

DYV7-03

Dyvisions

A One-Round Dungeons & Dragons® Living Greyhawk™ Dyvers Regional Adventure

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Trade through the Gnarley Forest has been reduced to a trickle, the Nyr Dyv poses a mysterious threat to the shipping lanes, and a rogue element rises in the west, surging in strength under the cry, "Achos 'r chrau chan Beryn." A request for aid comes from three directions: one unknown, one unlikely, and the other unwanted. Can the adventurers end the divisions, or will more Divisions be required to end the unrest in the west? A one-round Dyvers Regional adventure set in the Westlands for characters level 1-14 (APLs 2-12). Part 3 of *The Machinations Saga*

Special thanks to Larry Snodgrass, Mason Mines, and Derrek Burrows for previous work on the Red Arrows and the Westlands respectively.

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 determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for 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.

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

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.

TIME UNITS AND UPKEEP

This is a standard One-round Regional adventure, set in Dyvers. All characters pay 1 or 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

Three years ago, the ravaged docks of Dyvers caused many citizens to turn to alternative sources of income. Some became adventurers, while others took less legal means to stave off starvation. The Westlands have always had a problem with bandits, but with this new influx of desperados, things only became worse. His back against the wall, Sheriff Krembo Schiff authorized his Red Arrows to begin a campaign of cruelty to those that would practice banditry on the Low Road. This proved to be extremely effective for a while, until one Patchwall day when Beryn, the betrothed to a Bandit Leader named Laruk, was apprehended while stealing goods from Lord Grandhearth himself. With adventurers from the Dyvers Adventurer's Guild standing by as witnesses, Beryn and her companions were skewered through their digestive tracts, and left, mounted on poles along the Low Road as a reminder to other bandits that "Such is the Price of banditry upon the Low Road". Laruk was devastated, and has dedicated his life seeking justice for what was done to his beloved; bringing others to his rallying call, "*Achos 'r chrau chan Beryn*". Laruk correctly believes that if he can bring banditry to such a level on the Low Road, the Sheriff will have no choice but to come out and face him, something he very much wishes. Particularly over the past 12 months, Laruk has been successful in attracting followers to his call, and his group is growing. Growing enough to have caught the attention of the cult of Molaho Khem who has now recently sent their emissary espousing the personal freedoms that are often set aside in a stringently lawful society. This tendency was brought forefront with the recent slave labor forced upon the peasants of the Westlands by the Mandragore League and Timbercrafter's Guild in DYVINT6-05 *Ruins of Chateau Lidaere*. This event played right into the Laruk's cries of unjust cruelty; many have flocked to his banner since.

Meanwhile, Sheriff Krembo Schiff has in turn dedicated his life to fighting banditry ever since his family was killed by raiding bandits in CY 580, setting up a sort of dichotomy with the beliefs of Laruk. The Sheriff is determined to bring the Low Road bandits to justice, and although he has had great success in bringing individuals to justice, he has had much less success with the group, as their numbers continue to grow faster than he can apprehend them. For this reason, Klabert Lord Grandhearth has ordered Krembo to take a new, softer approach. He is to hire members of the Dyvers Adventurer's Guild to seek a middle ground with the bandits, particularly as the conflict in the Gnarley becomes direr with each passing day. Krembo is bound by his own sense of duty to follow the orders of his liege to the letter but also intends to subvert its intent by using

the player characters to root out the bandits so that he can bring the fist of Hextor upon them.

CULT OF MOLAHO KHEM

This is a cult dedicated to the hero-god Molaho Khem, the god of glorious deaths. It is a group completely separated from the followers from other regions, and from those converts from previous Dyvers adventures such as DYV6-06 *Walpurgis: The Dark Night*. In fact, the cult of Molaho Khem considers followers from other branches of this mythos to be heretical and will attack on sight. Its members strive for independence from oppression, actually seeking out conflict in the hopes of dying in glory, thereby gaining the attention of their god and assurances of riches in the afterlife. This cult sought out the Trintae elves in DYV 4-06 *A House Divided* via a creature called The Eater of Souls, contacted them again in the hopes of launching a two-pronged attack against the divided House Grift in DYVINT5-07 *Home Sweet Home*. In DYV6-04 *Dyvisive Deep*, they worked to keep the existence of the Druid, Jumper, a secret from the leaders of Dyvers so that he can be turned into an enemy of the city-state by House Hoffer. Now, they are seeking converts from the Low Road Bandits, using a dogma of personal freedom, and resistance to tyrannical rule in preparation for the defense of the City against the coming of innumerable orc hordes. The Cult has been promised financial gain from Hoffer's benefactor for their support as well as freedom from prosecution, something that the Cult has so far been able to enjoy.

GENTRY

Set against this backdrop are the maneuverings of the various members of the Dyvers Gentry Assembly. Sheriff Krembo Schiff's star is on the rise. This, coupled with his disparaging religious views with his liege, Klabert Lord Grandhearth, have made the possibility of him moving to another area a growing possibility. The troubles in the Westlands have cast doubts on Klabert Lord Grandhearth's ability to rule effectively in that fief. Robert Lord Navoy has been positioning his house to take over the fief in the event the troubles in the Westlands cannot be contained. Although not directly involved with the bandits on the Low Road, House Navoy stands to gain if the trade along the Low Road is disrupted further. Lord Dagby, looking to reduce the influence of his principle detractor, House Navoy, has contacted Lord Maltrus in secret to offer amnesty and a fresh start to the bandits in the town of Liberty. Lord Maltrus will not show his hand, and so Lord Dagby is required to make the deal with the bandits. Lord Dagby, also not wanting to show his hand early on, has asked his

former cohort and friend, Amir Shamani, to intervene with Krembo Schiff's adventurers on his behalf.

ADVENTURE SUMMARY

Introduction: Another day in Dyvers

The PCs begin the adventure in the City of Sails and receive a letter from Krembo Schiff, Sheriff of Caltaran asking to meet him at Westguard in three days.

Encounter One: ARRESTED!

Characters with the "Hatred of Hoffer" from DYV6-04 *Dyvisive Deep* are accosted by the Dyvers Constabulary. The player(s) have been indicted by Lord Lambert Hoffer for the murder of his son. The charges are exaggerated, but unless they fight off the Constabulary, or can pull some strings, they will lose a day, or perhaps become incarcerated. This means they will either need to find a faster way to get to Westguard or will miss the meeting with Krembo Schiff entirely.

Encounter Two: More questions than answers?

It takes two days to get to Westguard by normal means; that does not leave a lot of time but does provide just enough to dig up some better questions, and maybe a few good answers. Players get an opportunity to learn who is behind the Westland rebellion, some more information regarding the Sheriff of Caltaran, and news of an impending strike by the Cult of Molaho Khem.

Encounter Three: A taste of Glory!

The Cult of Molaho Khem has been tasked to maintain or increase the conflict level in the Westlands. To that end, they are dispatched once again against the adventurers. This will preferably occur along the road to Caltaran. Failing that, they strike in Westguard proper, prior to the meeting with either Krembo Schiff or Amir Shamani.

Encounter Four: A meeting with whom?

A mysterious man approaches the adventurers discreetly in Westguard, asking that the players meet with him outside town instead of with the Sheriff of Caltaran. The man is Amir Shamani, and is, in fact, the mayor of Liberty. He is trying to prevent the adventurers from signing an agreement with the Sheriff so that it will be easier to make a counter offer, but cannot say as much until he is certain the adventurers are not going to attend the meeting with the Sheriff.

Encounter Five: An Unlikely Hero?

Krembo Schiff, the LE servant of Hextor, and sheriff of Caltaran, meets with the adventurers and asks them to locate the base of operations of the rogue element in the Westlands so that a successful solution can be had. The

rogue element is naturally operating outside the law; ransacking caravans. What he will not tell the adventurers is that his brand of a solution is to get a large group of Red Arrows and assault the base, in an attempt to wipe them out. It is possible that this encounter does not occur at all tables. If the adventurers meet with Amir and do not have exceptional travel capabilities, they will not be able to be present for this encounter. Characters with the **WANTED!** warrant still in effect from DYV 4-06 *A House Divided* will have the chance of recognition increased by 25% for this encounter.

Encounter Six: A meeting with the Mayor.

Either the adventurers traveled to Liberty before the meeting with Krembo, or Amir finds them in Caltaran after the meeting with Krembo. Amir asks the adventurers to disregard any agreement they may have made with Krembo and instead try to offer a truce to the bandits. Amir identifies himself as the mayor of Liberty and is confident he can get a legal pardon for the bandits if they lay down their arms and move to his town in Oster County. In return, he is willing to offer each member of the group a free lease to construct a business in his town and a free business license to operate within the city of Liberty. Adventurers may note that double-crossing Krembo Shrift will not go over lightly. Conversely, double-crossing Amir may cause the mayor some difficulties of his own.

Encounter Seven: Some More Information

The PCs may gather information within the Westlands to learn any information about the situation.

Encounter Eight: Whose side are you on anyway?

While traveling this road, the adventurers happen upon two groups in combat. On one side, the Red Arrows, on the other side a group of bandits. The bandits strive to survive in a wild land stealing from the caravans that cross their path. Their leader, a man named, Laruk, has become obsessed with vengeance against the Red Arrows for the barbarous treatment and death of his betrothed, Beryn from DYV4-06, *A House Divided*. Laruk further has a general dislike for the “Heroes” of Dyvers as they simply watched and let her die on a stake. The adventurers need to make a choice. If they attack the bandits, then proceed with Encounter 9: Assault! If they aid the bandits, and fight the Red Arrows, then proceed with Encounter Ten: Den of Thieves?

Encounter Nine: Assault!

The adventurers decided to attack the bandits, and either tracked them back to their base, or managed to pry the information from a captive. Once at the base, the adventurers are to call upon Krembo for the negotiation.

Krembo has a different version of negotiation in mind and shows up in force to wipe the bandits out once and for all. During the assault, a group of bandits escapes through a secret tunnel. The PCs have a chance to spot them before they get away, and may either specifically encounter the bandits along with the emissary of Molaho Khem, or may specifically let them escape.

Encounter Ten: The den of Thieves?

The adventurers have been brought before the den of thieves with one of three possible results. If the adventurers cannot persuade the bandits of their sincere attempts to help, then the bandits will feel obliged to keep the adventurers here until they can be certain that they will not be able to remember how to get here, or they can just fight the members of the group. With enough diplomacy, the bandits can be befriended and will accept Amir's offer. If the diplomacy check is not as successful, the adventurers need to prove their sincerity by retrieving the flag of Lord Grandhearth from a nearby Red Arrows fort

Encounter Eleven: Capture the flag

This encounter only occurs if the adventurers attempt to befriend the bandits but are not completely successful. The task is to capture the flag on top of a fort. Whether by force of arms or stealth, all that matters is retrieving the flag.

Encounter Twelve: Emissary of Molaho Khem

For successfully joining the group of bandits, either by successful diplomacy, or by capturing the flag, the Emissary of Molaho Khem tells the story of the Cult of Molaho Khem, and of Aliknor, the high priest of Molaho Khem. Characters are offered the opportunity to convert to Molaho Khem, and are also given the opportunity to have their lesser ring of glorious Deaths upgraded to its full potential

Conclusion: Picking up the Pieces

Conclusion.

PREPARATION FOR PLAY

It is important to note if anyone in the party is a member of any of the following Meta-orgs:

- Protégé of House Navoy
- Protégé of House Dagby
- The Constabulary

Also, If any characters participated in DYVINT5-07, DYNINT6-02, or DYV6-04 and have the Lesser ring of

Glorious deaths, and is either wearing it or otherwise displaying it prominently, that should be noted as well.

This adventure takes place in and around the City of Caltaran. Anyone with the “Wanted!” item from DYV4-06 will need to deal with its effects.

INTRODUCTION

It is the 25th day of Flocktime, and the Low Summer sun is beaming upon your face outside the civic temple in Dyvers. It was a long hard winter to be sure, but the return of a short spring and now the coming of summer have been good to the hearts of the Dyversian populace. Sure, there are always slavers, and the warlord Turrosh Mak with his orc hordes from Blackthorn are bearing down on Dyvers and its environs, but today, with the bright sun in your face, those worries seem far off.

The sharp rhetoric of the man you have been watching in the Civic Temple calling himself “The Voice of Molaho Khem” brings your senses back to focus as he begins his tirade anew, “There is no escaping the doom that is to befall us all. Even now, the forces of Turrosh Mak are consuming the Gnarley forest and its inhabitants. Soon his iron fist will fall on the outlying towns, and it is only a matter of time before Dyvers itself will be under attack. The gods have all forsaken you. Where will your precious ‘Guildmaster’ be when Turrosh Mak comes to call? I tell you there is but one that will stand by you when the Angel of Death is near. Embrace your destruction! Live forever in the hearts of both your friends and enemies; one in song, and the other in fear. Stand tall against the oncoming horde! Stand without fear! Stand with Molaho Khem, the Master of Glorious Deaths, and the gates to immortality will be thrown open before you!”

Most seem to disregard this middle-aged man of Oeridian descent as one of many madmen about the city telling tales of apocalypse, but some seem to be taking him seriously, flocking to his call for self-sacrifice against insurmountable odds. Is it for the protection of the lesser man that they answer his call? Or simply for the opportunity to die in battle, avoiding the inevitable life of slavery that would await them under Turrosh Mak’s iron fist? A street urchin moves deftly in your direction amongst the growing throng of listeners. He reaches into his satchel to pull out a letter and hands it to you with a smile.

The speaker is a follower of Molaho Khem, and is known as the “The Voice of Molaho Khem”; responsible

for spreading the word of the Master of Glorious Deaths to the populace. He is an evangelist of sorts, with a “fire and brimstone” message of doom. His message finds a home in the hearts of many who are currently without hope against the oncoming horde of orcs. PCs succeeding in a DC 25 Knowledge (Religion) check recognize the eight-pointed star on a red background as the holy symbol of an obscure group dedicated to the hero god Molaho Khem. Anyone who also succeeds in a DC 25 Knowledge (History) check knows that Molaho Khem was a great warrior years ago that had a thirst for the danger as well as the glory associated with hand-to-hand combat. He was eventually slain fighting a host of aliens.

The urchin is waiting for his Wheatsheaf (gold piece) tip. If none comes forthright, he thanks the PC graciously, and picks his pocket for APL*10 gold pieces. A DC 18 + APL Spot check is required to notice. If a player character has the disfavor of the Messengers guild, then the urchin picks his pocket regardless of whether he was tipped or not. **Player Handout #1**, or if the player has the disfavor of the messengers Guild, they will receive **Player handout #3**. If anyone is also a Protégé of House Dagby, the urchin hands him a second letter. **Player Handout #2**

1: ARRESTED! (OPTIONAL)

This encounter occurs only if a player character at the table has the “Hoffer Hatred” From DYV6-04 *Dyvisive Deep*. Unless the player characters frequently travel together, it is to be assumed that the group is not yet assembled.

If any player has the “Disfavor of the Messenger’s Guild” from DYV7-02 *Chain of Lies*, Read or paraphrase the following:

The small urchin nods his head, then with a wry smile shouts “I think I found dem fer ya Sarge!” A group of Constabulary enters the Holy Circle not more than 30 feet from you and moves in your direction. The urchin darts off to meet them

Read or paraphrase the following to any player character that gave the urchin a tip from the Introduction.

The small urchin nods his head after pocketing the Wheatsheaf, then with a wry smile says, “Better get a move on”.

Give the player character a one round head start before the Constabulary arrives on the scene. If the player character can successfully avoid detection, the

Constabulary will simply continue their search. If they spot the player character and he/she flees, then they will pursue.

A group of Constabulary enters the Holy Circle not more than 30 feet from you and begins to survey the area. One of them looks your way and points directly at you. The group then moves in your direction.

Unless the player characters initiate combat with the Dyvers Constabulary in the Holy Circle, Read or paraphrase the following

Once the Constabulary group arrives, one of them retrieves a scroll, and begins to read aloud, "By Order of the Special Tribunal of the Gentry Assembly, you are hereby ordered to surrender, and be taken into custody regarding the disappearance and assumed death of one Marsai Hoffer of House Hoffer whilst aboard the merchant vessel 'Easy Money'.

Any player characters that submit will be manacled, and brought to an abandoned building; a Safe House where convicted criminals are kept.

You have been brought to a Safe House, a place where criminals are housed for safekeeping. A dozen constabulary members move about bringing papers to a finely dressed man sitting at a desk.

Anyone with the title "Legendary Hero of Dyvers" or "Hero of Dyvers" will be released immediately on his own recognizance.

Upon being arrested, the PC is given two choices: Plead innocence or guilt. If the PC pleads guilty, then he is given the opportunity to undergo a quest to recover Marsai Hoffer's body in order to "make amends." Let the PC know that he can undergo the quest in order to avoid a trial (though he won't know ahead of time how long it will take).

If the PC chooses to plead innocence, then he is put on trial. The PC can choose to defend himself or hire a barrister. Strongly discourage the PC if he has little to no ranks in Diplomacy from representing himself. Warn the player that a poor showing in court could get him sentenced to several years in prison.

At the end of the adventure, one of three statuses apply to the PC with "Hatred of House Hoffer:

1. Fugitive – The PC either ran from the Constabulary, or was released on his/her own recognizance and never returned. The player character is now wanted throughout the Free Lands of Dyvers. Mark this on the AR.

2. Tried and convicted – The PC stands trial and is convicted for the murder of Marsai Hoffer (416 TUs). This sentence is modified as below:

- If the PC succeeds at a DC 20 Diplomacy check, or hires a Barrister for 500 gp, the sentence is reduced to "Manslaughter (40 TU's)
- If the PC succeeds at a DC 25 Diplomacy check, or hires a Barrister for 2,500 GP, the sentence is still Manslaughter, but the sentence is cut in half (20 TU's)
- If the PC succeeds at a DC 35 Diplomacy check, or hires a barrister for 5,000 gp, the sentence is cut in half again (10 TU's)
- If the PC succeeds at a DC 40 Diplomacy check, or hires a barrister for 7,500 gp, the sentence is reduced to Assault, and Unlawful Imprisonment (305 gp and 2 TU's)
-
- If the PC hires a barrister for 10,000 gp, a loophole is discovered, and the PC is set free.

Player characters that are a "Hero of Dyvers" receive a +5 circumstance bonus to all Diplomacy checks, and those that are a "Legendary Hero of Dyvers" receive a +10 circumstance bonus. See the Dyvers law information in Appendix 6 for reductions that may apply to members of the Alliance meta-organization.

All TU sentences may be further reduced by 1 TU for every 100 gp or influence point that a PC spends or by 10 TUs for every IP with a Dyvers Gentry House that is expended.

3. Make amends – The PC has agreed to go on a quest to retrieve the dead body of Marsai Hoffer from the Druid Jumper and return it to Dyvers to be resurrected. This action uses up 2 TUs for the quest. In addition he has earned the enmity of the aquatic druid, Jumper. The PC must chip in for the cost of the *resurrection* as seen below:

- APL 2: 250 gp
- APL 4: 500 gp
- APL 6: 750 gp
- APL 8: 1,000 gp
- APL 10: 1,750 gp
- APL 12: 2,500 gp

Any favor spent that eliminates the cost of the *resurrection* also eliminates this gp expenditure.

Anyone serving a TU sentence will not be allowed to continue further in this adventure unless they are able to do one of the following:

- Expend an influence point with a member of the gentry for express purpose of allowing the PC to continue in the adventure, i.e., you cannot use this same Influence point to also reduce any sentence.
- All PC's that are a "Hero of Dyvers" or a "Legendary Hero of Dyvers" will automatically be released on the own recognizance.
- The PC or others in his /her group must post a bail of 50 gp per TU to be served. Note that this is not "spent" as the PC receives it back at the end of the adventure. The bail money must be available in gold coin however, and so may require a PC to sell some equipment to post bail.

2: MORE QUESTIONS THAN ANSWERS

The PCs may decide to get some more information. If so, then the following is available with the appropriate Gather Information checks. Keep in mind that it takes three days to travel to Westguard by foot and two days by horse. If traveling by foot, this leaves the party only 8 hours to gather information before the scheduled meeting with the Sheriff of Caltaran.

House Navoy	
Clue	DC
House Navoy is one of five houses in Dyvers that has a writ of nobility.	15
Robert Lord Navoy maintains as his principle residence, manor in the Meadowlands fief.	17
House Navoy gained a great deal of standing within the Gentry Council for its support of the Constabulary during the One Day War.	20
With its strong affiliation with the Dyvers Constabulary, House Navoy seems to be the most logical choice to replace House Grandhearth in the Westlands should that House prove unable to restore order.	25
House Navoy has asked Lord Trass Dagby to dig up some "dirt" on Sheriff Krembo Schift.	30

Note: A Knowledge (Nobility) check can be substituted for a gather information check for all of the information regarding House Navoy. Expending an influence point with any Gentry House, the Magister of Dyvers, or the

Gentry Council provides a +5 circumstance bonus to the roll.

House Hoffer	
Clue	DC
House Hoffer is in fact a minor Gentry House.	10
House Hoffer is in fact an offshoot of the much more powerful House Grift, who has lordship over the Ehlenwood fief.	15
Lambert Hoffer is the youngest person to ever be brought into the Gentry Assembly (gentled). He was raised at the age of three after his father was killed in a freak hunting accident in Ehlenwood.	17
Marsai Hoffer was Lambert Hoffer's only son. He was recently killed by a group of adventurer's while on a ship in the Nyr Dyv	20
Lambert Hoffer has recently demanded that a special tribunal be convened to investigate the death of his son.	22
House Hoffer and House Grift hate each other with a passion. Rumor has it that House Hoffer would like to see House Grift removed from Ehlenwood with themselves installed as the rightful heirs to the fief.	25
Although a minor house, Hoffer has been making rather large outlays of capital of late. Apparently in an attempt to have his son brought back to life.	27
House Hoffer is supported financially by House Emirian.	35

Note: A Knowledge (Nobility) check can be substituted for a Gather Information check for all of the information regarding House Hoffer. Expending an influence point with any Gentry House, the Magister of Dyvers or the Gentry Council provides a +5 circumstance bonus to the roll.

House Emirian	
Clue	DC
Entire House History	20

Note: A Knowledge (Nobility) check can be substituted for a Gather Information check for all of the information regarding House Emirian. Expending an influence point with any Gentry House, the Magister of Dyvers or the Gentry Council provides a +5 circumstance bonus to the roll.

House Grandhearth	
Clue	DC
House Grandhearth is the oldest and most powerful Gentry House in Dyvers.	10
Klabert Lord Grandhearth resides in the town of Caltaran, and also controls the Westlands, including the fortifications of Westguard	12
House Grandhearth is one of five houses in Dyvers that has a writ of nobility	15
Grandhearth assumed control over the Westlands after Enruhl Leardyn, his cousin, had his patents of nobility stripped for his involvement in the One Day War.	17
Lord Grandhearth has re-located his Sheriff, Krembo Schift to the keep of Westguard to restore order after it was discovered that the Mandragore League was using forced labor to excavate the ruins of Chateau Lidaere	20
Unrest continues to grow in the Westlands, further fueled by the by the activities at Chateau Lidaere. The iron fist of his sheriff, has not brought order to the region, and Grandhearth is losing face in the Gentry Assembly	25
The unrest in the Westlands is led by a group of bandits, whose membership has swelled since some of their members were brutally tortured and then executed along the Low Road two and a half years ago.	27
Lord Grandhearth has ordered his sheriff, Krembo Schift, to take a less active role in the pursuit of the Bandits, and to instead have Dyvers adventurers seek out the bandits in the hopes that they can find a way to end the unrest.	30
If Grandhearth cannot control the unrest in the Westlands soon, the Gentry Assembly will likely remove authority from Grandhearth in the area, and give it to a more "worthy" House.	35
House Navoy is the most likely replacement for Grandhearth in the Westlands, and so it would be in their best interests to see the unrest continue.	40

Note: A Knowledge (Nobility) check can be substituted for a Gather Information check for all of the information regarding House Grandhearth. Expending an influence point with any Gentry House, the Magister of Dyvers or the Gentry Council provides a +5 circumstance bonus to the roll.

House Dagby	
Clue	DC
House Dagby was destroyed during the Kesser Massacre in CY 595	10
The eldest son of House Dagby somehow survived the Kesser Massacre, and adopted a halfling former adventurer named Trass Goblinsbane to be his successor.	20
Lord Trass Dagby has a small house in the Town of Liberty in addition to the traditional Dagby manor home in Banebridge. He gets along extremely well with most of the Baklun residents in Liberty.	22
Although House Dagby resides predominantly in the Meadowlands fief, controlled by House Navoy, House Dagby and House Navoy are at odds on many issues.	25
All of the original residents of the town of Liberty were former slaves from Tusmit. Many were freed by Lord Trass Dagby during his years as an adventurer, and some of the more prominent citizens were even followers of his.	27
Lord Maltrus has made an agreement with Lord Dagby regarding some property in the Town of Liberty.	30
Lord Trass Dagby is a member of the Infiltrator's guild in the Alliance	40

Note: A Knowledge (Nobility) check can be substituted for a Gather Information check for all of the information regarding House Dagby. Expending an influence point with any Gentry House, the Magister of Dyvers or the Gentry Council provides a +5 circumstance bonus to the roll.

Merchant Council	
Clue	DC
The merchant council has been holding secret meetings with its members.	20
The Merchant Council is currently trying to identify the threat so that it can be eliminated.	25
The merchant council, not impressed with the progress the Gentry assembly has made to date in the Westlands, has made it clear to their contacts in the shadows that something needs to change to bring about the vital trade through the Westlands.	30

Note: Expending an influence point with the Merchant Council provides a +5 circumstance bonus to the roll.

The Alliance	
Clue	DC
There are outside elements operating within the city limits of Dyvers	10
The outside elements have been asking about adventurers that are currently within the city	15
The group asking about Dyvers Adventurers is a group of cultists dedicated to the Hero god Molaho Khem.	17
A member of the Infiltrator's guild has been asking a lot of questions about some bandits in the Westlands	20
A member of the infiltrator's guild has been asking a lot of questions regarding the Krembo Shift, Sheriff of Caltaran	25
A master in the Alliance has been given charge to break the deadlock in the Westlands by any means necessary, including the removal of the leader of the Low Road Bandits.	30

Note: Any player that wishes to make a Gather Information check with the Alliance must expend one influence point to do so.

Molaho Khem	
Clue	DC
There was a book given the Dyvers library some 7 years ago that talked about Molaho Khem	20
There is a Shrine dedicated to Molaho Khem upstairs in the Half-Pint Pub	25
There is a cult that has been meeting in secret places about Dyvers dedicated to Molaho Khem	30
There are two cults dedicated to Molaho Khem in Dyvers. One of these cults is focused on Protection, and the other on Destruction.	35
One of the cults has been gaining support in the Gentry Assembly to have their own Temple dedicated to Molaho Khem within the city limits of Dyvers.	40

Note: A Knowledge (Local: VTF) check can be substituted for a gather information check for all of the information regarding Molaho Khem.

Krembo Shift	
Clue	DC
Sheriff of Caltaran	10
Head of the law enforcement group "The Red Arrows", who are known for their brutal enforcement of law in the Westlands, primarily along the Low Road	12
Krembo's tactics are highly effective in apprehending criminals and bringing them to justice, a fact that has endeared him to his superiors, giving him more of a free hand in dealing out justice.	15
Although Sheriff Shift's tactics are effective in apprehending criminals, they also seem to create more criminals, as attacks from bandits along the Low Road have gradually increased over the past two years.	20
Sheriff Shift has been given an ultimatum from Klabert Lord Grandhearth, his liege that he should use adventurers from the Dyvers Adventurers Guild to reach out to the bandits.	30
Krembo Shift's star is on the rise in certain sectors of Dyvers, and it is rumored that if he is successful in ending the bandit situation in the Westlands, he will be well positioned to become the next Colonel of the Dyvers Constabulary	40

Note: A Knowledge (Local: VTF) check can be substituted for a Gather Information check for all of the information regarding Krembo Shift. Anyone that is a member of the constabulary meta-org, or who expends an influence point with the Constabulary receives a +5 circumstance bonus to the roll.

Low Road Bandits	
Clue	DC
Operate principally along the Low Road	5
There have always been bandits along the trade routes of the Low Road, but they have grown in strength and numbers over the last two and half years.	10
The Low Road Bandits now have a cry of "Achos 'r chrau chan Beryn" which is Flan for "For the blood of Beryn"	12
The Low Road Bandits do not kill when they attack caravans, and rarely take most of the caravan's goods.	15
Beryn is the name of a woman that was brutally "murdered" along the Low Road some	17

two and a half years ago.	
After the activities of the Mandragore League and their Timbercrafter guild puppets at the Chateau Lideare, the ranks of the Low Road Bandits have swelled even further as the Red Arrows spend more time fighting the Low Road Bandits than the true evil of the League.	18
The slain woman, Beryn, was betrothed to the Low Road Bandits' current leader, a man by the name of Laruk.	20
Beryn was "murdered by a group of Red Arrows who caught her and some of her colleagues robbing a caravan. Adventurer's from the Dyvers Adventurer's Guild were present and did nothing to prevent its occurrence.	22
Recently, the tactics of the Low Road Bandits has shifted away from attacking profitable caravans to attacking caravans that will humiliate the Red Arrows, and their leader, Krembo Schift	25
You find a peasant that propositioned by the bandits just south of Caltaran. He was blindfolded and taken to a cave where he met a man. He ended up not joining the band for reasons he will not say, but he estimates that the base could not be more than 4 hours south of Caltaran by foot.	30
You find a former member of the Low Road Bandits that is now married with a small family. For 250 gp, and a promise not to turn him into the Sheriff of Caltaran, he is willing to make a map showing where the base was 2 years ago.	35

Note: A Knowledge (Local: VTF) check can be substituted for a Gather Information check for all of the information regarding the Low Road Bandits. Anyone that is a member of the constabulary meta-org, or who expends an influence point with the Constabulary receives a +5 circumstance bonus to the roll.

3: A TASTE OF GLORY

After the characters have proceeded along the road to Caltaran for a couple of hours, read or paraphrase the following. If the characters proceed to Westguard in a manner to make this impractical, then the encounter occurs in Westguard shortly after they arrive. Have the PCs make sporadic Spot checks to notice the tail. After **three** unsuccessful attempts to spot the cultists, they will attack.

APL	Spot DC
2	24
4	26
6	31
8	31
10	33
12	33

If the players notice the tail, then they may proceed with Encounter Three at a time of their own choosing, if not, then the cultists will be able to study their targets and strike when well prepared. When the cultists attack, read the following:

With a guttural battle cry in goblinoid, a group of gnome-kin appears and attacks. From their feral cry you can discern only a single name, Molaho Khem.

If anyone speaks goblin, they will be able to interpret the entire battle cry as "Only in the glory of death can our master Molaho Khem be served!" Anyone succeeding in a DC 25 Knowledge (history) check will know that Molaho Khem was a great warrior centuries ago that had a thirst for the danger as well as the glory associated with hand-to-hand combat. He was eventually slain fighting a host. Anyone that possesses a ring of glorious deaths recognizes the name as that which appears on the inside of their ring. The assailants fight to the death.

The assailants each wear a silver band with the inscription "Servant of Molaho Khem" written in Flan, except for the "Chosen of Molaho Khem", who wears a gold band that has a red stone mounted on it with a small eight-pointed star etched upon its surface.

APL 2 (EL 4)

Cultist Assassin: Male Spriggan barbarian 2; hp 47; see Appendix 1.

APL 4 (EL 6)

Cultist Assassin: Male Spriggan barbarian 2/assassin 2; hp 48; see Appendix 1.

APL 6 (EL 8)

Cultist Assassin: Male Spriggan barbarian 2/assassin 2; hp 48; see Appendix 1.

Chosen of Molaho Khem: Male Spriggan wizard 5/arcanic trickster 1; hp 46; see Appendix 1.

Tactics (APL 2-6):

All of the cultists will focus their attacks with the following preference.

1. Heretics of Molaho Khem*
2. Wizard/Sorcerer
3. Archer
4. Cleric
5. Heavy fighter
6. Anybody else

*** A heretic of Molaho Khem is anyone that is a worshipper of Molaho, but uses the “Cracked Tower” holy symbol, instead of the “Eight-pointed Star” holy symbol – OR – anyone that wields the intelligent weapon “Silence, The Secret of Molaho Khem”**

The assassins attempt to get their Death Attack off on the most susceptible person. On the following round, they take a standard action to use their *enlarge* supernatural ability, drop their short sword(s) and rage (if available to them). The Chosen of Molaho Khem does not go into a rage except as a last resort or if he runs out of useful spells. The assassins will specifically NOT target anyone wearing or otherwise displaying prominently a ring of Glorious deaths such as that available from DYVINT5-07 *Home Sweet Home*, or DYV6-04 *Dyvisive Deep*. If the initial target is disposed, they move to another. If the new target is invalid because they are wearing or otherwise displaying prominently a *ring of glorious deaths*, then they move to another target. Have the PC make a DC 20 Sense Motive check to notice the deliberate change in targets. If there are no further targets available that are valid, then the assassins make a small nod towards the remaining characters and then depart in the most expedient way. If the remaining characters give chase, then, and only then, do the assassin(s) fight characters displaying a *ring of glorious deaths*.

APL 8 (EL 10)

Cultist Assassin (2): Male Spriggan barbarian 2/ assassin 2; hp 48; see Appendix 1.

Chosen of Molaho Khem: Male Spriggan wizard 5/ arcane trickster 2/ barbarian 1; hp 58; see Appendix 1.

APL 10 (EL 12)

Cultist Assassin (2): Male Spriggan barbarian 2/ assassin 4; hp 78; see Appendix 1.

Chosen of Molaho Khem: Male Spriggan wizard 5/ arcane trickster 4/ barbarian 1; hp 66; see Appendix 1.

APL 12 (EL 14)

Cultist Assassin (4): Male Spriggan barbarian 2/ assassin 4; hp 78; see Appendix 1.

Chosen of Molaho Khem: Male Spriggan wizard 5/ arcane trickster 6/ barbarian 1; hp 74; see Appendix 1.

Tactics (APL 8-12):

The assassins attack in pairs (note that means that at APL 12, the assassins will target two characters, with the Chosen of Molaho Khem targeting a third) and with the following preference.

1. Heretics of Molaho Khem*
2. Wizard/Sorcerer
3. Archer
4. Cleric
5. Heavy fighter
6. Anybody else

The Chosen of Molaho Khem casts his most powerful spell along with his impromptu sneak attack ability (if available) with the following preference:

1. Heretics of Molaho Khem*
2. Heavy Fighter
3. Cleric
4. Archer
5. Sorcerer/ Wizard
6. Anybody else

*** A heretic of Molaho Khem is anyone that is a worshipper of Molaho, but uses the “Cracked Tower” holy symbol, instead of the “Eight-pointed Star” holy symbol – OR – anyone that wields the intelligent weapon “Silence, The Secret of Molaho Khem”**

The assassins attempt to get their Death Attack off on the most susceptible person. On the following round, they take a standard action to use their *enlarge* supernatural ability, drop their short sword(s) and rage. The Chosen of Molaho Khem does not go into a rage except as a last resort, or if he runs out of useful spells. The assassins specifically do NOT target anyone wearing or otherwise displaying prominently a *ring of glorious deaths* such as that available from DYVINT5-07 *Home Sweet Home*, or DYV6-04 *Dyvisive Deep*. If the initial target is disposed, they move to another. If the new target is invalid because they are wearing or otherwise displaying prominently a ring of glorious deaths, then they move to another target. Have the PC make a DC 20 Sense Motive check to notice the deliberate change in targets. If there are no further targets available that are valid, then the assassins make a small nod towards the remaining characters and then depart in the most expedient way. If the remaining characters give chase, then, and only then, do the assassin(s) fight characters displaying a *ring of glorious deaths*.

4: A MEETING WITH WHOM?

Your journey to the Keep of Westguard takes you first to the port City of Caltaran, seat of power to the Grandhearth Family, and then to the outpost of Westguard. Although farmsteads are ever present, they became increasingly less prevalent as you travel into the Westlands, and the farmsteads you did notice seem to be small forts as well as a place to grow crops.

You have not spotted any bandits per se, but you have passed no fewer than four groups of men that might have simply decided not to attack such a superior force on the road.

Once within sight of Westguard, however, it appears that law and order are again at hand. Merchants freely ply their trade without apparent fear of theft or looting. Beyond the keep you can easily see the vast tracts of the Gnarley forest, snow still clinging to barren branches, atypical for any time of year, but especially in Low Summer. Every once in a while you spot one of a group of archers eyeing the crowd, including yourself. They are dressed in loose fitting clothing and all wear a red sash tied about their waist. Perhaps the most striking thing about them is the red-dyed bow they each carry and the arrows with pitch-black fletching. They carry themselves in a manner that speaks of authority.

Atop the Keep of Westguard flies the Dyvers flag, a symbol of order in this rugged frontier. As you move through town, a man with a hooded cloak approaches your side and softly whispers in a thick Baklunish accent, "I am sorry I could not catch you in Dyvers. Do not yet meet the Sheriff. Get a room at the Three Bells Inn, and then travel 5 miles to the south. I will leave a light on for you." Without another word, he moves away inconspicuously.

The man is Amir Shamani, the mayor of Liberty, a small town in the fief of Oster County. He ignores any further attempts at communication. If a player character insists, he turns and states firmly,

"Good sir (ma'am), I assure you that I have no need of your services. I have not the coin to offer for your protection."

Unless the party arrives by some magical means, it is a three-day journey from Dyvers to Westguard (two days if all are mounted). This leaves only 16 hours for the party to gather information if they so choose, to meet with the mayor of Liberty, and to sleep, including any time spent gathering information in encounter 2. If the party wants to find out some information go to encounter 7. If they are going to meet with Amir, then proceed to

encounter 6, otherwise, they spend the night and proceed with encounter 5 in the morning.

5: AN UNLIKELY HERO? (OPTIONAL)

(See DM Map #2)

The town surrounding the keep of Westguard is not large, and it is not difficult to locate the old Slatter Hill Manor that is now serving as a base for the Sheriff of Caltaran and his Red Arrows. It is a large stone structure, with only a single story. Two Red Arrows guard at the front door, standing slightly away from it as a new granite sign with the word "JUSTICE" carved on it is raised to mount above the entrance. Cast to the side in several large pieces, chiseled haphazardly from its original mounting is the former sign, which read "FORTUNE & VALOR".

As you approach, the two guards step forward, and one of them speaks, "You look like you are here to speak with Sheriff Schiff. Please excuse all of the mess; we are in the process of re-decorating. I assume each of you has your letter with you? If you would allow me to see them please, I would appreciate it."

Anyone that still has "Wanted!" active from Dyv4-06 *A House Divided* will be immediately recognized by the guard, who will keep quiet until the party is inside. A DC 20 Sense Motive check reveals that something is amiss with the guards. Only characters that hand over their letter are allowed to see the Sheriff. Characters that do not have a letter from the Sheriff, or are wanted, and do not want to hand it over to the guard, must wait outside.

Once the rest of the party is inside, a group of Red Arrows appears to arrest anyone that has "Wanted!" still active from Dyv4-06 *A House Divided*. If the character tries to flee, he is successful, but becomes a fugitive in the Free Lands of Dyvers, receiving the "Fugitive" status on the AR. For the characters that enter to speak with the Sheriff read or paraphrase the following:

Sitting at a large desk of Ip wood with his feet propped on its surface is a middle aged suel man. An ornately decorated scabbard holding a greatsword lies on the desk as the man is casually reviewing some papers. Without looking up, the man remarks, "I assume you are the adventurer's that I have invited?"

For APL's 2-6, as well as tables that have no current Dyvers residents, read or paraphrase the following:

I must admit, that I do not recall offering you a letter, but this late in the game, I guess you are just going to have to do, aren't you?

Continue below for all APL's

Without waiting for an answer, he stands and continues, "Welcome to Westguard. I am Krembo Schiff, loyal servant to Klabert Lord Grandhearth; Sheriff of both Caltaran, and the Westlands and protector of its law-abiding citizens." Now that he has stood, you can see that he is not a particularly large man, standing a mere 5'-10", although he does appear to be well proportioned, especially given his apparent age. Around his neck on a heavy gold chain is an emblem of a fisted gauntlet clutching six arrows. "We have much to discuss, if you will hear me out. Please, be seated." Motioning to a set of eight chairs around the table. "Before I begin, can I get you anything to eat? Drink?" Krembo nods to one of the Red Arrows guards who quickly brings over a prepared tray of food to the table, before turning and returning to his original post.

Sheriff Schiff courteously waits for the PCs to be seated before continuing. Krembo Schiff has a "Strong" Aura of Evil if anyone has the means to determine it. Anyone succeeding in a DC 15 Knowledge (religion) check recognizes the holy symbol of Hextor. Once all of the characters are seated, continue below:

Krembo continues, "Despite the relative peace and calm that I have been able to restore to this community following the unlawful imprisonment and enforced slave labor placed upon these unfortunate peasants, the banditry along the Low and River roads continues. In the past, I have dealt with these bandits to the fullest extent allowed by the law, treating them as the common criminals they are. Quite honestly, there are larger things in the future of Dyvers that will need our collective attention, and we can no longer afford the existence of this criminal element along one of our trade routes. Because of all this, I am changing tactics. I will seek a truce with these bandits, but I first need to find the current location of their leader, a man named 'Laruk'. For all their diligence in applying the law in the Westlands, I am afraid that both the reputation and temperament of the Red Arrows make them ill-suited for this task, and so I come to you, adventurers of Dyvers, to aid us. Can the Westlands, in fact all of Dyvers, count on you?"

Krembo Schiff makes no effort to hide the fact that he is a Blackguard of Hextor. Anyone seated at the table is affected by his *aura of despair*, receiving a -2 penalty to all saves. None of this changes the facts though, and if questioned about his motives, Krembo notes some or all of the following points:

- If the PCs are not successful, then Krembo will have no choice but to request the assistance of Imril Laerephon and the garrison of Westguard, as well as Uraies Schiff from Caltaran to wipe out all resistance. There will be no mercy.
- These are bandits. They steal, and disturb the order of civilization. They do not deserve the chance I am giving them, but it may be an opportunity for everyone to "win".
- With the coming storm, Dyvers will need all of the soldiers it can get. Any military operation against the bandits will cost lives, lives that will be needed in the lawless time ahead.
- With any luck, the bandits can be used in the future as expendable militia against Turrosh Mak's Orc hordes.
- It is important to set an example to those that live outside the law; to let all know that such actions cannot, and will not, be tolerated. To abandon the law is to move into anarchy, and in such a society, commerce cannot flourish.
- If the bandits are to be simply "excused" for their banditry, then will not that simply encourage others to do the same?

A DC 20 Sense Motive check reveals that Krembo is not being completely honest. Krembo does not willingly reveal his true motivations, but as a staunchly lawful individual, he only lies as an absolute last resort, even excusing the PCs if they question him into a corner where he must either lie or reveal too much.

- Krembo hates bandits more than anything else, and uses his hate to fulfill his duties to his liege, Klabert Lord Grandhearth with fervor. He always seeks ways to justify conflict with them. See Appendix 3.
- Krembo intends to have the PCs locate the bandits so that he can negotiate with them. What he does not share is that he also intends to capture all of the bandits and drag them back to Westguard in chains

before the negotiations start. If they resist, then he can claim justification for using lethal force.

- Krembo does not want to involve the PCs at all. He is being forced to use PCs at the insistence of his liege, Klabert Lord Grandheart.

If the PCs mention that someone asked them to not meet with Krembo, read or paraphrase the following:

Upon hearing this, Krembo frowns, turns to one of the Red Arrows guards, and gives him a slight nod. The guard quickly departs through the front door. Turning back to your group, Krembo says, "Thank you for informing me of this very unfortunate occurrence. I assure you that we will bring this individual to justice for his interference in the security matters of the Westlands."

If the PCs do not agree to work with Krembo for any reason, then read or paraphrase the following:

With a cold look, Krembo reaches into a drawer of the table and pulls out a bag. Throwing it in your direction he states flatly, "Go then. I knew this would never work. Morgan! Ready your men. We are going to end this the way it should have been ended a long time ago. Notify Imril and Uraies that we will leave in 4 hours."

Krembo tosses them each a bag of (APL * 5 gp) for their trouble. The adventure can continue with the PCs seeking out Amir, or by seeking out the bandits themselves without the contract with Krembo. Also note that they will also have a time limit before the Free Army with Krembo at its head descends upon the Bandits hideout. If the PCs are satisfied with Krembo's explanations then read or paraphrase the following:

With a wry smile, Krembo exclaims, "It is settled then. Guildmaster Nathas has given me the latest fees for contract work from your guild, so if you will place your mark at the bottom of this contract, we can get started." With that, he brandishes a contract from the desk, and places a copy in front of each of you.

See **Player Handout #4**

As a reference, Krembo Schiff is the equivalent of a Captain in the Constabulary. Once the contracts are signed, then read or paraphrase the following:

"Excellent!" Krembo exclaims with perhaps the first grin you have seen across the man's hard face. "I will

tell you that we do not know exactly where to find this 'Laruk'. We presume that there must be a base of operations somewhere and that this 'Laruk' would be there. We have followed the tracks of the bandits in the past, which have led us to some small caves along the Serault River southwest of Caltaran. Occasionally these had supplies and the like, but we have never found anything that looks like a base." Krembo then reaches inside a drawer of the desk and retrieves a large sack of coins. Throwing it onto the desk in front of you, he says, "Here is the retainer as agreed, as well as a gift to Laruk. Once you find the bandits' hideout, break this trinket, and it will initiate a sending spell giving me directions to your location. If you need anything further, please speak with my captain, Morgan Ravenshome", motioning to a dark haired Oeridian man in the corner of the room.

The trinket does in fact activate a *sending* spell, and radiates Evocation if magic is detected. The gift of which Krembo speaks is the engagement ring Laruk gave to Beryn before she was brutally executed by a group of Red Arrows. If asked what the significance is, Krembo will respond that Laruk will know. The ring is not magical.

If requested, Morgan Ravenshome assigns one of his Red Arrows to act as a tracker for the party. This may or may not be necessary depending on party composition and their actions in Encounter 8. Note that having a member of the Red Arrows along with the party may severely limit their options in future encounters. The tracker will have a Survival skill check 19, which is just enough to track the bandits from **Encounter #8** to their hideout.

If the PCs do not request the tracker, then one secretly follows them, tracking them to the best of his abilities, as a backup plan in case the PCs lose heart and "forget" to break the trinket. From this point forward, have the PCs make Spot checks periodically per the table below. The tail follows them 100 feet back. The following DCs DO NOT take into account any range penalties that may apply to PCs' Spot checks due to range (typically -10 for 100 ft.).

APL	Hide	Spot
2	17	17
4	17	17
6	20	20
8	30	30
10	30	30
12	35	35

If the PCs confront him, he does not fight but tries to flee. If captured, he offers the following:

- The Sheriff thought it would be a good idea to keep an eye on you in case you ran into trouble. Knowing adventurers, he figured you would not have felt it was required.
- He apologizes; he is just following orders.
- If checked, he is NOT evil.
- He genuinely knows nothing about what is going on, other than what he was told by Morgan Ravenshome (Captain of Red Arrows): he was to follow the group of PCs, and if they found the bandits' hideout, he was to break some trinket.
- If the PCs look at the trinket, it is very similar to the one given them by Krembo Schiff,

All APLs

Krembo Schiff: Male Human AL LE, Strong Aura of Evil)

The PCs have several choices. They can go meet with the mayor of Liberty, if they have not already done so in **Encounter 6 “Meeting with the Mayor”**, or they can ask around town for more information in **Encounter 7 “Some More Information”**, or they can proceed into the Westlands after the Low Road Bandits in **Encounter 8 “Whose Side Are you on Anyway?”**

6: A MEETING WITH THE MAYOR (OPTIONAL)

This encounter can either occur before or after **Encounter 5 “An Unlikely Hero”**, or not at all. The encounter is geared towards a nighttime encounter. If the characters “arrive” early, then they have to wait until the evening hours before Inacio makes himself visible.

Traveling south until you are just out of sight from Westguard, a soft orange glow suddenly appears off to your right, shining through the grass rather than above it, meaning that it cannot be more than a couple of feet off the ground.

If the PCs met with Krembo Schiff before coming here, then they are being followed, unless they are traveling in such a manner as to make it impractical (See Encounter #5). If the PCs move to investigate the flame, read or paraphrase the following:

As you move to within 100 feet of the light source, it becomes increasingly clear that it is a large fire, although there are no people in sight.

Have the PCs make Spot checks. Anyone succeeding a DC 25 Spot check correctly identifies the fire to be a creature of some sort. Anyone who also succeeds a DC 17 Knowledge (planes) check correctly identifies it as a small fire elemental. The elemental is, in fact, Inacio, the familiar of Amir Shamani, mayor of Liberty, and was sent here to escort the party to Amir. Inacio notices the party once they are within 60 ft, unless they take extraordinary measures to conceal themselves. Once the party is within 30 feet, read or paraphrase the following:

Coming upon the large flame, you see that there is a “trail” of charred prairie grasses leading to, or coming from the south. Beside the flame is steel bucket with a hole cut in one side, and covered in black soot on its interior.

If anyone can understand Ignan, read or paraphrase the following:

Once you are within the 30 feet, the fire begins to speak. “Welcome my most esteemed friends. My name is Inacio, and I will be your guide to my master, who awaits your arrival. If you would but follow me, we should be there in a couple of hours.” The fire then begins to move along the charred trail to the south. It moves as fast as a horse until it is some 60 ft. away, and then stops. “I shall not exceed your capacity to follow, but you must follow me if we are to get there...”

If no one can understand Ignan, then read or paraphrase the following:

Once you are within about 30 feet, the fire begins pop and crackle at a furious rate; embers flying from its center, but cooling before they land in the tall grasses. After several moments, it starts to move along the charred trail to the south. It moves as fast as a horse until it is about 60 ft away, stops, and then pops and crackles for a few more seconds.

Inacio is here to lead the party to Amir. He moves 60 feet in front of the party and then waits for the party to catch up to within 30 feet. The steel bucket was used by Inacio to conceal his light until he was in the right spot. He then threw off his bucket and suddenly became visible in the night. Inacio made the trail on his way here from Amir's tent, so it is possible to get to the tent without the familiar's aid. There is nothing special about the bucket. If anyone in the party attacks Inacio, he simply flees to the southeast. Note that the trail leads to the south, not southeast. Once the party is following Inacio, read or paraphrase the following:

You follow the flame along the scorched trail for several miles. The flame stops periodically to wait for the party to approach, and then continues on at its brisk "pace". Then, ahead of you, you begin to make out what appears to be a large tent set up in the middle of the plains.

Amir has cast *Mordenkainen's faithful hound* as a guard outside the tent. If the party is approaching with Inacio, then Amir dispels the effect before the party is near enough for them to realize it was there. In the event the party is not arriving with Inacio, then the spell will come into effect including the watchdog's bite attack. If the party is approaching with Inacio, then read or paraphrase the following:

As you approach the tent, the flame's light shows that the tent is very colorful, perhaps to the point of being flamboyant. Vibrant silk scarves, with an emphasis on red and orange, are tied to the tent in strips, creating a striped-like pattern on its surface; the nighttime wind fluttering the scarves against the tent's otherwise dull surface. The tent is rectangular, a full 30 feet long and some 20 feet wide with two red banners (banderoles) attached atop poles planted in the ground on either side of the front tent flaps that are neatly pulled back and tied. The area around the tent has had all the grass burned back in a 60-foot radius, leaving no living plant life in the area. The flame you have been following moves without pause into the tent and hops up onto a brazier.

The grass has been burned away as a safety precaution. Amir and his familiar Inacio both deal with a lot of fire, and having grass in the area has proved unsafe to them in the past. It also can be an effective defense from those that would attempt to sneak in. Once the PCs decide to enter the tent, read or paraphrase the following:

Moving into the tent, the smell of sweet incense fills the smoky air around you. The floor is covered with a rich carpet, clearly of Baklunish manufacture. All about the inside of the tent are a series of lit braziers, their heat increasing the ambient temperature to the point where it is warm, although not uncomfortably so. In the center of the tent are seven comfortable lush cushions surrounding the brazier upon which your guide "sits". A man wearing a bright red robe is already in the process of standing from a desk upon which sits a large tome he had been reading. The man is slender but tall, clearly of Baklunish descent with thick black hair, dark eyes, and a graying goatee trimmed to a point beneath his chin. With a broad

smile, he strides in your direction and shakes the hand of each of you with both of his, saying with a Baklunish accent, "Welcome! I am so glad you came".

Once he has welcomed everyone, the smile quickly falls from his face, being replaced by an austere look. With his right hand placed across his breast, the man begins, "My name is Amir Shamani, originally from the lands of Tusmit far to the West where I was once a slave, but now from the town of Liberty, a place for new beginnings. I believe you have met my familiar, Inacio, although I doubt you understood his introduction. I assure you he did not take it personally; he has become quite accustomed to talking to himself. I must apologize for the nature of our visit. I wish it could be otherwise, but I am afraid that there is more behind the events transpiring than simply bandits on the Low Road. Will you hear me out?" Amir motions for you to be seated on one of the cushions about the central brazier where Inacio is perched, as he sits himself.

If the PCs agree to listen, Amir shares the following pieces of information with them.

- Krembo Schiff has no intention of negotiating with the bandits. He plans to storm their base, and when they resist, which they will, he will try to kill them all.
- The tighter Krembo tightens his grip on the bandits, the faster they seem to be able to replenish their losses. The cruelty of his Red Arrows, and the lack of protection they have in turn received since the fall of House Leardyn has led many to the bandit leader Laruk. Many do not believe that Krembo can be successful against them this time either.
- Amir offers an alternative. As the mayor of Liberty, he has arranged for members of the Low Road Bandits to move to the town and participate in a more normal life, away from the cruelty of Krembo Schiff and Red Arrows.
- If the PCs signed the contract with Krembo earlier, then Amir apologizes and notes that assisting the bandits in this manner will be unlawfully breaking their contract with Krembo and House Grandhearth.
- If the PCs have not yet seen Krembo, Amir asks them not to, or at least to not mention his involvement as it could further complicate matters in an already complicated situation.
- Amir agrees that the bandits are, in fact, bandits, living outside the law. While unjust in their activities, it is no less unjust the punishment they will receive for their activities to date.

- Amir points out that they are all pawns in a masterful game, Krembo and himself included. To find the players, you must first determine who is to win and who is to lose if the bandits live or die, if order is restored to the Westlands or is not, if trade flows freely not just along the Low Road, but through the Gnarley forest, along the Nyr Dyv, and into Greyhawk City, or does not. It is not as important which side you choose but to know that you are in fact choosing a side and why.
- The events of the last several years all seem to play into a single strategy bent on the destruction of Dyvers. Look at some of the facts:
 - Unrest in the Gnarley. After the cruelty House Grift exacted upon the denizens of the Gnarley before Helsim Grift assumed control, is it any wonder that they choose to hide instead of standing to fight with Dyvers?
 - It has snowed in the Gnarley forest. This is not a natural weather pattern for this part of the Flanaes and is likely the result of some malignant force in the Gnarley forest.
 - I have heard rumors, but have not been able to confirm them, of an evil druid with Kuo-toan minions disrupting trade on the Nyr Dyv.
 - Greyhawk has closed its ports to all ships flying the flag of Dyvers.
 - A new cult of fanatics has come to Dyvers, attacking Dyvers adventurers, a bastion of strength for the city over the years. Is it possible that they will either distract, or destroy that group? And for what purpose?
 - Even the timing of the Horde of Turrosh Mak seems too coincidental to be chance.
 - Now, Krembo Schiff wants to wage a war against bandits disenfranchised by the torture and subsequent execution of the leaders betrothed, a woman name Beryn, for stealing some food. It “feels” like he is intentionally picking a fight. Why?

Anyone making a DC 20 Sense Motive Check notes that Amir is not being completely truthful. In fact, he is shading things intentionally to his point of view. Some of the above is not necessarily true, some is just his opinion, and cannot be substantiated, although he believes they are likely to be true. Once Amir has shared the above facts with the PC's, and has answered their questions, read or paraphrase the following:

“I am afraid that, given the uncertain situation that we find ourselves, it would not be prudent for me to be able to offer you definitive proof for the plan that I

speak. Such an action could drastically complicate the situation in the Westlands and the rest of Dyvers if it were to fall into the wrong hands. Quite frankly, I trust you enough to share this information with you in casual conversation but, unfortunately, not enough to give you written authentication. So, the long and short of it is that you are just going to have to trust me, and the Low Road bandits will as well if we are to succeed. Once you have convinced the bandits, head to Liberty. There is a small pub in our town. I will meet you there.” Amir rises from his cushion and turns to return to his desk. Before he sits at his desk, he pauses. With his back still to you he begins to speak, “There is an old saying in the West that seems very appropriate. I apologize, however, for it is not nearly as poetic as it is in my native tongue. ‘May you go to market with the silver tongue of Mouqol, for you go to sell what no one wants to buy.’ Good Luck.” With that, Amir sits at his desk and continues his studies.

Amir answers any further questions the PCs may have but will make it quite clear that he considers it rude to continue after business was concluded.

All APLs

Amir Shamani: Male Human (Baklunish); AL LN, Int 22, Wizard 12

Inacio: Outsider (Fire) AL LN, Int 11.

The PCs have several choices. They can go meet with Sheriff Krembo Schiff, if they have not already done so in **Encounter 5 “Unlikely Hero”**, they can ask around town for more information in **Encounter 7 “Some More Information”**, or they can proceed into the Westlands after the Low Road Bandits in **Encounter 8 “Whose Side Are you on Anyway?”**. Additionally, they may proceed with informing Sheriff Schiff of everything Amir told them. The adventure can continue, but only by helping Krembo.

7: SOME MORE INFORMATION

The PCs may decide to get some more information. If so, then the following is available with the appropriate Gather Information checks. Note that several DCs have been lowered due to the closer proximity of the PCs to the events that are transpiring. If the PC's met with Krembo Schiff before coming here, then they are being followed, unless they are traveling in such a manner as to make it impractical (See Encounter #5).

Amir Shamani	
Clue	DC
Amir Shamani is a man of Baklunish descent that is currently the mayor of Liberty.	15
Amir Shamani was a former slave from the Baklunish west.	17
Amir Shamani, with many of the current inhabitants of Liberty were freed from slavery and brought to Dyvers in CY 593	20
Amir Shamani is the former cohort of Lord Trass Dagby.	25

Note: A Knowledge (Local: VTF) check can be substituted for a Gather Information check for all of the information regarding Amir Shamani. Residents of the town Liberty receive a +10 circumstance bonus to the roll.

House Navoy	
Clue	DC
House Navoy is one of five houses in Dyvers that has a writ of nobility.	15
Robert Lord Navoy maintains as his principle residence, manor in the Meadowlands fief.	17
House Navoy gained a great deal of standing within the Gentry Council for its support of the Constabulary during the One Day War.	20
With its strong affiliation with the Dyvers Constabulary, House Navoy seems to be the most logical choice to replace House Grandhearth in the Westlands should that House prove unable to restore order.	25
House Navoy has asked Lord Trass Dagby to dig up some "dirt" on Sheriff Krembo Schiff.	30

Note: A Knowledge (Nobility) check can be substituted for a Gather Information check for all of the information regarding House Navoy. Expending an influence point with any Gentry House, The Magister of Dyvers or the Gentry Council provides a +5 circumstance bonus to the roll.

House Hoffer	
Clue	DC
House Hoffer is in fact a minor Gentry House.	10

House Hoffer is in fact an off shoot of the much more powerful House Grift, who has lordship over the Ehlenwood fief.	15
Lambert Hoffer is the youngest person to ever be brought into the Gentry Assembly (gentled). He was raised at the age of three after his father was killed in a freak hunting accident in Ehlenwood.	17
Marsai Hoffer was Lambert Hoffer's only son. He was recently killed by a group of adventurer's while on a ship in the Nyr Dyv	20
Lambert Hoffer has recently demanded that a special tribunal be convened to investigate the death of his son.	22
House Hoffer and House Grift hate each other with a passion. Rumor has it that House Hoffer would like to see House Grift removed from Ehlenwood with themselves installed as the rightful heirs to the fief.	25
Although a minor house, Hoffer has been making rather large outlays of capital of late. Apparently in an attempt to have his son brought back to life.	27
House Hoffer is supported financially by House Emirian.	35

Note: A Knowledge (Nobility) check can be substituted for a Gather Information check for all of the information regarding House Hoffer. Expending an influence point with any Gentry House, The Magister of Dyvers or the Gentry Council provides a +5 circumstance bonus to the roll.

House Emirian	
Clue	DC
Entire House History	20

Note: A Knowledge (Nobility) check can be substituted for a Gather Information check for all of the information regarding House Emirian. Expending an influence point with any Gentry House, The Magister of Dyvers or the Gentry Council provides a +5 circumstance bonus to the roll.

House Grandhearth	
Clue	DC
House Grandhearth is the oldest and most powerful Gentry House in Dyvers.	10
Klabert Lord Grandhearth resides in the town of Caltaran, and also controls the Westlands, including the fortifications of Westguard	12
House Grandhearth is one of five houses in	15

Dyvers that has a writ of nobility	
Grandhearth assumed control over the Westlands after Enruhl Leardyn, his cousin, had his patents of nobility stripped for his involvement in the One Day War.	17
Lord Grandhearth has re-located his Sheriff, Krembo Schift to the keep of Westguard to restore order after it was discovered that the Mandragore League was using forced labor to excavate the ruins of Chateau Lidaere	20
Unrest continues to grow in the Westlands, further fueled by the by the activities at Chateau Lidaere. The iron fist of his sheriff, has not brought order to the region, and Grandhearth is losing face in the Gentry Assembly	25
The unrest in the Westlands is led by a group of bandits, whose membership has swelled since some of their members were brutally tortured and then executed along the Low Road two and a half years ago.	27
Lord Grandhearth has ordered his sheriff, Krembo Schift, to take a less active role in the pursuit of the Bandits, and to instead have Dyvers adventurers seek out the bandits in the hopes that they can find a way to end the unrest.	30
If Grandhearth cannot control the unrest in the Westlands soon, the Gentry Assembly will likely remove authority from Grandhearth in the area, and give it to a more "worthy" House.	35
House Navoy is the most likely replacement for Grandhearth in the Westlands, and so it would be in their best interests to see the unrest continue.	40

Note: A Knowledge (Nobility) check can be substituted for a Gather Information check for all of the information regarding House Grandhearth. Expending an influence point with any Gentry House, The Magister of Dyvers or the Gentry Council provides a +5 circumstance bonus to the roll.

House Dagby	
Clue	DC
House Dagby was destroyed during the Kesser Massacre in CY 595	10
The eldest son of House Dagby somehow survived the Kesser Massacre, and adopted a halfling former adventurer named Trass Goblinsbane to be his successor.	20
Lord Trass Dagby has a small house in the Town of Liberty in addition to the traditional Dagby	22

manor home in Banebridge. He gets along extremely well with most of the Baklun residents in Liberty.	
Although House Dagby resides predominantly in the Meadowlands fief, controlled by House Navoy, House Dagby and House Navoy are at odds on many issues.	25
All of the original residents of the town of Liberty were former slaves from Tusmit. Many were freed by Lord Trass Dagby during his years as an adventurer, and some of the more prominent citizens were even followers of his.	27
Lord Maltrus has made an agreement with Lord Dagby regarding some property in the Town of Liberty.	30
Lord Trass Dagby is a member of the Infiltrator's guild in the Alliance	40

Note: A Knowledge (Nobility) check can be substituted for a Gather Information check for all of the information regarding House Dagby. Expending an influence point with any Gentry House, The Magister of Dyvers or the Gentry Council provides a +5 circumstance bonus to the roll.

Merchant Council	
Clue	DC
The merchant council has been holding secret meetings with its members.	20
The Merchant Council is currently trying to identify the threat so that it can be eliminated.	25
The merchant council, not impressed with the progress the Gentry assembly has made to date in the Westlands, has made it clear to their contacts in the shadows that something needs to change to bring about the vital trade through the Westlands.	30

Note: Expending an influence point with the Merchant Council provides a +5 circumstance bonus to the roll.

The Alliance	
Clue	DC
There are outside elements operating within the city limits of Dyvers	10
The outside elements have been asking about adventurers that are currently within the city	15
The group asking about Dyvers Adventurers is a group of cultists dedicated to the Hero god Molaho Khem.	17

A member of the Infiltrator's guild has been asking a lot of questions about some bandits in the Westlands	20
A member of the infiltrator's guild has been asking a lot of questions regarding the Krembo Schiff, Sheriff of Caltaran	25
A master in the Alliance has been given charge to break the deadlock in the Westlands by any means necessary, including the removal of the leader of the Low Road Bandits.	30

Note: Any player that wishes to make a Gather Information check with the Alliance must expend one influence point to do so.

Molaho Khem	
Clue	DC
There was a book given the Dyvers library some 7 years ago that talked about Molaho Khem	20
There is a Shrine dedicated to Molaho Khem upstairs in the Half-Pint Pub	25
There is a cult that has been meeting in secret places about Dyvers dedicated to Molaho Khem	30
There are two cults dedicated to Molaho Khem in Dyvers. One of these cults is focused on Protection, and the other on Destruction.	35
One of the cults has been gaining support in the Gentry Assembly to have their own Temple dedicated to Molaho Khem within the city limits of Dyvers.	40

Note: A Knowledge (Local: VTF) check can be substituted for a Gather Information check for all of the information regarding Molaho Khem.

Krembo Schiff	
Clue	DC
Sheriff of Caltaran	5
Head of the law enforcement group "The Red Arrows", who are known for their brutal enforcement of law in the Westlands, primarily along the Low Road	7
Krembo's tactics are highly effective in apprehending criminals and bringing them to justice, a fact that has endeared him to his superiors, giving him more of a free hand in dealing out justice.	10
Although Sheriff Schiff's tactics are effective in apprehending criminals, they also seem to create more criminals, as attacks from bandits along the Low Road have gradually increased	12

over the past two years.	
Sheriff Schiff has been given an ultimatum from Klabert Lord Grandhearth, his liege that he should use adventurers from the Dyvers Adventurers Guild to reach out to the bandits.	20
Krembo Schiff's star is on the rise in certain sectors of Dyvers, and it is rumored that if he is successful in ending the bandit situation in the Westlands, he will be well positioned to become the next Colonel of the Dyvers Constabulary	30

Note: A Knowledge (Local: VTF) check can be substituted for a Gather Information check for all of the information regarding Krembo Schiff. Anyone that is a member of the constabulary meta-org, or who expends an influence point with the Constabulary receives a +5 circumstance bonus to the roll.

Low Road Bandits	
Clue	DC
Operate principally along the Low Road	5
There have always been bandits along the trade routes of the Low Road, but they have grown in strength and numbers over the last two and half years.	5
The Low Road Bandits now have a cry of "Achos 'r chrau chan Beryn" which is Flan for "For the blood of Beryn"	7
The Low Road Bandits do not kill when they attack caravans, and rarely take most of the caravan's goods.	10
Beryn is the name of a woman that was brutally "murdered" along the Low Road some two and a half years ago.	12
After the activities of the Mandragore League and their Timbercrafter guild puppets at the Chateau Lideare, the ranks of the Low Road Bandits have swelled even further as the Red Arrows spend more time fighting the Low Road Bandits than the true evil of the League.	13
The slain woman, Beryn, was betrothed to the Low Road Bandits' current leader, a man by the name of Laruk.	15
Beryn was "murdered by a group of Red Arrows who caught her and some of her colleagues robbing a caravan. Adventurer's from the Dyvers Adventurer's Guild were present and did nothing to prevent its occurrence.	17
Recently, the tactics of the Low Road Bandits has shifted away from attacking profitable caravans to attacking caravans that will humiliate the Red Arrows, and their leader,	20

Krembo Schiff	
You find a peasant that propositioned by the bandits just south of Caltaran. He was blindfolded and taken to a cave where he met a man. He ended up not joining the band for reasons he will not say, but he estimates that the base could not be more than 4 hours south of Caltaran by foot.	22
You find a former member of the Low Road Bandits that is now married with a small family. For 250 gp, and a promise not to turn him into the Sheriff of Caltaran, he is willing to make a map showing where the base was 2 years ago.	25

Note: A Knowledge (Local: VTF) check can be substituted for a Gather Information check for all of the information regarding the Low Road Bandits. Anyone that is a member of the constabulary meta-org, or who expends an influence point with the Constabulary receives a +5 circumstance bonus to the roll.

8: WHOSE SIDE ARE YOU ON ANYWAY?

At some point, whether by gathering information in either Dyvers or Westguard and finding someone with information regarding the location of the Bandits hideout, or by simply traveling along the Low Road, since that is where one would expect to find the Low Road Bandits, the PCs come across a group of bandits in a skirmish with a group of Red Arrows.

If the PCs met with Krembo Schiff before coming here, then they are being followed, unless they are traveling in such a manner as to make it impractical (See Encounter 5). Read or paraphrase the following:

You travel along the famed Low Road; highway to the Gnarley Forest, Celene, and the dark Temple of Elemental Evil in Verbobonc, vital trade route to lands of Dyvers, and ongoing flash point between the free-loving bandits of the Low Road and the authoritative Sheriff of Caltaran and his Red Arrows. Traveling along it now southwest from the port town of Caltaran as it follows the Serault River you can just make something out ahead along the side of the road. Then approaching you along the road, you see a pair of men running. Seeing you, they stop, place their hands in the air over their heads in a sign of submission, turn away from your group, and run to the west, off the road. In the air above the distant objects are a group of birds.

At APLs 8 and above continue with the following:

Most of the birds seem to be leisurely flying overhead, but two are moving about very erratically.

Anyone making a DC 15 Knowledge (Nature) check realizes that the two erratically flying birds are not behaving naturally and that they appear to be fighting each other.

Continue below for all APLs.

Anyone making a DC 25 Listen check hears the sounds of battle ahead. If the PCs chase after the men, they catch them. The men are terrified merchants from a caravan that was just sacked by the Low Road Bandits. Questioning them reveals the following.

- They were attacked by bandits, who cut loose their horses and beat their guards senseless.
- The bandits did not use lethal force but were determined.
- One of the bandits looked as if he had recently been crying.
- They told us to go before they had a change of heart and decided to mount us on poles
- Just then, a group of Red Arrows showed up, and they started fighting each other. We ran.

If the PCs continue along the Low Road, then read or paraphrase the following:

Ahead is a sight not common in the lands of Dyvers. Alongside the road are the decaying remains of five humanoid figures mounted to poles, picked clean by birds and washed by the rains over time. One of the poles has been cleaved in two and has been discarded alongside the road. Also, along the side of the road are two shovels and a pick. As you approach, the sounds of battle in the distance reach your ears near two overturned wagons. Between the two wagons lie the bodies of four men, dressed as caravan guards. Behind the near wagon, their backs to you, are a group of red-sashed men in light armor, occasionally firing an arrow toward the opposing overturned wagon.

A group of bandits had been searching for comrades of theirs and found them at this location. While the bandits pulled them off the poles to make graves for them, a caravan came along. The bandits decided to pause their burial service to make off with some of the caravan's goods. Using non-lethal force, they subdued the guards

and began to rob the wagons. Before they finished, a group of Red Arrows appeared, and a fight is currently ensuing. Both groups have overturned one of the wagons, and are firing volleys of arrows at each other. When the PCs arrive, neither side holds the advantage. The PCs may either participate in helping one side or the other, or they may simply watch. If the PCs choose not to participate, then the Low Road Bandits are victorious but badly beaten.

Treasure: One of the wagons has a false bottom beneath the driver's seat. PCs succeeding at a Search check per the following table find the listed treasure.

APL	Search DC
2	16
4	18
6	20
8	22
10	24
12	26

ENCOUNTER 8.A – FIGHT THE BANDITS

The PCs can easily approach the Red Arrows position. If they approach in a visible manner, then read or paraphrase the following:

One of the men glances in your direction and yells "REAR!" As one, the entire contingent of Red Arrows turns toward you with arrows nocked.

The Red Arrows do not fire on the PCs as long as the PCs make some show that they are on their side. PCs may attempt a DC 25 Diplomacy check to have the Red Arrows lower their bows. The –10 modifier for rushed Diplomacy is already included. Showing the contract with Krembo Schift, or demonstrating submission such as throwing down weapons, placing both hands in the air, etc., also suffices.

Once the PCs are with the Red Arrows, the bandits' attitude is Hostile. Any attempt to approach the bandits peacefully requires that their attitudes be shifted to "Friendly." The Bandits do not surrender to the Red Arrows under any circumstances but can be convinced to surrender to members of the Dyvers Constabulary by shifting their attitude to "Helpful."

Tactics: The bandits all have bows readied and are using lethal damage at this point. They fight to the death, as that is what they will receive if they fail.

Development: It may be difficult to extract the location of the bandit's lair from them. If the PCs manage to

subdue one of them, he can be intimidated per the rules in the *Player's Handbook*. He can be befriended with a DC 50 Diplomacy check, which should be further modified with circumstance penalties based on the PC's actions in combat. There are also numerous magical means to enlist their aid.

It is also possible to track the bandits back to their hideout with a DC 19 Survival check, but doing so requires retracing their steps over the day, which requires 10 consecutive checks. PCs may also have located someone in Dyvers or Westguard that could provide a map or steer them in the right direction.

APL 2 (EL 4)

Bandits (4): Male human warrior 1; hp 10;

Bandit Leader: Male human ranger 2; hp 17;

APL 4 (EL 6)

Bandits (4): Male human fighter 1; hp 12;

Bandit Leader: Male human ranger 2/Ftr3; hp 41

APL 6 (EL 8)

Bandits (4): Male human ranger 2; hp 17;

Bandit Leader: Male human ranger 3/ fighter 4; hp

56;

APL 8 (EL 10)

Bandits (5): Male human ranger 3; hp 17;

Bandit Leader: Male human ranger 5/ fighter 4; hp

70;

APL 10 (EL 12)

Bandits (6): Male human ranger 2/ fighter 3; hp 41;

Bandit Leader: Male human ranger 6/ fighter 4; hp

77;

APL 12 (EL 14)

Bandits (6): Male human ranger 3/ fighter 4; hp 56;

Bandit Leader: Male human ranger 6/ fighter 6; hp

93;

ENCOUNTER 8.B – FIGHT THE RED ARROWS

The PCs can easily approach the bandits position. If they approach in a visible manner then read or paraphrase the following:

One of the men glances in your direction and yells "REAR!" As one, the entire contingent of bandits turns toward you with arrows nocked.

The bandits do not fire on the PCs as long as the PCs make some show that they are on their side. PCs may

attempt a DC 25 Diplomacy check to have the bandits lower their bows. The -10 modifier for rushed diplomacy is already included.

If the PCs accepted a tracker from Krembo Schift in **Encounter 5 An Unlikely Hero**, then one of the Red Arrows below is already with the PCs as their tracker.

If the PCs have one of the Red Arrows tracking them from Encounter 5 An Unlikely Hero, then he stays hidden and reports the PCs' activities back to Krembo Schift. All PCs earn the "Fugitive" status on the AR for attacking the Red Arrows. If the PCs fight the Red Arrows and do not kill all of them or leave them in a condition that a *speak with dead* functions, then they earn the "Fugitive" status on the AR.

Tactics: Under no circumstances do the Red Arrows flee from the scene without a fight. If half their number is incapacitated, they flee. If they cannot flee, they surrender.

Development: Because of the PCs' assistance, the bandits immediately have a "Friendly" reaction to the PCs. PCs succeeding at a DC 20 Spot check notices that one of the bandits has been crying because of the loss of his comrades. If the PCs offer to assist the bandits with burying their comrades, their reaction is changed to "Helpful". Alternatively, a DC 20 Diplomacy check shifts the bandits' attitude to "Helpful" as well.

The bandits do not agree to take the PCs to their lair unless their attitude has been shifted to "Helpful".

PCs that received the "Wanted" status from DYV4-06 *A House Divided*, even if its effects have since been removed, receive a +20 circumstance bonus to the roll.

Any PC that has a reputation for living outside the law such as that provided by the Dread Pirate prestige class receives a +10 circumstance bonus to the roll.

The DM should use his/her discretion in assigning other circumstances bonuses and/or penalties depending on the PC's actions.

If the PCs are willing to "cast their lot" with the bandits by killing one of the unconscious Red Arrows soldiers (an evil act that should be noted on the AR and brought to the notice of the Dyvers triad), the bandits initial attitude is shifted to "Helpful". Note that the bandits do not ask the PCs to kill one of the Red Arrows while they are helpless, and will, in fact, discourage it, though they do not stop the PCs trying to "prove" their commitment to the bandits' cause.

APL 2 (EL 4)

Red Arrow Recruits (4): male human warrior 1; hp 5;

Wesnic: male human ranger 2; hp 17;

APL 4 (EL 6)

Red Arrow Recruits (4): male human fighter 1; hp 12;

Wesnic: male human ranger 2/fighter 3; hp 41;

APL 6 (EL 8)

Red Arrow Initiates (4): male human ranger 2; hp 17

Wesnic: male human ranger 3/fighter 4; hp 56;

APL 8 (EL 10)

Red Arrow Initiates (5): male human ranger 2; hp 17;

Wesnic: male human ranger 5/fighter 4; hp 70;

APL 10 (EL 12)

Red Arrow Runners (6): male human ranger 2/fighter 3; hp 41;

Wesnic: male human ranger 6/fighter 4; hp 77;

APL 12 (EL 14)

Red Arrow Runners (6): male human ranger 3/fighter 4; hp 56;

Wesnic: male human ranger 6/fighter 6; hp 93;

ENCOUNTER 8.C – ENJOY THE SHOW

If the PCs are not going to pick sides in this encounter, then it passes without them. Read or paraphrase the following:

After an initially wary posture from the Red Arrows, they turn their attention to the bandits. Then, the leader of Red Arrows, in a daring move, organizes a charge. One man attempts to charge around the right flank of the bandits with his shield up. Pausing only a few seconds, the remainder charge around the left flank. The bandits though do not bite on the bait, and instead of loosing their volley on the first man, hold for the second group, mowing them down. Two of the Red Arrows do manage to make it to the bandits' overturn wagon and kill two of them before being slain themselves. The whole thing is over in seconds.

Development: It may be difficult to extract the location of the bandits' lair from them. The bandits do not trust the PCs and have not seen them do anything to "commit them to their cause". There are numerous magical means to get them to show the PCs where their base is, but note that doing so leads to conflict in the event of a failed attempt.

It is also possible to track the bandits back to their hideout with a DC 19 Survival check, but doing so

requires retracing their steps over the day (10 hours), requiring 10 consecutive checks. If the PCs accepted a tracker from Krembo Schiff in **Encounter 5 An Unlikely Hero**, then he participated with the Red Arrows attack and so is currently dead.

PCs may also have located someone in Dyvers or Westguard that could provide a map or steer them in the right direction.

The bandits have an initial attitude towards the PCs based upon APL per the table below:

APL	Initial Attitude	DC to "Helpful"
2	Friendly	20
4	Friendly	20
6	Indifferent	30
8	Indifferent	30
10	Unfriendly	40
12	Unfriendly	40

If the PCs assist the bandits with burying their comrades without being asked, then the bandits' Initial attitude will improve by one step.

PCs that received the "Wanted" status from DYV4-06 *A House Divided*, even if its effects have since been removed, receive a +20 circumstance bonus to the roll.

Any PC that has a reputation for living outside the law such as that provided by the Dread Pirate prestige Class receives a +10 circumstance bonus to the roll.

The DM should use his/her discretion in assigning other circumstances bonuses/penalties depending on the PC's actions.

If the PCs are willing to "cast their lot" with the bandits by killing one of the unconscious Red Arrows soldiers (an evil act that should be noted on the AR and brought to the notice of the Dyvers triad), the bandits initial attitude is shifted to "Helpful". Note that the bandits do not ask the PCs to kill one of the Red Arrows while they are helpless, and will, in fact, discourage it, though they do not stop the PCs trying to "prove" their commitment to the bandits' cause.

9: ASSAULT!

(See DM Map #3)

Once the PCs arrive at the entrance to the bandits' cave, they need to find the hidden entrance unless they are escorted by one of the bandits from **Encounter 8**. If the PCs met with Krembo Schiff in **Encounter 5** and have not discovered their trail, then allow them another opportunity to see him before proceeding (see **Encounter 5** for required DCs).

To find the secret entrance, PCs need to make a Search check with the following DC:

APL	Search DC
2	16
4	18
6	20
8	22
10	24
12	26

If the PCs are unable to find the entrance or would like to call Krembo Schiff using the trinket, then proceed with **Encounter 9.A**. If the PCs manage to find the entrance to the cave and wish to proceed inside before calling Krembo, proceed with encounter 9.B

ENCOUNTER 9.A - SEND IN KREMBO

When the PCs break the trinket to call on Krembo Schiff, read or paraphrase the following:

Breaking the trinket given to you by the Sheriff of Caltaran was not what you expected. It simply broke, nothing more. As you ponder how to continue beyond this point, you start to hear the rumbling of horses in the distance. Coming upon your position is a group of armed men. The man in the lead is mounted on a jet-black heavy horse of exceptional size. Its blood red eyes knowingly pierce through your soul with an understanding beyond that possessed by a mere mount. Its rider, armored in black full plate with spikes and wearing a helm with eight red spikes for a crest is equally imposing. The Sheriff of Caltaran has come, and apparently he is dressed to kill. "You have done well, adventurers. Now it is time to see about successfully negotiating with these vermin. Lieutenant! Dismount and have your men secure the caverns. I will have a talk with this Laruk. If anyone resists...Kill them." Then leaning over his horse, he says softly, "Mayhem, stay here with our adventurers. Help them if anyone tries to come in after us." Krembo and his men dismount and in no time find a secret entrance into a cave. Krembo enters, with the rest of Red Arrows close behind.

If the PCs interact with Krembo, he provides the following pieces of information.

- He has had the PCs followed since leaving Caltaran. No offense, but it is always best to have a back-up plan. As it turns out, one was not needed, and you

have performed beyond my expectations. You have done a great service to Dyvers.

- Since he had the PCs followed, he was able to be nearby when you called.
- Krembo fully intends to negotiate with anyone that throws down arms and surrenders in the spirit of negotiation. If anyone resists, then he is well within his rights to defend himself and his men to the full extent allowed by the law (lethal force).
- Mayhem is his Fiendish Servant, a trusted mount, and loyal companion.

Several moments after Krembo enters the cave, have the PCs make a Spot check.

APL	Spot DC
2	16
4	18
6	20
8	22
10	24
12	26

If anyone succeeds, read or paraphrase the following:

Some 60 feet on the other side of the ridge into which the hidden cave entrance led, a section of earth flips up, and a group of men climbs out into the plains, moving quickly off to the west. Mayhem, the Sheriff's fiendish mount, whinnies, and looks directly at you, apparently waiting to see what you will do.

The Sheriff of Caltaran has flushed out the bandit leader, Laruk. The Sheriff has gotten bogged down inside the bandit cave, and Laruk is trying to escape.

If Mayhem believes that the PCs are intentionally letting Laruk go, then Krembo learns of this later and seeks to arrest the PCs for abetting a known fugitive. The PCs can fool Mayhem if everyone successfully makes a Bluff check against Mayhem's Sense Motive score of +1. He may be fiendish, but he's not exceptionally clever. Those who do not convince Mayhem that they did not simply let Laruk go receive the "Fugitive" item on the AR.

APL 2 (EL 4)

Bandits (4): male human warrior 1; hp 10; Appendix 1.

Laruk: male human rogue 2; hp 12; Appendix 1.

APL 4 (EL 6)

Bandits (4): male human fighter 1; hp 12; Appendix 1.

Laruk: male human rogue 4/ fighter 1; hp 29; Appendix 1.

APL 6 (EL 8)

Bandits (4): male human fighter 1/ rogue 1; hp 21; Appendix 1.

Laruk: male human rogue 4/ fighter 2/ avenging executioner 1; hp 42; Appendix 1.

APL 8 (EL 10)

Bandits (4): male human fighter 1/ rogue 1; hp 21; Appendix 1.

Bandit: male human cleric 2; hp 13; Appendix 1.

Laruk: male rogue 4/ fighter 2/ avenging executioner 3; hp 54; Appendix 1.

APL 10 (EL 12)

Bandits (4): male human fighter 4/ rogue 1; hp 48; Appendix 1.

Bandit: male human cleric 28; hp 13; Appendix 1.

Bandit: male human wizard 21; hp 13; Appendix 1.

Laruk: male rogue 4/ fighter 2/ avenging executioner 4; hp 60; Appendix 1.

APL 12 (EL 14)

Bandits (4): male human fighter 4 /rogue 2/ holy liberator 1; hp 66; Appendix 1.

Bandit: male human cleric 7; hp 38; Appendix 1.

Bandit: male human wizard 7; hp 29; Appendix 1.

Laruk: male rogue 4/ fighter 3/ avenging executioner 5; hp 73; Appendix 1.

ENCOUNTER 9.B – GO IT ALONE

The PCs either made the Search check above in **Encounter 9** and have decided to proceed into the cavern or else were led here by one of the bandits from **Encounter 8**. In either case, read or paraphrase the following:

You have discovered an entrance to some sort of cave with a small entrance alongside the bank of the Serault River. Squeezing into the cave one at a time, you enter into the top of a large subterranean cavern. Two torches flank the entrance to this roughly spherical room. The light from your own source reflects off the cavern floor some 20 feet below. The room is filled with supplies; the ill-gotten gain from caravans along the Low Road.

If the PCs befriended the bandits in **Encounter 8**, then their escort locates the secret door, and deactivate the pit trap. Otherwise, the PCs need to find the secret door

behind one of the crates and deal with the trap on the other side.

If the PCs set off the trap, then immediately start initiative, and move to **Encounter 10**.

APL 2 (EL 3)

Camouflaged Pit Trap: CR 3; mechanical; location trigger; no reset; DC 15 Reflex save avoids; 3d6 dam; Search DC 17; Disable Device DC 17

APL 4 (EL 5)

Camouflaged Pit Trap: CR 5; mechanical; location trigger; no reset; DC 18 Reflex save avoids; 4d6 dam, spikes + med. spider venom (DC 14 1d4 str/1d6 str); Search DC 22; Disable Device DC 22

APL 6 (EL 7)

Camouflaged Pit Trap: CR 7; mechanical; location trigger; no reset; DC 18 Reflex save avoids; 4d6 dam, spikes + large scorpion venom (DC 18 1d6 str/1d6 str); Search DC 24; Disable Device DC 26

APL 8 (EL 9)

Camouflaged Pit Trap: CR 9; mechanical; location trigger; no reset; DC 21 Reflex save avoids; 4d6 dam, spikes + purple worm poison (DC 24 1d6 str/1d6 str); Search DC 26; Disable Device DC 26.

APL 10 (EL 10)

Camouflaged Pit Trap: CR 10; mechanical; location trigger; no reset; DC 22 Reflex save avoids; 6d6 dam, spikes + purple worm poison (DC 24 1d6 str/1d6 str); Search DC 28; Disable Device DC 28.

APL 12 (EL 10)

Camouflaged Pit Trap: CR 10; mechanical; location trigger; no reset; DC 24 Reflex save avoids; 4d6 dam, spikes + dragon bile poison (DC 26 3d6 str/o str); Search DC 28; Disable Device DC 28.

10: THE DEN OF THIEVES

There is a myriad of ways the PCs can arrive at this point. In general, there are three likely results, but there can certainly be others.

- PCs came to talk to Laruk and the Low Road Bandits to get them to leave (10.A).
- PCs came to kill/capture Laruk and the Low Road Bandits (10.B).

- PCs came to talk to Laruk and the Low Road bandits but were interrupted by Krembo and his men (10.C).

In addition, the PCs may initially plan on behaving one way and then change their mind, so play this out however seems most appropriate.

Unless the PCs avoided or disarmed the trap and continued down the hall quietly, then the bandits are ready with two bandits in the hallway taking the full defensive option and two behind them with spears at the ready.

ENCOUNTER 10.A – TALK TO LARUK

Once the PCs are in sight of the room, read or paraphrase the following:

Before you lies what appears to be an empty room. Suddenly, two men spring into the 10-foot-wide hallway with shields ready, while two more move behind them with spears readied. More men move into view behind these readied men as well as a gnome of some sort standing beside a large dog like creature. The gnome does not look the same as the gnomekin that attacked you earlier. He is well kept, dressed in bright colors, with a rather interesting hairstyle. One of the men in back begins to speak, "Why have you come here?"

The gnome is the Emissary of Molaho Khem and is here to continue his attempts to convert the Low Road Bandits. He is not a combatant and flees if attacked. The dog is his Elven Hound mount. As the PCs attempt to convince Laruk to leave, the Emissary of Molaho Khem tries to convince the bandits to stay and fight, bringing up some of the following points:

- Do not leave. The people of the Westlands have to depend on you to carry the battle of righteousness against the evil authority of Krembo Schiff and his Red Arrows.
- You have known only a life of complete freedom for these many years; now you are going to set that aside for a plow? How long do you think it will be before you yearn for a freer life?
- If you cower away from the Sheriff and his men, then what hope does another have to carry on with what you have begun? Continue on at least until you can name a successor.

Convincing Laruk is an opposed Diplomacy check against the Emissary of Molaho Khem. The required DCs are noted below:

APL	DC to "Helpful"
2	20
4	24
6	28
8	32
10	35
12	38

The roll should be modified as follows:

Event	Modifier
PCs befriended bandits in Encounter 8	+2
PC has "Wanted" from DYV4-06 <i>A House Divided</i>	+2
PC has criminal reputation such as that from Dread Pirate Prestige Class	+2
Forged documents offering proof of Amir's claim	+5
PC is a member of the Dyvers Constabulary	-2

Development:

If the PCs succeed, then Laruk and his band agree to leave. If the Red Arrows were still following the PCs, then proceed to **Encounter 10.C**. If the Red Arrows are not still following them, then proceed to **Encounter 12**. If the PCs fail to convince Laruk to leave, but are within 10 of the target DC, then he makes the PCs an offer. Read or paraphrase the following:

After quietly listening to both sides of the argument, Laruk, the leader of the Low Road Bandits, stands and begins to speak, "After considering both sides of the argument, and noting that you bring no proof of what you say, I would like to make you an offer. If you were to join our little band, then what would be good for us would be good for you. Likewise, what would be bad for us would be bad for you. So, I would propose a challenge for you then. If you are willing to join our band, then bring me one of Lord Grandhearth's banners. There is a fort not far from here. If you like, we can show you the way."

Development:

If the PCs decline Laruk's offer, and want to force a solution, then proceed to **Encounter 10.B**. Otherwise, proceed with the Conclusion.

If the PCs take Laruk up on his offer, then proceed with **Encounter 11**

ENCOUNTER 10.B – BRING IN THE BANDITS

The PCs have entered the Den of Thieves, and, for whatever reason, a fight is to break out. This can be because the PCs intend from the start to kill/capture Laruk for Krembo Shift or because negotiations with Laruk failed, and there was no other discourse but bring Laruk in. If the PCs are just now entering the room, read or paraphrase the following; otherwise, proceed with combat:

Before you lies what appears to be an empty room. Suddenly, two men spring into the 10-foot-wide hallway with shields ready, while two more move behind them with spears readied. More men move into view behind these readied men as well as a gnome of some sort standing beside a large dog like creature. The gnome does not look the same as the gnomekin that attacked you earlier. He is well kept, dressed in bright colors, with a rather interesting hairstyle. One of the men in back begins to speak, "Why have you come here?"

The gnome is the Emissary of Molaho Khem, and is here to continue his attempts to convert the Low Road Bandits. He is not a combatant and flees if attacked. The dog is his Elven Hound mount.

APL 2 (EL 4)

Bandits (4): male human warrior 1; hp 10; Appendix 1.

Laruk: male human rogue 2; hp 12; Appendix 1.

APL 4 (EL 6)

Bandits (4): male human fighter 1; hp 12; Appendix 1.

Laruk: male human rogue 4/ fighter 1; hp 29; Appendix 1.

APL 6 (EL 8)

Bandits (4): male human fighter 1/ rogue 1; hp 21; Appendix 1.

Laruk: male human rogue 4/ fighter 2/ avenging executioner 1; hp 42; Appendix 1.

APL 8 (EL 10)

Bandits (4): male human fighter 1/ rogue 1; hp 21; Appendix 1.

Bandit: male human cleric 2; hp 13; Appendix 1.

Laruk: male rogue 4/ fighter 2/ avenging executioner 3; hp 54; Appendix 1.

APL 10 (EL 12)

Bandits (4): male human fighter 4/ rogue 1; hp 48; Appendix 1.

Bandit: male human cleric 28; hp 13; Appendix 1.

Bandit: male human wizard 21; hp 13; Appendix 1.

Laruk: male rogue 4/ fighter 2/ avenging executioner 4; hp 60; Appendix 1.

APL 12 (EL 14)

Bandits (4): male human fighter 4 /rogue 2/ holy liberator 1; hp 66; Appendix 1.

Bandit: male human cleric 7; hp 38; Appendix 1.

Bandit: male human wizard 7; hp 29; Appendix 1.

Laruk: male rogue 4/ fighter 3/ avenging executioner 5; hp 73; Appendix 1.

ENCOUNTER 10.C – HERE COMES THE LAW

The PCs either infiltrated the cave, encountered the bandits and then called for Krembo, or else were followed by Krembo's tail, and his Red Arrows are interrupting. If the PCs intentionally called Krembo, then read or paraphrase the following:

Before you lies what appears to be an empty room. Suddenly, two men spring into the 10-foot-wide hallway with shields ready, while two more move behind them with spears readied. More men move into view behind these readied men as well as a gnome of some sort standing beside a large dog like creature. The gnome does not look the same as the gnomekin that attacked you earlier. He is well kept, dressed in bright colors, with a rather interesting hairstyle. One of the men in back begins to speak, "Why have you come here?"

When one of the PCs intentionally breaks the trinket, read or paraphrase the following:

Breaking the trinket given to you by the Sheriff of Caltaran was not what you expected. It simply broke, nothing more. As you ponder how to continue beyond this point a group of armed men round the corner into the room. The man in the lead is armored in black full plate with spikes and wearing a helm with eight red spikes for a crest. The Sheriff of Caltaran has come, and apparently he is dressed to kill. "You have done well adventurers. Now it is time to see about successfully negotiating with these vermin. Lieutenant, secure the caverns. I want to have a talk with this Laruk. If anyone resists...Kill them." The sheriff throws you a bag of coins saying, "This should cover the remainder of our contract.

Meet me back in Caltaran, and we will discuss a bonus."

Presumably, the PCs do not fight the Red Arrows. This being the case, read or paraphrase the following:

As the Red Arrows move to start securing the cavern, the gnome and his dog spring into action to do battle with the Sheriff and his men crying, "Only in the glory of death can my master Molaho Khem be served!" Laruk and his bandits move to back of the room and begin to open a trap door in the floor.

The bandits will flee into the trap door, and try to fight in the restricted tunnel. The Red Arrows will be pre-occupied with the Emissary of Molaho Khem, and it will be up to the PC's to stop Laruk.

It is conceivable that the PC's will instead choose to fight the Red Arrows. If this occurs, then Krembo will back out of the caverns unless cornered, and will let the "Law" do its work. The Low Road Bandits will flee from the caverns during the fight, but will find the PC's again once they leave the caves.

11: CAPTURE THE FLAG

(See DM's Map #4)

The fort of the Red Arrows is only about an hour's walk from the Bandits Hideout. There are actually two flags. The obvious one is on a pole in the center of the fort compound. The less obvious one is in one of the barracks, locked in a chest. This is a free-form encounter, and there are multiple ways to succeed. Anything that seems reasonable should be allowed.

The fort is wooden, with 15 foot tall walls. There are four platforms elevated 10 feet off the floor. The flagpole is 30 feet high. There are two barracks. One is empty, and the other has an identical contingent of Red Arrows guards that are sleeping. There is a second flag kept in a locked chest inside the barracks with the sleeping guards. The DC on both locks are set by APL, as are the guards Spot and Listen ranks, and Laruk's Forgery ranks.

APL	Spot	Listen	Open	Forgery
2	+4	+4	25	+7
4	+6	+6	25	+9
6	+8	+8	30	+9
8	+10	+10	30	+9
10	+12	+12	40	+9
12	+14	+14	40	+9

For reference, the Fort has some defenses in place by APL.

APL 2

- None

Flag Pole: 3 in. thick wood; hardness 5; hp 30; AC 5; Break DC 18.

APL 4

- Flag pole greased, -5 to climb checks

Flag Pole: 4 in. thick wood; hardness 5; hp 40; AC 5; Break DC 20.

APL 6

- Flag pole greased, -5 to climb checks

Flag Pole: 4 in. thick wood; hardness 5; hp 40; AC 5; Break DC 20

APL 8

- Flag pole greased, -5 to climb checks.
- Fort protected by the effects of *unhallow* centered on the flagpole and with a fixed *dispel magic* effect. CL 10

Flag Pole: 3 in. thick steel; hardness 10; hp 90; AC 5; Break DC 28

APL 10

- Flag pole greased, -5 to climb checks.
- Fort protected by the effects of *unhallow* centered on the flagpole and with a fixed *dispel magic* effect. CL 12
- Flag under the effect of an *alarm* spell (CL 4)

Flag Pole: 4 in. thick steel; hardness 10; hp 120; AC 5; Break DC 28

APL 12

- Flag pole greased, -5 to climb checks.
- Fort protected by the effects of *unhallow* centered on the flagpole and with a fixed *dispel magic* effect. CL 14
- Flag under the effect of an *alarm* spell (CL 5)

Flag Pole: 4 in. thick steel; hardness 10; hp 120; AC 5; Break DC 28

APL 2 (EL 4)

Red Arrow Recruits (4): male human Warrior 1; hp 10; see Appendix 1.

APL 4 (EL 6)

Red Arrow Recruits (4): male human Ranger 2; hp 17; see Appendix 1.

APL 6 (EL 8)

Red Arrow Initiates (4): male human Ranger 4; hp 17; see Appendix 1.

APL 8 (EL 10)

Red Arrow Initiates (4): male human Ranger 6; hp 17; see Appendix 1.

APL 10 (EL 12)

Red Arrow Runners (4): male human Ranger 8; hp 41; see Appendix 1.

APL 12 (EL 14)

Red Arrow Runners (4): male human Ranger 10; hp 41; see Appendix 1.

Development:

If the PC's successfully retrieve one of the flags from Grandhearth's fort, and then they will be asked if they would like to join the Low Road Bandits. This act plays significance in determining whether the PC's can take advantage of Lord Trass Dagby's offer in conclusion #1. Proceed to **Encounter 12 "The Emissary of Molaho Khem"**.

12: THE EMISSARY OF MOLAHO KHEM

As long as the Emissary of Molaho Khem is not forced to flee and is not killed by the Sheriff, he offers to share his viewpoint with any interested PC. He does not hold it against the PCs if they thwarted his attempt to convert Laruk. He tells anyone who listens the following:

Few written works exist about Molaho Khem. The most popular work, passed from adventurer to adventurer, with an original copy in the Great Library of Greyhawk, is the Death Saga of Molaho Khem. The tome is only seven inches wide and six inches tall. It contains five printed woodcuts, each signed with the monogram "E.M." The illustrations depict Khem overcoming various challenges and finally being laid to rest. The text is written in the Common tongue. The Death Saga reveals the final days of the great hero of legend, when he returned to Dar'Kesh Anam, the city of his birth, to combat an alien menace.

Beginning in CY 592, The Most Glorious Aliknor discovered a copy of the ancient tome. After studying

the text, His Glory became convinced that Molaho Khem had in fact risen to become a deity, with only this single text a testament to his glorious death. Aliknor began worshiping the divinity of Molaho Khem and recruiting others to his call. At first, only a few humanoids were drawn to the violent dogma of the cult, as personal sacrifice seemed a central theme.

With the march of Turrosh Mak upon the Lands of Dyvers and with the ensuing oppression of personal liberties with the oncoming onslaught, some have begun to turn towards the Master of Glorious Deaths.

There are rumors of other, heretical cults, some even claiming that Molaho Khem is a goodly knight in shining armor, still alive and fighting Old Wicked somewhere in the Bandit Kingdoms. Most followers of Molaho Khem have discounted these stories as fantastic tales. The exploits of Molaho Khem always deal with death and bloodshed, tales of a warrior constantly thirsting for battle, in a quest to ultimately seek out death in this realm and die in a manner suitable to be told over the ages. Personally, I feel that the likelihood is quite high that the followers of the cracked shield are a manipulation by Old Wicked himself; evoking the name of the Master of Glorious deaths in a blasphemous manner to draw out those that would oppose him. Even now, we are sending our members to that forsaken land to spread the news of the glory of Molaho Khem.

The principal tenants of Molaho Khem are:

- Belief in attaining favor with the Master of Glorious Deaths by sacrificing themselves in battle, preferably against impossible odds.
- Pursuit of martial prowess is the purest forms of self-expression.
- The free will of the individual must not be hampered. Freely choosing to die for a cause, is the ultimate form of free will and is the surest means of living forever in glory with the Master of Glorious Deaths
- There is no hope of salvation for the residents of Tricaster; it will fall. The only thing that remains uncertain is the manner in which it will fall. Will it fall as a tamed house pet, with barely more than a whimper? Or will it stand, fight to the end with the ferocity of a lion, roaring until the end comes? If the latter, then imagine the fear that must be in the hearts of the horde as they realize the fight they will have for the rest of the FREE lands of Dyvers when even a small hamlet faces them without fear.

- Salvation can only be attained by giving yourselves freely to Molaho Khem, embracing your own destiny to die defending against the oncoming hordes of Blackthorn, thereby assuring yourself eternity in Glory.
- All creatures will eventually pass from Oerth. If you were to choose the means of your passing, would you choose to pass with a whimper in the twilight of old age, or with a roar, shaking your fist at your enemies, so that you may live in their hearts forever as fear.

In addition, He can provide the following information regarding the cult of Molaho Khem:

- The cult has been meeting in secret places within Dyvers until a formal, permanent, temple can be obtained.
- The cult is garnering support within the Dyvers Gentry Assembly to build a temple to Molaho Khem in Dyvers.

Finally, after he has answered the PC's questions, he will offer to do all of following:

- Buy the Tear of Molaho Khem from DYVint5-02 *Raising Southguard* for its full price plus 1,000 gp if used in a weapon, or 1,000 gp if it has not been used yet.
- Buy the Tear of the Blood Moon from DYVint5-02 *Raising Southguard* for its full price plus 1,000 gp if used in a weapon, or 1,000 gp if it has not been used yet.
- The Emissary of Molaho Khem will offer to convert any PC to the Servants of Glory.
- The Emissary of Molaho Khem will offer to upgrade ONE Lesser Ring of Glorious Deaths per player to a Ring of Glorious Deaths for half price.

Development:

After the meeting with the Emissary of Molaho Khem, the bandits follow the PC's the town of Liberty, proceed to **Conclusion #1**

13: CONCLUSION: PICKING UP THE PIECES

LARUK AGREES TO LEAVE

True to his word, Laruk spreads the word to his bandits that they can find reprieve in the town of Liberty. Shortly afterwards, banditry has come nearly to a complete stop on the Low Road.

The journey to Liberty, although long, is without incident. The mood of the group, once dire and serious has livened immensely, with practical jokes common on a daily basis. Arriving in the town of Liberty, it appears that you have stepped into the Baklunish west. It takes a few minutes to locate the only tavern in town, a small establishment called the Half-Pint Pub. Inside, A baklunish woman welcomes, and sends a small boy off to go fetch the mayor. When the mayor arrives, you see the familiar face of Amir, and a well-dressed halfling. Instead of the mayor speaking, as you would have supposed, the halfling begins, "You have done well adventurers. I knew you would though." He says with a smile. Moving to your table, he climbs up on top of the chair, and produces a parchment exclaiming, "I have spoken with Bailen Lord Maltrus, liege to the Oster County fief, and he has agreed to allow you to move here, with full amnesty for any past crimes while within Oster County. In addition, to help you get started ion your new life here, I am willing to cover half the costs of any new business venture for all members of the Low Road Bandits. All we need to do now is out the ink on the paper."

Sheriff Krembo Schift is praised for finally putting an end to the bandit attacks, though he himself does not look completely satisfied. In public, he seems to glower, like a cat denied its prey. With the bandits gone, the Red Arrows almost seem languid of late.

Lord Dagby is new to being a member of the gentry, and despite his apparently good intentions, it never occurred to him that the PC's would join the Low Road Bandits. Any PC that joined the group of bandits in Encounter 10 or Encounter 11 has an opportunity to take advantage of his generosity and get a business head start in Liberty.

If, during the course of this adventure, any Red Arrows were killed, the PC's will receive the "Fugitive" status on the AR

KREMBO CAPTURES LARUK

Word spreads quickly throughout the Westlands that the leader of the Low Road Bandits has been dealt

with by Sheriff Krembo Schift. Rumors fly throughout Westguard and Caltaran, but the consensus is that Laruk raised a flag of truce in order to get close to the Sheriff. During the negotiations, Laruk pulled a hidden blade in an attempt to assassinate the Sheriff. He was quickly subdued.

Victorious in capturing the bandit leader, Sheriff Schift obtained information from him regarding the location of bandits, past and present. Before impaling the bandit leader on a pike in the center of Westguard, Sheriff Schift publicly vows to hunt down each of these bandits, even those who hide from the law by posing as "honest" husbands and fathers. It seems that a brutal version of law and order have taken a strong hold in the west. Many people whisper their doubts about Lord Grandhearth maintaining peace in the region.

The PC's have earned Krembo's favor, and may use it to enchant any one weapon with the Bane: Human enhancement, or save it for future use.

STATUS QUO

The PC's successfully maintained the status in the Westlands, with no resolution in sight. Read or paraphrase the following:

Whether by design or accident you group has managed to defeat all attempts to bring the Westlands under control. Disruption to the trade along the remaining trade routes will continue into the near future. Perhaps this difficulty will be the rise of new opportunities? Only time will tell.

The PC's cannot earn the favor of Krembo Schift, are not invited to join the Grandhearth or Dagby Houses as protégés, and may not take advantage of Lord Dagby in Liberty.

If, during the course of this adventure, any Red Arrows were killed, the PC's will receive the "Fugitive" status on the AR.

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.

3: A Taste of Glory

Defeat the cultists of Molaho Khem
APL 2

120 XP

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

8: Whose Side are you on Anyway?

Defeat the Red Arrows or Bandits

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

10: Den of Thieves, or 11: Capture the Flag

Defeat the Red Arrows, or Defeat the Bandits, or successfully negotiate with the bandits, or successfully retrieve Grandhearth's flag

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Discretionary roleplaying award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 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
APL 12	1,575 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.

3: A Taste of Glory

Defeat the Cult Assassins.

APL 2: L: 31, C: 0, M: *lesser ring of glorious deaths* (41 gp per character); Total 72 gp.

APL 4: L: 64, C: 0, M: *lesser ring of glorious deaths* (41 gp per character); Total 105 gp.

APL 6: L: 129, C: 0, M: *lesser ring of glorious deaths* (41 gp per character), *cloak of elvenkind* (208 gp per character), *headband of intellect +2* (333 gp per character); Total 711 gp.

APL 8: L: 129, C: 0, M: *lesser ring of glorious deaths* (41 gp per character), *cloak of elvenkind* (208 gp per character), *headband of intellect +2* (333 gp per character), *ring of protection +2* (666 gp per character); Total 1377 gp.

APL 10: L: 129, C: 0, M: *lesser ring of glorious deaths* (41 gp per character), *cloak of elvenkind* (208 gp per character), *headband of intellect +2* (333 gp per character), *ring of protection +2* (666 gp per character), *+1 mithral chain shirt* (195 gp per character), *gloves of*

dexterity +2 (333 gp per character), *amulet of health +2* (333 gp per character); Total 2,030 gp.

APL 12: L: 129, C: 0, M: *lesser ring of glorious deaths* (41 gp per character), *cloak of elvenkind* (208 gp per character), *headband of intellect +4* (1333 gp per character), *ring of protection +2* (666 gp per character), *+1 mithral chain shirt* (195 gp per character), *gloves of dexterity +2* (333 gp per character), *amulet of health +2* (333 gp per character); Total 3,238 gp.

5: An Unlikely Hero

Starting the contract with Krembo

APL 2: C: 100 gp.

APL 4: C: 200 gp.

APL 6: C: 300 gp.

APL 8: C: 400 gp.

APL 10: C: 500 gp

APL 12: C: 600 gp

8: Whose Side are you on Anyway?

Defeating the Red Arrows or Bandits

APL 2: L: 342 gp; C: 4 gp; M: 5 *Potions of cure light wounds* (4 gp each per character), 5 *potions of cat's grace* (25 gp each per character), *potion of invisibility* (25 gp per character), *Scroll of darkvision, mass* (125 gp); Total 641 gp.

APL 4: L: 267 gp; C: 4 gp; M: 5 *Potions of cure light wounds* (4 gp each per character), 4 *potions of cat's grace* (25 gp each per character), *+1 composite greatbow (+2 Str bonus)* (242 gp per character), *cloak of resistance +1* (83 gp per character), *Belt of one mighty blow* (250 gp); Total 991 gp.

APL 6: L: 266 gp; C: 21 gp; M: 5 *Potions of cure light wounds* (4 gp each per character), 4 *potions of cat's grace* (25 gp each per character), *+1 composite greatbow (+2 Str bonus)* (242 gp per character), *cloak of resistance +1* (83 gp per character), *ring of protection +1* (167 gp per character), *Counterstrike bracers* (417 gp); Total 1,316 gp.

APL 8: L: 327 gp; C: 47 gp; M: 6 *Potions of cure light wounds* (4 gp each per character), 5 *potions of cat's grace* (25 gp each per character), *+1 blood seeking composite greatbow (+2 Str bonus)* (242 gp per character), *cloak of resistance +1* (83 gp per character), *White cloak of the spider* (700 gp); Total 1,548 gp.

APL 10: L: 86 gp; C: 17 gp; M: 6 *+1 composite longbows* (217 gp each per character), 6 *potions of cat's grace* (25 gp each per character), *+1 blood seeking composite greatbow (+2 Str bonus)* (242 gp per character), *potion of cure light wounds* (4 gp per character), *runestaff of charming* (1,333 gp); Total 3,134 gp.

APL 12: L: 86 gp; C: 17 gp; M: 6 *+1 composite longbows* (217 gp each per character), 6 *potions of cat's grace* (25 gp each per character), *+1 blood seeking*

composite greatbow (+2 Str bonus) (242 gp per character), *potion of cure light wounds* (4 gp per character), *Runestaff of eyes* (1,833 gp); Total 5,634 gp.

9: Assault! or 10: The Den of Thieves, or 11: Capture the Flag

Defeating the Red Arrows or Bandits

APL 2: L: 342 gp; C: 4 gp; M: 5 *Potions of cure light wounds* (4 gp each per character), 5 *potions of cat's grace* (25 gp each per character), *potion of invisibility* (25 gp per character); Total 516 gp.

APL 4: L: 267 gp; C: 4 gp; M: 5 *Potions of cure light wounds* (4 gp each per character), 4 *potions of cat's grace* (25 gp each per character), *+1 composite greatbow (+2 Str bonus)* (242 gp per character), *cloak of resistance +1* (83 gp per character); Total 716 gp.

APL 6: L: 266 gp; C: 21 gp; M: 5 *Potions of cure light wounds* (4 gp each per character), 4 *potions of cat's grace* (25 gp each per character), *+1 composite greatbow (+2 Str bonus)* (242 gp per character), *cloak of resistance +1* (83 gp per character), *ring of protection +1* (167 gp per character); Total 899 gp.

APL 8: L: 327 gp; C: 47 gp; M: 6 *Potions of cure light wounds* (4 gp each per character), 5 *potions of cat's grace* (25 gp each per character), *+1 blood seeking composite greatbow (+2 Str bonus)* (242 gp per character), *cloak of resistance +1* (83 gp per character); Total 848 gp.

APL 10: L: 86 gp; C: 17 gp; M: 6 *+1 composite longbows* (217 gp each per character), 6 *potions of cat's grace* (25 gp each per character), *+1 blood seeking composite greatbow (+2 Str bonus)* (242 gp per character), *potion of cure light wounds* (4 gp per character); Total 1,801 gp.

APL 12: L: 86 gp; C: 17 gp; M: 6 *+1 composite longbows* (217 gp each per character), 6 *potions of cat's grace* (25 gp each per character), *+1 blood seeking composite greatbow (+2 Str bonus)* (242 gp per character), *potion of cure light wounds* (4 gp per character); Total 1,801 gp.

13: Conclusion

Concluding the contract with Krembo

APL 2: C: 100 gp.

APL 4: C: 200 gp.

APL 6: C: 300 gp.

APL 8: C: 400 gp.

APL 10: C: 500 gp

APL 12: C: 600 gp

Treasure Cap

APL 2

450 gp

APL 4

650 gp

APL 6

900 gp

APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp

Total Possible Treasure

APL 2	1,429 gp
APL 4	2,012 gp
APL 6	3,526 gp
APL 8	4,573 gp
APL 10	5,935 gp
APL 12	8,635 gp

APPENDIX 1: ALL APLS

5: AN UNLIKELY HERO

KREMBO SCHIFT

CR 12

Male Human Fighter 4/Ranger 1/Avenging

Executioner* 2/Blackguard 5

LE Medium Humanoid (Human))

Init +0; **Senses** Listen +3, Spot +12

Aura Strong Evil, Despair

Languages Common, Ancient Suloise

AC 21, touch 10, flat-footed 21

(+11 armor)

hp 97 (12 HD)

Fort +19, **Ref** +12, **Will** +12

Speed 20 ft. in Full plate (4 squares), base movement 30 ft., Mounted 50 ft.

Melee +2 unholy Greatsword +19/+14/+9 (2d6+10/19-20+poison, +1d6 sneak attack, +1d6 Sudden strike)

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

Base Atk +12; **Grp** +16

Atk Options Bloody Blade, Poison, sneak attack +1d6, Sudden strike +1d6, Smite Good (2/day)

Special Actions Rapid Intimidation, Wild Empathy, Rebuke Undead (5/day), Detect Good, Fiendish Servant,

Combat Gear +2 Unholy Greatsword, +2 Lance,

Blackguard Spells Prepared (CL 5th):

3rd— None

2nd— *death knell*, *shatter*

1st— *cause fear*, *corrupt weapon*

Ranger Spells Prepared (CL 2nd):

1st— *longstrider*

Abilities Str 18, Dex 10, Con 12, Int 10, Wis 14, Cha 21

SQ Favored Enemy, Humanoid (human); Aura of Evil; Aura of Despair; Dark Blessing

Feats Mounted Combat, Ride-By Attack, Spirited Charge, Power Attack, Cleave, Improved Sunder, Track, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Close-Quarters Fighting*.

Skills Handle Animal +10, Hide +0, Intimidate +18, Knowledge (religion) +6, Move Silently +0, Ride +17, Search +4, Spot +12, Survival +6

Possessions

Rebuke Undead (Su): Can rebuke undead 8 times per day. A rebuking check is made on 1d20+5; rebuking damage is equal to 2d6+8 on a successful check.

Wild Empathy (Ex): You can make a check (1d20+10) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

Favored Enemy: Humanoid (human) (+2 bonus) You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen,

Sense Motive, Spot, and Survival checks, as well as weapon damage rolls. • Bloody Blade

Rapid intimidation (Ex): Beginning at 2nd level, you can attempt to demoralize an opponent as a move action instead of a standard action. See the Intimidate skill (PH 77) for details. If you have the favored enemy class feature, you can add your favored enemy bonus to Intimidate checks made to demoralize foes of the chosen type (and subtype, if applicable).

Bloody Blade (Ex): The fury of your attack is terrifying to see. Whenever you deal sudden strike damage (see below) with a melee weapon, the target of the sudden strike and all opponents within 30 feet of you who can see the target are shaken for a number of rounds equal to your avenging executioner level. A successful Will save (DC 10 + your avenging executioner level + your Cha modifier) negates this effect. Creatures whose HD exceed your character level are not affected. Bloody blade is a mind-affecting fear ability.

Sudden Strike: Any time someone you attack is denied their Dexterity bonus to AC, you inflict an extra 1d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 1d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment

Poison Use: Krembo Schiff does not risk accidentally poisoning himself when applying poison to a blade.

Aura of Evil (Ex): Krembo Schiff has a strong aura of Evil.

Detect Good (Sp): At will, as the spell

Dark Blessing (Su): Add +5 to all saves.

Smite Good(Su): 2 time(s) per day, you can add +3 to your attack roll; if the creature you strike is good, you inflict an extra 5 points of damage

Aura of Despair (Su): All enemies within 10 feet of you suffer a –2 morale penalty on all saving throws

Fiendish Servant: You can now call an especially intelligent, strong, and loyal creature to serve you

* see Appendix 2: New Rules Items

3: A TASTE OF GLORY**CULTIST ASSASSIN****CR 4**

Male Spriggan* Ranger 1

CE Small-size fey

Init +9; **Senses** Listen +8, Spot +0**Aura****Languages** Goblin, Gnome**AC** 16, touch 16, flat-footed 16

(+1 size, +5 Dex.)

hp 37 (6 HD)**Fort** +5, **Ref** +9, **Will** +3**Weakness****Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** short sword +10 (1d4+1/ (19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +2**Atk Options** Sneak Attack (3d6)**Special Actions** Size Change, Spell-like abilities**Combat Gear** mwk small short sword (x2)**Spell-Like Abilities** (CL 8th, save DC 10 +spell level):2nd—*produce flame*1st—*scare, shatter*

† Already cast

Abilities Str 13, Dex 20, Con 12, Int 10, Wis 9, Cha 10**Feats** Improved Initiative, Power Attack, Weapon finesse**Skills** Climb +5, Disable Device +7, Disguise +5, Hide +14, Intimidate +6, Listen +8, Move Silently +10, Open Lock +12, Sleight of Hand +10**Possessions** *lesser ring of glorious deaths*, mwk small short sword.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

* see Appendix 2: New Rules Items

8: WHOSE SIDE ARE YOU ON ANYWAY?**BANDITS (4)****CR 1/2**

Male human Warrior 1

CG Medium-size humanoid

Init +2; **Senses** Listen +2, Spot +3**Languages** Common**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 10 (1HD)**Fort** +4, **Ref** +2, **Will** +0**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** longsword +1 (1d8/19-20) or longspear +1 (1d8)**Ranged** longbow +4 (1d8)**Space** 5 ft.; **Reach** 5 ft. or 10 ft.**Base Atk** +1; **Grp** +1**Atk Options** Point Blank Shot, Shield use**Abilities** Str 10, Dex 14, Con 14, Int 10, Wis 12, Cha 10**Feats** Point Blank Shot, Weapon Focus (Longbow)**Skills** Ride +4, Craft (bowmaking) +4 Listen +2, Spot +3**Possessions** Chain shirt, buckler, longspear, longsword, longbow, 40 arrows**BANDIT LEADER****CR 2**

Male human Ranger 2

CN Medium-size humanoid

Init +6; **Senses** Listen +3, Spot +5**Languages** Common**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 17 (2 HD)**Fort** +5, **Ref** +5, **Will** +1**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.**Melee** mwk longsword +4 (1d8+2/19-20)**Ranged** composite longbow +5 (1d8+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +4**Atk Options** Point Blank Shot, Rapid Shot, Favored Enemy: Orc (+2)**Combat Gear** *potion cure light wounds*, *potion cat's grace***Abilities** Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10**SQ** Wild Empathy**Feats** Improved Initiative, Point Blank Shot, Rapid Shot, Track,**Skills** , Handle Animal +2, Hide +7, Listen +3, Move Silently +7, Search +5, Sense Motive +2, Spot +5, Survival +6**Possessions** Chain shirt, mwk longsword, composite longbow, 40 arrows, *potion cure light wounds*, *potion cat's grace***RED ARROW RECRUITS (4)****CR 1/2**

Same as Bandits (above) but with the following changes:

Alignment: Lawful Evil

RED ARROW SERGEANT**CR 2**

Same as Bandit Leader (above) but with the following changes:

Alignment: Lawful Evil

Favored Enemy: Human

9: ASSAULT

BANDITS (4)

CR 1/2

Male human Warrior 1

CG Medium-size humanoid

Init +0; **Senses** Listen +1, Spot +1

Languages Common

AC 17, touch 10, flat-footed 17

(+5 armor, +2 Shield)

hp 10 (1HD)

Fort +4, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares), base movement 30 ft.

Melee longsword +3 (1d8+2/19-20,) or longspear +3 (1d8+3)

Ranged longbow +1 (1d8)

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

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

Atk Options Power Attack, Bull Rush

Abilities Str 15, Dex 10, Con 14, Int 10, Wis 10, Cha 10

Feats Power Attack, Improved Bull Rush

Skills Ride +4, Craft (weaponsmith) +4 Listen +1, Spot +1

Possessions breastplate, large steel shield, longspear, longsword

LARUK

CR 2

Male Human (Flan) Rogue 2

CN Medium Humanoid (Human)

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

Languages Common, Flan, Orc

AC 17, touch 12, flat-footed 15

(+2 Dex, +4 armor, +1 shield)

hp 12 (2 HD);

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

Speed 30 ft. in Chain Shirt (6 squares), base movement 30 ft.

Melee rapier +3 (1d6+2/18-20) or longspear +3 (1d8+3)

Ranged longbow +3 (1d8+2)

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

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

Atk Options Combat Expertise, Sneak Attack (1d6)

Special Actions

Combat Gear *potion cure light wounds*

Abilities Str 14, Dex 14, Con 12, Int 14, Wis 8, Cha 14

SQ Evasion (Ex), Trapfinding (Ex)

Feats Combat Expertise, Iron Will

Skills Bluff +7, Disguise +7, Escape Artist +4, Forgery +7, Gather Information +7, Hide +6, Intimidate +9, Move Silently +5, Search +7, Sense Motive +2, Spot +2, Tumble +6, Use Rope +4.

Possessions rapier (x2), longspear, longbow, mwk chainshirt, mwk buckler, *potion cure light wounds*

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

-OR-

Use Stat Blocks for Red Arrows from Encounter 8

10: THE DEN OF THIEVES

Use Stat Blocks from Encounter 9

11: CAPTURE THE FLAG

RED ARROW RECRUITS (4)

CR 1/2

Male human Warrior 1

LE Medium-size humanoid

Init +2; **Senses** Listen +4, Spot +5

Languages Common

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 10 (1HD)

Fort +4, **Ref** +2, **Will** +0

Speed 30 ft. (6 squares), base movement 30 ft.

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

Ranged longbow +4 (1d8)

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

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

Atk Options Point Blank Shot, Shield use

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Feats Point Blank Shot, Weapon Focus (Longbow)

Skills Ride +2, Craft (bowmaking) +2 Listen +4, Spot +5

Possessions Chain shirt, mwk longsword, composite longbow, 40 arrows

3: A TASTE OF GLORY

CULTIST ASSASSIN

CR 6

Male Spriggan* Barbarian 2 / Assassin 1

CE Small-size fey

Init +9; Senses Listen +8, Spot +0

Aura

Languages Goblin, Gnome

AC 19, touch 16, flat-footed 19

(+1 size, +5 Dex,)

hp 44 (8 HD)

Fort +5, Ref +12, Will +3

Weakness

Speed 30 ft. (6 squares), base movement 30 ft.

Melee mwk short sword +12 (1d4+2/ (19-20)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +2

Atk Options Sneak Attack (4d6), Poison Use, Death Attack (DC 13)

Special Actions Size Change, Spell-like abilities, Rage, Uncanny Dodge

Assassin Spells Prepared (CL 1st):

1st—*disguise self*, *true strike*

Spell-Like Abilities (CL 8th, save DC 10 +spell level):

2nd—*produce flame*

1st—*scare*, *shatter*

† Already cast

Abilities Str 14 Dex 20, Con 10, Int 12, Wis 9, Cha 10

Feats Improved Initiative, Power Attack, Weapon finesse

Skills Climb +5, Disable Device +7, Disguise +10, Hide +16, Intimidate +6, Listen +8, Move Silently +13, Open Lock +12, Sleight of Hand +10

Possessions *lesser ring of glorious deaths*, mwk small short sword, studded leather armor.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

* see Appendix 2: New Rules Items

8: WHOSE SIDE ARE YOU ON ANYWAY?

BANDITS (4)

CR 1

Male human Fighter 1

CG Medium-size humanoid

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

Languages Common

AC 17, touch 12, flat-footed 15

(+2 Dex, +4 armor)

hp 12 (1HD)

Fort +4, Ref +2, Will +0

Speed 30 ft. (6 squares), base movement 30 ft.

Melee longsword +3 (1d8+2/19-20,) or longspear +3 (1d8+2)

Ranged mwk composite longbow [+2 Strength Bonus] +5 (1d8+2/x3)

Space 5 ft.; Reach 5 ft. or 10 ft.

Base Atk +1; Grp +3

Atk Options Point Blank Shot, Shield use

Combat Gear *potion of cure light wounds*, *potion of cat's grace*.

Abilities Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Feats Point Blank Shot, Weapon Focus (Longbow)

Skills Ride +4, Craft (bowmaking) +2, Listen +2, Spot +2

Possessions Chain Shirt, buckler, longspear, longsword, mwk Composite Longbow [+2 Strength bonus], 50 arrows, *potion of cure light wounds*, *potion of cat's grace*.

BANDIT LEADER

CR 5

Male human Ranger 2 / fighter 3

CG Medium-size humanoid

Init +7; Senses Listen +3, Spot +5

Languages Common

AC 17, touch 13, flat-footed 14

(+2 Dex, +4 armor)

hp 41 (5 HD)

Fort +9, Ref +8, Will +3

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee mwk longsword +7 (1d8+2/19-20)

Ranged +1 *composite greatbow* [+2 Strength bonus], +10 (1d10+3/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp +4

Atk Options Point Blank Shot, Rapid Shot

Combat Gear *potion cure light wounds*

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

SQ Wild Empathy, Favored Enemy: Orc (+2)

Feats Improved Initiative, Point Blank Shot, Rapid Shot, Track, Exotic Weapon Proficiency (greatbow), Mounted Combat, Weapon focus (longbow)

Skills , Handle Animal +6, Hide +7, Listen +3, Move Silently +7, Search +5, Sense Motive +2, Spot +5, Survival +6, Ride +11

Possessions Chain Shirt, mwk longsword, +1 *composite greatbow* [+2 Strength bonus], *cloak of resistance* +1, 80 arrows, *potion cure light wounds*

Wild Empathy (Ex) You can make a check (1d20+10) to improve the attitude of an animal. You must be within 30 feet of the animal, and it generally takes one minute to perform the action.

-OR-

RED ARROW RECRUITS (4) **CR 1**
Same as Bandits (above) but with the following changes:
Alignment: Lawful Evil

RED ARROW SERGEANT **CR 5**
Same as Bandit Leader (above) but with the following changes:
Alignment: Lawful Evil
Favored Enemy: Human

9: ASSAULT

BANDITS (4) **CR 1**
Male human fighter 1
CG Medium-size humanoid
Init +0; **Senses** Listen +1, Spot +1
Languages Common

AC 17, touch 10, flat-footed 17
(+5 armor, +2 Shield)
hp 12 (1HD)
Fort +4, **Ref** +0, **Will** +0

Speed 20 ft. (4 squares), base movement 30 ft.
Melee longsword +3 (1d8+2/19-20) or longspear +4 (1d8+3;20/x3)
Space 5 ft.; **Reach** 5 ft. or 10 ft.
Base Atk +1; **Grp** +3
Atk Options Power Attack, Improved Bull Rush

Abilities Str 15, Dex 10, Con 14, Int 10, Wis 10, Cha 10
Feats Power Attack, Improved Bull Rush, Weapon Focus (longspear)
Skills Ride +4, Craft (weaponsmith) +4, Listen +1, Spot +1
Possessions breastplate, large steel shield, longsword

LARUK **CR 5**
Male Human (Flan) Rogue 4/ Fighter 1
CN Medium Humanoid (Human)
Init +2; **Senses** Listen +1, Spot +5
Languages Common, Flan, Orc

AC 20, touch 13, flat-footed 20
(+2 Dex, +5 armor, +2 shield, +1 deflection)
hp 29 (5 HD);
Fort +5, **Ref** +7, **Will** +3

Speed 30 ft. in Chain Shirt (6 squares), base movement 30 ft.
Melee rapier +7 (1d6+3/18-20) or longspear +6 (1d8+3)
Ranged longbow +6 (1d8+2)
Space 5 ft.; **Reach** 5 ft. or 10 ft.
Base Atk +4; **Grp** +6
Atk Options Combat Expertise, Improved Feint, Sneak Attack (2d6)
Special Actions
Combat Gear *potion cure light wounds*

Abilities Str 14, Dex 14, Con 12, Int 14, Wis 8, Cha 14
SQ Evasion (Ex), Trapfinding (Ex), Uncanny Dodge (Ex), Trap Sense (Ex),
Feats Combat Expertise, Improved Feint, Iron Will, Persuasive
Skills Bluff +11, Decipher Script +3, Disguise +9, Escape Artist +6, Forgery +9, Gather Information +9, Hide +8, Intimidate +14, Listen +1, Move Silently +6, Search +7, Sense Motive +2, Spot +5, Tumble +8, Use Magic Device +5, Use Rope +4.
Possessions +1 rapier, mwk rapier, longsword, longbow, +1 chainshirt, +1 buckler, *potion cure light wounds*, cloak resistance +1, ring of protection +1

-OR-

Use Stat Blocks for Red Arrows from Encounter 8

10: THE DEN OF THIEVES

Use Stat Blocks from Encounter 9

11: CAPTURE THE FLAG

RED ARROW RECRUITS (4) **CR 2**
Male human Ranger 2
LE Medium-size humanoid
Init +6; **Senses** Listen +6, Spot +6
Languages Common

AC 17, touch 12, flat-footed 15
(+2 Dex, +4 armor)
hp 17 (2HD)
Fort +5, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares), base movement 30 ft.
Melee longsword +4 (1d8+2/19-20,) or longsword +4 (1d8+2)
Ranged Masterwork composite longbow [+2 Strength Bonus] +5 (1d8+2/x3)
Space 5 ft.; **Reach** 5 ft. or 10 ft.
Base Atk +2; **Grp** +4
Atk Options Point Blank Shot, Shield use, Rapid shot
Combat Gear *potion of cure light wounds*, *potion of cat's grace*.

Abilities Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10
SQ Wild Empathy, Favored Enemy: Humans (+2)
Feats Point Blank Shot, Improved Initiative, Rapid Shot, Track
Skills Survival +6, Craft (bowmaking) +2, Listen +6, Spot +6, Handle Animal +2, Hide +5, Move Silently +5, Sense Motive +2
Possessions Chain shirt, buckler, longsword, longsword, mwk composite longbow [+2 Strength bonus], 50 arrows, *potion of cure light wounds*, *potion of cat's grace*.

3: A TASTE OF GLORY

CULTIST ASSASSIN

CR 6

Male Spriggan* Barbarian 2 / Assassin 2

CE Small-size fey

Init +9; Senses Listen +8, Spot +0

Aura

Languages Goblin, Gnome

AC 19, touch 16, flat-footed 19

(+1 size, +5 Dex,)

hp 48 (9 HD)

Fort +5, Ref +12, Will +3

Weakness

Speed 30 ft. (6 squares), base movement 30 ft.

Melee mwk short sword +13/+8(1d4+2/ (19-20)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +3

Atk Options Sneak Attack (4d6), Poison Use, Death Attack (DC 13)

Special Actions Size Change, Spell-like abilities, Rage, Uncanny Dodge, Improved Uncanny Dodge

Assassin Spells Prepared (CL 1st):

1st—*disguise self*, *true strike*

Spell-Like Abilities (CL 8th, save DC 10 +spell level):

2nd—*produce flame*

1st—*scare*, *shatter*

† Already cast

Abilities Str 14 Dex 20, Con 10, Int 12, Wis 9, Cha 10

Feats Improved Initiative, Power Attack, Weapon finesse

Skills Climb +5, Disable Device +7, Disguise +10, Hide +21, Intimidate +6, Listen +8, Move Silently +13, Open Lock +12, Sleight of Hand +10, Tumble +10

Possessions *lesser ring of glorious deaths*, mwk small short sword, studded leather armor, cloak of elvenkind.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

* see Appendix 2: New Rules Items

CHOSEN OF MOLAHO KHEM

CR 6

Male Spriggan* Wizard 5/ Arcane Trickster 1

CE Small fey

Init +9; Senses Listen +7, Spot -1

Languages Goblin, Gnome

AC 20, touch 16, flat-footed 15

(+1 size, +5 Dex, +4 armor)

hp 46 (11 HD);

Fort +3, Ref +12, Will +9

Speed 20 ft. in no armor (4 squares), base movement 20 ft.,

Melee small short sword +11/+6 (1d4-1 / (19-20))

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +1

Atk Options Sneak Attack,

Special Actions Size Change, Spell-like abilities,

Combat Gear *ring of glorious deaths*

Wizard Spells Prepared (CL 10th save DC 14 + spell level):

3rd—Empowered *lesser orb of fire**, Silent *glitterdust*, Silent *scorching ray*

2nd—Silent *true strike*, *glitterdust*, *invisibility**, *scorching ray*

1st—*lesser orb of fire**, *mage armor**, *shield*, *protection from good*

0—*mage hand*, *ghost sound*, *read magic*, *detect magic*

† Already cast

Spell-Like Abilities (CL 8th, save DC 10 +spell level):

2nd—*produce flame*

1st—*scare*, *shatter*

† Already cast

Abilities Str 8, Dex 20, Con 12, Int 18, Wis 8, Cha 10

SQ Ranged Legerdemain, Spell-like abilities, Spell Use

Feats Empower Spell, Improved Initiative, Practiced Spellcaster*, Scribe Scroll, Silent Spell, Weapon Finesse

Skills Climb +3, Decipher Script +10, Disable Device +14, Disguise +4, Escape Artist +12, Hide +14, Knowledge (Arcane) +12, Listen +7, Move Silently +11, Open Lock +12, Sleight of Hand +10, Spellcraft +12

Possessions *ring of glorious deaths*, small short sword, mwk scythe, *headband of intellect* +2

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

* see Appendix 2: New Rules Items

8: WHOSE SIDE ARE YOU ON ANYWAY?

BANDITS (4)

CR 2

Male human Ranger 2

CG Medium-size humanoid

Init +6; Senses Listen +3, Spot +5

Languages Common

AC 17, touch 12, flat-footed 15

(+2 Dex, +4 armor)

hp 17 (2HD)

Fort +5, Ref +5, Will +1

Speed 30 ft. (6 squares), base movement 30 ft.
Melee longsword +4 (1d8+2/19-20,) or longspear +4 (1d8+2)
Ranged mwk composite longbow [+2 Strength Bonus] +5 (1d8+2/x3)
Space 5 ft.; **Reach** 5 ft. or 10 ft.
Base Atk +2; **Grp** +4
Atk Options Point Blank Shot, Shield use, Rapid shot
Combat Gear *potion of cure light wounds, potion of cat's grace.*

Abilities Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10
SQ Wild Empathy, Favored Enemy: Orc (+2)
Feats Point Blank Shot, Improved Initiative, Rapid Shot, Track
Skills Survival +6, Craft (bowmaking) +2, Listen +3, Spot +5, Handle Animal +2, Hide +7, Move Silently +7, Sense Motive +2
Possessions Chain shirt, buckler, longspear, longsword, mwk Composite Longbow [+2 Strength bonus], 50 arrows, *potion of cure light wounds, potion of cat's grace.*

BANDIT LEADER **CR 7**

Male human Ranger 3 / Fighter 4
 CG Medium-size humanoid
Init +7; **Senses** Listen +3, Spot +5
Languages Common

AC 18, touch 14, flat-footed 14 (+2 Dex, +4 armor)
hp 56 (7 HD)
Fort +10, **Ref** +8, **Will** +4

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.
Melee mwk longsword +10 (1d8+2/19-20)
Ranged +1 *composite greatbow* [+2 Strength bonus], +12 (1d10+5/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +9
Atk Options Point Blank Shot, Rapid Shot, Precise Shot, Mounted Combat
Combat Gear *potion cure light wounds*

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10
SQ Wild Empathy, Favored Enemy: Orc (+2)
Feats Improved Initiative, Point Blank Shot, Rapid Shot, Track, Exotic Weapon Proficiency (greatbow), Mounted Combat, Weapon focus (greatbow), Endurance, Weapon Specialization (greatbow)
Skills , Handle Animal +6, Hide +10, Listen +3, Move Silently +15, Search +5, Sense Motive +2, Spot +5, Survival +7, Ride +14
Possessions Chain shirt, mwk longsword, +1 *composite greatbow* [+2 Strength bonus], *cloak of resistance* +1, *ring of protection* +1, 80 arrows, *potion cure light wounds*

-OR-

RED ARROW RECRUITS (4) **CR 2**
 Same as Bandits (above) but with the following changes:
 Alignment: Lawful Evil
 Favored Enemy: Human

RED ARROW SERGEANT **CR 7**
 Same as Bandit Leader (above) but with the following changes:
 Alignment: Lawful Evil
 Favored Enemy: Human

9: ASSAULT

BANDITS (4) **CR 2**

Male human Fighter 1 / Rogue 1
 CG Medium-size humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 17, touch 10, flat-footed 17 (+5 armor, +2 Shield)
hp 21 (2HD)
Fort +4, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares), base movement 30 ft.
Melee longsword +3 (1d8+2/19-20) or longspear +5 (1d8+3;20/x3)
Space 5 ft.; **Reach** 5 ft. or 10 ft.
Base Atk +1; **Grp** +3
Atk Options Power Attack, Improved Bull Rush, Sneak Attack (1d6)

Abilities Str 15, Dex 10, Con 14, Int 10, Wis 10, Cha 10
SQ Trapfinding (Ex)
Feats Power Attack, Improved Bull Rush, Weapon Focus (longspear)
Skills Ride +4, Craft (weaponsmith) +4, Listen +3, Spot +3, Tumble -1
Possessions breastplate, large steel shield, longspear, longsword

LARUK **CR 7**
 Male Human(Flan) Rogue 4/ Fighter 2/ Avenging Executioner* 1
 CN Medium Humanoid (Human)
Init +2; **Senses** Listen +1, Spot +7
Languages Common, Flan, Orc

AC 20, touch 13, flat-footed 20 (+2 Dex, +5 armor, +2 shield, +1 deflection)
hp 42 (7 HD);
Fort +6, **Ref** +9, **Will** +5

Speed 30 ft. in Chain Shirt (6 squares), base movement 30 ft.
Melee +1 *rapier* +8 (1d6+3/18-20) or mwk longspear +8 (1d8+3)
Ranged longbow +7 (1d8+3)
Space 5 ft.; **Reach** 5 ft. or 10 ft.
Base Atk +5; **Grp** +7
Atk Options Arterial Strike, Combat Expertise, Improved Feint, Sneak Attack (2d6), Sudden Strike (1d6)

Special Actions

Combat Gear *potion cure light wounds*

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

SQ Evasion (Ex), Trapfinding(Ex), Uncanny Dodge(Ex), Trap Sense(Ex), Bloody Blade

Feats Arterial Strike*, Combat Expertise, Improved Feint, Iron Will, Persuasive, Quick Draw

Skills Bluff +13, Decipher Script +3, Disguise +11, Escape Artist +6, Forgery +9, Gather Information +9, Hide +8, Intimidate +16, Jump +9 Listen +1, Move Silently +6, Search +7, Sense Motive +2, Spot +7, Tumble +10, Use Magic Device +5, Use Rope +4.

Possessions +1 rapier, mwk rapier, mwk longspear, longbow, +1 chainshirt, +1 buckler, *potion cure light wounds*, *cloak resistance +1*, *ring of protection +1*

Bloody Blade (Ex): The fury of your attack is terrifying to see. Whenever you deal sudden strike damage (see below) with a melee weapon, the target of the sudden strike and all opponents within 30 feet of you who can see the target are shaken for a number of rounds equal to your avenging executioner level. A successful Will save (DC 10 + your avenging executioner level + your Cha modifier) negates this effect. Creatures whose HD exceed your character level are not affected. Bloody blade is a mind-affecting fear ability

Sudden Strike (Ex): If an avenging executioner can catch an opponent when it is unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. Whenever an avenging executioner's target is denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), the avenging executioner deals an extra 1d6 points of damage with her attack. This extra damage increases by 1d6 points for every two avenging executioner levels after 1st (to a maximum of 3d6 at 5th level). An avenging executioner can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC. This damage also applies to ranged attacks against targets up to 30 feet away. Creature with concealment, creatures without discernable anatomies, and creatures immune to extra damage from critical hits are all immune to sudden strikes. An avenging executioner can't make a sudden strike while attacking the limbs of a creature whose vitals are out of reach. An Avenging Executioner can't use sudden strike to deliver non-lethal damage. Weapons capable of dealing only non-lethal damage don't deal extra damage when used as part of a sudden strike. The extra damage from the sudden strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target. For the purpose of qualifying for feats, prestige classes, and similar options that require a minimum number of extra damage dice, treat the avenging executioner's sudden strike ability as the equivalent of sneak attack.

* see Appendix 2: New Rules Items

-OR-

Use Stat Blocks for Red Arrows from Encounter 8

10: THE DEN OF THIEVES

Use Stat Blocks from Encounter 9

11: CAPTURE THE FLAG

RED ARROW INITIATES (4)

CR 4

Male human Ranger 4

LE Medium-size humanoid

Init +6; **Senses** Listen +8, Spot +8

Languages Common

AC 17, touch 12, flat-footed 15

(+2 Dex, +4 armor)

hp 31 (4HD)

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

Speed 30 ft. (6 squares), base movement 30 ft.

Melee longsword +6 (1d8+2/19-20,) or longspear +6 (1d8+2)

Ranged +1 *composite longbow* +7 (1d8+3/x3)

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

Base Atk +4; **Grp** +6

Atk Options Point Blank Shot, Shield use, Rapid shot, Precise Shot

Combat Gear *potion of cure light wounds*, *potion of cat's grace*.

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

SQ Wild Empathy, Favored Enemy: Humans (+2)

Feats Endurance, Improved Initiative, Point Blank Shot, Rapid shot, Track

Skills Survival +6, Craft (bowmaking) +2, Listen +8, Spot +8, Handle Animal +3, Hide +7, Move Silently +6, Sense Motive +4

Possessions Chain shirt, buckler, longspear, longsword, +1 *composite longbow*, 50 arrows, *potion of cure light wounds*, *potion of cat's grace*.

3: A TASTE OF GLORY**CULTIST ASSASSIN (2)****CR 6**

Male Spriggan* Barbarian 2 / Assassin 2

CE Small-size fey

Init +9; **Senses** Listen +8, Spot +0**Aura****Languages** Goblin, Gnome**AC** 19, touch 16, flat-footed 19

(+1 size, +5 Dex.)

hp 48 (9 HD)**Fort** +5, **Ref** +12, **Will** +3**Weakness****Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** mwk short sword +13/+8(1d4+2/ (19-20))**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +3**Atk Options** Sneak Attack (4d6), Poison Use, Death Attack (DC 13)**Special Actions** Size Change, Spell-like abilities, Rage, Uncanny Dodge, Improved Uncanny Dodge**Assassin Spells Prepared** (CL 1st):1st—*disguise self*, *true strike***Spell-Like Abilities** (CL 8th, save DC 10 +spell level):2nd—*produce flame*1st—*scare*, *shatter*

† Already cast

Abilities Str 14 Dex 20, Con 10, Int 12, Wis 9, Cha 10**Feats** Improved Initiative, Power Attack, Weapon Finesse**Skills** Climb +5, Disable Device +7, Disguise +10, Hide +21, Intimidate +6, Listen +8, Move Silently +13, Open Lock +12, Sleight of Hand +10, Tumble +10**Possessions** *lesser ring of glorious deaths*, mwk small short sword, studded leather armor, *cloak of elvenkind*.**Size Change (Su):** At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

* see Appendix 2: New Rules Items

CHOSEN OF MOLAHO KHEM**CR 8**

Male Spriggan* Wizard 5/ Arcane Trickster 2/ Barbarian 1

CE Small fey

Init +9; **Senses** Listen +7, Spot -1**Languages** Goblin, Gnome**AC** 22, touch 16, flat-footed 15

(+1 size, +5 Dex, +4 armor, +2 Deflection)

hp 58 (13 HD);**Fort** +5, **Ref** +13, **Will** +10**Speed** 30 ft. in no armor (4 squares), base movement 30 ft.**Melee** small short sword +13/+8 (1d4-1 / (19-20))**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +3**Atk Options** Sneak Attack (4d6)**Special Actions** Size Change, Spell-like abilities, Rage**Combat Gear** *ring of glorious deaths***Wizard Spells Prepared** (CL 11^h save DC 14 + spell level):4th—*Evard's black tentacles*, Empowered *scorching ray*3rd—Silent *scorching ray* (x3)2nd—Silent *true strike*, *silence*, *invisibility**†, *scorching ray*1st—*lesser orb of fire** (x2), *mage armor**†, *shield*, *disguise self*0—*mage hand*, *ghost sound*, *read magic*, *detect magic*

† Already cast

Spell-Like Abilities (CL 8th, save DC 10 +spell level):2nd—*produce flame*1st—*scare*, *shatter*

† Already cast

Abilities Str 8, Dex 20, Con 12, Int 19, Wis 8, Cha 10**SQ** Ranged Legerdemain, Spell-like abilities, Spell Use, Rage**Feats** Empower Spell, Improved Initiative, Practiced Spellcaster*, Scribe Scroll, Silent Spell, Weapon Finesse, Improved Critical (Ray)**Skills** Climb +3, Concentration +11, Decipher Script +10, Disable Device +14, Disguise +4, Escape Artist +12, Hide +17, Intimidate +8, Knowledge (Arcane) +12, Listen +7, Move Silently +16, Open Lock +12, Sleight of Hand +10, Spellcraft +12, Tumble +13**Possessions** *ring of glorious deaths*, small short sword, mwk scythe, *headband of intellect* +2, *ring of protection* +2**Size Change (Su):** At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

* see Appendix 2: New Rules Items

8: WHOSE SIDE ARE YOU ON ANYWAY?**BANDITS (5)****CR 2**

Male human ranger 2

CG Medium-size humanoid

Init +6; **Senses** Listen +3, Spot +5

Languages Common

AC 17, touch 12, flat-footed 15
(+2 Dex, +4 armor)

hp 17 (2HD)

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

Speed 30 ft. (6 squares), base movement 30 ft.

Melee longsword +4 (1d8+2/19-20,) or longspear +4 (1d8+2)

Ranged mwk composite longbow [+2 Strength Bonus] +5 (1d8+2/x3)

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

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

Atk Options Point Blank Shot, Shield use, Rapid Shot

Combat Gear *potion of cure light wounds, potion of cat's grace.*

Abilities Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10

SQ Wild Empathy, Favored Enemy: Orc (+2)

Feats Point Blank Shot, Improved Initiative, Rapid Shot, Track

Skills Survival +6, Craft (bowmaking) +2, Listen +3, Spot +5, Handle Animal +2, Hide +7, Move Silently +7, Sense Motive +2

Possessions Chain shirt, buckler, longspear, longsword, mwk composite longbow [+2 Strength bonus], 50 arrows, *potion of cure light wounds, potion of cat's grace.*

BANDIT LEADER

CR 9

Male human Ranger 5 / Fighter 4

CG Medium-size humanoid

Init +7; **Senses** Listen +3, Spot +13

Languages Common

AC 17, touch 13, flat-footed 14
(+2 Dex, +4 armor)

hp 70 (9 HD)

Fort +11, **Ref** +9, **Will** +4

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee longsword +11/+6 (1d8+2/19-20)

Ranged +1 Seeking composite greatbow [+2 Strength bonus], +14/+9 (1d10+5/x3)

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

Base Atk +9; **Grp** +11

Atk Options Point Blank Shot, Rapid Shot, Precise Shot, Mounted Combat

Combat Gear *potion: cure light wounds*

Ranger Spells Prepared (CL 1st, Save DC 11 + Spell level):

1st—*entangle*

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

SQ Wild Empathy, Favored Enemy: Orcs (+4), Favored Enemy: Goblins (+2), Animal Companion

Feats Improved Initiative, Point Blank Shot, Rapid Shot, Track, Exotic Weapon Proficiency (greatbow), Mounted Combat, Weapon focus (greatbow), Endurance, Weapon Specialization (greatbow), Precise Shot

Skills , Handle Animal +6, Hide +20, Listen +3, Move Silently +18, Search +5, Sense Motive +2, Spot +13, Survival +7, Ride +14

Possessions Chain shirt, mwk longsword, +1 composite greatbow [+2 Strength bonus], *cloak of resistance* +1, 80 arrows, *potion cure light wounds*

-OR-**RED ARROW RECRUITS (5)****CR 2**

Same as Bandits (above) but with the following changes:

Alignment: Lawful Evil

Favored Enemy: Human

RED ARROW SERGEANT**CR 9**

Same as Bandit Leader (above) but with the following changes:

Alignment: Lawful Evil

Favored Enemy: Human

9: ASSAULT**BANDITS (4)****CR 2**

Male human Fighter 1 / Rogue 1

CG Medium-size humanoid

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

Languages Common

AC 17, touch 10, flat-footed 17
(+5 armor, +2 Shield)

hp 21 (2HD)

Fort +4, **Ref** +2, **Will** +0

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

Melee longsword +3 (1d8+2/19-20) or longspear +5 (1d8+3; 20/x3)

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

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

Atk Options Power Attack, Improved Bull Rush, Sneak Attack (1d6)

Abilities Str 15, Dex 10, Con 14, Int 10, Wis 10, Cha 10

SQ Trapfinding

Feats Power Attack, Improved Bull Rush, Weapon Focus (longspear)

Skills Ride +4, Craft (weaponsmith) +4, Listen +3, Spot +3, Tumble -1

Possessions breastplate, large steel shield, longspear, longsword

BANDIT CLERIC**CR 2**

Male Human Cleric 2

CN Medium Humanoid (Human)

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

Languages Common

AC 17, touch 10, flat-footed 17
(+5 armor, +2 shield)

hp 13 (2 HD)

Fort +3, **Ref** +0, **Will** +5

Speed 20 ft (4 squares), base movement 20 ft.,
Melee Masterwork morningstar +5 (1d8+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +3
Atk Options Spell Use, Smite, Turn Undead(Su)
Special Actions
Combat Gear breastplate, heavy steel shield, MW morningstar
Cleric Spells Prepared (CL 2nd; save DC 12 + spell level):
 1st—*magic weapon* (D), *divine favor*, *protection from evil*, *sanctuary*
 0—*detect magic*, *read magic*, *detect poison*, *guidance*
D: Domain spell. Deity: Molaho Khem.
 Domains: Destruction, War
 ‡ Already cast

Abilities Str 14, Dex 10, Con 10, Int 8, Wis 14, Cha 14
SQ Spontaneous casting, Restricted spells
Feats Power Attack, Weapon Focus (morningstar), Domain Spontaneity* (Destruction).
Skills Concentration +5, Knowledge (religion) +4.
Possessions Breastplate, Heavy steel shield, MW morningstar
 * see Appendix 2: New Rules Items

LARUK **CR 9**
 Male Human (Flan) Rogue 4/ Fighter 2/ Avenging Executioner* 3
 CN Medium Humanoid (Human)
Init +2; **Senses** Listen +1, Spot +7
Languages Common, Flan, Orc

AC 20, touch 13, flat-footed 20
 (+2 Dex, +5 armor, +2 shield, +1 deflection)
hp 54 (9 HD);
Fort +7, **Ref** +10, **Will** +6

Speed 30 ft. in Chain Shirt (6 squares), base movement 30 ft.
Melee +1 *rapier* +11/+6 (1d6+4/18-20) or +1 *ranseur* +11/+6(2d4+5)
Ranged longbow +9/+4 (1d8+3)
Space 5 ft.; **Reach** 5 ft. or 10 ft.
Base Atk +7; **Grp** +10
Atk Options Arterial Strike, Combat Expertise, Improved Feint, Improved Disarm, Sneak Attack (2d6), Sudden Strike (2d6)
Combat Gear *potion cure light wounds*

Abilities Str 16, Dex 14, Con 12, Int 14, Wis 8, Cha 16
SQ Bloody Blade(Ex), Evasion(Ex), Rapid Intimidation(Ex), Trapfinding(Ex), Uncanny Dodge(Ex), Trap Sense(Ex)
Feats Arterial Strike*, Combat Expertise, Improved Feint, Improved Disarm, Iron Will, Persuasive, Quick Draw
Skills Bluff +16, Decipher Script +3, Disguise +14, Escape Artist +6, Forgery +9, Gather Information +12, Hide +8, Intimidate +19, Jump +10, Listen +1, Move Silently +6, Search +7, Sense Motive +2,

Spot +7, Tumble +10, Use Magic Device +6, Use Rope +4.

Possessions +1 *rapier*, MW rapier, +1 *ranseur*, longbow, +1 *chainshirt*, +1 *buckler*, *potion of cure light wounds*, *cloak resistance +1*, *ring of protection +1*, *gauntlets of ogre power*, *longspear*

Bloody Blade (Ex): The fury of your attack is terrifying to see. Whenever you deal sudden strike damage (see below) with a melee weapon, the target of the sudden strike and all opponents within 30 feet of you who can see the target are shaken for a number of rounds equal to your avenging executioner level. A successful Will save (DC 10 + your avenging executioner level + your Cha modifier) negates this effect. Creatures whose HD exceed your character level are not affected. Bloody blade is a mind-affecting fear ability

Sudden Strike (Ex): If an avenging executioner can catch an opponent when it is unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. Whenever an avenging executioner's target is denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), the avenging executioner deals an extra 1d6 points of damage with her attack. This extra damage increases by 1d6 points for every two avenging executioner levels after 1st (to a maximum of 3d6 at 5th level). An avenging executioner can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC. This damage also applies to ranged attacks against targets up to 30 feet away. Creature with concealment, creatures without discernable anatomies, and creatures immune to extra damage from critical hits are all immune to sudden strikes. An avenging executioner can't make a sudden strike while attacking the limbs of a creature whose vitals are out of reach. An Avenging Executioner can't use sudden strike to deliver non-lethal damage. Weapons capable of dealing only non-lethal damage don't deal extra damage when used as part of a sudden strike. The extra damage from the sudden strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target. For the purpose of qualifying for feats, prestige classes, and similar options that require a minimum number of extra damage dice, treat the avenging executioner's sudden strike ability as the equivalent of sneak attack.

* see Appendix 2: New Rules Items

-OR-

Use Stat Blocks for Red Arrows from Encounter 8

10: THE DEN OF THIEVES

Use Stat Blocks from Encounter 9

11: CAPTURE THE FLAG

RED ARROW RECRUITS (4)

CR 6

Male human Ranger 6

LE Medium-size humanoid

Init +6; **Senses** Listen +10, Spot +10

Languages Common

AC 18, touch 13, flat-footed 16

(+2 Dex, +5 armor, +1 deflection)

hp 45 (4HD)

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

Speed 30 ft. (6 squares), base movement 30 ft.

Melee longsword +8/+3 (1d8+2/19-20,) or longspear
+8/+3 (1d8+2)

Ranged +1 composite longbow +9/+4 (1d8+3/x3)

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

Base Atk +6; **Grp** +8

Atk Options Manyshot, Point Blank Shot, Shield use,
Rapid shot, Precise Shot

Combat Gear *potion of cure light wounds, potion of
cat's grace*

Ranger Spells Prepared (CL 3rd save DC 11 + spell
level):

1st—*entangle*

‡ Already cast

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

SQ Wild Empathy, Favored Enemy: Humans (+4),
Favored Enemy Orc (+2)

Feats Blind Fight, Endurance, Improved Initiative,
Manyshot, Point Blank Shot, Rapid shot, Track

Skills Survival +6, Craft (bowmaking) +3, Listen +10,
Spot +10, Handle Animal +4, Hide +9, Move
Silently +9, Sense Motive +6

Possessions +1 *chain shirt*, buckler, longspear,
longsword, +1 *composite*, 50 arrows, *ring of
protection* +1, *potion of cure light wounds, potion of
cat's grace*.

3: A TASTE OF GLORY

CULTIST ASSASSIN (2)

CR 8

Male Spriggan* Barbarian 2 / Assassin 4

CE Small-size fey

Init +9; Senses Listen +8, Spot +0

Aura

Languages Goblin, Gnome

AC 22, touch 16, flat-footed 19

(+1 size, +5 Dex)

hp 78 (11 HD)

Fort +5, Ref +12, Will +3

Weakness

Speed 30 ft. (6 squares), base movement 30 ft.

Melee short sword +16/+11(1d4+2/ (19-20)

Space 5 ft.; Reach 5 ft.

Base Atk +8; Grp +5

Atk Options Sneak Attack (5d6), Poison Use, Death Attack (DC 13)

Special Actions Size Change, Spell-like abilities, Rage, Uncanny Dodge, Improved Uncanny Dodge

Combat Gear mwk small short sword, +1 Mithral Chain shirt, mwk Scythe

Assassin Spells Prepared (CL 1st):

2nd—fox's cunning †, invisibility †

1st—disguise self, true strike

Spell-Like Abilities (CL 8th, save DC 10 +spell level):

2nd—produce flame

1st—scare, shatter

† Already cast

Abilities Str 14 Dex 22, Con 12, Int 18, Wis 9, Cha 10

Feats Improved Toughness*, Improved Initiative, Power Attack, Weapon finesse

Skills Climb +5, Disable Device +7, Disguise +14, Hide +23, Intimidate +6, Listen +8, Move Silently +18, Open Lock +12, Sleight of Hand +10, Tumble +18

Possessions lesser ring of glorious deaths, mwk small short sword, +1 mithral chain shirt, mwk Scythe, cloak of elvenkind, gloves of dexterity +2, amulet of health +2

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

* see Appendix 2: New Rules Items

CHOSEN OF MOLAHO KHEM

CR 10

Male Spriggan* Wizard 5/ Arcane Trickster 4/ Bar 1

CE Small fey

Init +9; Senses Listen +7, Spot -1

Languages Goblin, Gnome

AC 20, touch 16, flat-footed 15

(+1 size, +5 Dex, +4 armor, +2 Deflection)

hp 58 (13 HD);

Fort +5, Ref +13, Will +10

Speed 30 ft. in no armor (4 squares), base movement 30 ft.,

Melee small short sword +13/+8 (1d4-1 / (19-20))

Space 5 ft.; Reach 5 ft.

Base Atk +8; Grp +3

Atk Options Sneak Attack (4d6)

Special Actions Size Change, Spell-like abilities, Rage

Combat Gear ring of glorious deaths

Wizard Spells Prepared (CL 11; save DC 15 + spell level):

5th—wall of force, Silent empowered scorching Ray

4th—Evard's black tentacles, Empowered scorching ray, greater invisibility †

3rd—Silent glitterdust, fly †, Silent scorching ray (x2)

2nd—Silent true strike, silence, invisibility †, scorching ray (x2)

1st—lesser orb of fire* (x2), mage armor †, shield, protection from good

0—mage hand, ghost sound, read magic, detect magic

† Already cast

Spell-Like Abilities (CL 8th, save DC 10 +spell level):

2nd—produce flame

1st—scare, shatter

† Already cast

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

SQ Ranged Legerdemain, Spell-like abilities, Spell Use, Rage, Size Change

Feats Empower Spell, Improved Initiative, Practiced Spellcaster, Scribe Scroll, Silent Spell, Weapon Finesse, Danger Sense, Energy Substitution (electricity), Energy Admixture (electricity)

Skills Climb +3, Concentration +13 Decipher Script +10, Disable Device +14, Disguise +4, Escape Artist +18 Hide +21, Intimidate +8, Knowledge (Arcane) +12, Listen +7, Move Silently +18, Open Lock +12, Sleight of Hand +10, Spellcraft +12, Tumble +19

Possessions ring of glorious deaths, small short sword, mwk scythe, headband of intellect +2

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

* see Appendix 2: New Rules Items

8: WHOSE SIDE ARE YOU ON ANYWAY?

BANDITS (5)

CR 5

Male human Ranger 2/Fighter 3

CG Medium-size humanoid

Init +7; **Senses** Listen +3, Spot +5

Languages Common

AC 18, touch 13, flat-footed 15

(+2 Dex, +4 armor)

hp 41 (5HD)

Fort +8, **Ref** +7, **Will** +2

Speed 30 ft. (6 squares), base movement 30 ft.

Melee longsword +7 (1d8+2/19-20,) or longspear +4 (1d8+2)

Ranged +1 *composite longbow* [+2 Strength Bonus] +8/+8 (1d8+2/x3)

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

Base Atk +5; **Grp** +7

Atk Options Point Blank Shot, Shield use, Rapid shot, Mounted Combat, Mounted Archery

Combat Gear *potion of cat's grace*

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

SQ Wild Empathy, Favored Enemy: Orcs (+2)

Feats Point Blank Shot, Improved Initiative, Rapid shot, Track, Mounted Archery, Mounted Combat, Weapon focus (longbow)

Skills Survival +6, Listen +3, Spot +5, Handle Animal +6, Hide +7, Move Silently +7, Sense Motive +2, Ride +11, Search +5

Possessions Chain shirt, buckler, longspear, longsword, +1 *composite longbow* [+2 Strength bonus], 50 arrows, *potion of cat's grace*.

BANDIT LEADER

CR 10

Male human Ranger 6 / Fighter 4

CG Medium-size humanoid

Init +7; **Senses** Listen +3, Spot +13

Languages Common

AC 17, touch 13, flat-footed 14

(+2 Dex, +4 armor)

hp 77 (10 HD)

Fort +11, **Ref** +9, **Will** +4

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee longsword +12/+7 (1d8+3/19-20)

Ranged +1 *Seeking, Blood Seeking composite greatbow* [+2 Strength bonus], +15/+10 (1d10+5/x3)

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

Base Atk +10; **Grp** +12

Atk Options Point Blank Shot, Rapid Shot, Precise Shot, Mounted Combat, Manyshot

Combat Gear *potion cure light wounds*

Ranger Spells Prepared (CL 1st, Save DC 11 + Spell level):

1st—*entangle, longstrider*

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 10

SQ Wild Empathy, Favored Enemy: Orcs (+4),

Favored Enemy: Goblins (+2), Animal Companion

Feats Improved Initiative, Point Blank Shot, Rapid Shot, Track, Exotic Weapon Proficiency (greatbow), Mounted Combat, Weapon focus (greatbow), Endurance, Weapon Specialization (greatbow), Precise Shot, Manyshot

Skills , Handle Animal +6, Hide +20, Listen +3, Move Silently +21, Search +8, Sense Motive +2, Spot +13, Survival +7, Ride +15

Possessions Chain Shirt, longsword, +1 *seeking, blood seeking* composite greatbow* [+2 Strength bonus], 80 arrows, *potion cure light wounds*

* see Appendix 2: New Rules Items

-OR-

RED ARROW RIDERS (6)

CR 5

Same as Bandits (above) but with the following changes:

Alignment: Lawful Evil

Favored Enemy: Human

RED ARROW SERGEANT

CR 10

Same as Bandit Leader (above) but with the following changes:

Alignment: Lawful Evil

Favored Enemy: Human

9: ASSAULT

BANDITS (4)

CR 5

Male human Fighter 4 / Rogue 1

CG Medium-size humanoid

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

Languages Common

AC 19, touch 10, flat-footed 19

(+5 armor, +2 Shield)

hp 48 (5HD)

Fort +6, **Ref** +3, **Will** +1

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

Melee longsword +8 (1d8+4/19-20) or MW longspear +10 (1d8+8;20/x3)

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

Base Atk +4; **Grp** +8

Atk Options Power Attack, Improved Bull Rush, Sneak Attack (1d6)

Abilities Str 18, Dex 10, Con 14, Int 10, Wis 10, Cha 10

SQ Trapfinding (Ex)

Feats Blind-Fight, Power Attack, Improved Bull Rush, Weapon Focus (longspear)

Skills Ride +4, Craft (weaponsmith) +4, Listen +3, Spot +3, Tumble +1

Possessions breastplate, large steel shield, longspear, longsword

BANDIT CLERIC

CR 5

Male Human Cleric 5

CN Medium Humanoid (Human)

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

Languages Common

AC 17, touch 10, flat-footed 17
(+5 armor, +2 shield)

hp 28 (5 HD)

Fort +4, **Ref** +1, **Will** +7

Speed 20 ft (4 squares), base movement 20 ft.,

Melee Mwk morningstar +8 (1d8+3)

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

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

Atk Options Spell Use, Smite, Turn Undead (Su)

Special Actions

Cleric Spells Prepared (CL 5th; save DC 13 + spell level):

3rd—*magic vestments* (D), *invisibility purge*, *prayer*

2nd—*spiritual weapon* (D), *align weapon*, *bull's strength*, *hold person*

1st—*magic weapon* (D), *divine favor*, *protection from evil*, *entropic shield*, *remove fear*

0—*read magic*, *detect magic*, *detect poison*, *create water*

D: Domain spell. Deity: Molaho Khem.

Domains: Destruction, War

‡ Already cast

Abilities Str 16, Dex 10, Con 10, Int 8, Wis 17, Cha 14

SQ Spontaneous casting, Restricted spells

Feats Power Attack, Weapon Focus (morningstar), Divine Might, Domain Spontaneity (Destruction).

Skills Concentration +8, Knowledge (Religion) +7.

Possessions Breastplate, heavy steel shield, mwk morningstar

BANDIT WIZARD

CR 5

Male Human (Flan) Wizard 5

CG Medium Humanoid (Human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Flan, Orc, Elf

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

hp 21 (5 HD)

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

Speed 30 ft. in no armor (6 squares), base movement 30 ft.,

Melee dagger +1 (1d4-1; 19-20/x2)

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

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

Atk Options Spell Use

Wizard Spells Prepared (CL 5th; save DC 14 + spell level):

3rd—*stinking cloud*, *lightning bolt* (x2)

2nd—*glitterdust*, *web*, *Silent magic missile*, *mirror image*

1st—*mage armor**[†], *magic missile* (x2), *ray of enfeeblement*, *shield*

0—*daze*, *detect magic*, *light*, *read magic*

‡ already cast

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

SQ Familiar, Evoker

Feats Skill Focus (Concentration), Spell Focus (Evocation), Greater Spell Focus (Evocation), Craft Magic Arms and Armor, Scribe Scroll

Skills Concentration +12, Knowledge (arcana) +12, Knowledge (arch & eng) +12, Knowledge (nobility) +12, Knowledge (religion) +12, Spellcraft +14.

Possessions *cloak of resistance* +2, dagger, *headband of intellect* +2

Familiar: You have called a Cat as a magical companion.

LARUK

CR 10

Male Human (Flan) Rogue 4/ Fighter 2/ Avenging Executioner* 4

CN Medium Humanoid (Human)

Init +2; **Senses** Listen +1, Spot +7

Languages Common, Flan, Orc

AC 20, touch 13, flat-footed 20
(+2 Dex, +5 armor, +2 shield, +1 deflection)

hp 60 (10 HD);

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

Speed 30 ft. in Chain Shirt (6 squares), base movement 30 ft.

Melee +1 *rapier* +12/+7 (1d6+4/18-20) or +1 *frost ranseur* +12/+7 (2d4+5+1d6 cold)

Ranged longbow +10/+5 (1d8+3)

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

Base Atk +8; **Grp** +11

Atk Options Arterial Strike, Combat Expertise, Improved Feint, Improved Disarm, Sneak Attack (2d6), Sudden Strike (2d6)

Combat Gear *potion of cure light wounds*

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

SQ Bloody Blade(Ex), Evasion(Ex), Rapid Intimidation(Ex), Trapfinding(Ex), Uncanny Dodge(Ex), Trap Sense(Ex)

Feats Arterial Strike*, Combat Expertise, Improved Feint, Improved Disarm, Iron Will, Persuasive, Quick Draw

Skills Bluff +18, Decipher Script +3, Disguise +16, Escape Artist +6, Forgery +9, Gather Information +14, Hide +8, Intimidate +21, Jump +10 Listen +1, Move Silently +6, Search +7, Sense Motive +2, Spot +13, Tumble +10, Use Magic Device +6, Use Rope +4.

Possessions +1 *rapier*, mwk rapier, +1 *frost ranseur*, longbow, +1 *chainshirt*, +1 *buckler*, *potion cure light wounds*, *cloak resistance* +1, *ring of protection* +1, *gauntlets of ogre power*, longspear

Bloody Blade (Ex): The fury of your attack is terrifying to see. Whenever you deal sudden strike damage (see below) with a melee weapon, the target of the sudden strike and all opponents within 30 feet of you who can see the target are shaken for a number of rounds equal to your avenging executioner level. A successful Will save (DC 10 + your avenging executioner level + your Cha

modifier) negates this effect. Creatures whose HD exceed your character level are not affected. Bloody blade is a mind-affecting fear ability.

Dread Blade (Ex): Starting at 4th level, you can exploit the terror you inspire to further brutalize your target. You treat shaken, frightened, or panicked creatures as flat footed for the purpose of dealing sudden strike damage.

Rapid intimidation (Ex): Beginning at 2nd level, you can attempt to demoralize an opponent as a move action instead of a standard action. See the intimidate skill (PH 77) for details. If you have the favored enemy class feature, you can add your favored enemy bonus to Intimidate checks made to demoralize foes of the chosen type (and subtype, if applicable).

Sudden Strike (Ex): If an avenging executioner can catch an opponent when it is unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. Whenever an avenging executioner's target is denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), the avenging executioner deals an extra 1d6 points of damage with her attack. This extra damage increases by 1d6 points for every two avenging executioner levels after 1st (to a maximum of 3d6 at 5th level). A avenging executioner can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC. This damage also applies to ranged attacks against targets up to 30 feet away. Creature with concealment, creatures without discernable anatomies, and creatures immune to extra damage from critical hits are all immune to sudden strikes. A avenging executioner can't make a sudden strike while attacking the limbs of a creature whose vitals are out of reach. An Avenging Executioner can't use sudden strike to deliver non-lethal damage. Weapons capable of dealing only non-lethal damage don't deal extra damage when used as part of a sudden strike. The extra damage from the sudden strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target. For the purpose of qualifying for feats, prestige classes, and similar options that require a minimum number of extra damage dice, treat the avenging executioner's sudden strike ability as the equivalent of sneak attack.

* see Appendix 2: New Rules Items

-OR-

Use Stat Blocks for Red Arrows from Encounter 8

10: THE DEN OF THIEVES

Use Stat Blocks from Encounter 9

11: CAPTURE THE FLAG

RED ARROW RUNNERS (4)

CR 8

Male human Ranger 8

LE Medium-size humanoid

Init +6; **Senses** Listen +12, Spot +12

Languages Common

AC 18, touch 13, flat-footed 16

(+2 Dex, +5 armor, +1 deflection)

hp 59 (8HD)

Fort +9, **Ref** +10, **Will** +4

Speed 30 ft. (6 squares), base movement 30 ft.

Melee longsword +8/+3 (1d8+2/19-20) or longspear +8/+3 (1d8+2)

Ranged +1 *composite longbow* +11/+6 (1d8+3/x3)

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

Base Atk +8; **Grp** +10

Atk Options Manyshot, Point Blank Shot, Shield use, Rapid shot, Precise Shot,

Combat Gear *potion of cure light wounds*, *potion of cat's grace*

Ranger Spells Prepared (CL 3rd save DC 11 + spell level):

1st—*entangle*, *alarm*[†]

[†] Already cast

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

SQ Wild Empathy, Favored Enemy: Humans (+4), Favored Enemy Orc (+2)

Feats Blind Fight, Endurance, Improved Initiative, Manyshot, Point Blank Shot, Rapid shot, Track, Weapon Focus (Longbow)

Skills Survival +6, Craft (bowmaking) +3, Listen +12, Spot +12, Handle Animal +4, Hide +9, Move Silently +9, Sense Motive +6

Possessions +1 *chain shirt*, buckler, longspear, longsword, +1 *composite longbow*, 50 arrows, *ring of protection* +1, *potion of cure light wounds*, *potion of cat's grace*.

3: A TASTE OF GLORY

CULTIST ASSASSIN

CR 8

Male Spriggan* Barbarian 2 / Assassin 4

CE Small-size fey

Init +9; Senses Listen +8, Spot +0

Aura

Languages Goblin, Gnome

AC 22, touch 16, flat-footed 19

(+1 size, +6 Dex, +5 armor)

hp 78 (11 HD)

Fort +5, Ref +12, Will +3

Weakness

Speed 30 ft. (6 squares), base movement 30 ft.

Melee Mwk short sword +16/+11(1d4+2/ (19-20)

Space 5 ft.; Reach 5 ft.

Base Atk +8; Grp +5

Atk Options Sneak Attack (5d6), Poison Use, Death Attack (DC 18)

Special Actions Size Change, Spell-like abilities, Rage, Uncanny Dodge, Improved Uncanny Dodge

Assassin Spells Prepared (CL 4th, save DC 14 + spell level):

2nd—fox's cunning[†], invisibility[†]

1st—disguise self, true strike

Spell-Like Abilities (CL 8th, save DC 10 +spell level):

2nd—produce flame

1st—scare, shatter

† Already cast

Abilities Str 14 Dex 22, Con 12, Int 18, Wis 9, Cha 10

Feats Improved toughness, Improved Initiative, Power Attack, Weapon finesse

Skills Climb +5, Disable Device +7, Disguise +14, Hide +23, Intimidate +6, Listen +8, Move Silently +18, Open Lock +12, Sleight of Hand +10, Tumble +18

Possessions lesser ring of glorious deaths, mwk small short sword, mwk scythe,+1 mithral chain shirt, cloak of elvenkind, gloves of dexterity +2, amulet of health +2

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

* see Appendix 2: New Rules Items

CHOSEN OF MOLAHO KHEM

CR 12

Male Spriggan* Wizard 5/ Arcane Trickster 6/ Barbarian 1

CE Small fey

Init +9; Senses Listen +7, Spot -1

Languages Goblin, Gnome

AC 20, touch 16, flat-footed 15

(+1 size, +5 Dex, +4 armor)

hp 46 (11 HD);

Fort +6, Ref +14, Will +11

Speed 30 ft. in no armor (6 squares), base movement 30 ft.,

Melee small short sword +14/+9 (1d4-1 / (19-20))

Space 5 ft.; Reach 5 ft.

Base Atk +9; Grp +3

Atk Options Sneak Attack, Impromptu Sneak Attack

Special Actions Size Change, Spell-like abilities

Combat Gear ring of glorious deaths,

Wizard Spells Prepared (CL 15th save DC 16 + spell level):

6th—Energy Admixture (electricity) scorching ray(x2).

5th—wall of force, Silent Empowered scorching ray (x2),

4th—Evard's black tentacles, dimension door,

Empowered scorching ray, greater invisibility[†],

3rd—Silent glitterdust, fly[†], Silent mirror image, Silent scorching ray (x2),

2nd—Silent true strike, silence, invisibility[†], scorching ray (x2),

1st—true strike (x2), mage armor[†], shield, protection from good,

0—mage hand, ghost sound, read magic, detect magic

† Already cast

Spell-Like Abilities (CL 8th, save DC 10 +spell level):

2nd—produce flame

1st—scare, shatter

† Already cast

Abilities Str 8, Dex 20, Con 12, Int 22, Wis 8, Cha 10

SQ Ranged Legerdemain, Spell-like abilities, Spell Use

Feats Danger Sense*, Energy Substitution* (electricity), Energy Admixture (electricity), Empower Spell, Improved Initiative, Practiced Spellcaster*, Scribe Scroll, Silent Spell, Weapon Finesse

Skills Climb +3, Concentration +15, Decipher Script +10, Disable Device +14, Disguise +10, Escape Artist +20, Hide +23, Intimidate +8, Knowledge (arcane) +12, Listen +7, Move Silently +20, Open Lock +12, Sleight of Hand +10, Spellcraft +12, Tumble +21

Possessions ring of glorious deaths, small short sword, mwk scythe, headband of intellect +4.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

* see Appendix 2: New Rules Items

8: WHOSE SIDE ARE YOU ON ANYWAY?

BANDITS (6)

CR 7

Male human Ranger 3/Fighter 4

CG Medium-size humanoid

Init +7; **Senses** Listen +6, Spot +8

Languages Common

AC 18, touch 13, flat-footed 15

(+2 Dex, +4 armor)

hp 56 (7HD)

Fort +10, **Ref** +8, **Will** +2

Speed 30 ft. (6 squares), base movement 30 ft.

Melee longsword +9 (1d8+2/ (19-20),) or longspear +9 (1d8+2/ (x3))

Ranged +1 *composite longbow* [+2 Strength Bonus] +12/+12 (1d8+4/x3)

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

Base Atk +7; **Grp** +9

Atk Options Point Blank Shot, Shield use, Rapid shot, Mounted Combat, Mounted Archery

Combat Gear *potion of cat's grace*

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

SQ Wild Empathy, Favored Enemy: Orcs (+2)

Feats Point Blank Shot, Improved Initiative, Rapid Shot, Track, Mounted Archery, Mounted Combat, Weapon focus (longbow), Weapon Specialization (longbow)

Skills Survival +6, Listen +6, Spot +8, Handle Animal +6, Hide +7, Move Silently +7, Sense Motive +2, Ride +13, Search +5

Possessions chain shirt, buckler, longspear, longsword, +1 *composite longbow* [+2 strength bonus], 50 arrows, *potion of cat's grace*.

BANDIT LEADER

CR 12

Male human Ranger 6 / Fighter 6

CG Medium-size humanoid

Init +7; **Senses** Listen +3, Spot +15

Languages Common

AC 17, touch 13, flat-footed 14

(+2 Dex, +4 armor)

hp 93 (12 HD)

Fort +12, **Ref** +11, **Will** +5

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee longsword +12/+7 (1d8+3/19-20)

Ranged +1 *Seeking**, *Exit Wound** *composite greatbow* [+2 Strength bonus], +18/+13/+8 (1d10+5/x3)

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

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

Atk Options Point Blank Shot, Rapid Shot, Precise Shot, Mounted Combat, Manyshot

Combat Gear *potion cure light wounds*

Ranger Spells Prepared (CL 3rd, Save DC 11 + Spell level):

1st—*entangle*, *longstrider*

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

SQ Wild Empathy, Favored Enemy: Orcs (+4),

Favored Enemy: Goblins (+2), Animal Companion

Feats Improved Initiative, Improved Precise Shot, Point Blank Shot, Rapid Shot, Track, Exotic Weapon Proficiency (greatbow), Mounted Combat, Weapon focus (greatbow), Endurance, Weapon Specialization (greatbow), Precise Shot, Manyshot

Skills , Handle Animal +6, Hide +21, Listen +3, Move Silently +22, Search +8, Sense Motive +2, Spot +15, Survival +7, Ride +18

Possessions Chain Shirt, longsword, +1 seeking, blood seeking composite greatbow [+2 Strength bonus], 80 arrows, *potion cure light wounds*

* see Appendix 2: New Rules Items

-OR-

RED ARROW RIDERS (6)

CR 5

Same as Bandits (above) but with the following changes:

Alignment: Lawful Evil

Favored Enemy: Human

RED ARROW SERGEANT

CR 10

Same as Bandit Leader (above) but with the following changes:

Alignment: Lawful Evil

Favored Enemy: Human

9: ASSAULT!

BANDITS (4)

CR 8

Male Human Fighter 4/ Rogue 2/ Holy Liberator* 1

CG Medium-size humanoid

Init +0; **Senses** Listen +2, Spot +3

Languages Common

AC 22, touch 11, flat-footed 22

(+7 armor, +4 shield, +1 deflection)

hp 66 (7HD)

Fort +9, **Ref** +5, **Will** +4

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

Melee +1 *longspear* +12/+7 (1d8+9 (20/x3)), or longsword +10/+5 (1d8+4 (19-20))

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

Base Atk +6; **Grp** +10

Atk Options Arterial Strike, Bull Rush, Power Attack, Sneak Attack, Smite Evil

Abilities Str 18, Dex 10, Con 14, Int 10, Wis 10, Cha 10

SQ Evasion (Ex), Aura of Good (Ex), Detect Evil(Sp), Smite Evil(Su), Sneak Attack, Trapfinding(Ex), Code of Conduct

Feats Iron Will, Power Attack, Improved Bull Rush, Weapon Focus (Longspear), Weapon Specialization (Longspear), Arterial Strike*, Close-Quarters Fighting*.

Skills Climb +4, Craft(weaponsmithing) +6, Diplomacy +7, Heal +1, Jump -1, Knowledge (Religion) +2, Listen +2, Ride +4, Sense Motive +5, Spot +3, Tumble +1

Possessions +2 breastplate, +2 large steel shield, +1 longspear, longsword, ring of protection +1.

BANDIT CLERIC

CR 7

Male Human Cleric 7

CN Medium Humanoid (Human)

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

Languages Common

AC 23, touch 11, flat-footed 23
(+9 armor, +3 shield, +1 deflection)

hp 38 (7 HD)

Fort +6, **Ref** +3, **Will** +9

Speed 20 ft. in full-plate (4 squares), base movement 30 ft.,

Melee Mwk morningstar +10 (1d8+3)

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

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

Atk Options Spell Use, Smite, Turn Undead (Su)

Special Actions

Cleric Spells Prepared (CL 7th; save DC 13 + spell level):

4th—*divine power* (D), *freedom of movement*

3rd—*magic vestment* (D), *invisibility purge*, *prayer*, *blindness/deafness*

2nd—*spiritual weapon* (D), *bull's strength* (x2), *hold person*, *silence*

1st—*magic weapon* (D), *remove fear*, *divine favor* (x2), *entropic shield*, *obscuring mist*

0—*read magic*, *detect poison*, *guidance* (x2), *create water*, *purify food and drink*

D: Domain spell. Deity: Molaho Khem.

Domains: Destruction, War

‡ Already cast

Abilities Str 16, Dex 10, Con 10, Int 8, Wis 17, Cha 14

Feats Extra Turning, Power Attack, Weapon Focus (morningstar), Divine Might, Domain Spontaneity (Destruction).

Skills Concentration +10, Knowledge (religion) +9.

Possessions mwk morningstar, mwk full-plate, mwk steel shield

BANDIT WIZARD

CR 7

Male Human (Flan) Wizard 7

CG Medium Humanoid (Human)

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

Languages Common, Flan, Orc, Elf

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

hp 29 (7 HD)

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

Speed 30 ft. in no armor (6 squares), base movement 30 ft.,

Melee dagger +2 (1d4-1)

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

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

Atk Options Spell Use

Wizard Spells Prepared (CL 7th; save DC 13 + spell level):

4th—*Silent lightning bolt*, *dimension door*, *greater invisibility*

3rd—*stinking cloud* (x2), *lightning bolt* (x2)

2nd—*glitterdust*, *web*, *Silent magic missile* (x2), *mirror image*

1st—*mage armor*¹, *magic missile* (x2), *ray of enfeeblement* (x2), *shield*

0—*daze*, *detect magic*, *light*, *read magic*

‡ Already cast

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

SQ Familiar, Evoker

Feats Skill Focus (Concentration), Spell Focus (Evocation), Greater Spell Focus (Evocation), Craft Magic Arms and Armor, Scribe Scroll, Silent Spell

Skills Concentration +14, Knowledge (arcana) +14, Knowledge (arch & eng) +14, Knowledge (nobility) +14, Knowledge (religion) +14, Spellcraft +16.

Possessions *cloak of resistance* +2, dagger, *headband of intellect* +2

Familiar: You have called a Cat as a magical companion.

Evoker: You are specialized in the school of Evocation. You can prepare one additional Evocation spell per spell level each per day. You gain a +2 bonus to Spellcraft checks to learn spells from this school. Enchantment and Transmutation spells are prohibited to you

LARUK

CR 12

Male Human (Flan) Rogue 4/ Fighter 3/ Avenging Executioner* 5

CN Medium Humanoid (Human)

Init +2; **Senses** Listen +1, Spot +7

Languages Common, Flan, Orc

AC 23, touch 13, flat-footed 20
(+2 Dex, +7 armor, +3 shield, +1 deflection)

hp 73 (12 HD);

Fort +7, **Ref** +13, **Will** +8

Speed 30 ft. in Chain Shirt (6 squares), base movement 30 ft.

Melee +1 *rapier* +14/+9 (1d6+4/15-20) or +1 *frost ranseur* +14/+9 (2d4+5+1d6 cold)

Ranged longbow +12/+7 (1d8+3)

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

Base Atk +9; **Grp** +13

Atk Options Arterial Strike, Combat Expertise, Improved Feint, Improved Disarm, Sneak Attack (2d6), Sudden Strike (3d6)

Special Actions

Combat Gear *potion of cure light wounds*

Abilities Str 18, Dex 16, Con 12, Int 14, Wis 8, Cha 17

SQ Bloody Blade (Ex), Bloody Murder(Ex), Evasion(Ex), Rapid Intimidation(Ex), Trapfinding(Ex), Uncanny Dodge(Ex), Trap Sense(Ex)

Feats Arterial Strike*, Combat Expertise, Improved Feint, Improved Critical (rapier), Improved Disarm, Iron Will, Persuasive, Quick Draw

Skills Bluff +18, Decipher Script +3, Disguise +16, Escape Artist +7, Forgery +9, Gather Information +14, Hide +9, Intimidate +22, Jump +15 Listen +1, Move Silently +7, Search +7, Sense Motive +2, Spot +13, Tumble +11, Use Magic Device +6, Use Rope +5.

Possessions +1 rapier, mwk rapier, +1 frost ranseur, belt of giant strength +4, longbow, +1 chainshirt, +1 buckler, potion cure light wounds, cloak resistance +1, ring of protection +1, gloves of dexterity +2, longspears

Bloody Blade (Ex): The fury of your attack is terrifying to see. Whenever you deal sudden strike damage (see below) with a melee weapon, the target of the sudden strike and all opponents within 30 feet of you who can see the target are shaken for a number of rounds equal to your avenging executioner level. A successful Will save (DC 10 + your avenging executioner level + your Cha modifier) negates this effect. Creatures whose HD exceed your character level are not affected. Bloody blade is a mind-affecting fear ability.

Bloody Murder (Ex): Starting at 5th level, if you deal enough damage with a melee attack to drop a creature (typically by reducing it to below 0 hit points or killing it), all enemies within 30 feet of you who can see the target become frightened for 1 round. A successful Will save (DC 10 + your avenging executioner level + your Cha modifier) lessens the effect to shaken. Creatures whose HD exceed your character level are not affected. Bloody murder is a mind-affecting fear ability.

Dread Blade (Ex): Starting at 4th level, you can exploit the terror you inspire to further brutalize your target. You treat shaken, frightened, or panicked creatures as flat footed for the purpose of dealing sudden strike damage.

Rapid intimidation (Ex): Beginning at 2nd level, you can attempt to demoralize an opponent as a move action instead of a standard action. See the intimidate skill (PH 77) for details. If you have the favored enemy class feature, you can add your favored enemy bonus to Intimidate checks made to demoralize foes of the chosen type (and subtype, if applicable).

Sudden Strike (Ex): If an avenging executioner can catch an opponent when it is unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. Whenever an avenging executioner's target is denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), the avenging executioner deals an extra 1d6 points of damage with her attack. This extra damage increases by 1d6 points for every two avenging executioner levels after 1st (to a maximum of 3d6 at 5th level). An avenging executioner can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC. This damage also applies

to ranged attacks against targets up to 30 feet away. Creature with concealment, creatures without discernable anatomies, and creatures immune to extra damage from critical hits are all immune to sudden strikes. An avenging executioner can't make a sudden strike while attacking the limbs of a creature whose vitals are out of reach. An Avenging Executioner can't use sudden strike to deliver non-lethal damage. Weapons capable of dealing only non-lethal damage don't deal extra damage when used as part of a sudden strike. The extra damage from the sudden strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target. For the purpose of qualifying for feats, prestige classes, and similar options that require a minimum number of extra damage dice, treat the avenging executioner's sudden strike ability as the equivalent of sneak attack.

* see Appendix 2: New Rules Items

-OR-

Use Stat Blocks for Red Arrows from Encounter 8

10: THE DEN OF THIEVES

Use Stat Blocks from Encounter 9

11: CAPTURE THE FLAG

RED ARROW RUNNERS (4)

CR 10

Male human Ranger 10

LE Medium-size humanoid

Init +6; **Senses** Listen +14, Spot +14

Languages Common

AC 18, touch 13, flat-footed 16

(+2 Dex, +5 armor, +1 deflection)

hp 73 (4HD)

Fort +10, **Ref** +11, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft.

Melee longsword +10/+5 (1d8+2/19-20,) or longspear +10/+5 (1d8+2)

Ranged +1 Seeking composite greatbow +13/+8 (1d8+3/x3)

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

Base Atk +10; **Grp** +12

Atk Options Exotic Weapon Proficiency (Greatbow), Manyshot, Point Blank Shot, Shield use, Rapid shot, Precise Shot

Combat Gear *potion of cure light wounds*, *potion of cat's grace*.

Ranger Spells Prepared (CL 3rd save DC 11 + spell level):

1st—*entangle*, *alarm*[†]

[†] Already cast

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

SQ Wild Empathy, Favored Enemy: Humans (+6), Favored Enemy Orc (+2), Favored Enemy Elf (+2)

Feats Blind Fight, Endurance, Improved Initiative, Manyshot, Point Blank Shot, Rapid shot, Track, Weapon Focus (Longbow)

Skills Survival +6, Craft (bowmaking) +3, Listen +12, Spot +12, Handle Animal +4, Hide +9, Move Silently +9, Sense Motive +6

Possessions +1 *chain shirt*, buckler, longspears, longsword, +1 *seeking composite greatbow*, 50 arrows, *ring of protection* +1, *potion of cure light wounds*, *potion of cat's grace*.

APPENDIX 2: NEW RULES ITEMS

SPRIGGAN

Reference *Fiend Folio*, page 162, updated for v.3.5

Natural Form

Small Fey	
Hit Dice:	5d6+5 (22 hp)
Initiative:	+9
Speed:	20 ft.
AC:	19 (+1 size, +4 Dex, +4 chain shirt)
Attacks:	Short sword +9 melee
Damage:	Short sword 1d6
Face/Reach:	5ft. by 5ft./5ft.
Special Attacks:	Sneak attack +3d6, spell like abilities
Special Qualities:	Low-light vision, size change
Saves:	Fort +2, Ref +9, Will +3
Abilities:	Str 10, Dex 20, Con 12, Int 11, Wis 9, Cha 11
Skills:	Climb +5, Disable Device +7, Hide +14, Listen +6, Move Silently +10, Open Lock +12, Sleight of Hand +10
Feat:	Improved Initiative, Weapon Finesse (short sword)
Climate/Terrain:	Any forest
Organization:	Solitary, or pack (3-12)
Challenge rating:	3
Treasure:	Standard
Alignment:	Usually chaotic (any)
Advancement:	By character class
Level Adjustment:	+2

Enlarged Form

Large Fey	
Hit Dice:	5d6+20 (37 hp)
Initiative:	+7
Speed:	30 ft.
AC:	16 (-1 size, +3 Dex, +4 chain shirt)
Attacks:	Short sword +6 melee
Damage:	Short sword 1d8+6
Face/Reach:	5ft. by 5ft./10ft.
Special Attacks:	
Special Qualities:	Low-light vision, size change
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 16, Con 18, Int 11, Wis 9, Cha 11
Skills:	Climb +9, Disable Device +4, Hide +4, Listen +6, Move Silently +8, Open Lock +10, Sleight of Hand +8
Feat:	Improved Initiative, Weapon Finesse (short sword)

Climate/Terrain:	Any forest
Organization:	Solitary, or pack (3-12)
Challenge rating:	3
Treasure:	Standard
Alignment:	Usually chaotic (any)
Advancement:	By character class
Level Adjustment:	+2

Spriggans are nomadic gnomekin with the strange ability to grow to a large size at will. They wander in packs through wooded areas, sometimes venturing into towns and villages. Spriggans love to rob and pillage as they journey. They are a numerous people, but pose little threat to civilized races because of their inability to organize.

Spriggans resemble ugly, mean gnomes with greasy, reddish-brown hair and dull, yellow skin. They grow their hair to ridiculous proportions, proudly sporting bushy mustaches, sideburns, and ponytails. They are disgustingly unclean things, exuding the most nauseating smell of rancid flesh.

Combat: Spriggans employ tactics intended to startle or unnerve their foes. They swarm around opponents when small, only to enlarge at the last minute. This allows spriggans to use their greater reach for attack of opportunity on advancing enemies. More dexterous spriggans serve as back up to their kin in melee, remaining in the shadows to thwart foes by sneak attacks, stealthily thieving, or casting their shatter ability.

A Spriggan can be summoned using a summon natures ally IV spell.

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a Spriggan, the Spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Spell-Like Abilities: At will – produce flame, scare, shatter. Caster level 8th; save DC 10 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a Large short sword when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities.

Skills: Spriggans have a +4 racial bonus on Climb, Disable Device, Move Silently, Open Lock, and Sleight of Hand checks.

AVENGING EXECUTIONER

Entry Requirements
Alignment: Any non-good
Base Attack Bonus: +5
Skills: Hide 4 ranks, Intimidate 6 ranks, Move silently 4 ranks.
Special: Must have been tragically wronged in some manner.

Class Features
Hardened and tenacious, you use surprise and dread to weaken the subjects of your hatred.

Bloody Blade (Ex): The fury of your attack is terrifying to see. Whenever you deal sudden strike damage (see below) with a melee weapon, the target of the sudden strike and all opponents within 30 feet of you who can see the target are shaken for a number of rounds equal to your avenging executioner level. A successful Will save (DC 10 + your avenging executioner level + your Cha modifier) negates this effect. Creatures whose HD exceed your character level are not affected. Bloody blade is a mind-affecting fear ability.

Class Skills (6 + Int modifier per level): Balance, Bluff, Climb, Craft, Disguise, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Open Lock, Profession, Spot, Use Rope.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+2	Bloody Blade, Sudden Strike +1d6
2 nd	+1	+0	+3	+3	Rapid intimidation
3 rd	+2	+1	+3	+3	Sudden Strike +2d6
4 th	+3	+1	+4	+4	Dread Blade
5 th	+3	+1	+4	+4	Bloody Murder, Sudden Strike +3d6

Sudden Strike (Ex): If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. See the avenging executioner's sudden strike class feature in the sidebar below.

Rapid intimidation (Ex): Beginning at 2nd level, you can attempt to demoralize an opponent as a move action instead of a standard action. See the intimidate skill (PH 77) for details.
If you have the favored enemy class feature, you can add your favored enemy bonus to Intimidate checks made to demoralize foes of the chosen type (and subtype, if applicable).

Dread Blade (Ex): Starting at 4th level, you can exploit the terror you inspire to further brutalize your target. You treat shaken, frightened, or panicked creatures as flat footed for the purpose of dealing sudden strike damage.

Bloody Murder (Ex): Starting at 5th level, if you deal enough damage with a melee attack to drop a creature (typically by reducing it to below 0 hit points or killing it), all enemies within 30 feet of you who can see the target become frightened for 1 round. A successful Will save (DC 10 + your avenging executioner level + your Cha modifier) lessens the effect to shaken. Creatures whose HD exceed your character level are not affected. Bloody murder is a mind-affecting fear ability.

Sudden Strike (Ex): If a avenging executioner can catch an opponent when it is unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. Whenever a avenging executioner's target is denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), the avenging executioner deals an extra 1d6 points of damage with her attack. This extra damage increases by 1d6 points for every two avenging executioner levels after 1st (to a maximum of 3d6 at 5th level). A avenging executioner can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC. This damage also applies to ranged attacks against targets

up to 30 feet away.
Creatures with conc

elment, creatures without discernable anatomies, and creatures immune to extra damage from critical hits are all immune to sudden strikes. A avenging executioner can't make a sudden strike while attacking the limbs of a creature whose vitals are out of reach.
A avenging executioner can't use sudden strike to deliver non-lethal damage. Weapons capable of dealing only non-lethal damage don't deal extra damage when used as part of a sudden strike.
The extra damage from the sudden strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target. For the purpose of qualifying for feats, prestige classes, and similar options that require a minimum number of extra damage dice, treat the avenging executioner's sudden strike ability as the equivalent of sneak attack.

Class level	Base attack bonus	Fort save	Ref save	Will save	Special	1 st	2 nd	3 rd	4 th
1 st	+1	+2	+0	+0	Aura of good, <i>detect evil</i> , smite evil 1/day	0	-	-	-
2 nd	+2	+3	+0	+0	Remove fatigue	1	-	-	-
3 rd	+3	+3	+1	+1	Aura of resolve	1	0	-	-
4 th	+4	+4	+1	+1	<i>Break enchantment</i> 1/week, divine grace	1	1	-	-
5 th	+5	+4	+1	+1	Smite evil 2/day	1	1	0	-
6 th	+6	+5	+2	+2	<i>Celestial companion</i>	1	1	1	-
7 th	+7	+5	+2	+2	-	2	1	1	0
8 th	+8	+6	+2	+2	<i>Break enchantment</i> 2/week	2	1	1	1
9 th	+9	+6	+3	+2	-	2	2	1	1
10 th	+10	+7	+3	+3	Smite evil 3/day	2	2	2	1

HOLY LIBERATOR

Requirements: to qualify to become a holy liberator, a character must fulfill all the following criteria

Alignment: Chaotic good

Base attack bonus: +5.

Skills: Diplomacy 5 ranks, Sense motive 5 ranks.

Feat: Iron will

Class Skills:

The holy liberator's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at each level: 2 + Int Modifier.

Class Features

All of the following are class features of the holy liberator prestige class.

Weapon and armor proficiency: Holy liberators are proficient with all simple and martial weapons, with all types of armor, and with shields.

Spells per day: A holy liberator has the ability to cast a small number of divine spells. To cast a spell, the holy liberator must have a Wisdom score of at least 10 + the spell's level, so a holy liberator with a wisdom of 10 or lower cannot cast these spells. Holy liberator bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the holy liberator's Wisdom modifier. When the holy liberator gets 0 spells of a given level, such as 0 1st level spells at 1st level, he gets only bonus spells. (A holy liberator without a bonus spell for that level cannot yet cast a spell of that level.)

The holy liberator uses the paladin spell list, with a few changes. The holy liberator's spell list does not include any spells with the law descriptor. The following spells are added to the holy liberator's spell list:

1st – *protection from law*;

2nd – *heroism*;

3rd – *magic circle against law*;

4th – *dispel law, freedom of movement*.

A holy liberator prepares and casts spells just as a cleric does (though the liberator cannot spontaneously cast *cure* or *inflict* spells).

Aura of good (Ex): The power of a holy liberator's aura of good (see the *detect good* spell) is equal to his class level plus his cleric level, if any.

Detect evil (Sp): The holy liberator can use *detect evil* as a spell-like ability at will.

Smite evil (Su): Once per day, a holy liberator may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. For example, a 9th level holy liberator armed with a longsword would deal 1d8+9 points of damage plus any additional bonuses for high Strength or magical effects that normally apply. If the holy liberator accidentally smites a creature that is not evil the smite has no effect but it is still used up for that day. At 5th level, the holy liberator may smite evil twice per day and at 10th level three times per day.

Remove fatigue (Su): A holy liberator of 2nd level or higher can eliminate fatigue in any creature he touches. Using this ability is a standard action; the holy liberator may use it a number of times per day equal to 3 + his Charisma modifier.

Aura of resolve (Ex): Beginning at 3rd level, the holy liberator gains immunity to all charm and compulsion effects. His mind is his own, and no other creature can control his thoughts or actions. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against

charm or compulsion effects. This ability functions while the holy liberator is conscious, but not if he is unconscious or dead.

Divine grace (Su): A holy liberator of 4th level or higher applies his Charisma modifier (if positive) as a bonus on all saving throws.

Break Enchantment (Sp): Beginning at 4th level, a holy liberator can use *break enchantment* once per week. He can use this ability twice per week at 8th level.

Celestial Companion (Sp): Upon reaching 6th level, a holy liberator gains the service of a celestial companion (a cat, eagle, hawk, warhorse, owl, pony, riding dog, or wolf) to serve him in his struggle against tyranny (see sidebar). The creature has the celestial template (see page 31 of the *Monster Manual*). This creature may willingly act as a guardian (such as a hawk), a helper (such as a cat), or a mount (such as a horse). Once per day, as a full round action, a holy liberator may magically call his companion from the celestial realms in which it resides. The companion immediately appears adjacent to the holy liberator and remains for 2 hours per holy liberator level; it may be dismissed at any time as a free action. The companion is the same creature each time it is summoned, though the holy liberator may release a particular companion from service (if it has grown too old to join her struggle, for instance). Each time the companion is called, it appears in full health, regardless of any damage it may have taken previously. The companion also appears wearing or carrying any gear it had when it was last dismissed (including barding, saddle, and the like for mounts). Calling the companion is a conjuration (calling) effect. Should the holy liberator's companion die, it immediately disappears, leaving behind any equipment it was carrying. The liberator may not call another companion for thirty days or until he gains a liberator level, whichever comes first, even if the companion is somehow returned from the dead. During this thirty day period, the liberator takes a –1 penalty on attack and weapon damage rolls. Treat the companion as a special mount for the purpose of spells that specifically affect a paladin's special mount (such as *heal mount*).

Code of conduct: Holy liberators must be of chaotic good alignment and lose all special class abilities if they ever willingly commit an act of evil. True to their alignment, holy liberators have no more formalized code of conduct than that.

CHAOS GNOME RACIAL TRAITS

- +2 Dexterity, +2 Constitution, +2 Charisma, –2 Strength: Chaos Gnomes are agile and share the typical gnome toughness. Many find their spontaneity compelling, but they are Small and therefore not as strong as other humanoids.
- Small: As a small creature, a chaos gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- Chaos gnome base land speed is 20 feet.
- Low-Light Vision: A chaos gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Chaos gnomes treat gnome hooked hammers as martial weapons rather than exotic weapons.
- Spell Power: A chaos gnome's effective caster level when casting spells with the chaos descriptor increases by 1. This increase applies when determining level-dependent spell variables and on caster level checks, and it stacks with other spell power abilities, such as from the hierophant prestige class.
- +4 dodge bonus to Armor Class against monsters of the giant type: This bonus represents special training that chaos gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Any time a creature loses its Dexterity bonus to Armor Class, it loses its dodge bonus, too.
- +2 racial bonus on Listen checks: Chaos gnomes have keen ears.
- Luck of Chaos (Ex): Once per day, a chaos gnome can re-roll one roll that she has just made before the Dungeon Master declares whether the roll results in success or failure. The character must take the result of the re-roll, even if it's worse than the original roll.
- Immunity to *confusion* effects.
- Automatic Languages: Common and Gnome. Bonus Languages, any.
- Spell-Like Abilities: 1/day – *entropic shield*. A chaos gnome with a Charisma score of at least 10 has the following spell-like abilities: 1/day – *daze*, *flare*, *prestidigitation*. Caster level 1st; save DC 10 + chaos gnome's Cha modifier + spell level.
- Favored Class: Sorcerer. A multi-class chaos gnome's sorcerer class does not count when determining whether she takes an experience point penalty for

multi-classing. Many chaos gnomes are multi-class sorcerer/clerics with the Luck domain.

- Level adjustment +1.

Blood Seeking

Complete Warrior

Weapons with the blood seeking ability often have strange looking sights on them. Ammunition fired from blood seeking weapons flies around cover if necessary to strike a living creature, negating any bonus to Armor Class the target might have due to intervening cover. The shooter can even fire at a target with full cover, but she must know the target is there, there must be an unobstructed path for the ammunition to reach the target and the target still has total concealment (and thus a 50% miss chance). The blood seeking ability doesn't function against plants, oozes, undead, and constructs.

Moderate divination; CL 9th; Craft Magic Arms and Armor; *Arcane Eye*; Price +1 bonus

Disarming

Complete Warrior

This weapon ability functions differently depending on whether it's applied to a melee weapon or a ranged weapon. If applied to a melee weapon, the disarming ability eliminates the opponent's bonuses for both weapon size and two-handed weapons. If applied to a ranged weapon, the disarming ability makes possible a disarm attack; you can shoot a weapon out of someone's hand. The relative weapon sizes don't matter for a ranged disarm attempt, but the defender gains a +4 bonus for wielding a weapon in two hands.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor; *telekinesis*; Price +2 bonus

Exit Wound

Weapons with the exit wound ability propel their ammunition entirely through living targets they hit. This effect deals an extra 1d6 points of damage. The weapon or projectile continues in a straight line beyond the original target. Targets in that path are attacked using the same attack roll as the original target; these additional targets gain a +4 bonus to AC for each previous target in the path. When an exit wound weapon or projectile hits an object, it stops. The exit wound ability can be applied to any ranged weapon; projectile weapons so enhanced bestow the ability on their ammunition.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *Melf's Acid Arrow*; Price +2 bonus.

Danger Sense

Complete Adventurer

You are one twitchy individual.

Prerequisite: Improved Initiative

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

Divine Might [Divine]

Complete Warrior

You can channel energy to increase the damage you deal in combat.

Prerequisite: Str 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

Domain Spontaneity [Divine]

Complete Divine

You are so familiar with one of your domains that you can convert other prepared spell into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

Energy Substitution [Metamagic]

Complete Arcane

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.

Practiced Spellcaster

Complete Arcane

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't

increase your caster level to higher than your hit dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of non-spellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th level sorcerer/3rd level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 hit dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th level cleric/5th level wizard who had selected this feat twice would cast cleric spells as an 8th level caster and wizard spells as a 9th level caster.

ITEMS

Composite Greatbow

Complete Warrior

Greatbow, Composite: You need at least two hands to use a bow, regardless of its size. A composite greatbow is too unwieldy to use while mounted. A composite greatbow sized for a Medium character is 6 feet or more in length when strung. Composite greatbows follow all of the normal rules for composite bows, including strength ratings. Each point of Strength bonus granted by the bow adds 200 gp to the cost.

Saving throw: Fortitude partial

Spell Resistance: No

An orb of fire about 3 inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and is dazed for 1 round. A successful Fortitude save negates the dazed effect but does not reduce the damage.

Orb of Fire, Lesser

Complete Arcane

Conjuration (Creation) [Fire]

Level: Sorcerer/Wizard 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed on a ranged touch attack to hit your target.

For every 2 caster levels beyond 1st, your orb deals and additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Ranged Weapons</i>							
Greatbow, composite	200 gp	1d8	1d10	X3	130 ft.	6 lb.	Piercing

SPELLS

Orb of Fire

Complete Arcane

Conjuration (creation) [Fire]

Level: Sorcerer/Wizard 4, Warmage 4

Components: V, S

Casting time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

APPENDIX 3: KREMBO SCHIFT

Krembo Schiff was born to a land-owning Suel family in the Shield Lands in 553 CY. The Schiff family lands lay on the banks of the Ritensa River three days ride north of Critwall.

Krembo's childhood was peaceful, but filled with hard work. From his father, Krembo learned to organize the sharecroppers and farmers into a productive commune. The elder Schiff ruled his lands with an iron hand, meting out harsh punishments to anyone found lacking in their duties or giving the family less than expected. Krembo saw the results of his father's hard ways and took to heart the idea that only through strength could success be achieved.

In 575 CY, Krembo married and took homestead of his own land. The young farmer was stern but fair, and was a good husband and landowner. One year later, a daughter was born to the young couple. M'ranna was a lovely child and Krembo doted on her. When she learned to walk, the young man would take her on his rides to oversee the family's workers. Everyone whispered that the sweet young girl had melted the master's iron heart, for he was seen to be smiling and laughing when M'ranna would share his saddle.

As M'ranna grew, Krembo continued to soften. By the harvest of 580CY, the Schiff family was a model of domestic tranquility. Krembo looked back on the hard man he had been and was amazed to see that his lands still prospered despite his softer hand. He mounted his horse and rode out to inspect the progress on the harvest. He stood on a hill overlooking his farm, quietly contemplating the changes M'ranna's birth had brought to his life, when a column of dust, signaling the approach of riders from the north, caught his eye. Krembo shouted an alarm to his workers and rode off to see who the riders were.

As he topped a high ridge to the north of his farm, Krembo spotted a horde of riders moving swiftly down the east bank of the Ritensa. Though still distant, Krembo could tell the riders were wearing armor and brandishing weapons. At their current pace he knew they would reach his farm within minutes. Urging his already lathered mount into a hard run, the young man rushed for his home. As he rode hard through the fields he called to his workers to grab what they could carry and hide in the nearby hills. They scurried to their hovels as Krembo rode up to the steps of his fine home. Calling out for his wife to bring M'ranna and

his sword, Krembo turned at the sound of a scream of terror from behind him.

Coming over the rise at the edge of his fields was the fast-moving horde. They bore down on the farm like locusts, trampling crops and workers alike. The peasants scattered as the mounted bandits attacked. Krembo, crying desperately for his wife, dismounted. As she ran out the door carrying M'ranna she handed Krembo his sword. Krembo ordered her to take M'ranna on his horse and ride south. Knowing the look in his eye, she did not argue and immediately mounted the tired horse. With M'ranna on the saddle in front of her, calling out for her father, Krembo watched through tears as his wife whipped the horse and rode away.

Krembo tried to fight, and managed to kill a few of the bandits. But a glancing blow to his temple sent him to the dust in darkness.

Not knowing how long he had been out, Krembo awoke to a throbbing pain and the smell of smoke. Through blurred vision the young man saw the devastation left by the bandits. His house was ransacked, animals and peasants lay slaughtered by the dozens, and the night sky was alight with the glow of his smoldering crops. As he tried to rise, and hand on his shoulder forced him back to the ground. A gravelly voice told him to stay down until his head cleared.

Krembo turned to gaze up at a dark man wearing fine red armor and holding a shield. Upon the shield was the emblem of a mailed fist holding arrows. The man said his name was Drakkor and that his god had sent him to save Krembo. He gestured to a pile of bodies. Krembo saw they were bandits, perhaps a dozen or more, and all had been killed savagely with a blunt weapon. It was then he noticed the black iron morningstar hanging from Drakkor's belt, still dripping blood.

Drakkor explained that the main bulk of the bandit horde had moved on, leaving these to make sure that nothing of value had been missed in their haste. Drakkor had killed them and then called upon his god to heal the dire wound to Krembo's head.

Krembo asked about his family. Drakkor said he had seen a horse carrying a woman and a child falter and be overtaken by pursuing bandits. Drakkor, on foot, could not reach them in time to help, and the riders

had been killed. Krembo asked if they had died quickly and Drakkor was tight-lipped. Krembo began to weep, and Drakkor kicked him. He told the young man that no chosen of Hextor would weep. He explained that only by tracking and killing those who had wronged him could his soul be healed.

Krembo, listening to Drakkor's words, thought back on recent years. He realized that only after he had begun to soften had this tragedy been allowed to happen. He asked Drakkor to take him to the place where his family lay, and the priest did so. The bodies were wrapped and given burial on the hill where Krembo had often sat with M'ranna watching the workers. After the burial, Krembo followed Drakkor into the hills and began his training. He learned the ways of war and the teachings of Hextor. After a few years, Drakkor told Krembo that he was ready. He sent the man out into the world to act as a fist on behalf of Hextor. Where strength was needed, Krembo would provide it. Where the weak needed to be controlled, where order needed to be established, the Fist would be there. And Krembo's own personal mission, to stamp out the cowardly and chaotic acts of banditry, eventually led him to the lands of Dyvers.

In 589 CY Krembo journeyed across the Volverdyva River to the town of Caltaran. He met with Lord Mayor Grandhearth regarding reports of a well-organized band of outlaws, which had been raiding the Low Road south of Caltaran. Grandhearth confirmed the reports and told Krembo that he was offering a substantial reward for the capture of the bandits. Krembo rode south, questioned merchants, travelers, and farmers, and soon discovered the lair of the outlaws. After watching the bandits' movements for a few days, Krembo caught the band sleeping in camp and killed them all except for the leader. Krembo took lengths of rope and tied the corpses together behind his horse. Then Krembo tied the bandit leader to the end of the train and drug them all back to Caltaran. There, the bandit leader was tried and hung.

Lord Grandhearth was impressed and eagerly offered Krembo his reward. The Fist declined the reward, and proposed instead that Caltaran use the money to sponsor a band of warriors to help control the bandit problems in the region. Grandhearth was keen on the idea, and Krembo Schiff was named Sheriff and given a budget to hire and deputize those he saw as worthy of the job. The newly appointed Sheriff had a plan, and he quickly put out a call for brave men skilled with stealth and the mighty composite longbow. In Readyng of 590 CY, the Red Arrows took to the roads

and the name of Sheriff Schiff was soon whispered on the lips of bandits everywhere along the Low Road.

Sheriff Schiff has been a man that is both respected and reviled for his tactics. Particularly his faith in the god Hextor has made him at odds with the hierarchy that has controlled the Westlands with their strong Heironean doctrines. In fact, Krembo was brought forth in chains by members of the Knights of the Hart during the One Day War in CY 595 by order of none other than Ethane Leardyn, a strong Heironean, and supporter of the Knights of the Hart. Krembo greatly enjoys his new location in Westguard, and chuckles to himself when he considers that Ethane has been executed for his crimes against Dyvers, and now, he, Krembo Schiff, is left in charge of his beloved stronghold. Krembo has even moved his base of operations to an old safe house for an now outlawed mercenary group, of which Ethane, and the former Westguard elite supported so strongly. Krembo like Dyvers, for love does not exist within the man's heart, and he respects the character of adventurer's who had the courage to do what was right in recommending the execution of the traitor Ethane Leardyn, and stripping his Heironean old man of all patents of nobility. Yes, Krembo likes Dyvers adventurers

APPENDIX 4: WALGRIM EMIRIAN

House Emirian (Reprinted from **Slavers!** TSR11621
pg. 14)

Walgrim Emirian is the eldest son of a long line of warrior nobles. After adventuring for several years and fighting in military campaigns against Iuz and the Great Kingdom, he retired with an injury to his sword arm inflicted by a strange sort of undead. Priests have had a hard time repairing the damage, and he has not fully recovered the use of his arm despite spending most of his personal and family fortune on various magical treatments. Recent rumors have him courting the wealthier females of the Gentry and merchant class in order to restore his family's wealth (his noble lineage is a good prize for most potential matches)

APPENDIX 5: WESTGUARD



Westguard is the westernmost settlement on the border of Dyvers. Located near the Volverdyva and upon the River Road, Westguard keep overlooks the Kingdom of Furyondy to the north, the Gnarley Forest to the southwest, and High town and Low town to west and east.

History:

Elves have considered the Westguard site mystical from a time predating the Keep and human settlement. They would often stop there on trips between the then elvish city of Verbobonc, and the now lost elvish city of Lochdrathnair. The keep itself originated as a simple hill fort built in 65 CY by Legate Ashrand of the Aerdi province of Ferrond, from his seat in Dyvers. It served to keep watch for humanoid incursions from the Gnarley Forest. In 100 CY, when Velerked Desier was crowned Viceroy of Ferrond, Overking Manshen Rax began withdrawing Imperial troops from small outposts like the fort. The last soldiers left the fort in 114 CY, and none returned until 134 CY when the Lord Rovland Grandhearth moved into the Westlands area. Rovland drove out bandit barbarians that had taken up residence in the fort, and refurbished it to serve as an outpost. The settlement grew as a caravan stopover and the site of a seasonal tribal moot where Ferrond merchants exchanged their civilized goods for the furs and raw materials of local barbarians. Westguard Keep was built and garrisoned upon the hill fort site in 260 CY by order of Thrommel I, King of Furyondy. In 304 CY the trade war with Veluna broke out, and the Keep forces were bolstered to collect outrageous tariffs from all trade on the River Road. The Keep forces were ordered to turn a blind-eye towards "wandering" bandits who attacked those who refused or were unable to pay the tariffs. In 345 CY, the noble Knights of the Hart returned from battling the Relentless Horde in northern Furyondy. King Avras I of Furyondy recognized the growing threat of Keoland's designs on Veluna and possibly Furyondy. He appointed the Knights to restore and strengthen Westguard Keep. The keep was heavily garrisoned just in time for Keoland to annex Veluna in 350 CY. King Avras I protested the move, but sent no aid to Veluna. Ninety years later, when Keoland finally made moves towards Furyondy, large forces passed through Westguard Keep for the Small War (also called Short War) in 438 CY. Keoland was driven from Veluna within months and the Knights drove on to Bissel and Gran March. Furyondy annexed those countries with ease. Trade along the River Road expanded, and so did Westguard Keep and its caravan stop. In 477 CY, Margrave Rollo of Bissel saved King Hugh III of Furyondy from a jebli horde, and Bissel

was returned its sovereignty out of gratitude. In 480 CY, the new menace of Iuz began threatening Furyondy's northern counties and the Knights of the Hart expanded its membership during the battles. In 488 CY, Westguard Keep underwent a period of restoration that lasted for the next 10 years. The bas-relief stonework depicting Heironeon moral lessons and achievements of the day still adorn much of the keep proper. The revival heralded the era of courtly virtues, a time for Westguard in which many heroes of renown governed in succession as Knight Commanders. The noble Knights championed Westguard against threats of invasion, pirates and the beasts of the Gnarley wood. The most notable of these was Eriador Grandhearth. After earning his rank battling Iuz in northern Furyondy, he was appointed Knight-Commander of Westguard in 506 CY. Over the next few years, Eriador aided Celene against the humanoids in the most bitter battles of the Hateful Wars. His virtue in these combats forged the link between Westguard and Celene. The Hateful Wars ended in 510 CY. Eriador married Ayhntressa, a minor elven noble of the Celenian court, in 530 CY. Ayhntressa died giving birth to daughter Cassia in 534 CY. The death of Eriador's first wife prompted his self-imposed exile into the fading lands of the Fey Court, where his exploits earned him the fabled cloak of Eriador, a gift of the Fey King. Eriador emerged from his self-imposed exile to counter the growing threat of Elemental Evil and the machinations of the pretender Maldreth, steward to the Knight-Commandership of Westguard in Eriador's absence. Eriador's leadership turned the battle of the Host of Arnt in favor of the forces of Verbobonc, aiding in the route of the evil hordes at Emridy Meadow in 569 CY. Eriador disappeared shortly thereafter. Rumors of his death by minions of Vampire Lord Gulthias persist, though without evidence. His marriage to his second wife during his time in exile bore him a son, Enruhl, who was fostered by the Grandhearth's of Caltaran. Enruhl became a childhood friend of Klabert Grandhearth, maintaining his close relationship long after his departure from Caltaran and his inheritance of Eriador's lands at Leardyn Manor.

With the secession of the Free and Independent City of Dyvers in 526, the Knights of the Hart pledged the loyalty of the order to Dyvers. The Heironeons were allowed to retain Westguard as a protectorship, with each successive Heironeon Knight-Commander swearing fealty to Dyvers. In 582 CY, the Greyhawk Wars began, and most of the Knights left Westguard for the frontlines against Iuz. In 584 CY, at the end of the Greyhawk Wars, the growing tension with the Furyondian Knights of the Hart and the Dyvers populace ignited with the

suggestion by certain Knights that the city of Dyvers be annexed to the greater glory of King Belvor IV of Furyondy. When Magister Margus passed by the issue without comment, the outcry from the city was of such intensity that Margus was ousted in favor of the young Army officer, Larissa Hunter. The newly appointed Dyvers Magister, fearing rebellion, removed the protectorship of Westguard from the Knights of the Hart, stationing in its place the Dyvers free Army. In a face saving gesture, Larissa retained Sir Robil Kelso, Knight of the Hart and relation of the Grandhearts by marriage to Enruhl's sister, as Knight Commander of the garrison. A Heironeon Paladin, Robil served Larissa Hunter with irreproachable loyalty until his death in CY 595, when he was destroyed in conjunction with a relic from a mercenary band associated with the Horned Society. After his death, Enruhl Leardyn invited the Knights of the Hart for Furyondy into the keep to restore the order, which in turn the stage for the events that led to the One Day War, and the eventual execution of Enruhl Leardyn's son, Ethane, and the loss of his patenets of nobility. Following Lord Leardyn's fall from grace, Klabert Lord grandhearth, Enruhl's cousin by marriage, took over control of the fief, and has run it ever since. The ever-increasing heavy-handedness of the Sheriff Krembo Shift has caused some concern, and the banditry along the Low Road, which has always been a problem, has only increased of late. Rumors of a possible replacement for Klabert Lord Grandhearth in the Westlands have begun to surface, which can further destabilize the region.

APPENDIX 6: THE LAWS OF DYVERS

Below is a list of laws and punishments a DM is most likely to deal with during a regional adventure. All GP fines are assessed as a “tax” and must be paid directly to the arresting constable at the time of apprehension. These laws are applied differently for Alliance members. The standard Dyvers law is listed first with the Alliance version following in italics. This change applies to all Alliance guilds unless specifically noted in the law’s text.

Assault: The fine is 5 gp. Also, if weapons were used, the weapons are confiscated. *The fine is 4 gp for Initiates, 2 gp for Journeymen, and 1 gp for Masters. Weapons are not confiscated if used.*

Breaking and Entering: The fine is 250 gp and 2 TUs in jail. *If the member is part of the Enforcers Guild, Footpads Guild, or Infiltrators Guild, the fine is 100 gp and 1 TU in jail for Initiates, 50 gp for Journeymen, and 25 gp for Masters. There is no jail time for the top two tiers.*

Casting Without a Guild License: The fine is 100 gp. If the spell caused damage, this fine is added to that of other laws broken. *The fine is 50 gp for Initiates, 25 gp for Journeymen, and 10 gp for Masters.*

Destruction of a Gelatinous Cube: The fine is 100 gp and 2 TUs public service finding a new cube. *The fine is 1000 gp for Initiates, 2000 gp for Journeymen, and 4000 gp for Masters, but there is no public service required. Alliance members should understand the importance of the cubes and the service they provide by constantly cleaning the sewers.*

Destruction of Private Property: The fine is 150% of the cost of the property. Optionally, the PC may spend 1 TU in jail per 50 gp of the fine. *If the member is part of the Cutpurses Guild, Enforcers Guild, Footpads Guild, or Smugglers Guild, the fine is 100% of the cost of the property for Initiates, 50% of the cost of the property for Journeymen, and 25% of the cost of the property for Masters. Optionally, the PC may spend 1 TU in jail per 100 gp of the fine.*

Destruction of Public Property: The fine is 200% of the cost of the property. Optionally, the PC may spend 1 TU in jail per 50 gp of the fine. *The fine is 150% of the cost of the property for Initiates, 75% of the cost of the property for Journeymen, and 35% of the cost of the property for Masters. Optionally, the PC may spend 1 TU in jail per 100 gp of the fine.*

Drawing Weapons: The fine is 2 gp, plus 1 TU doing civic duties, which can be completed at the end of the adventure. If you can prove that it was self-defense, the

fine is 1 gp. *The fine is 4 gp but no time in jail for Initiates, 2 gp for Journeymen, and 1 gp for Masters.*

Endangering Innocents: The fine is 4 gp per innocent endangered. *The fine is 4 gp (total, not per innocent endangered) for Initiates, 2 gp for Journeymen, and 1 gp for Masters. Weapons are not confiscated if used.*

Manslaughter (Accidental Death): Adjudicated by the Triad acting as an in-character “court.” Outcomes could lead to as many as 208 TUs in prison. *Adjudicated by the Triad acting as an in-character “court.” Outcomes could lead to as many as 104 TUs in prison for Initiates, 52 TUs in prison for Journeymen, and 26 TUs in prison for Masters.*

Murder (Intentional Death): This is an evil act. The character should be turned over to the Triad for removal from the campaign. *This is an evil act, even for Alliance members. The character should be turned over to the Triad for removal from the campaign. The only difference is that the character won’t be executed. It may show up later in a module as an evil member of the Alliance.*

Performing in a Tavern Without a Guild License: The fine is 100 gp. *If the member is part of the Bardic Hegemony, he is lawfully permitted to perform in Dyversian taverns.*

Poaching: The fine is 100 gp and 1 TU in jail. *If the member is part of the Fences Guild or Smugglers Guild, the fine is 100 gp (but no TUs in jail) for Initiates, 50 gp for Journeymen, and 25 gp for Masters.*

Theft-Petty (Up to 100 gp of value): The fine is 200% of the total value, as well as 1 TU doing civic duties. *The fine is 10% of the total value stolen for Initiates, 5% of the total value stolen for Journeymen, and 1 gp for Masters.*

Theft-Grand (Over 100 gp of value): The fine is 200% of the total value, as well as 1 TU in jail per 100 gp of the total value. *The fine is 20% of the total value stolen for Initiates, 10% of the total value stolen for Journeymen, and 5% for Masters, but no time in jail.*

Unlawful Imprisonment: The fine is 300 gp and 2 TUs in jail. If the member is part of the Enforcers Guild, Footpads Guild, or Infiltrators Guild, the fine is 300 gp for Initiates, 150 gp for Journeymen, and 75 gp for Masters, but no time in jail.

PLAYER HANDOUT #1

Greetings Esteemed Dyvers Adventurers,

A situation has been unfolding in the Westlands that is of great importance. My sources inform me that you may very well have the skills necessary to bring events to beneficial conclusion. Certainly, the services of adventurer's such as yourself are in high demand, and I willing to offer a compensation package that I am certain you will find agreeable.

Please meet in three days time at the Sheriff's office outside the Westguard Keep in the Westlands.

Best Regards,
Krembo Schiff
Sheriff of Caltaran and the Westlands

PLAYER HANDOUT #2

Greetings friend,

Krembo Schiff, the Sheriff of Caltaran, has a job for you. I need for you to take the job he offers, and see that he is successful, although not in the manner he would choose. A Baklun man will approach you in the coming days with another way. He is to be trusted as he is my man, and has the interests of Dyvers in his heart. Destroy this note after you read it as it is not yet time for me to show my hand in this.

Lord Trass Dagby

PLAYER HANDOUT #3

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Independent Representative Agreement

This agreement is made on the 28th Day of Flocktime CY 597 between Krembo Schiff, "Representative of House Grandhearth" heretofore referred to as "Gentry House", and a group of adventurers, who affixing their mark upon this contract confirm that they are duly licensed adventurer's within the Free City of Dyvers, are in good standing with the Dyvers Adventurer's Guild, and shall heretofore be referred to as "Adventurers".

This written agreement supersedes any previous written or oral agreements that may have been made.

The parties agree as follows:

The Gentry House wishes to procure the services of the Adventurers listed as independent agents, and not an employee of the Gentry House, to perform the following services:

Services:

The adventurers shall locate and pacify the bandit group commonly known as the Low Road Bandits, heretofore referred to as "Bandits". Upon their detection, adventurers are to notify by the means provided by the Gentry House the duly appointed law enforcement authority for the Westlands fief.

Expenses:

The Gentry House will pay one-half all monetary fees associated with obtaining the appropriate guild licensing requirements. The Adventurers shall be responsible for paying all other expenses, including travel, and entertainment. The Gentry House from time to time will support the adventurers and shall be responsible for the Gentry House's own expenses. The Adventurers shall be responsible for all income and business taxes due government agencies that may be applicable.

Compensation:

The Adventurers shall be paid a total fee of (50 gp per APL) for services rendered in the manner stated below.

50% of said fee in advance,

The remaining 50% of the fee upon successful completion of the services

Representations:

The Adventurers will not make any representations, warranties or commitments binding the Gentry House without prior written consent.

Disclosure:

Adventurers agree that they will not disclose or publish, or authorize anyone to disclose or publish, any of the information disclosed by the Gentry House representative or obtained while providing the services detailed in this agreement. Should this contract be completed or otherwise terminated, Adventurers will deliver promptly to Gentry House all notes, books, records, correspondence, drawings, samples or other documents or products in their possession or under their control relating to the services rendered.

Entire Agreement:

This agreement constitutes the entire agreement between the parties, and can only be amended or changed in writing signed by all of the parties hereto to be binding.

10. Governing Laws:

This agreement is entered into in the Free and Independent City of Dyvers, and the parties agree that the laws of the Free and Independent City of Dyvers, shall govern this agreement, and that any action or other proceedings brought to enforce this agreement shall be brought in the City of Dyvers.

11. Binding Agreement:

This agreement shall be binding upon the heirs, successors, legal representatives, or assigns of the parties hereto.

12. Termination:

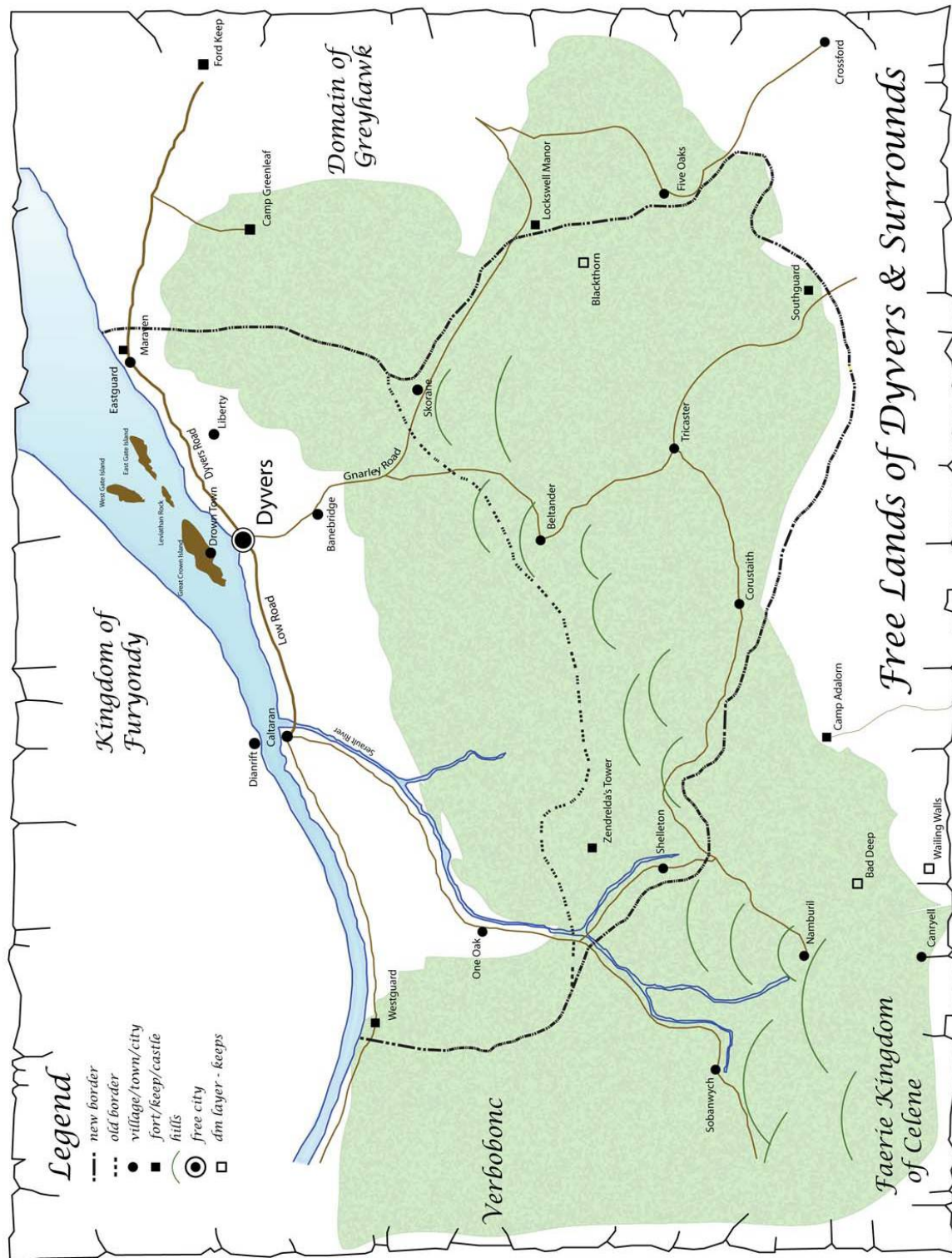
This agreement shall continue until the services are completed or until terminated by either party upon written notice.

Accepted And Agreed To:

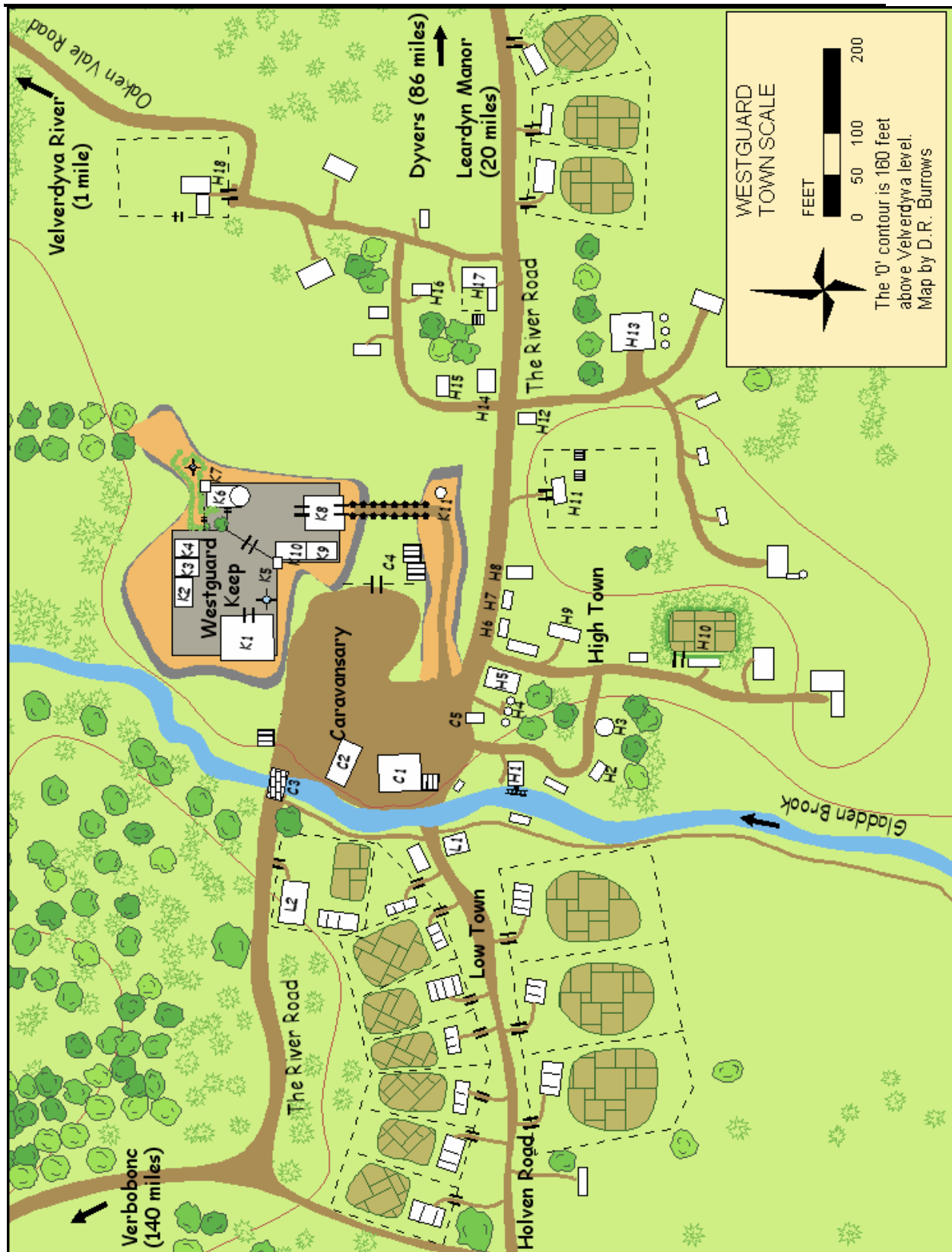
INDEPENDENT ADVENTURERS

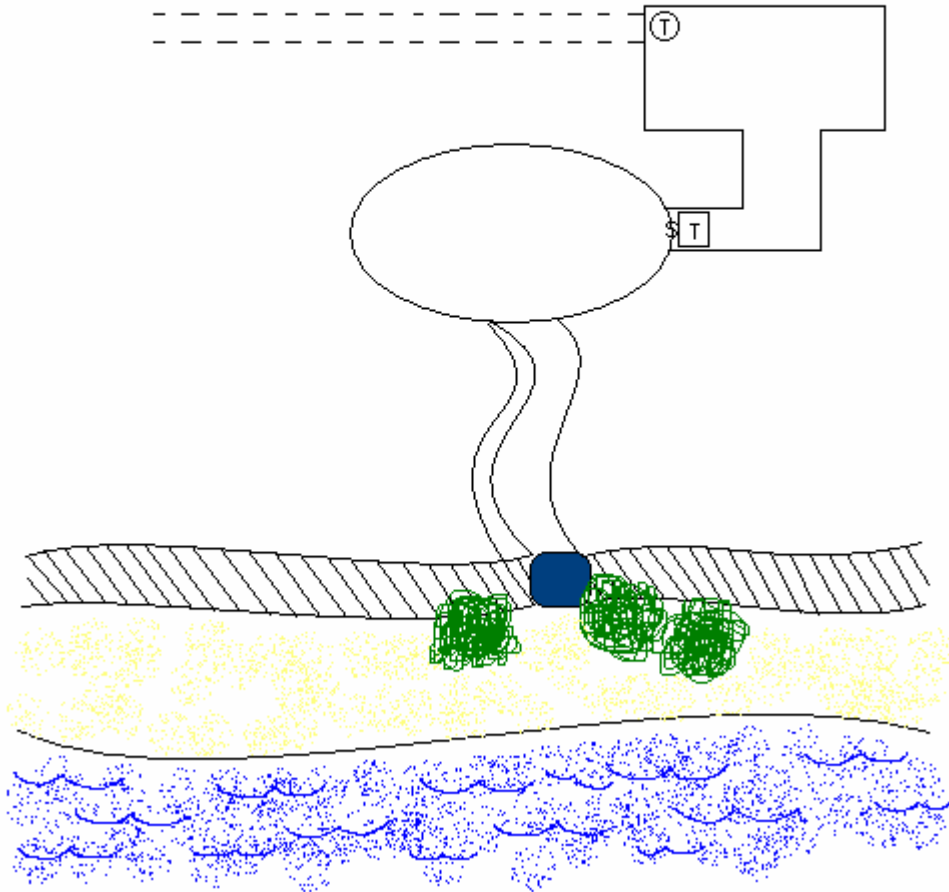
Names:	Signatures:

(Representative of House Grandhearth)

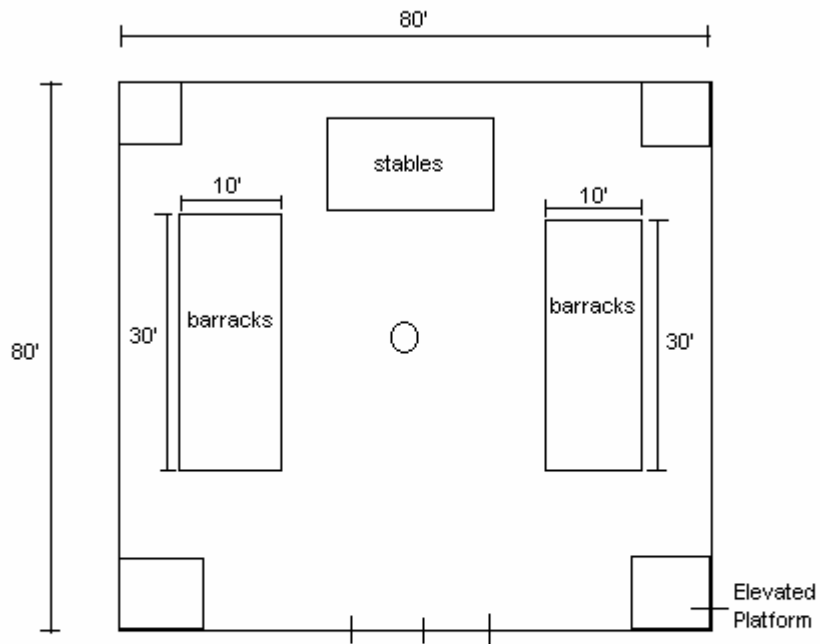


DM MAP #2





DM MAP #4



CRITICAL EVENTS SUMMARY

- | | | |
|--|------------|----|
| • Were the Low Road Bandits defeated? | YES | NO |
| • Instead of being defeated, did the Low Bandits move to Liberty? | YES | NO |
| • If any player had the Tear of Molaho Khem, or the Tear of the Blood Moon, did they seel it to the Emissary of Molaho Khem? | YES
N/A | NO |
| • Did any PC make amends with House Hoffer and retrieve his son from the Nyr Dyv? | YES | NO |