healing sting*, *junglerazer*, *living undeath*; or to gain purchase access to the *caustic surge* weapon upgrade (DMG 2). If you spend 4 TUs to study with House Oedil, you can spend this favor to gain access to any one of the following skill tricks from *Complete Scoundrel*: *Acrobatic Backstab*, *Nimble Recovery*, *Point It Out*, *Twisted Charge*, *Tumbling Crawl*. Alternatively, you can spend this favor to cancel one “Wanted in Ahlissa” status.

Betrothed to Lord Endonius: You have arranged a marriage between yourself and the son of Baron Eberic. Contact the Naerie Triad at sampo@haarlaa.fi with your character details.

ITEM ACCESS

APL 2:

- Nerv (Adventure; Complete Scoundrel)

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

- Darkwood heavy wooden shield (Adventure; DMG)
- Headband of conscious effort (Adventure; MIC)

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

- Angel down (Adventure; CM)
- Golden desert honey (Adventure; CM)

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

- Lesser metamagic rod, silent (Adventure; DMG)

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

- +1 adamantite greatsword (Adventure; DMG)
- Metamagic rod, silent (Adventure; DMG)

APPENDIX 1: APL 2

2: COWBOYS AND BANDITS

ACHILA CR 2

Male human (Oeridian) fighter1/marshal* 1

* *Miniatures Handbook* 66

CE Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +4

Languages Common

AC 17, touch 11, flat-footed 16
(+6 armor, +1 dexterity)

hp 16 (2 HD)

Fort +6, **Ref** +2, **Will** +5

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.,

Melee greatclub +4 (1d10+3) or

Melee dagger +3 (1d4+2/19-20) or

Ranged composite longbow +2 (1d8/x3)

Base Atk +2; **Grp** +3

Atk Options Power Attack

Combat Gear, greatclub, dagger, composite longbow with 20 arrows

Abilities Str 15, Dex 12, Con 13, Int 8, Wis 10, Cha 14

SQ Minor aura (Motivate Dexterity)

Feats Iron Will, Power Attack, Skill Focus

(Diplomacy), Weapon Focus (greatclub).

Skills Diplomacy +11, Intimidate +6, Sense Motive +5
Spot +4

Possessions combat gear plus masterwork banded mail, *nerv*, *cloak of resistance* +1

Minor aura (Ex): Motivate Dexterity, a minor aura, lets allies add the marshal's Charisma bonus (if any) to checks, dexterity based skill checks and initiative checks. A marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies. All bonus granted by marshal's auras are circumstance bonuses that do not stack with each other.

BRIGAND, MALE (2)

CR ½

Male dwarf warrior1

CE Medium humanoid (dwarf)

Init +3; **Senses** Listen +0, Spot +0

Languages Common, Dwarven

AC 15, touch 11, flat-footed 14
(+4 armor, +1 dexterity); Dodge

hp 9 (1 HD)

Fort +3, **Ref** +1, **Will** +0

Speed 20 ft. in light armor (6 squares)

Melee longsword +2 (1d8+1/19-20) or

Melee short sword +2 (1d6+1/19-20) or

Ranged composite longbow +2 (1d8/x3)

Base Atk +1; **Grp** +2

Combat Gear longsword, short sword, composite longbow with 20 arrows

Abilities Str 12, Dex 13, Con 13, Int 9, Wis 10, Cha 6

Feats Dodge.

Skills Climb +3

Possessions combat gear plus chain shirt

BRIGAND, FEMALE (2)

CR ½

Female human (Oeridian) warrior1

CE Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +0

Languages Common, Dwarven

AC 15, touch 11, flat-footed 14
(+4 armor, +1 dexterity); Dodge, Mobility

hp 8 (1 HD)

Fort +2, **Ref** +1, **Will** +0

Speed 30 ft. in light armor (6 squares)

Melee longsword +2 (1d8+1/19-20) or

Melee short sword +2 (1d6+1/19-20) or

Ranged composite longbow +2 (1d8/x3)

Base Atk +1; **Grp** +2

Combat Gear longsword, short sword, composite longbow with 20 arrows

Abilities Str 12, Dex 13, Con 11, Int 9, Wis 10, Cha 8

Feats Dodge, Mobility

Skills Balance +2 (+4 with marshal aura), Tumble +2
(+4)

Possessions combat gear plus masterwork chain shirt

8: THE THIRD TEST

YRYTHA

CR 4

Female human (Suel) sorcerer 4

CN Medium humanoid (human)

Init +5; **Senses** Listen +3, Spot +3 (+6 in bright light)

Languages Common

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor)

hp 20 (4 HD)

Fort +4, **Ref** +3, **Will** +6

Speed 30 ft.

Melee quarterstaff +1 (1d6-1) or

Ranged spell +3

Base Atk +2; **Grp** +1

Combat Gear quarterstaff

Sorcerer Spells Known (CL 4th):

2nd (4/day)—*cat's grace*

1st (7/day)—*cause fear* (DC 14), *charm person* (DC 14), *mage armor* ‡

0 (6/day)—*acid splash* (+3 to hit), *daze* (DC 13), *detect magic*, *prestidigitation*, *read magic*, *resistance*

‡ Already cast

Abilities Str 8, Dex 12, Con 14, Int 10, Wis 13, Cha 16

Feats Alertness, Earth Sense, Improved Initiative, Well Read.
Skills Concentration +9, Knowledge (arcana) +5, Knowledge (nature) +2, Spellcraft +9.
Possessions combat gear plus *vest of resistance* +1

ODOVACAR

CR 2

Male human (Oeridian) fighter2
CN Medium humanoid (human)
Init +2; **Senses** Listen +0, Spot +0
Languages Common, Old Oeridian

AC 18, touch 12, flat-footed 16
(+2 Dex, +4 armor, +2 shield); **Combat Expertise**, Dodge, Mobility
hp 17 (4 HD)
Fort +4, **Ref** +2, **Will** +0

Speed 30 ft.
Melee masterwork longsword +5 (1d8+2)
Base Atk +2; **Grp** +4
Atk Options Combat Expertise, Power Attack
Combat Gear masterwork longsword, masterwork longsword, masterwork longsword

Abilities Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 8
Feats Combat Expertise, Dodge, Mobility, Power Attack.
Skills Balance +3, Climb +4, Jump +6, Perform (dance) +1, Tumble +5.
Possessions combat gear plus masterwork chain shirt, masterwork heavy wooden shield

2: COWBOYS AND BANDITS

ACHILA

CR 3

Male human (Oeridian) fighter2/marshal*1
 * *Miniatures Handbook* 66.

CE Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +4

Languages Common

AC 19, touch 11, flat-footed 18
 (+8 armor, +1 dexterity)

hp 23 (3 HD)

Fort +7, **Ref** +2, **Will** +5

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.,

Melee masterwork greataxe +6 (1d12+3/x3) or

Melee armor spikes +5 (1d6+2) or

Ranged composite longbow +3 (1d8/x3)

Base Atk +2; **Grp** +4

Atk Options Power Attack, Cleave

Combat Gear spiked masterwork full plate, masterwork greataxe, composite longbow with 20 arrows

Abilities Str 15, Dex 12, Con 13, Int 8, Wis 10, Cha 14

SQ Minor aura (Motivate Dexterity)

Feats Cleave, Iron Will, Power Attack, Skill Focus (Diplomacy), Weapon Focus (armor spikes), Weapon Focus (greataxe).

Skills Diplomacy +11, Intimidate +8, Sense Motive +5 Spot +4.

Possessions combat gear plus nerv, *cloak of resistance* +1

Minor aura (Ex): Motivate Dexterity, a minor aura, lets allies add the marshal's Charisma bonus (if any) to checks, dexterity based skill checks and initiative checks. A marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies. All bonus granted by marshal's auras are circumstance bonuses that do not stack with each other.

BRIGAND, MALE

CR 2

Male dwarf fighter2

CE Medium humanoid (dwarf)

Init +3; **Senses** Listen +1, Spot +1

Languages Common, Dwarven

AC 17, touch 11, flat-footed 16
 (+6 armor, +1 dexterity)

hp 21 (2 HD)

Fort +6, **Ref** +1, **Will** +0

Speed 20 ft. in heavy armor (4 squares), base movement 20 ft.,

Melee masterwork greatsword +5 (2d6+3/19-20) or

Ranged mighty (+2) composite longbow +3 (1d8+2/x3)

Base Atk +2; **Grp** +4

Atk Options Power Attack, Cleave, Quick Draw

Combat Gear masterwork greatsword, masterwork greatsword, mighty (+2) composite longbow with 20 arrows

Abilities Str 15, Dex 12, Con 16, Int 8, Wis 13, Cha 8

Feats Cleave, Power Attack, Quick Draw.

Skills Climb +2

Possessions combat gear plus masterwork banded mail

BRIGAND, FEMALE (2)

CR 2

Female human (Oeridian) rogue2

CE Medium humanoid (human)

Init +3; **Senses** Listen +6, Spot +6

Languages Common

AC 17, touch 11, flat-footed 16

(+4 armor, +2 shield, +1 dexterity); Dodge, Mobility, 5 ranks Balance, 5 ranks Tumble

hp 13 (2 HD)

Fort +2, **Ref** +4, **Will** +1, Evasion

Speed 30 ft. in light armor (6 squares)

Melee masterwork rapier +4 (1d6+2/18-20) or

Ranged mighty (+2) composite shortbow +2 (1d6+2/x3) or

Ranged tanglefoot bag +2

Base Atk +1; **Grp** +3

Atk Options Sneak Attack +1d6

Combat Gear masterwork rapier, masterwork rapier, tanglefoot bag, mighty (+2) composite shortbow with 20 arrows

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8
SQ Evasion, Trapfinding

Feats Dodge, Mobility.

Skills Balance +7 (+9 with marshal aura) Escape Artist +5 (+7) Hide +5 (+7) Jump +8 Listen +6 Move Silently +5 (+7) Open Lock +6 (+8) Spot +6 Tumble +7 (+9)

Possessions combat gear plus masterwork chain shirt, darkwood heavy wooden shield

8: THE THIRD TEST

YRYTHA

CR 6

Female human (Suel) sorcerer 6

CN Medium humanoid (human)

Init +5; **Senses** Listen +3, Spot +3 (+6 in bright light)

Languages Common

AC 15, touch 11, flat-footed 14
 (+1 Dex, +4 armor)

hp 30 (6 HD)

Fort +5, **Ref** +4, **Will** +7, *headband of conscious effort*

Speed 30 ft.

Melee quarterstaff +2 (1d6-1) or

Ranged spell +4

Base Atk +3; **Grp** +2

Combat Gear quarterstaff

Sorcerer Spells Known (CL 6th):

3rd (4/day)—*stinking cloud* (DC 17)

2nd (6/day)—*cat's grace*, *glitterdust* (DC 16)

1st (6/day)—*charm person* (DC 15), *color spray* (DC 15), *mage armor*, *magic missile*

0 (6/day)—*acid splash* (+4 to hit), *detect magic*, *flare* (DC 14), *message*, *prestidigitation*, *read magic*, *resistance*

‡ Already cast

Abilities Str 8, Dex 12, Con 14, Int 10, Wis 13, Cha 18

Feats Alertness, Earth Sense, Improved Initiative, Leadership, Well Read.

Skills Concentration +11, Knowledge (arcana) +5, Knowledge (nature) +4, Spellcraft +11.

Possessions combat gear plus *cloak of charisma* +2, *headband of conscious effort*, *vest of resistance* +1

ODOVACAR

CR 4

Male human (Oeridian) fighter4

CN Medium humanoid (human)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Old Oeridian

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor); Combat Expertise, Dodge, Mobility

hp 34 (4 HD)

Fort +5, **Ref** +3, **Will** +1

Speed 30 ft.

Melee +1 *greatsword* +9 (2d6+7)

Base Atk +4; **Grp** +7

Atk Options Combat Expertise, Power Attack

Combat Gear +1 *greatsword*, masterwork greatsword, masterwork greatsword

Abilities Str 16, Dex 14, Con 12, Int 13, Wis 10, Cha 8

Feats Combat Expertise, Dodge, Mobility, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Skills Balance +4, Climb +5, Jump +9, Perform (dance) +2, Tumble +6.

Possessions combat gear plus masterwork chain shirt

2: COWBOYS AND BANDITS

ACHILA

CR 5

Male human (Oeridian) fighter4/marshal* 1

* *Miniatures Handbook* 66.

CE Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +4

Languages Common

AC 19, touch 11, flat-footed 18
(+8 armor, +1 dexterity)

hp 41 (5 HD)

Fort +8, **Ref** +3, **Will** +6

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.,

Melee +1 greataxe +9 (1d12+7/x3) or

Melee armor spikes +8 (1d6+3)

Ranged composite longbow +5 (1d8/x3)

Base Atk +4; **Grp** +7

Atk Options Power Attack, Cleave

Combat Gear spiked masterwork full plate, +1 greataxe, masterwork greataxe, composite longbow with 20 arrows

Abilities Str 16, Dex 12, Con 13, Int 8, Wis 10, Cha 14

SQ Minor aura (Motivate Dexterity)

Feats Cleave, Iron Will, Power Attack, Skill Focus (Diplomacy), Weapon Focus (armor spikes), Weapon Focus (greataxe), Weapon Specialization (greataxe).

Skills Balance -3, Diplomacy +11, Intimidate +10, Sense Motive +5 Spot +4.

Possessions combat gear plus nerv, *cloak of resistance* +1

Minor aura (Ex): Motivate Dexterity, a minor aura, lets allies add the marshal's Charisma bonus (if any) to checks, dexterity based skill checks and initiative checks. A marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies. All bonus granted by marshal's auras are circumstance bonuses that do not stack with each other.

BRIGAND, MALE

CR 4

Male dwarf fighter4

CE Medium humanoid (dwarf)

Init +3; **Senses** Listen +1, Spot +1

Languages Common, Dwarven

AC 19, touch 11, flat-footed 18
(+8 armor, +1 dexterity)

hp 42 (4 HD)

Fort +7, **Ref** +2, **Will** +2

Speed 20 ft. in heavy armor (4 squares), base movement 20 ft.,

Melee masterwork greatsword +9 (2d6+6/19-20) or

Melee armor spikes +7 (1d6+3) or

Ranged mighty (+3) composite longbow +5
(1d8+3/x3)

Base Atk +4; **Grp** +7

Atk Options Power Attack, Cleave, Quick Draw

Combat Gear spiked masterwork full plate, masterwork greatsword, masterwork greatsword, mighty (+3) composite longbow with 20 arrows

Abilities Str 16, Dex 12, Con 16, Int 8, Wis 13, Cha 8

Feats Cleave, Power Attack, Quick Draw, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Skills Climb +5

Possessions combat gear

BRIGAND, FEMALE (2)

CR 4

Female human (Oeridian) rogue3/ranger1

CE Medium humanoid (human)

Init +7; **Senses** Listen +8, Spot +8

Languages Common

AC 17, touch 11, flat-footed 16

(+4 armor, +2 shield, +1 dexterity); Dodge, Mobility, 5 ranks Balance, 5 ranks Tumble

hp 28 (4 HD)

Fort +5, **Ref** +6, **Will** +2, Evasion

Speed 30 ft. in light armor (6 squares)

Melee masterwork rapier +7 (1d6+3/18-20) or

Ranged mighty (+3) composite longbow +4
(1d8+3/x3) or

Ranged tanglefoot bag +4

Base Atk +3; **Grp** +6

Atk Options Sneak Attack +2d6, Favored Enemy (human) +2

Combat Gear masterwork rapier, masterwork rapier, tanglefoot bag, mighty (+3) composite longbow with 20 arrows

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

SQ Evasion, Trap Sense +1, Trapfinding, Wild Empathy

Feats Dodge, Improved Initiative, Mobility, Track.

Skills Balance +9 (+11 with marshal aura) Escape Artist +7 (+9) Hide +7 (+9) Jump +10 Listen +8 Move Silently +7 (+9) Open Lock +6 (+8) Spot +8 Tumble +9 (+11)

Possessions combat gear plus masterwork chain shirt, darkwood heavy wooden shield

8: THE THIRD TEST

YRYTHA

CR 8

Female human (Suel) sorcerer7/earth dreamer* 1

* *Races of Stone* 110.

CN Medium humanoid (human)

Init +5; **Senses** Listen +3, Spot +3 (+6 in bright light)

Languages Common

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)
hp 53 (8 HD) (40 hp without *false life*)
Fort +7, **Ref** +4, **Will** +9, *headband of conscious effort*

Speed 30 ft.
Melee quarterstaff +2 (1d6-1) or
Ranged spell +4
Base Atk +3; **Grp** +2
Combat Gear quarterstaff

Sorcerer Spells Known (CL 8th):
4th (4/day)—*solid fog*
3rd (6/day)—*dispel magic*, *stinking cloud* (DC 17)
2nd (6/day)—*cat's grace*, *false life*, *glitterdust* (DC 16)
1st (6/day)—*charm person* (DC 15), *disguise self*,
mage armor, *magic missile*, *shield*
0 (6/day)—*acid splash* (+4 to hit), *detect magic*,
detect poison, *flare* (DC 14), *message*,
prestidigitation, *read magic*, *resistance*

† Already cast

Abilities Str 8, Dex 12, Con 14, Int 10, Wis 13, Cha 19

SQ Earth Friend

Feats Alertness, Earth Sense, Improved Initiative, Leadership, Well Read.

Skills Concentration +13, Knowledge (arcana) +5, Knowledge (nature) +6, Spellcraft +13.

Possessions combat gear plus *cloak of charisma* +2, *headband of conscious effort*, *vest of resistance* +1*

Earth Friend (Ex) Creatures with the Earth subtype automatically react to Yrytha in a friendlier manner than they otherwise would; their initial attitude (see *Player's Handbook* 72) is improved by one step.

ODOVACAR CR 6

Male human (Oeridian) fighter4/ranger1/dervish* 1

* *Complete Warrior* 25.

CN Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +4

Languages Common, Old Oeridian

AC 18, touch 13, flat-footed 16
(+2 Dex, +5 armor, +1 dervish); Combat Expertise,
Dodge, Mobility, Tumble 5 ranks

hp 60 (6 HD)

Fort +8, **Ref** +8, **Will** +4

Speed 30 ft.
Melee +1 *greatsword* +11/+6 (2d6+7)
Base Atk +6; **Grp** +9

Atk Options Combat Expertise, Power Attack,
Favored enemy (elf) +2, Dervish Dance

Combat Gear +1 *greatsword*, masterwork
greatsword, masterwork *greatsword*

Abilities Str 16, Dex 14, Con 12, Int 13, Wis 10, Cha 8

SQ AC Bonus, Movement Mastery, Slashing Blades,
Wild Empathy

Feats Combat Expertise, Dodge, Improved Initiative,
Mobility, Power Attack, Track, Weapon Focus
(*greatsword*), Weapon Specialization (*greatsword*).

Skills Balance +7, Climb +5, Jump +11, Perform
(dance) +7, Spot +4, Tumble +8.

Possessions combat gear plus +1 *chain shirt*, *cloak of resistance* +1

Dervish Dance (Ex) Odovacar can use this ability once per day. It lasts 4 rounds. While in this dervish dance, he can take a full attack action and still move up to his speed. However, he must move a minimum of 5 feet between each attack when using this ability, and he cannot return to a square he just exited, although he may return to that square later during his full attack. He is subject to attacks of opportunity while dancing, but may tumble normally as part of his move. A dervish prevented from completing his move is also prevented from finishing his full attack. While in a dervish dance, he gains +1 to attack and damage with a slashing weapon. He may use Combat Expertise while in a dance. At the end of the dance, he becomes fatigued for the duration of the encounter.

Movement Mastery (Ex) When making a Jump, Perform (dance) or Tumble check, Odovacar may take 10 even if stress and distraction would normally prevent him from doing so.

2: COWBOYS AND BANDITS**ACHILA****CR 7**Male human (Oeridian) fighter 4/marshal* 2/bard 1
* *Miniatures Handbook* 66.

CE Medium humanoid (human)

Init +4; **Senses** Listen +0, Spot +4**Languages** Common**AC** 19, touch 11, flat-footed 18
(+8 armor, +1 dexterity)**hp** 54 (7 HD)**Fort** +9, **Ref** +5, **Will** +9**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.,**Melee** +1 greataxe +11 (1d12+7/x3) and**Melee** masterwork armor spikes +6 (1d6+1) or**Melee** masterwork armor spikes +11 (1d6+3) or**Ranged** composite longbow +6 (1d8/x3)**Base Atk** +5; **Grp** +8**Atk Options** Power Attack, Cleave, Axespike**Combat Gear** masterwork spiked masterwork full plate, +1 greataxe, masterwork greataxe, masterwork greataxe, composite longbow with 20 arrows**Bard Spells Known** (CL 1st):0th (2/day)—*detect magic, message***Abilities** Str 16, Dex 12, Con 13, Int 8, Wis 10, Cha 16**SQ** Spells, Bardic Knowledge, Bardic Music, Countersong, Fascinate, Inspire Courage, Minor aura (Motivate Dexterity), Major aura (Motivate Attacks)**Feats** Axespike, Cleave, Iron Will, Power Attack, Skill Focus (Diplomacy), Weapon Focus (armor spikes), Weapon Focus (greataxe), Weapon Specialization (greataxe).**Skills** Balance -1, Diplomacy +15, Intimidate +11, Perform (singing) +7, Sense Motive +5, Spot +4.**Possessions** combat gear plus *nerv*, *cloak of charisma* +2, *vest of resistance* +1**Minor aura (Ex):** Motivate Dexterity, a minor aura, lets allies add the marshal's Charisma bonus (if any) to checks, dexterity based skill checks and initiative checks. A marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies. All bonus granted by marshal's auras are circumstance bonuses that do not stack with each other.**BRIGAND, MALE, RAGING****CR 6**

Male dwarf fighter 4/barbarian 2

CE Medium humanoid (dwarf)

Init +4; **Senses** Listen +7, Spot +1**Languages** Common, Dwarven**AC** 17, touch 9, flat-footed 17

(+8 armor, +1 dexterity, -2 rage); Uncanny Dodge

hp 72 (6 HD)**Fort** +12, **Ref** +2, **Will** +6**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.,**Melee** masterwork greatsword +13/+8 (2d6+9/19-20) or**Melee** armor spikes +11/+5 (1d6+5) or**Ranged** mighty (+3) composite longbow +7/+2 (1d8+3/x3)**Base Atk** +6; **Grp** +11**Atk Options** Power Attack, Cleave, Quick Draw**Combat Gear** spiked masterwork full plate, masterwork greatsword, masterwork greatsword, mighty (+3) composite longbow with 20 arrows**Abilities** Str 20, Dex 12, Con 20, Int 8, Wis 13, Cha 8**SQ** Uncanny Dodge**Feats** Cleave, Iron Will, Power Attack, Quick Draw, Weapon Focus (greatsword), Weapon Specialization (greatsword).**Skills** Climb +7, Listen +7.**Possessions** combat gear

When not raging, the male Brigand has the following changed statistics:

AC 19, touch 11, flat-footed 19**hp** 60 (6HD)**Fort** +10, **Will** +4**Melee** masterwork greatsword +11/+6 (2d6+6/19-20) or armor spikes +9/+6 (d6+3)**Grp** +9**Abilities** Str 16, Con 16**Skills** Climb +4**BRIGAND, FEMALE (2)****CR 6**

Female human (Oeridian) rogue 4/ranger2

CE Medium humanoid (human)

Init +8; **Senses** Listen +10, Spot +10**Languages** Common**AC** 17, touch 11, flat-footed 17

(+4 armor, +2 shield, +1 dexterity); Dodge, Mobility, Uncanny Dodge, 5 ranks Balance, 5 ranks Tumble

hp 42 (6 HD)**Fort** +6, **Ref** +8, **Will** +2, Evasion**Speed** 30 ft. in light armor (6 squares)**Melee** masterwork rapier +7 (1d6+3/18-20) and shield bash +6 (1d4+1) or**Melee** masterwork rapier +9 (1d6+3/18-20) or**Ranged** mighty (+3) composite longbow +6 (1d8+3/x3) or**Ranged** tanglefoot bag +6**Base Atk** +5; **Grp** +8**Atk Options** Sneak Attack +2d6, Favored Enemy (human) +2

Combat Gear masterwork rapier, masterwork rapier, tanglefoot bag, mighty (+3) composite longbow with 20 arrows

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

SQ Evasion, Trap Sense +1, Trapfinding, Uncanny Dodge, Wild Empathy

Feats Dodge, Improved Initiative, Improved Shield Bash, Mobility, Track, Two-Weapon Fighting.

Skills Balance +11 (+14 with marshal aura), Escape Artist +9 (+12), Hide +9 (+12) Jump +11, Listen +10, Move Silently +9 (+12), Open Lock +6 (+9), Spot +10, Tumble +11 (+14)

Possessions combat gear plus masterwork chain shirt, darkwood heavy wooden shield

8: THE THIRD TEST

YRYTHA

CR 10

Female human (Suel) sorcerer 7/earth dreamer* 3
* *Races of Stone* 110.

CN Medium humanoid (human)

Init +5; **Senses** tremor sense 10 ft.; Listen +3, Spot +3 (+6 in bright light)

Languages Common

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor)

hp 65 (10 HD) (50 hp without *false life*)

Fort +8, **Ref** +5, **Will** +10, *headband of conscious effort*

Speed 30 ft.

Melee quarterstaff +3 (1d6-1) or

Ranged spell +5

Base Atk +4; **Grp** +3

Combat Gear quarterstaff

Sorcerer Spells Known (CL 10th):

5th (3/day)—*wall of force*

4th (6/day)—*confusion* (DC 18), *solid fog*

3rd (7/day)—*dispel magic*, *stinking cloud* (DC 17), *suggestion* (DC 17)

2nd (6/day)—*baleful transposition* (DC 16), *cat's grace*, *false life*, *glitterdust* (DC 16)

1st (6/day)—*disguise self*, *grease* (DC 15), *mage armor*, *magic missile*, *shield*

0 (6/day)—*acid splash* (+5 to hit), *detect magic*, *detect poison*, *flare* (DC 14), *ghost sound*, *message*, *prestidigitation*, *read magic*, *resistance*

† Already cast

Abilities Str 8, Dex 12, Con 14, Int 10, Wis 13, Cha 19

SQ Earth Dream, Earth Friend, Lesser Tremorsense

Feats Alertness, Earth Sense, Improved Initiative, Leadership, Skill Focus (Concentration), Well Read.

Skills Concentration +18, Knowledge (arcana) +5, Knowledge (nature) +8, Spellcraft +15.

Possessions combat gear plus *cloak of charisma* +2, *headband of conscious effort*, *lesser silent metamagic rod*, *vest of resistance* +1

Earth Dream (Sp) By attuning herself to the earth dream, once per day Yrytha can pull knowledge from the mountains. This ability works like the

divination spell in many ways, allowing Yrytha to ask one question and receive a short, often cryptic answer. Yrytha's chance of receiving an answer is 76%. The dream reveals only correct answers. It can only be used to answer questions that are connected to the mountains in some way. In general, Yrytha can get answers to questions about creatures, objects and locations within 50 miles of a mountain, including underground or hidden locations. As with the *augury* and *divination* spells, multiple uses of this ability regarding the same topic use the same dice result and reveal the same answer each time. Using this ability takes 10 minutes.

Earth Friend (Ex) Creatures with the Earth subtype automatically react to Yrytha in a friendlier manner than they otherwise would; their initial attitude (see *Player's Handbook* 72) is improved by one step.

Lesser Tremorsense (Ex) Yrytha is so in tune with the earth that she gains the tremorsense ability (*Monster Manual* 316) with a range of 10 feet. Her Earth Sense feat still functions beyond that range, but she can now sense and pinpoint foe within 10 feet without an action.

ODOVACAR

CR 8

Male human (Oeridian) fighter 4/ranger 1/dervish* 3
* *Complete Warrior* 25.

CN Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +4

Languages Common, Old Oeridian

AC 18, touch 13, flat-footed 16

(+2 Dex, +5 armor, +1 dervish), Combat Expertise, Dodge, Mobility, 5 ranks Balance, 5 ranks Tumble

hp 77 (8 HD)

Fort +9, **Ref** +9, **Will** +5

Speed 35 ft.

Melee +1 *greatsword* +14/+9 (2d6+9)

Base Atk +8; **Grp** +12

Atk Options Combat Expertise, Power Attack, Favored enemy (elf) +2, Dervish Dance, Spring Attack

Combat Gear +1 *greatsword*, masterwork greatsword, masterwork greatsword

Abilities Str 19, Dex 14, Con 12, Int 13, Wis 10, Cha 8

SQ AC Bonus, Fast Movement, Movement Mastery, Slashing Blades, Wild Empathy

Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Track, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Skills Balance +10, Climb +6, Jump +12, Perform (dance) +10, Spot +4, Tumble +14.

Possessions combat gear plus +1 *chain shirt*, *cloak of resistance* +1, *gauntlets of ogre power*

Dervish Dance (Ex) Odovacar can use this ability twice per day. It lasts 5 rounds. While in this dervish dance, he can take a full attack action and still move up to his speed. However, he must move

a minimum of 5 feet between each attack when using this ability, and he cannot return to a square he just exited, although he may return to that square later during his full attack. He is subject to attacks of opportunity while dancing, but may tumble normally as part of his move. A dervish prevented from completing his move is also prevented from finishing his full attack. While in a dervish dance, he gains +2 to attack and damage with a slashing weapon. He may use Combat Expertise while in a dance. At the end of the dance, he becomes fatigued for the duration of the encounter.

Movement Mastery (Ex) When making a Jump, Perform (dance) or Tumble check, Odovacar may take 10 even if stress and distraction would normally prevent him from doing so.

2: COWBOYS AND BANDITS**ACHILA CR 7**

Male human (Oeridian) fighter 4/marshal* 2/bard 1

* *Miniatures Handbook* 66.

CE Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +4**Languages** Common**AC** 19, touch 11, flat-footed 18

(+8 armor, +1 dexterity)

hp 54 (7 HD)**Fort** +9, **Ref** +5, **Will** +9**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.,**Melee** +1 greataxe +11 (1d12+7/x3) and**Melee** masterwork armor spikes +6 (1d6+1) or**Melee** masterwork armor spikes +11 (1d6+3) or**Ranged** composite longbow +6 (1d8/x3)**Base Atk** +5; **Grp** +8**Atk Options** Power Attack, Cleave, Axespike**Combat Gear** masterwork spiked masterwork full plate, +1 *greataxe*, masterwork greataxe, masterwork greataxe, composite longbow with 20 arrows**Bard Spells Known** (CL 1st):0th (2/day)—*detect magic*, *message***Abilities** Str 16, Dex 12, Con 13, Int 8, Wis 10, Cha 16**SQ** Spells, Bardic Knowledge, Bardic Music, Countersong, Fascinate, Inspire Courage, Minor aura (Motivate Dexterity), Major aura (Motivate Attacks)**Feats** Axespike, Cleave, Iron Will, Power Attack, Skill Focus (Diplomacy), Weapon Focus (armor spikes), Weapon Focus (greataxe), Weapon Specialization (greataxe).**Skills** Balance -1, Diplomacy +15, Intimidate +11, Perform (singing) +7, Sense Motive +5 Spot +4.**Possessions** combat gear plus *nerv*, *cloak of charisma* +2, *vest of resistance* +1**Minor aura (Ex):** Motivate Dexterity, a minor aura, lets allies add the marshal's Charisma bonus (if any) to checks, dexterity based skill checks and initiative checks. A marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies. All bonus granted by marshal's auras are circumstance bonuses that do not stack with each other.**BRIGAND, MALE, RAGING CR 6**

Male dwarf fighter4/barbarian2

CE Medium humanoid (dwarf)

Init +4; **Senses** Listen +7, Spot +1**Languages** Common, Dwarven**AC** 17, touch 9, flat-footed 17

(+8 armor, +1 dexterity, -2 rage), Uncanny Dodge

hp 72 (6 HD)**Fort** +12, **Ref** +2, **Will** +6**Speed** 20 ft. in heavy armor (4 squares), base movement 20 ft.,**Melee** masterwork greatsword +13/+8 (2d6+9/19-20) or**Melee** armor spikes +11/+5 (1d6+5) or**Ranged** mighty (+3) composite longbow +7/+2 (1d8+3/x3)**Base Atk** +6; **Grp** +11**Atk Options** Power Attack, Cleave, Quick Draw**Combat Gear** spiked masterwork full plate, masterwork greatsword, masterwork greatsword, mighty (+3) composite longbow with 20 arrows**Abilities** Str 20, Dex 12, Con 20, Int 8, Wis 13, Cha 8**SQ** Uncanny Dodge**Feats** Cleave, Iron Will, Power Attack, Quick Draw, Weapon Focus (greatsword), Weapon Specialization (greatsword).**Skills** Climb +7, Listen +7.**Possessions** combat gear

When not raging, the male Brigand has the following changed statistics:

AC 19, touch 11, flat-footed 19**hp** 60 (6HD)**Fort** +10, **Will** +4**Melee** masterwork greatsword +11/+6 (2d6+6/19-20) or armor spikes +9/+6 (d6+3)**Grp** +9**Abilities** Str 16, Con 16**Skills** Climb +4**BRIGAND, FEMALE (2) CR 6**

Female human (Oeridian) rogue 4/ranger 2

CE Medium humanoid (human)

Init +8; **Senses** Listen +10, Spot +10**Languages** Common**AC** 17, touch 11, flat-footed 17

(+4 armor, +2 shield, +1 dexterity); Dodge, Mobility, Uncanny Dodge, 5 ranks Balance, 5 ranks Tumble

hp 42 (6 HD)**Fort** +6, **Ref** +8, **Will** +2, Evasion**Speed** 30 ft. in light armor (6 squares)**Melee** masterwork rapier +7 (1d6+3/18-20) and shield bash +6 (1d4+1) or**Melee** masterwork rapier +9 (1d6+3/18-20) or**Ranged** mighty (+3) composite longbow +6 (1d8+3/x3) or**Ranged** tanglefoot bag +6

Base Atk +5; **Grp** +8

Atk Options Sneak Attack +2d6, Favored Enemy (human) +2

Combat Gear masterwork rapier, masterwork rapier, tanglefoot bag, mighty (+3) composite longbow with 20 arrows

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

SQ Evasion, Trap Sense +1, Trapfinding, Uncanny Dodge, Wild Empathy

Feats Dodge, Improved Initiative, Improved Shield Bash, Mobility, Track, Two-Weapon Fighting.

Skills Balance +11 (+14 with marshal aura), Escape Artist +9 (+12), Hide +9 (+12), Jump +11, Listen +10, Move Silently +9 (+12), Open Lock +6 (+9), Spot +10, Tumble +11 (+14)

Possessions combat gear plus masterwork chain shirt, darkwood heavy wooden shield

BRIGAND ARTILLERY

CR 8

Male human (Oeridian) sorcerer 8

CE Medium humanoid (human)

Init +8; **Senses** Listen +3, Spot +3

Languages Common

AC 19, touch 11, flat-footed 18

(+4 armor, +4 shield, +1 dexterity)

hp 53 (8 HD)

Resist *mirror image*

Fort +6, **Ref** +3, **Will** +7

Speed 30 ft., fly 60 ft. (good)

Melee dagger +5 (1d4/19-20) or

Ranged spell +5

Base Atk +4; **Grp** +4

Atk Options Spells

Combat Gear dagger

sorcerer Spells Known (CL 8th):

4th (4/day)—*Evard's black tentacles* (Grp +16)

3rd (5/day)—*fireball* (DC 17), *fly*

2nd (5/day)—*false life*, *mirror image*, *scorching ray* (+5 to hit)

1st (5/day)—*mage armor*, *magic missile*, *ray of enfeeblement* (+5 to hit), *shield*, *shocking grasp* (+5 to hit)

0th (6/day)—*detect magic*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*, *resistance*

† Already cast

Abilities Str 10, Dex 13, Con 14, Int 8, Wis 12, Cha 19

SQ Spells

Feats Improved Initiative, Empower Spell, Energy Substitution (Electricity), Silent Spell.

Skills Concentration +13, Knowledge (arcana) +4, Spellcraft +7

Possessions combat gear plus *cloak of charisma* +2

4: THE FIRST TEST

HALF-FIENDISH CHUUL

CR 10

Male

CE Large chuul (augmented aberration, aquatic, native)

Init +5; **Senses** darkvision 60 ft, Blind-Fight; Listen +18, Spot +18

Languages Abyssal, Common, Infernal

AC 25, touch 14, flat-footed 20

(-1 size, +5 Dex, +11 natural); 5 ranks Balance, 5 ranks Tumble

hp 104 (11 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 21

Fort +8, **Ref** +8, **Will** +9

Speed 30 ft. (6 squares), fly 30 ft. (average), swim 20 ft.;

Melee 2 claws +14 (2d6+7) and

Melee bite +9 (1d8+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +19

Atk Options Smite good, improved grab, Constrict 3d6+7, paralytic tentacles, Combat Reflexes

Spell-Like Abilities (CL 11th):

3/day—*darkness*, *poison* 3/day (DC 17),

1/day—*blasphemy*, *contagion* 1/day (DC 11),

desecrate 1/day, *unholy blight* 1/day (DC 12)

Abilities Str 24, Dex 20, Con 20, Int 14, Wis 14, Cha 7

SQ Amphibious

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Skills Balance +14, Concentration +12, Hide +15, Jump +16, Listen +18, Move Silently +12, Sense Motive +9, Spot +18, Swim +21, Tumble +14.

Possessions none

Constrict (Ex): On a successful grapple check, the chuul deals 3d6+7 points of damage, in addition to the base damage of 2d6+7 (i.e. when it makes a grapple check to deal damage, it deals a total of 5d6+14 damage).

Improved Grab (Ex): To use this ability, the chuul must hit a medium or smaller creature with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and on its next turn can constrict or transfer a grabbed opponent to its tentacles. On the initial grapple check, the chuul may choose to take -20, in which case it is not considered grappled itself.

Paralytic Tentacles (Ex): The chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 20 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+3 damage each round from the chuul's mandibles.

Smite Good (Su): Once per day, the chuul can make a normal melee attack to deal +11 extra damage against a good foe.

Skills: A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

8: THE THIRD TEST

YRYTHA

CR 12

Female human (Suel) sorcerer 7/earth dreamer* 5

* *Races of Stone* 110.

CN Medium humanoid (human)

Init +5; **Senses** earthsight, tremor sense 10 ft.; Listen +3, Spot +3 (+6 in bright light)

Languages Common

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 75 (12 HD) (60 hp without *false life*)

Fort +10, **Ref** +6, **Will** +12, *headband of conscious effort*

Speed 30 ft.

Melee quarterstaff +4 (1d6-1) or

Ranged spell +6

Base Atk +5; **Grp** +4

Combat Gear quarterstaff

Class Spells Known (CL 12th):

6th (3/day)—*flesh to stone* (DC 21)

5th (6/day)—*wall of force*, *wrack* (DC 20)

4th (7/day)—*confusion* (DC 19), *greater invisibility*, *solid fog*

3rd (7/day)—*dispel magic*, *displacement*, *haste*, *suggestion* (DC 18)

2nd (6/day)—*baleful transposition* (DC 17), *bear's endurance*, (DC 17), *cat's grace*, *false life*, *glitterdust* (DC 17)

1st (7/day)—*disguise self*, *grease* (DC 16), *mage armor*, *magic missile*, *shield*

0 (6/day)—*acid splash* (+6 to hit), *detect magic*, *detect poison*, *flare* (DC 15), *ghost sound*, *message*, *prestidigitation*, *read magic*, *resistance*

† Already cast

Abilities Str 8, Dex 12, Con 14, Int 10, Wis 13, Cha 20

SQ Earth Dream, Earth Friend, Lesser Tremorsense

Feats Alertness, Earth Sense, Improved Initiative, Leadership, Mobile Spellcasting, Skill Focus (concentration), Well Read.

Skills Concentration +20, Knowledge (arcana) +5, Knowledge (nature) +10, Spellcraft +17.

Possessions combat gear plus *cloak of charisma* +2, *headband of conscious effort*, *silent metamagic rod*, *vest of resistance* +2

Earth Dream (Sp) By attuning herself to the earth dream, once per day Yrytha can pull knowledge from the mountains. This ability works like the *divination* spell in many ways, allowing Yrytha to ask one question and receive a short, often cryptic

answer. Yrytha's chance of receiving an answer is 76%. The dream reveals only correct answers. It can only be used to answer questions that are connected to the mountains in some way. In general, Yrytha can get answers to questions about creatures, objects and locations within 50 miles of a mountain, including underground or hidden locations. As with the *augury* and *divination* spells, multiple uses of this ability regarding the same topic use the same dice result and reveal the same answer each time. Using this ability takes 10 minutes.

Earth Friend (Ex) Creatures with the Earth subtype automatically react to Yrytha in a friendlier manner than they otherwise would; their initial attitude (see *Player's Handbook* 72) is improved by one step.

Earth Glide (Su) Yrytha can move through earth like an earth elemental, gliding through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area of an earth gliding earth dreamer flings her back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save. Using this ability is a standard action that lasts 5 rounds; Yrytha can use it at will.

Earth Sight (Su) Yrytha can see through stone, dirt or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. She can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally. This ability does not give her any special ability to see in darkness or into unlit areas. Using this ability is a standard action that lasts 5 rounds; Yrytha can use it at will.

Lesser Tremorsense (Ex) Yrytha is so in tune with the earth that she gains the tremorsense ability (*Monster Manual* 316) with a range of 10 feet. Her Earth Sense feat still functions beyond that range, but she can now sense and pinpoint foe within 10 feet without an action.

ODOVACAR

CR 10

Male human (Oeridian) fighter 4/ranger 1/dervish* 5

* *Complete Warrior* 25.

CN Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +4

Languages Common, Old Oeridian

AC 18, touch 13, flat-footed 16

(+2 Dex, +5 armor, +1 dervish); Combat Expertise, Dodge, Mobility, 5 ranks Balance, 5 ranks Tumble

hp 92 (10 HD)

Fort +10, **Ref** +11, **Will** +7

Speed 35 ft.

Melee +1 *adamantine greatsword* +18/+13 (2d6+11) or

Base Atk +10; **Grp** +14

Atk Options Combat Expertise, Power Attack,
Favored enemy (elf) +2, Dervish Dance, Spring
Attack, Dance of Death

Combat Gear +1 *adamantine greatsword*,
masterwork greatsword, masterwork greatsword,
masterwork greatsword

Abilities Str 19, Dex 14, Con 12, Int 13, Wis 10, Cha
8

SQ AC Bonus, Fast Movement, Movement Mastery,
Slashing Blades, Wild Empathy

Feats Combat Expertise, Dodge, Improved Initiative,
Melee Weapon Mastery (slashing), Mobility, Power
Attack, Spring Attack, Track, Weapon Focus
(greatsword), Weapon Specialization (greatsword).

Skills Balance +16, Climb +6, Escape Artist +3, Jump
+12, Perform (dance) +12, Spot +4, Tumble +16.

Possessions combat gear plus +1 *chain shirt*, *cloak
of resistance* +2, *gauntlets of ogre power*

Dervish Dance (Ex) Odovacar can use this ability
three times per day. It lasts 6 rounds. While in this
dervish dance, he can take a full attack action and
still move up to his speed. However, he must move
a minimum of 5 feet between each attack when
using this ability, and he cannot return to a square
he just exited, although he may return to that
square later during his full attack. He is subject to
attacks of opportunity while dancing, but may
tumble normally as part of his move. A dervish
prevented from completing his move is also
prevented from finishing his full attack. While in a
dervish dance, he gains +3 to attack and damage
with a slashing weapon. He may use Combat
Expertise while in a dance. At the end of the dance,
he becomes fatigued for the duration of the
encounter.

Movement Mastery (Ex) When making a Jump,
Perform (dance) or Tumble check, Odovacar may
take 10 even if stress and distraction would
normally prevent him from doing so.

Dance of Death (Ex) Odovacar gains the benefit of
the Cleave feat while performing a dervish dance.
He does not have to move 5 feet before making the
extra attack granted by this ability.

ARABELLA VILO**CR 2**

Female human (Suel) fighter2

LN Medium humanoid (human)

Init +1; **Senses** Listen -1, Spot -1**Languages** Common**AC** 17, touch 11, flat-footed 16

(+6 armor, +1 dexterity); Dodge, Mobility

hp 19 (2 HD)**Resist** ; **SR** 17**Fort** +7, **Ref** +3, **Will** +1**Speed** 20 ft. in medium armor (4 squares), base movement 30 ft.,**Melee** masterwork heavy flail +6 (1d10+3/19-20) or**Ranged** masterwork heavy crossbow +4 (1d10/19-20)**Base Atk** +2; **Grp** +4**Atk Options** Power Attack**Combat Gear** masterwork heavy flail, masterwork heavy crossbow with 20 bolts**Abilities** Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 12**Feats** Dodge, Mobility, Power Attack, Weapon Focus (heavy flail).**Skills** Appraise +2, Climb +0, Craft (weaponsmithing) +5, Intimidate +6.**Possessions** combat gear plus +1 *SR* (17)
breastplate, cloak of resistance +2

APPENDIX 2: NEW RULES ITEMS

FEATS

Axespike [Style]

You have mastered the art of fighting in spiked armor while wielding a greataxe. You blend greataxe blows and armor spike attacks into one constant, deadly attack form.

Prerequisites: Proficiency with armor spikes, proficiency with greataxe, Armor Proficiency (heavy), Weapon Focus (armor spikes).

Benefit: When you make a full attack with your greataxe, you can make an additional attack with your armor spikes at a –5 penalty. You can only add 1/2 your Strength modifier to the damage from this extra attack, as if it were an attack with an off-hand weapon.

Source: *Races of Stone* 137

Earth Sense [General]

You are in tune with the earth beneath you.

Prerequisites: Con 13, Wis 13.

Benefit: As long as you are touching the ground, you can take a move action to sense the number of creatures within 20 feet that are also touching the ground and the direction to each one. You cannot pinpoint the location of any creature with this feat.

Special: Creatures with the air or aquatic subtype may not select this feat.

Source: *Races of Stone* 138

Energy Substitution [Metamagic]

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type—for example, a *fireball* composed of cold energy is an *evocation [cold]* spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Source: *Complete Arcane* 79

Melee Weapon Mastery [General]

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When

using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time, you can select a new damage type.

A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

Source: *Player's Handbook* II 81

Mobile Spellcasting [General]

Your focused concentration allows you to move while casting a spell.

Prerequisite: Concentration 8 ranks.

Benefit: You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25 + spell level.

Source: *Complete Adventurer* 111

Well Read [General]

Your readings have granted you extensive general knowledge about a wide range of affairs.

Prerequisites (as per LGCS 5.0): Gray elf, Suel, Ahlissa/Adri, Ahlissa/Naerie, Dyvers, Ekber, Furyondy, Keoland, Nyrond, County of Ursnt, Duchy of Urnst, Veluna or Verbobonc.

Benefit: All Knowledge skills are considered class skills for you.

Source: *Dragon magazine* issue 315, 54

ALCHEMICAL ITEMS

Nerv

A dose of this substance grants the drinker a +2 alchemical bonus on saves against fear effects for 1 hour.

Source: *Complete Scoundrel* 110

MAGIC ITEMS

Headband of Conscious Effort

Price (Item Level): 2,000 gp (6th)

Body Slot: Head

Caster Level: 6th

Aura: Moderate; (DC 18) transmutation

Activation: Immediate (mental)

Weight: –

While wearing a *headband of conscious effort*, you can attempt a Concentration check instead of a required Fortitude saving throw once per day.

Prerequisites: Craft Wondrous Item, Combat Casting, *bear's endurance*.

Cost to Create: 1,000 gp, 80 XP, 2 day

Source: *Magic Item Compendium* 109

Vest of Resistance

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*; creator's caster level must be at least three times the vest's bonus; Price 1000 gp (+1), 4000 gp (+2), 9000 gp (+3), 16000 gp (+4), 25000 gp (+5); Weight 1 lb.

Source: *Magic Item Compendium* 147

Angel down (optional spell component)

When angel down is used as a component in an abjuration spell, the spell's duration is doubled as if affected by the Extend Spell feat.

Source: *Complete Mage* 135

Golden desert honey (optional spell component)

When golden desert honey is used in a summoning spell with a casting time of 1 round, the casting time is reduced to 1 standard action, as if the spell were affected by the Rapid Spell feat (see *Complete Divine*).

Source: *Complete Mage* 136

SPELLS

Baleful Transposition

Conjuration (Teleportation)

Level: sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft + 10 ft/level)

Targets: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Two target creatures, of which you can be one, instantly swap positions. A solid object such as the ground, a bridge, or a rope must connect the creatures. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

If either creature succeeds on its Will save, the spell is negated.

Source: *Spell Compendium* 23

Wrack

Necromancy [Evil]

Level: sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft/2 levels)

Targets: One humanoid

Duration: 1 round/level +3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

Source: *Spell Compendium* 243

APPENDIX 3: GORNOR'S COVE

From the Naerie website.

👑 Gornor's Cove (Small Town): Conventional (House Lyrthi and Nuran both wield strong influence in town); AL LN/N/CG/CN; 800gp limit; Assets 68,000gp; Population 1700; Mixed (Humans o/s 82% (1396), Halflings 9% (155), Elves 7% (118), Half-Orcs 1% (16), Gnome 1% (14)).

Authority figures: Eberic of House Lyrthi (LN male Ari7/fighter4), local ruler and Head of House Lyrthi. Nuran (NG female Clr12), Overseer of Saint Idee's burial site and leader and High Priestess of Osprems faith in Naerie.

Important characters: Thriendril of Prymp (LE female Ft7/marshall4), Commander of the Ahlissan garrison. Mudoric (LN male Clr8), priest of Zilchus. Captain Saron (N male War9), leader of the City Watch. Qita (CN aaracokra female Wiz9). Harbormaster Tedin (LN male Exp9). Ordog (N male Clr8), High Priest of Xerbo in Naerie. Kalkat (N male Com13), leader of the Fishermen's Guild.

Temples: Osprems (goddess of Ships, Sea Voyages and Sailors), Procan (God of Seas, Sea life, Salt, Sea Weather and Navigation), Xerbo (god of Sea, Sailing, Money and Business), Lydia (goddess of Music, Knowledge and Daylight).

A Brief History of Gornor's Cove

-252 CY: A shrine for Saint Idee is build near a small village of Gornor's Cove.

300 CY: Strange lizard cult tries to establish itself in Monne. Gillax of House Lyrthi destroys it.

584 CY: Scarlet Brotherhood attacks Idee. Fighting in Gornor's Cove lasts for two days until forces of Idee are destroyed. Much of the city is damaged, along with burial site of Saint Idee.

586 CY: Troops from South Province storm Gornor's Cove. Fighting further damages the city.

597 CY: Current Year

Overview

Gornor's Cove is a small town, located in a sheltered cove that lends the town its name. The town is most famous for being a pilgrimage site for worshippers of Osprems. Other sea gods are also worshipped here, though interestingly enough Zilchus does not have a temple in this town (which does not mean prayers for him are not uttered here). Gornor's Cove can look like a peaceful town but under the surface disapproval towards the Ahlissans is barely kept under control. Residents don't like their new masters or even Count Fedorik's heir, Coriell, that much, thinking he

abandoned Idee much too easily. As locals like to say 'what good has he done for us, hiding in Irongate like that.' Eberic of House Lyrthi rules here and has his hands full, trying to keep the resentment in check.

After the signing of the Naerie Compact, Gornor's Cove has received its share of traders from surrounding lands, and many goods pass through it, diverting funds from Naerie City which is still the most popular place for foreigners to trade. The barony is quite low on other resources, though, relying on farming and fishing mainly. A couple of nearby ore mines supplement these resources. In addition Eberic deliberately keeps the prices on ship repairs 3-8% cheaper than elsewhere in the principality, attracting many ship captains to its dry dock. A large scale salt works has also recently been build, inspired by House Heshun's work in Poelitz. These bring much needed capital into the town.

Rulership and Law

Eberic of House Lyrthi rules here, like his family has for centuries, though unlike his glorious predecessors such as Gillax Lyrthi, he is slightly unsuited for being a ruler. Situation is not helped by the fact that he fled Gornor's Cove when defenses failed and was in hiding Hollow Highlands with his household troops until Ahlissans arrived, at which point he enthusiastically joined them and had no qualms with Ahlissan annexing whole of Idee. He also occasionally sends an outburst of harsh language to direction of Berik Oedil over their centuries old grudge. Still, he does the best he can and certainly isn't the worst ruler one can find in Ahlissa. Eberic has an heir, a son named Endonius (Born in 576 CY). Eberic has a way of finding capable underlings who can be trusted with day to day running of affairs and tries to keep people happy by supporting temples and with more mundane means.


By far the most popular individual in Gornor's Cove is Nuran, High Priestess of Osprems in Naerie. She is a beautiful Suel woman in her 40s and was in Gornor's Cove when it fell to Scarlet Sign. After two years in captivity, Ahlissan troops rescued her when town was taken.

She is on good terms with worshippers of other sea gods, especially Xerbo, and a yearly ritual is held in Gornor's Cove every Richfest where servants of both deities celebrate together and ask their deities to bless sailors and merchants of the town. Traditionally a large group of worshippers walks across Gornor's Cove with wooden statues of Osprems & Xerbo, before placing them into water near the harbor and setting them free as offerings.

In addition to this, Nuran has the control of *Eye of Osprey*, a mystical artifact that is said to be able to reveal secrets of both past, present and future. How this artifact came into possession of temple of Osprey is unknown. Most people seem to think that is was given for safekeeping by worshippers of Lendor who arrived here along other Suel refugees after twin cataclysm. However, it should be noted that there is no evidence of there ever being an established temple of Lendor within the lands of Idee.

Gornor's Cove follows normal Ahlissan legal code and town guards and soldiers here are known as Gornorites, who are drawn among the local people and who have experience in keeping situations under control. A relatively new recruit, perhaps with year or two of working experience is detailed below.

Naturally Gornorites also have a number of more experienced officers and sergeants. Commanding officer is a Suel man named Saron.

 **Gornorite:** Male/Female human War1; CR 1/2; Medium humanoid (Human); HD 1d8+1; hp 6; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +1 ranged (1d6/x3, shortbow); Full Atk +2 melee (1d8+1/19-20, longsword) or +1 ranged (1d6/x3, shortbow); SA; SQ; AL LN/N; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 10, Wis 11, Cha 12.

Skills and Feats: Diplomacy +6, Gather Information +2, Intimidate +3, Knowledge (Splintered Sun) +1, Listen +2, Profession (Watchman) +1, Spot +2; Alertness, Skill Focus (Diplomacy).

Possessions: Studded leather armor, longsword, sap, dagger, small wooden shield, lantern, signal whistle, shortbow, 20 arrows.

In addition to Gornorites, a garrison of Ahlissan soldiers is nearby, commanded by Thriendril of Prymp. Their presence is multi-functional. They keep city under control, preventing rioting and also enforcing the still ongoing edict of not letting public to visit the burial site of Saint Idee. Soldiers don't come to Gornor's Cove often and if they do, either in disguise or in large groups. In 591CY a few soldiers who were drinking in town late at night met with surprising 'accidents' and this is yet another schism between Ahlissans and local population.

Religion

Osprey, goddess of Ships, Sea Voyages and Sailors, was very popular in the Old Idee and her worship is perhaps the most populous in Naerie. Nowhere else is more evident than in Gornor's Cove with a holy shrine of Saint Idee, large temple and population who is largely loyal to her high priestess. In recent times a sect of Osprey worshippers has started preaching about the return of the Saint and independence of Naerie (though no clergy member belongs to it, at least

officially). Xerbo is favoured by those who make their trade in the sea and temple of the Sea Dragon is located in the harbour, along with an impressive statue, ironically built by Scarlet Brotherhood. Procan rounds up the trinity of sea Gods as large number of people believe that Osprey is the husband of Procan and soothes his wrath with her song. This belief originated from the storm coast of Onnwal and in Ahlissan towns near Relmor Bay. In addition, there is a minor shrine to Lydia, which operates as school that is free to all people (though usually people donate few coins if able to do so). Junior priests usually teach there and as such they don't stay for long, moving on to other missions while other takes over.

Unlike in other towns in Naerie, Zilchus or Velaeri do not have temple in Gornor's Cove. Neither has a temple for any martial deity been established here. A temple of Wee Jas existed here until 584 CY when it was razed to ground by Ahlissan troops and priests executed as punishment for siding with Scarlet Sign.

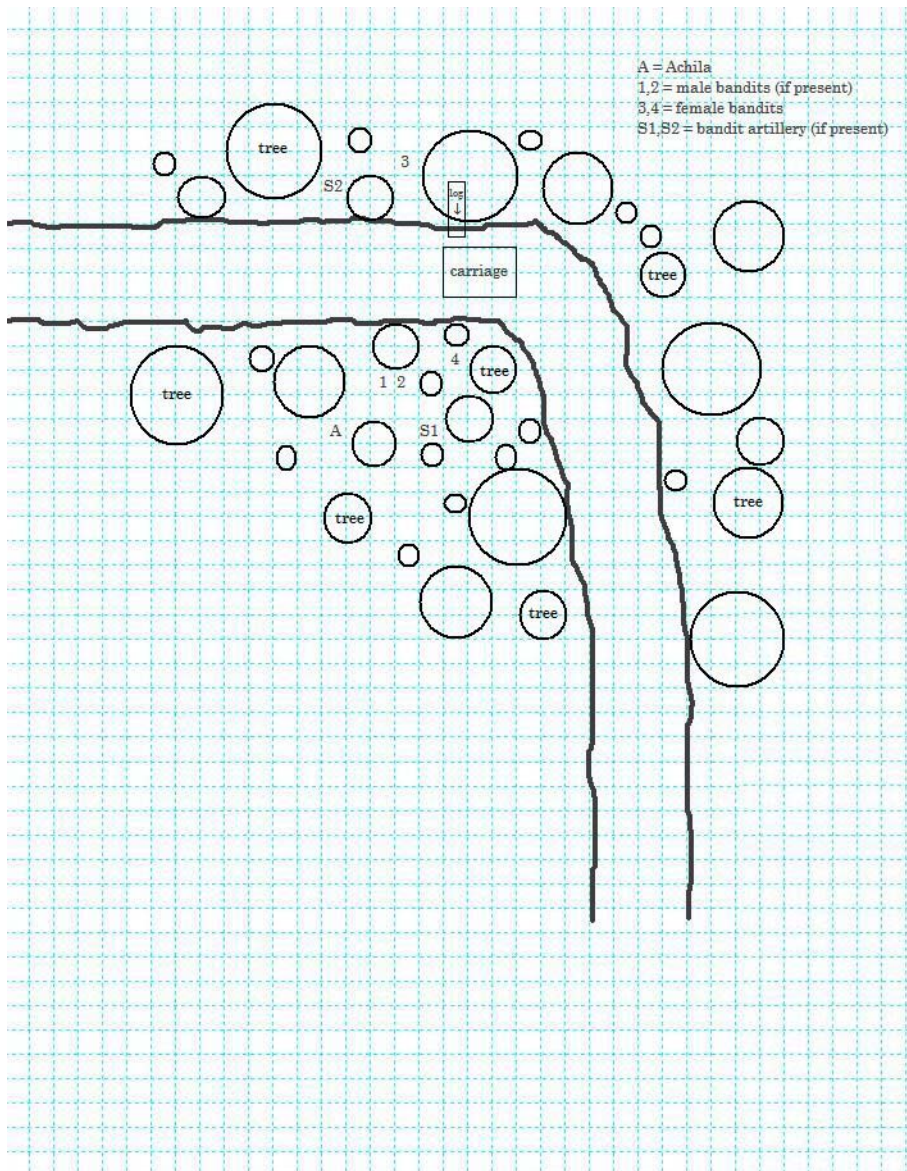
Food and water supply

Large number of town's actual population lives outside the walls, working as farmers. In addition, town has lots of fishers who take their rowing beats some distance away from town and try their luck with nets and fishing rods. Water supply of the town is done through various rainwater collection points and wells located to northern side of the town. All residents are free to use these spots and junior clerics of all faiths are tasked in casting at least one purify food and drink to them every day to keep possible diseases in check. Gornor's Cove has sewers but it mainly relies to rainwater to keep it flowing. Occasionally a separate pipe leading to the Azure Sea is opened to let sea water run through the sewers but this is not done often as careless handling can lead to overflowing. It should be mentioned that both Scarlet Brotherhood (against Ideeans) and Ahlissans (against Scarlet Brotherhood) did this when battle for the town raged so that defenders using them to reach various parts of the town were forced to get out or drown.

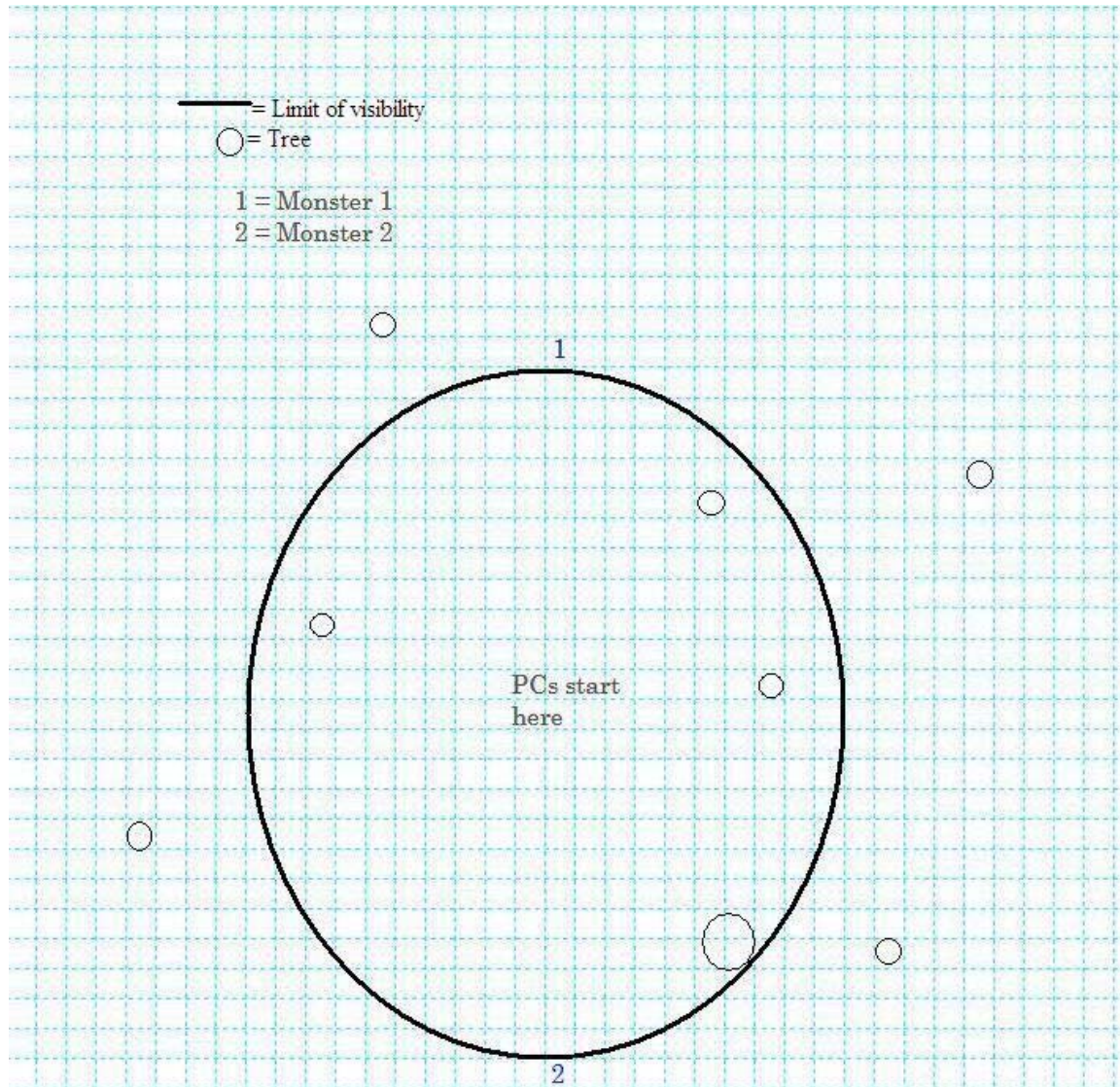
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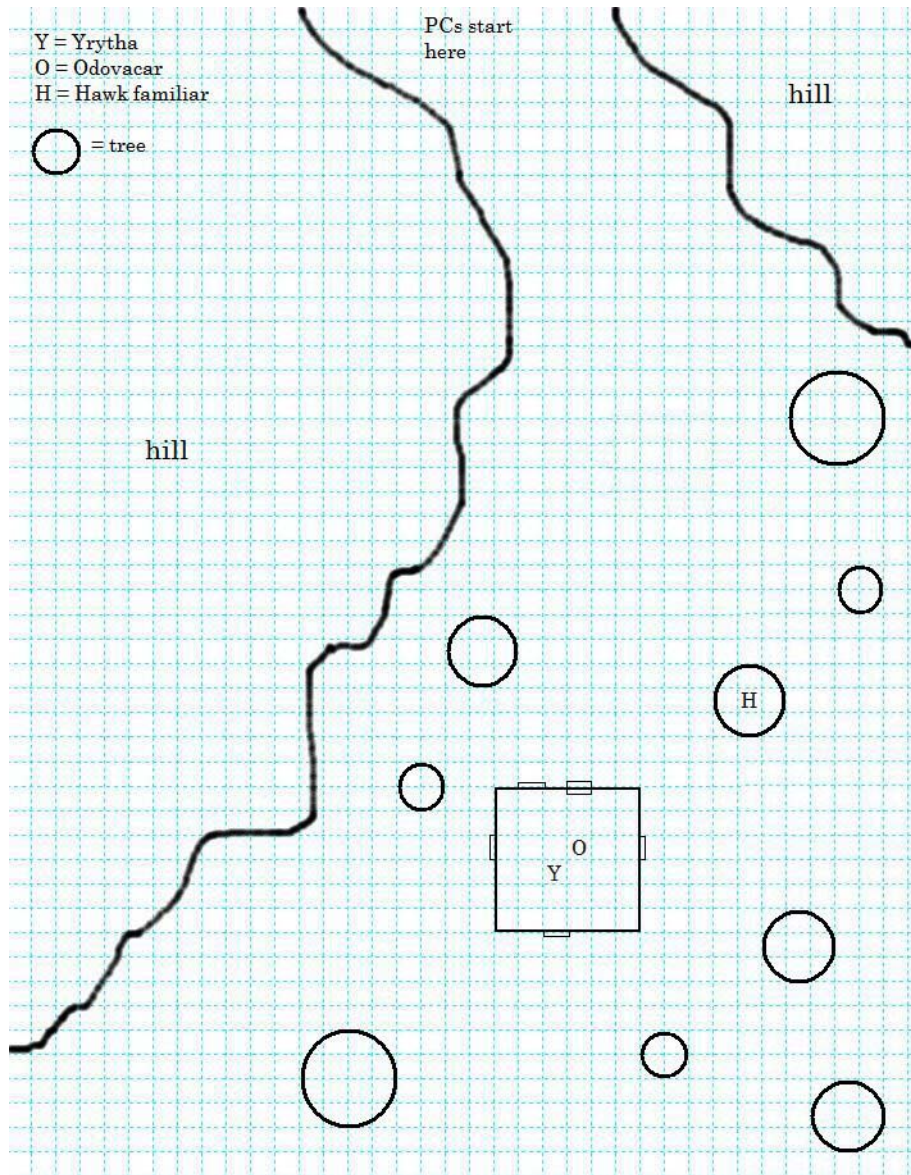
DM MAP: ENCOUNTER 2



DM MAP: ENCOUNTER 4



DM MAP: ENCOUNTER 8



PLAYER HANDOUT 1

The second test.

"Each of these servants has a single coin in his or her pocket. Some have a gold coin and some a silver coin. One with a gold coin always tells the truth, and one with a silver coin always lies.

"In addition, one of the eight is actually my son Endonius in disguise. If you are clever, you will be able to find him no matter how he appears."

The footmen look impassively at you. None resembles the young man you saw the day before.

The Baron continues, "I am not a cruel man, however. You may ask one question, which all eight will answer."

"Ah, but it is not so simple as that. You see, these eight people will not speak. The seven who are indeed servants will raise the right hand to indicate 'yes' or the left hand to indicate 'no'. My son will instead raise his left hand to indicate 'yes' or his right hand to indicate 'no'.

"You may not interact with them in any way except to ask your single question. You may not use magic or cast spells, or gain any outside assistance."