

VER2-01



ENEMY WITHIN

A One-Round D&D[®] LIVING GREYHAWK[®]
Verbobonc Regional Adventure

Version 1

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Political tensions run high on the eve of the Festival of Gregor the Just. The third son of Lord Rhynehurst is accused of murder—the victim, a priest from the Abbey of the Valorous Knight. Can you unravel the events surrounding this mystery, or will Larneystoe and the Abbey be torn apart by the Enemy Within? This is the second event in the Valorous Knight Trilogy. It is recommended that part one, *Abbey of Intrigue*, be played prior to playing this event. An adventuring for character levels 1 to 8.

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 Willams, Richard Baker, and Peter Adkison.

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

PREPARATION

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

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Viscounty of Verbobonc All in-region characters pay one Time Units to participate in the adventure. Adventures' Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp. Out-of-region characters pay double these costs.

ADVENTURE SUMMARY AND BACKGROUND

The Verbobonc Triad highly recommends that the Trilogy of the Valorous Knight be played in sequence. If the *Abbey of Intrigue* has not been played by the character(s) at the table, recommend that they do so before playing *Enemy Within*.

The Heroes of the Abbey of the Valorous Knight return to Larneystoe at the invitation of Abbot Rodolfus. The Festival of Gregor the Just is about to begin, and the valiant heroes who returned his remains to the Abbey of the Valorous Knight are the guests of honor. Unfortunately the previous night, Squire Garilon Rhynehurst, the third son of Lord Rhynehurst, stands accused of the murder of Brother Carnelian of the Valorous Knight. Squire Garilon's birth as the "third son" places him in a position of little power but he retains the

prestige of his noble blood. He protests his innocence with the haughty presence of the nobility.

The town guard, under the command of Kragar Thornhold, has accepted Squire Garilon's word that he will remain in the town garrison under voluntary protective custody until Kragar Thornhold and Brother Didimus of the Valorous Knight are able to clearly determine who committed the murder. Neither Kragar nor the Clergy of Heironeous are sure if the young noble they hold is truly guilty or not, but all the evidence points that way. Their one hope is to find definitive evidence to either clear or convict the young noble beyond the shadow of doubt.

The folk of Larneystoe are divided into three factions: First, those loyal to House Krompox and his liege lord, Lord Rhynehurst; secondly, those loyal to the Abbey of the Valorous Knight; and, lastly, the unsavory types who always thrive on discord and strife. Political tensions are running high as the murder of Brother Carnelian has driven a wedge between the Nobility and the Clergy of Heironeous.

Sidanus, a priest of Hextor, posing as Palamis, a newly accepted advisor of House Krompox, is behind an evil plot to undermine the Abbey of the Valorous Knight and destroy the Council of Religious Abbots before the council can be formed. Lord Krompox swore allegiance and fealty to Lord Rhynehurst nearly a decade ago. As reward for his many services, the granting of noble tenants and lands rewarded Lord Krompox. These lands are surrounding those of the Abbey of Valorous Knight. Lord Krompox granted the lands to the Abbey shortly after his taking liege over the Town of Larneystoe, the mill and agricultural resources for the surrounding 10 miles. Sidanus continues his campaign to open a rift and war between the Nobility and the Religious leaders in Verbobonc. A neutral group loyal to the Nobility and yet friends of the Abbey can change the tide as they are called to investigate the murder. Stalwartly characters must determine the innocence or guilt of Squire Garilon and unravel the tangled web of treachery, deceit and lies that Sidanus has woven around the town of Larneystoe to reveal the enemy within.

The night of characters arrival in Larneystoe for the Festival of Gregor the Just is one day before the full moon.

Introduction

Evening approaches as the characters reach Larneystoe. They arrive as welcome guests with rooms waiting at the Pleasant Pheasant. Arden and Arielle greet them warmly with a tension in the air. A dark cloaked stranger awaits them in the common room. Soon the wary Brother Didimus explains the reason for his cloaked secrecy. The current events surrounding Brother Carnelian's death and the arrest of Squire Garilon Rhynehurst is spoken over a mug of Arden's finest. Tensions are running high among the townsfolk as the characters are asked to secretly meet with the Abbot in the morning.

Encounter 1: Hey Abbot!

Abbot Rodolfus introduces Kragar Thornhold, Lord Krompox's sheriff, to the party in his study at the Abbey. The Abbot and Kragar have a great respect for each other as warriors and keepers of law and justice. Kragar is honor-bound to defend the laws set by Lord Krompox while the Abbot defends the laws of Heironeous. They see the current situation as a lose-lose situation. Should Squire Garilon be declared innocent, the rift between the Nobles and the church will become a chasm. Should Squire Garilon be executed, Lord Rhynehurst may declare right of high justice destroying the Abbey and banishing the church. Lord Rhynehurst and Lord Krompox will arrive within the next day. The body of Brother Carnelian is being prepared for burial using the traditional rights of Heironeous, characters that desire to examine Carnelian's remains will be allowed to visually examine the body. The casting of spells in the burial chamber and physical handling of the body is forbidden.

Encounter 2: Crusty Custody

Squire Garilon declares his innocence while under voluntary protective custody in the town's garrison. Squire Garilon is in Larneystoe at the behest of his father to survey the Lord Krompox's lands and the mill. There are two eyewitnesses that saw Squire Garilon gruesomely slay Brother Carnelian and a third witness who heard the conflict through an open window. To Squire Garilon's memory, he spent the evening drinking and argued with Brother Carnelian over taxes and tributes then left and drank some more. The next thing Squire Garilon remembers is awakening in an alley with blood on his clothing, his knife blooded next to him and the town guard arresting him.

Encounter 3: Eye Spy?

The eyewitnesses truthfully retell the slaying of Brother Carnelian by Squire Garilon. Brother Carnelian stood motionless in a cold stare as Squire Garilon laid his knife Brother Carnelian's flesh. Brother Carnelian stood motionless and did not scream as Squire Garilon slowly let the blood from him. This all happened in an alley behind the Coldstone Tavern. The Hextor Priest Sidanus, under a magical disguise, is the real murderer. Sidanus cast a hold person spell on Brother Carnelian within earshot of a baker's upper bedroom window. The baker heard a strange language in a chanting tone through his open window.

Encounter 4: Blood in the Mud

The characters find the site of the murder in a dirty alleyway between the cobbler and baker's shops. The rear of the alleyway backs up to the rear of the Coldstone Tavern. Bloodstains are easily seen on the wall of the baker's shop under the second story bedroom window. A successful Track check shows too many tracks and discarded garbage over the passage of time to make out anything more than a struggle did occur here. However, a thorough search turns up a small piece of valuable evidence in the mud near the signs of struggle.

Encounter 5: Tavern and Surly

The Coldstone Tavern is Squire Garilon's favorite establishment while in Larneystoe. The barkeeper Vargo is distrusting anyone who is not a regular. Vargo likes Squire Garilon's generous tipping and is tight lipped about him without the generosity of his patrons. After a healthy tip, Vargo recalls Squire Garilon drinking with Bradok and Latham of the mill. They hoisted many drinks and Squire Garilon was in no condition to battle Brother Carnelian, a warrior priest of Heironeous. Vargo believes the church is retaliating for the tribute demanded of the Abbey by Lord Krompox. It is Vargo's understanding that the tribute was the result of Lord Krompox's new advisor, Palamis.

Encounter 6: Milling Around

The threshing mill is bustling with activity and danger. Bradok was recently appointed mill foreman and didn't show up to work this morning. Latham is working the mill wheel and seems somewhat frightened. Latham doesn't want to talk about the events of last night but believes that Bradok drugged Squire Garilon. He simply says that he left Bradok and Squire Garilon at the Coldstone. Latham gives detailed instructions to Bradok's quarters. Unknown to most, Bradok is Lord Rhynehurst's bastard son; therefore, Squire Garilon and Bradok are half-brothers and Bradok would inherit a sizeable fortune if Squire Garilon were removed.

Encounter 7: Conveying a Message

A group of town thugs show up to convey a message of 'no meddling' in the affairs of others. These are men angry over the rumor that Squire Garilon is to be released because of his nobility. Noble or common folk, a trial should be held and if not proven innocent, Squire Garilon should hang. Squire Garilon's noble station shouldn't allow him to get away with such a foul murder of a priest. Latham attempts to flee the threshing mill during the fight. If caught by the characters, he says he is afraid Bradok will kill him for what he suspects. At that point he tells the characters everything he knows. If he gets away, he is found in the woods (in Encounter 9), dead.

Encounter 8: Cabin Crews

Bradok's lives with Lord Krompox's landmen in a large barracks like cabin. Lord Krompox provides common quarters to all those that work the threshing mill and fields, including Latham. The cabin is unoccupied as the characters search for evidence. Bradok's room is empty and a search discovers a hidden compartment holding a pouch with a half-empty vial of sleeping powder, gems and a note with the words 'Mid-afternoon, the old abandoned cottage'. Bradok and a group of Sidanus' hired minions ambush the characters as they leave the cabin. If captured, Bradok confesses a dark man gave him the powder to slip into Squire Garilon's drink and told Bradok of his heritage promising his true inheritance if he would help topple the Abbey. Bradok is to meet the dark man

about mid-afternoon in the woods. If Bradok escapes, he can be tracked into the woods where he is found dead.

Encounter 9: Wood You?

The meeting is an ambush to rid Sidanus of the incompetent Bradok and the characters. Deja Vu sets in as the party approaches the same area where Brothers Orden and Marcus were attacked. Upon arriving at the cottage entrance to the goblinoid lair, the characters fall into the ambush. The mercenaries are able to describe a man that could be Sidanus. Sidanus told the leader of the mercenaries that he had killed one of the priests of Heironeous and that more would follow soon now that Lord Krompox is under his control. Sidanus promised them the plunder of the abbey once his plan is complete.

Encounter 10: Father Knows Best

Lord Rhynehurst arrives and is about to send Squire Garilon home to Rhynehurst against the pleas of the Abbot. Crowds of onlookers ring the front of the town garrison and threaten violence against the Brothers of the Valorous Knight and Lord Rhynehurst as cries of injustice ring loud. A riot is moments away from breaking out when the party arrives. Guards hold back the crown and allow the characters to enter the garrison. Lord Rhynehurst, Squire Garilon, Lord Krompox, Palamis, Sheriff Kragar, Abbot Rudolphos, Brother Didimus and several guardsmen are in the main room of the garrison. Sidanus disguised as Palamis releases havoc on the gathering to try to destroy the Brother Clophas and Abbot Rodolfus when his is revealed. When near death, Sidanus will smash the gemstone in his ring and be teleported back to his masters abode using the Refuge spell cast on the gem. Sidanus escapes to the frustration of all present.

Encounter 11: All Good Things ...

Sidanus disguised as Palamis enthralled Lord Krompox and was controlling him to fulfill his evil plot. Lord Rhynehurst breaks the enchantment using his Bardic abilities. Bradok was appointed as the mill foreman to continue the veil plot. Lords Rhynehurst and Krompox, Abbot Rodolfus and Kragar Thornhold all agree that a terrible tragedy was averted by the efforts of the brave and valiant characters. The characters are welcomed as heroes at the start of the festival.

Note about Augmented EL -

Much effort is placed in each module to challenge a party in combat. The composition of a party or the resources of the party can sometimes create a situation where their APL isn't a challenge. By increasing the challenge of the combat the judge must to be careful not to overly challenge them. Feel free to increase an EL by one level, making an APL4 party fight the APL6 combat, or increase the hit points to max for an APL8 party if you feel that it is appropriate to enhance the characters' challenge. If you feel the characters are up to the challenge then add them.

INTRODUCTION

It is the eve of the Festival of Gregor the Just. Having recently returned the remains of their greatest champion to the Abbey, you have been invited to Larneystoe as the guests of honor for this year's Festival. This is what has drawn you and your fellows to return to the Pleasant Pheasant Inn.

There are a few locals in the Inn for dinner, as well as a few new faces that are in town to enjoy the Festival. Arden, the innkeeper, is behind the bar happily tending your drink order as Arielle brings a steaming plate of food to your table. Dorin Llanior sits easily to one side of the hearth strumming his lute and singing a ballad of the battle prowess and virtue of Sir Gregor the Just, setting the mood for the coming Festival.

The Hamlet of Larneystoe (population of approximately 150 – 200) has only a single inn to cater to those traveling this far south of Rhynehurst Town: The Pleasant Pheasant boasts great country dining and comfortable rooms. The great room is about 30 feet by 40 feet with a large hearth fireplace on the north wall, opposite the entrance. There are a dozen or so tables throughout the room with a stairway leading to the second level on the west wall. The bar and kitchen entrance are on the east wall. The aroma of fresh baked bread and hearty hunter's stew is ever present. The ale is frothy and wine is cool. There are 2 common rooms (cost: 2 spires a night) each are 15 feet by 30 feet, and 2 private rooms, each 10 feet by 15 feet with 1 bed, dresser and chest (cost: 8 spires a night) upstairs reserved for the party. All accommodations include a hearty adventures breakfast buffet.

For characters who played "Abbey of Intrigue"

Arden is very proud to have the party back visiting his inn, he and his wife Arielle is glad to do anything to help this stalwart group of heroes. Dorin Llanior the Minstrel of Larneystoe, will sit at the table and happily trade stories and songs with the party as they settle down for the night. After a few minutes, not more than half an hour, a dark cloaked, hooded individual enters the inn and gruffly asks Dorin to leave the table for privacy's sake. The figure gives Dorin a single wheatsheaf for his trouble and then waits until he is gone before revealing his name.

Wearing a simple peasant's outfit, Brother Didimus, greets those who are friends of the Abbey of the Valorous Knight and asks for introductions of anyone not registered in the Abbey's Registry of Friends. Respect will be shown to any cleric or monk of the Valorous Knight and encouraging words and blessings are given to laymen of Heironeous. They are told of the current situation surrounding Brother Carnelian's death and the arrest of Squire Garilon, Lord Rhynehurst's third son. Tensions running high in town and Abbot Rodolfus requests a private liaison with the characters and Sheriff Kragar Thornhold of Larneystoe. Didimus bids the characters good night and encourages them to get lots of rest.

If none of the characters have played "Abbey of Intrigue"

Arden is very happy have the party visiting his inn, he and his wife Arielle will be glad to do anything to help this stalwart group. Dorin Llanior the Minstrel of Larneystoe, will sit near the fire and happily sing of stories to entertain the party as they settle down for the night. After a few minutes, not more than half an hour, a dark cloaked, hooded individual enters the inn and asks Dorin to speak with him privately. The dark figure asks Dorin if he knows of outsiders whom may possess the necessary skills to aid the Abbey with the current troubles without preset prejudices. The figure gives Dorin a single gold piece for his trouble, turns and approaches the characters table.

The secretive figure asks if he may have a word with the party and introduces himself as Brother Didimus of the local Abbey of Heironeous. He wears a simple peasant's outfit and asks if the party would simply listen to what he has to say reserving their judgment till the end. If they agree, they are told of the current situation surrounding Brother Carnelian's death and the arrest of Squire Garilon, Lord Rhynehurst's third son. Since the party just recently came into town, he relates the fact that they probably have no preconceptions about any of the problems going on. The various "talents" of the party and the fact that they have no personal stake in the current affairs may be helpful in discovering the truth where others may not. With tensions running high in town, the party is asked to meet privately with Abbot Rodolfus and the Sheriff Kragar Thornhold of Larneystoe, in the morning.

Of course, only if they feel they could contribute their time to such a matter. If not, he is sorry for wasting their time. Didimus bids the party a good night.

☞ **Arden Rithkin:** male human, Com1.

☞ **Arielle Rithkin:** female human, Com1.

☞ **Dorin Llanior:** male human, Brd4.

☞ **Brother Didimus:** human male Clr5.

ENCOUNTER 1: HEY ABBOT!!

Gathering as morning dawns, you move briskly to your liaison with the Abbot of the Valorous Knight. A sentry at the gate to the Abbey greets you warmly and introduces himself as Brother Clophas. Those that are observing for mannerisms note on a Sense Motive (DC15) that Brother Clophas is edgy and lightly tense as his hand doesn't stray far from the longsword at his side and the clenching of his shield hand on the lip of the shield that rests before him. Typical greetings such as 'Well met, may the Valorous Knight guide you this day' or 'This is a good day for a champion, may you be blessed with courage today' are given as Brother Clophas waits for another brother to take his place as sentry so that he can escort you to the Abbot. Brother Clophas quietly leads the characters to the Abbot's Office through the Abbey that looks

remarkably like a barracks and military complex than a religious house. Brother Clophas pauses in front of the chapel entrance and glances inside to the dais that is Sir Gregor's burial vault for a silent blessing. He then continues to the Abbot's study, knocks three times hard on the frame of the door with his open palm. The door opens and Abbot Rodolfus beckons the characters to enter.

The Abbot's study boasts a feel of a military commander's quarters with solid oak furniture, military maps on the walls and many tomes resting on the bookshelves. A tapestry with a man-sized crest of Heironeous hangs on the wall opposite a massive desk. Rising from a large leather chair behind the desk is a powerfully built aging man with clean-shaven face and the eyes of one that has seen many battles. Sitting across from Rodolfus is a large man with long dark hair, dark complexion and vivid blue eyes burning with quiet intensity. The large man wears a suit of studded leather armor and a longsword comfortably rests near his left leg. The Abbot, having just risen from his seat, dismisses Clophas and comes around the desk giving Heironeous' blessings and warm greetings each of you.

For characters who played in "Abbey of Intrigue"

"You cannot imagine how wonderful it is to see friends of Heironeous in this time of joyous festival I only wish the joy from your presence were not overshadowed by such a foul situation as murder. Before we go any further though, please allow me to introduce the Sheriff Kragar Thornhold of Larneystoe."

If none of the characters have played "Abbey of Intrigue"

"You cannot imagine how wonderful it is to see you come to hear us out! I only wish that our first meeting were not overshadowed by such an awful situation. Before we go any further though, please allow me to introduce the Sheriff Kragar Thornhold of Larneystoe."

Kragar is friendly but firm and greets the party with a quiet respect; he has no problem with "heroes" and respects the Abbot's judgment of character. Kragar and the Abbot both have a great deal of respect for each other as warriors and upholders of law and justice, but their positions are tenuous since Kragar is honor-bound to defend the laws as set by Lord Rhynehurst while the Abbot defends the laws of Heironeous. The Abbot explains the entire situation, while Sheriff Kragar fills in the necessary facts concerning Squire Garilon's voluntarily placing himself under 'protective custody' in the town garrison yesterday morning.

Abbot Rodolfus relates:

- Lord Rhynehurst recently sent his third son, Squire Garilon, into Larneystoe in order to assess the petitions sent by both the Abbey and the townsfolk over the latest disagreements over taxation and tribute. Also the Squire was to examine local tax records and specifically inspect how the operations of the local mill were

progressing. All this is to verify Lord Krompox's reports and pleas for assistance.

- Squire Garilon has been empowered by his father, Lord Rhynehurst, to act as his personal representative in over seeing minor dealings of his father's vassal lords of whom Garilon's uncle, Lord Krompox, is one.
- The Lord Krompox appointed a new foreman to the mill a month ago to improve and expand its operations.
- Complicating the situation is the recent levy of tribute assigned to the Abbey by Lord Krompox under his authority from Lord Rhynehurst. Justification for this new tribute was that the Abbey does not represent the state religion in the Viscounty. Also, a number of local craftsmen and business owners filed complaints with the Lord that the Abbey provides untaxed competition, which in turn hurts their ability to make a living.
- This has led to bitter feelings between Lord Krompox and the Abbey, some of the local businessmen and the Abbey, and some of the other locals loyal to the Abbey and Krompox.
- The recent murder of one of Brother Carnelian of the Abbey has brought the whole situation to the boiling point. All current evidence points to Squire Garilon as the murderer.
- The body of Brother Carnelian is being prepared for burial using the traditional rights of Heironeous, characters that desire to examine Carnelian's remains will be allowed to visually examine the body. The casting of spells in the burial chamber and physical handling of the body are forbidden.

Sheriff Kragar Thornhold relates:

- He took Squire Garilon into protective custody yesterday morning.
- The night before he was seen arguing about taxes and tribute with Brother Carnelian in the Coldstone Tavern.
- The next morning he was found passed out in the alley behind the Tavern next to the body of Brother Carnelian.
- Garilon's clothing was covered in blood and a blooded knife lay next to him.
- He has protested his innocence the entire time.
- Three witnesses have been found who can all identify Garilon as the murderer.
- Abbot Rodolfus performed *speak with dead* upon Brother Carnelian. What little the former Brother could share only supports the witnesses' accounts.
- He does not really know Squire Garilon well, but he can't shake the feeling that all this just doesn't make sense. Unfortunately, all the evidence points in only one direction, and

regardless of how this whole situation works out, he has his duty to perform.

- If Squire Garilon is found guilty, Lord Rhynehurst may revoke the grant of the lands that are under the protection of the Abbey and return them to Lord Krompox.
- A rider from Lord Krompox had been dispatched to inform Lord Rhynehurst of the situation.
- Lord Rhynehurst himself is expected to arrive in town within the next day.

They both see this as a lose-lose situation. If his Lord Rhynehurst releases his son, the opening rift between the Nobles and the Priests of Heironeous becomes a chasm catching the townspeople in the middle. If Squire Garilon is found guilty and executed, Lord Rhynehurst may revoke the grant of the lands that are under the protection of the Abbey and return them to Lord Krompox. The Abbey of the Valorous Knight would be forever stained with the guilt of a noble blood.

Lord Krompox has dispatched a rider to Rhynehurst Town to inform Lord Rhynehurst of the situation. Lord Rhynehurst is expected to arrive within the next day to pass High Justice over the matter. This leaves the characters with little time to investigate as a neutral party and shed light on the mystery.

“So, this is the dilemma. The brothers of the Abbey demand justice in the name of Heironeous, but to do so we may have to go against the law of the Lord of these lands. This rift would be harmful to the formation of the Council of Religious Abbots. I realize that you had no knowledge of these events when you set out for Larneystoe, but now Sheriff Thornhold and I would both like to ask you to come to the aid of the Abbey and the entire town as well. Would you please set your minds, hearts, and steel to discover the true criminal? We need living witnesses and material evidence to testify against the real villain. Will you help to unravel this tangled web and bring the culprit to justice?”

Upon their oaths to the Abbot, Sheriff Kragar warns the party that he cannot grant them official power in this investigation. He will do his best to give them free reign and provides them with a personally written pass granting them access to interview both the witnesses and Squire Garilon. If they should do something against the law (such as taking Garilon out of his protective custody) then Kragar will have no choice but to bring the full power of the law to bear upon the party. Kragar is deeply sorry for the situation, but he is honor bound to enforce the law. With that, the party will be excused to begin their investigation and bring their findings back to the Sheriff's Headquarters later this afternoon. Brother Lucian is summoned to escort the party back outside.

☞ **Abbot Rodolfus:** human male Clr11.

☞ **Brother Clophas:** human male Clr8.

☞ **Sheriff Kragar Thornhold:** human male Ftr9.

☞ **Brother Lucian:** human male Clr5.

ENCOUNTER 2: PRIVATE CUSTODY

Approaching the town garrison, you hear fear and annoyance mixed in the mutterings of passers-by. Some of the early revelers are protesting the treatment of Lord Rhynehurst's son. Others are complaining that the Nobility is usurping the divine justice of the Abbey. The petty spites of merchants, shopkeepers, travelers and thieves are all within earshot bespeaking of an underlying tension that grips this small hamlet.

The garrison itself is fairly large with high, small windows and but one entrance guarded by two town guardsmen. The guards ask you in a less than friendly manner to, “state your business?”

All the characters need do is hand the guard their written pass. The guard quickly recovers and quietly mentions they were expected. The party may speak freely with Squire Garilon who is under 'protective custody' inside. But, first they must remove all weapons and armor, as a security precaution.

Squire Garilon is haughty and rude to those beneath his station, but still declares his innocence. He believes in the justice of the land and that all peoples, noble and common, should be held to the law; but being falsely accused, he is not exactly found of the idea of dying for something that he has not done. Diplomatic characters (DC 15) will be able to convince Squire Garilon that they are indeed seeking to find the true villain. Otherwise he will continue to be rude to “those beneath his station.”

Squire Garilon is in Larneystoe at the behest of his father, Lord Rhynehurst, to survey the hamlet and enterprises of his uncle Lord Krompox. There had been quite mummings that there was something amiss. Squire Garilon is use to visiting the town for such purposes because the mill is an important supplier of barley and hops for the ales that Lord Rhynehurst has begun to brew.

Sir Garilon relates the story of the evening of drinking at the Coldstone Tavern. He recalls a heated discussion with a Brother of the Abbey over tribute that his uncle was demanding. The brother wanted Garilon to discuss the matter with Lord Rhynehurst and Garilon was not inclined to do so. The Brother eventually left. Garilon took his drink outside to the back of the tavern to relieve himself, and the next thing he remembers he's waking up in the alley with blood on his clothing, his knife near his right hand, Brother Carnelian's body around the corner, and the town guard arresting him. He claims that Vargo, the barkeep at the Coldstone Tavern will confirm his story, as will the mill manager Bradok and one of the workers, Latham.

The three “witnesses” to the murder are in another section having their testimony written down, the Guardsmen have been instructed through Kragar's note to allow the party to speak with the witnesses if they wish.

Note: Squire Garilon reacts more favorably to females humans and half elves, especially those with a Charisma

bonus of +2 or higher. These characters don't have to succeed at a Diplomacy check to have Squire Garilon warm up to them.

♣ **Garilon Rhynehurst** human male, Nob4/Brd3

♣ **Town Guardsmen (5)**: human male War4

Note: Kragar Thornhold is not available at this time, he is leading the investigation into Brother Carnelian's death and has recently ridden off to reach Lord Rhynehurst and offer his initial report.

Note: Roleplaying this encounter at APL 6 and APL 8 should be rather tense because Squire Garilon enjoys being the better-known and more charismatic personality. His station and chosen class gives him a mixture of haughtiness and bravado. This lends itself to a test of ego and a great time for roleplaying.

Squire Garilon is uncomfortable being around heroes that are more widely known than himself which brings on a feeling of jealousy in Garilon that must be appeased to receive the reward. Use your best judgment but don't spend more than 10 to 15 minutes on this encounter. Remember, this is only for APL 6 and APL 8. At APL 2 and APL 4, Garilon is comfortable being the more prominent personality of the group.

Therefore, those parties that are within this APL range are rewarded with a roleplaying EL of 1 for this encounter. This experience should only be rewarded if the party as a whole are outgoing and demonstrating respect for Squire Garilon's position as a noble and are sensitive to the values that Squire Garilon places on justice.

ENCOUNTER 3: EYE SPY?

You are led back to a group of small rooms each having a table and three chairs. Three of the rooms have a fairly well-to-do commoner seated at the table and a single guard standing to the side of the entrance. A scribe and a robed questioner pass you heading out. The witnesses are available for your questioning.

The witnesses are normal commoners who are telling the truth. They all live in their shops and were awakened by the noise and saw or heard Squire Garilon kill Brother Carnelian in a dark alley directly behind the Coldstone Tavern. Garilon accosted Carnelian in the street and pushed him into the alley between Orphal and Allen's shops.

Orphal's Story:

- He awoke to shouted words and a scuffle in the alley outside his shop window where he had been sleeping on his cot.
- Garilon fought briefly with Carnelian until the Brother became stunned.
- He was able to recognize both of the combatants due to how close they were to his window and

the moonlight shining down directly into the alley at that time in between the clouds.

- Garilon drew a knife and stabbed Carnelian repeatedly, eventually striking the killing blow into Carnelian's neck.
- Once he saw the killing blow he became so frightened that he quickly ducked down out of sight, just in case he might be seen.

Marilee's Story:

- She awoke to shouted words and a scuffle near the alley across the street from her shop.
- She sleeps in the upstairs room above her shop.
- The well-dressed gentleman was shoving the Brother into the alley and the two began to exchange blows just as the moon cleared a hole in the clouds. At that moment, she recognized the young noble as Garilon!
- At one point the Brother just seemed to stand there while the young noble pulled out a knife and repeatedly stabbed the poor Brother over and over again until he fell.
- At that point the noble began to stagger and rounded the far corner of the Baker's Shop out of sight.

Allen's Story:

- He awoke to some shouting and a struggle in the alley below his second story bedroom window.
- Too afraid to look out he only listened, (see below).
- He recalls that at one point one of the combatants began muttering or chanting something he could not make out.
- Shortly after the strange mutterings he heard the sounds of weapon blows. It must have been a blade weapon since he could hear the sound of a metal blade scraping against other metal, possibly armor of some sort.
- That is a sound he hoped never to hear again. As a boy he traveled with his father on occasion for business. On one trip, brutish creatures armed with deadly looking weapons and wearing various types of armor attacked the small caravan they were traveling with. The few caravan guards fought bravely. Some of the guards wore chain shirts for armor protection. The sound of those weapons striking home he will remember as long as he lives. If it weren't for the Viscount's mounted men showing up when they did, he might not be around today. It was that sound again that he heard and terrified him all over again.

Any spellcaster who hears the description of the battle can make a Spellcraft check (DC 20) to they recognize "Garilon" casting a *hold person* spell.

The murder weapon is available to be examination if the characters ask but the guardsman will think to offer to show the physical evidence.

☛ **Orphal Burton:** male human, LN, Cobbler Com1.

☛ **Marilee Carlin:** female human, N, Seamstress Exp2.

☛ **Allen Henwick:** male human, NG, Baker Com2.

Encounter Four

Blood in the Mud

Going to the site of the murder finds a dirty alleyway between the Cobbler and Baker's shops. The rear of the alleyway backs up to the rear of the Coldstone Tavern. Bloodstains are easily seen on the wall of the Baker's shop under the second story bedroom window. Any successful tracking check shows too many tracks and discarded garbage over the passage of time to make out anything more than a struggle did occur here. However, a Search (DC 25) turns up a small straight piece of iron in the mud near the signs of struggle.

ENCOUNTER 5: TAVERN AND SURLY

The lack of light in the Coldstone Tavern is a little unusual for Larneystoe. While most of the businesses are well lit and friendly looking, the inside of this tavern speaks softly of hidden things and deeds best kept secret. A surly looking barkeep glances up from his dice game and sizes you up very quickly. Giving a perfunctory smile, he asks, "Are you sure you've got the right bar here? Don't you want to drink your swill at the Pleasant Pheasant?"

Vargo, the barkeep at the Coldstone Tavern, Garilon's favorite hangout when he's in Larneystoe, isn't very outgoing with his information. He doesn't trust anybody who isn't a regular and doesn't have the gold to prove it. For this reason he rather likes Garilon, who is a very good tipper and quiet on what he hears. After a hefty (5 + APL) gp tip and with the right questions, a Diplomacy or Gather Information check reveals the following. (that is, an APL 2 party is expected to tip 7 gp where an APL 8 is expected to tip 13 gp.)

DC 10: He recalls that Squire Garilon was in his bar with Bradok and Latham, and very drunk to boot. Slurs and a wobbly walk tells him that he was in ripe for the take but hardly believes that Squire Garilon could have taken on the warrior priest of Heironeous and won.

DC 12: Revels Vargo is convinced that the priests are greedy and that this is their retaliation. In his way of thinking, the priests are obviously upset that Lord Krompox, Squire Garilon's uncle, listened to his advisor Palamis and demanded a tribute of the abbey to improve the holding and support more town guardsmen.

DC 15: Many of the shadier shopkeepers in Larneystoe have no pity for the Abbey, especially after paying heavier taxes over the last several months at Palamis' advice. The taxes have been so heavy that many merchants are not able to make the profit that they were once able, cutting into their ability to prosper.

DC 18: Bradok and Latham both work down by the threshing mill during the day, if they're at work at all. Bradok is the foreman of the mill, appointed by Palamis.

Note: the Coldstone Tavern is a place for the lower side of society, therefore, Charisma modifiers reflect in the opposite fashion. Vargo doesn't trust "clean" people. Thus, a -2 modifies becomes a +2 and a +2 becomes a -2.

☛ **Vargo Korda:** male human, Rog3.

Note: Role-playing this encounter should be rather tense. Vargo is suspicious of 'heroes' of the Flans. His information business is better left anonymous and heroes are not known for being subtle making that bad for business. This lends itself to a test of wit and a great time for roleplaying. Therefore, APL 2 and APL 4 parties are rewarded with a role-playing EL 1 for this encounter and APL 6 and APL 8 parties are rewarded with a roleplaying EL 2 for this encounter.

To earn this roleplaying reward, the characters must interact with Vargo discretely and obtain his trust by their actions. Vargo will always take gold, but that doesn't buy trust. The characters have to present their questioning in a manner that doesn't call undo attention to Vargo's business. Giving their word of secrecy is a start but look at the overall feeling for this less than lawful business.

ENCOUNTER 6: MILLING AROUND

Larneystoe's threshing mill is very active today, perhaps in preparation for tomorrow's Festival. There is a small building set off to one side of the larger mill; it appears to be the mill manager's office. Watching from the office doorway is a middle-aged man with a scraggly beard and slightly worried look on his face. After a few moments, he says, "Me name's Latham. If you're lookin' fer Bradok, he ain't in 'tday. Best try back tomorrow."

The threshing mill is bustling with activity and danger. Although Bradok, the recently appointed mill foreman never showed this morning, the party is able to find Latham on duty. If the party expresses interest in talking with him, he tells them it might be best if they stepped into the office. A Sense Motive check (DC 15) will show Latham to be scared and nervous. He doesn't want to talk about the events surrounding Squire Garilon's imprisonment. If pressed, he simply says that he left Bradok and Squire Garilon after the "fight" (the verbal

argument between the Brother and Squire Garilon) at the Coldstone and doesn't know what became of them afterwards.

He gives the party a description of Bradok and instructions on how to get to the common house that Lord Krompox provides for the mill workers. An Intimidation check (DC 25) will get Latham to state that he suspects Bradok set Squire Garilon by drugging him. Latham is careful to not lie or lead the characters on because he is no good at it and he fears for his life. Besides Latham, only a handful of people know that Bradok is Lord Rhynehurst's bastard son and Bradok stands to inherit a sizeable sum of money if Squire Garilon can be removed from the picture. Lord Krompox and the Rhynehurst's are unaware of this fact.

ENCOUNTER 7: CONVEYING A MESSAGE

As Latham continues to try and evade the party's questions, a group of town toughs show up outside the office to teach the party not to meddle in the affairs of others. These are men sent by Vargo and other shop owners to discourage the party from helping the Abbey.

Latham notices them approaching first. He stops whatever he is saying or doing with a shocked look on his face and just mutters, 'What's going on now?' The large group has gathered outside the office as some of them shout 'strangers should stop sticking their noses where they don't belong.' A look over the group shows various laborers and workers probably from the town all armed with clubs. Those that are younger look rather nervous and their eyes shift around to the older men in the group. These men came to inflict a beating and they intend to have at it.

Intimidation (DC 15) or other means of wit can avoid battle at APL 2. APL 4 through APL 8 will see the starts of the fight but these 'toughs' are not very bright, they will surrender if the fight goes badly. They were in the Coldstone and heard from Vargo that these meddlers needed to be taught a lesson. The keepers of law are really those merchants.

APL 2 (EL 2)

➤ **Toughs:** male human, Com1 (9); hp 9, 9, 9, 9, 9, 9, 9, 9; see Appendix I.

APL 4 (EL 4)

➤ **Toughs:** male human, Com1 (9); hp 9, 9, 9, 9, 9, 9, 9, 9; see Appendix I.

➤ **Bullies:** male human, War2 (4); hp 17, 17, 17, 17; see Appendix I.

APL 6 (EL 6)

➤ **Toughs:** male human, Com1 (12); hp 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9; see Appendix I.

➤ **Bullies (APL 6 version):** male human, War3 (4); hp 24, 24, 24, 24; see Appendix I.

APL 8 (EL 8)

➤ **Toughs:** male human, Com1 (12); hp 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9; see Appendix I.

➤ **Bullies (APL 8 version):** male human, War5 (4); hp 38, 36, 36, 36; see Appendix I.

Tactics: These men have been sent to give a message that the some of the people in the town don't want any good doers from outside helping the out the Abbey. They begin with verbal abuse as the younger members work up enough the nerve to advance. They only attempt to deliver sub-dual damage. They're only here to scare off the party. These "toughs" are not very bright, but they're not stupid either, if the fight goes badly after 3 rounds or after any round in which lethal damage (blood drawn) is done to any one of them, they panic and flee. None of these town folk are ready to bleed for the cause of the other folks. To earn the experience reward in this encounter, the party must find a way to neutralize the situation without bloodshed or in the case of spells, physical damage to the townfolk.

Development The party quickly learns that there is a force at work that wants to ensure Squire Garilon's investigation goes nowhere. Latham attempts to flee the threshing mill in the confusion. If he is caught, he tells the characters that he is afraid that Bradok will kill him for what he suspects. These are only Latham's suspicions; they will not qualify as evidence for the trial.

ENCOUNTER 8: CABIN CREWS

The common house is about halfway between the threshing mill and the grain fields of Larneystoe. A large, simple wooden building, the cottage is only one-story tall and roughly 50 feet square. There are two windows on each side and one door opening toward the footpath. There appears to be no one home. The inside of the cottage is sparse, several beds line the walls and a large, common-room-style table sits in the center of the cottage. There is a single larger room to the back of the cottage.

Except for normal items used by commoners, the cottage is basically empty and the party is able to freely search it for evidence. On a Search (DC 18) they find a hidden compartment in the private room. The compartment holds small pouch with a half full vial of sleeping powder, five 50-gp gems and a note with the words, 'met at mid-afternoon at the old abandoned cottage'. As they leave the cottage, Bradok and his friends ambush them.

APL 2 (EL 5)

- **Bradok**: male human Rog4; hp 10; see Appendix I.
- **Minion (APL 2 version)**: male human Rog1 (2); hp 7, 7; see Appendix I.

APL 4 (EL 5)

- **Bradok**: male human Rog4; hp 26; see Appendix I.
- **Minion (APL 4 version)**: male human Rog2 (2); 11, 11; see Appendix I.
- **Vixen (APL 4 version)**: female human, Sor2; hp 9; see Appendix I.

APL 6 (EL 7)

- **Bradok**: male human Rog4; hp 26; see Appendix I.
- **Minion (APL 6 version)**: male human Rog3 (2); 15, 15; see Appendix I.
- **Vixen (APL 6 version)**: female human Sor5; hp 21; see Appendix I.
- **Thug (APL 6 version)**: male human Ftr2 (3); hp 24, 22, 22; see Appendix I.

APL 8 (EL 10)

- **Bradok**: male human Rog4; hp 26; see Appendix I.
- **Minion (APL 8 version)**: male human Rog4 (2); 19, 19; see Appendix I.
- **Vixen (APL 8 version)**: female human Sor7; hp 29; see Appendix I.
- **Thug (APL 8 version)**: male human Ftr4 (3); hp 31, 30 (x2); see Appendix I.

Tactics: Bradok and his companions are afraid for their lives, as Sidanus is not a forgiving man. At APL 2, Bradok will not participate in any killing blows and escapes into the woods after the first round of combat. At APL 4 through APL 8, the party is more of a threat and Bradok will try to ensure the downfall of the party. Vixen takes care of herself first with protective spells as the characters search the common house. She has plenty of time to cast her protective spells before the ambush is sprung, as the party exits that common house. The minions take positions behind cover to get in their first round of attacks then move into finish off the party choosing to attack weaker members first to quickly incapacitate them. They will not coup de grace characters until all have fallen.

Development If the ambush fails, Bradok flees by drinking his *potion of expeditious retreat*. If Bradok is taken alive, he reveals that a man met him near the woods southeast of town and gave him the powder to slip into Squire Garilon's drink. The man promised that they could kill two birds with one stone: Bradok could finally have the inheritance he craved rather than living in squalor, and the man could finally topple the Abbey of the Valorous Knight. Bradok is to meet this man again today at mid-afternoon for more instructions near an abandoned cottage to the southeast of the town.

If Bradok escapes, the characters can either track him into the woods or surmise from the note that was found with the vial of powder that they need to go to the cottage. Any prisoners from this encounter would fulfill the witness requirement of the investigation. If all are dead, the characters need to continue to gather more evidence (capture or find a witness); the powder in itself is not enough to clear Squire Garilon.

ENCOUNTER 9: WOOD YOU?

You find a path behind the cabin leading to a seldom used road. (characters who have played the Abbey of Intrigue will get a strange feeling of deja-vu they follow the dusty road back toward the woods. They find themselves approaching the woods where they first followed Brother Orden's bloody trail back to the abandoned cottage and the site of Marcus's demise.) The only sound you hear is the soft whisper of your own breathing and the shuffling of your feet through the underbrush. As you enter a clearing about 50 ft. across, you see a dilapidated cottage ahead, a note tied to a short stake a few feet away. At the base of the stake is a small sack with something inside.

The mercenaries are in hiding (Spot check DC 28 to avoid surprise) because the ambush is well prepared with a clear view of the clearing and small pole. Reduce the check to (Spot check DC 23) if the characters state they are approaching using caution. The ambush is sprung on the first character attempting to read the note, which is just a blank piece of paper. The sack holds nothing but small rocks.

The bodies of Bradok or Latham are found if either of them has escaped the in Encounters 5 or 7. The ambushers are a group of mercenaries paid by a priest with pox marks and a rash on his face and hands. They were promised all the treasure of the party and a few gems. Any captured mercenaries describe Sidanus, although they don't know his name. Sidanus told Goldram, the leader of the mercenaries, that he had dispatched one of the priests of Heironeous, and that more would follow soon now that Lord Krompox was under his control. The plunder of the Abbey was promised to Goldram and his crew. Goldram testifies to save his own life.

Note: Any mercenary brought below 6 hit points will attempt to flee or surrender. Money is good, but only if you're alive to spend it. If one mercenary surrenders, the others will be open to the idea. An Intimidation or Diplomacy checks (DC 25 with a bonus of -2 for every mercenary captured, surrendered, or incapacitated) other will gain their surrender. This encounter is a great means to gain witnesses.

APL 2 (EL 5)

- **Goldram (APL 2 version)**: male human Ftr4; hp 40; see Appendix I.
- **Alley Professional (APL 2 version)**: male human Rog2 (2); hp 11, 9; see Appendix I.

APL 4 (EL 8)

➤ **Goldram (APL 4 version):** male human Ftr5; hp 47; see Appendix I.

➤ **Alley Professional (APL 4 version):** male human Rog3 (2); hp 17, 17, 17; see Appendix I.

➤ **Roke (APL 4 version):** male human Ftr3; hp 31; see Appendix I.

➤ **Gregir (APL 4 version):** male human Clr3; hp 21; see Appendix I.

➤ **Twisted Fingers (APL 4 version):** male human Sor3; hp 9; see Appendix I.

APL 6 (EL 11)

➤ **Goldram (APL 6 version):** male human Ftr7; hp 61; see Appendix I.

➤ **Alley Professional (APL 6 version):** male human Rog5 (2); hp 36, 36; see Appendix I.

➤ **Roke (APL 6 version):** male human Ftr5; hp 44; see Appendix I.

➤ **Gregir (APL 6 version):** male human Clr5; hp 33; see Appendix I.

➤ **Twisted Fingers (APL 6 version):** male human Sor5; hp 13; see Appendix I.

APL 8 (EL 13)

➤ **Goldram (APL 8 version):** male human Ftr9; hp 75; see Appendix I.

➤ **Alley Professional (APL 8 version):** male human Rog7 (2); hp 44, 44; see Appendix I.

➤ **Roke (APL 8 version):** male human, Ftr7; hp 60; see Appendix I.

➤ **Gregir (APL 8 version):** male human, Clr7; hp 45 see Appendix I.

➤ **Twisted Fingers (APL 8 version):** male human Sor7; hp 35 see Appendix I.

Tactics: Goldram and his band remain in their hidden positions until the first character attempts to read the note. Just prior to the ambush, Goldram's band will quaff their potions, cast enhancements and protective spells as the party nears the clearing. Two rounds of preparatory actions will precede the ambush. Twisted Fingers targets any spellcaster or barbarian looking characters first. Alley Professionals fire the first round from under cover then move to positions that allow them to take advantage of their rogue attack skills. Goldram will engage any large fighter types with Roke assisting by taking the flank of the character. Feel free to adjust the tactics for more powerful groups to concentrate on depleting the party's spell and combat capability. This is the 'Big' battle and the characters should be challenged.

Development: As the characters enter the clearing the ambush is put into motion. The characters need witnesses but they can be damaged a bit. Goldram's band will fight strongly but in the end they can't spend the gold if they are dead. For each member of Goldram's

group that is felled in combat, reduce the surrender DC by 2. If the party intimidates Goldram's group into surrender, they have their witnesses. For each character that is felled, add 2 to the DC for surrender. Goldram's will surrender beginning on a DC equal to the EL +20. The characters need to capture or keep alive one of Goldram's group. There is no other hard evidence to be found and without witnesses at this point, the party will fail to produce what is needed to clear the name of Squire Garilon.

ENCOUNTER 10: FATHER KNOWS BEST?

As the afternoon draws on, you head back to report your findings to Abbot Rodolfus and Sheriff Thornhold. Nearing the Garrison, you see a large gathering of people. The crowd seems agitated and looks like they are working up to the threat of a riot. An open carriage with the crest of Rhynehurst is outside and there are 4 men-at-arms with tabards of Rhynehurst. It seems that Lord Rhynehurst has arrived and from the reaction of the crowd, may be sending Squire Garilon home against the wishes of the Abbey. Some of the crowd of onlookers cries out against Rhynehurst's abuse of the law and others threaten violence against the Abbey.

Entering the garrison you hear a loud argument coming from the common room outside of Squire Garilon's quarters.

"I am the Lord of this land, you WILL obey me," an unfamiliar voice speaks.

Abbot Roldolfus' voice responds, "You may rule this Land, but our lives belong to Heironeous, you may have your son when this crime has been punished!"

"M'lords Krompox and Rhynehurst, if you please," Sheriff Kragar's voice rises softly but firmly above the rest and continues, "There are other voices to be heard. If you would please wait just a while longer, I'm sure that they will be able to shed light on the murder."

Quickly, in answer, you hear a raspy but strong voice rumble, "Wait a while longer my lord and the mob outside will most certainly gain the numbers they need to riot against this garrison. Let us be gone now and leave this rabble behind us."

Your entrance into the large room halts the argument immediately as all eyes turn your way. Kragar smiles at you as Abbot Rodolfus sends a silent prayer of thanks to Heironeous. "These are the people I told you about my lord Rhynehurst. Pray listen to what they have to say."

Kragar is attempting to explain that a small group of independent adventurers might have information about the murder while Palamis is encouraging Rhynehurst to simply take his son and leave before a riot breaks out.

☞ **Lord Krompox:** human male Ftr10

☞ **Corrupted Guardsmen (3):** human male, Ftr4

☞ **Krompox Men-at-Arms (3):** human male, Ftr4

☞ **Garilon Rhynehurst:** human male, Nob4/Brd3

☞ **Sheriff Kragar Thornhold:** human male, Ftr9

☞ **Loyal Guardsmen (2):** human male, Ftr4

☞ **Brother Clophas:** human male, Clr8

☞ **Brother Lucian:** human male, Clr5

☞ **Brother Didimus:** human male, Clr5

☞ **Abbot Rodolfus:** human male, Clr11

☞ **Lord Rhynehurst:** human male, Brd10

APL 2 (EL 3—ADJUSTED)

☞ **Sidanus:** male human Clr10; hp 82; see Appendix I.

☞ **Quix,** female human Bbn2; hp 23; see Appendix I.

APL 4 (EL 5—ADJUSTED)

☞ **Sidanus:** male human Clr10; hp 82; see Appendix I.

☞ **Caidax (APL 4 and 6 version):** male human Sor2; hp 9; see Appendix I.

☞ **Quix,** female human Bbn2; hp 23; see Appendix I.

APL 6 (EL 7—ADJUSTED)

☞ **Sidanus:** male human Clr10; hp 82; see Appendix I.

☞ **Serx:** male human Ftr2; hp 20; see Appendix I.

☞ **Caidax (APL 4 and 6 version):** male human Sor2; hp 9; see Appendix I.

☞ **Quix:** female human Bbn2; hp 23; see Appendix I.

APL 8 (EL 9—ADJUSTED)

☞ **Sidanus:** male human Clr10; hp 82; see Appendix I.

☞ **Caidax (APL 8 version):** male human Sor7; hp 35; see Appendix I.

☞ **Drex:** male human Pal6/Blk1; hp 53; see Appendix I.

Tactics: Sidanus targets Brother Clophas with his first spell, slay living, then proceeds to cast at the next most opportunistic target. At APL 2, the Brothers of the Abbey, Lord Rhynehurst and Sheriff Kragar quickly subdue Sidanus' minions, giving the characters an opportunity to land a few blows on Sidanus before he activates his *refuge ring* on the second round of combat. At APL 4 and higher, Sidanus remains in battle concentrating on his most hated foe, the followers of Heironeous. Sidanus attacks the Brothers of the Abbey first and then any members of the party who openly wear symbols of Heironeous.

The corrupted guardsmen engage immediately with the other guardsmen and Sheriff Kragar. Lord Krompox under a spell of control will attack Lord Rhynehurst and at the same time Lord Krompox's men-at-arms will engage the lower priest of Heironeous. These actions occupy nearly all the NPCs in the garrison leaving the party to handle Sidanus and his few remaining henchmen that attack the characters from the rear. Sidanus' remaining henchman emerges from the crowd and attack. The crowd disburses quickly as spells and blood are left to flow freely in combat. There is no need for playing out the NPC combat because the good guys will subdue the corrupted and those being controlled by enchantments. Once Sidanus has been reduced to less

than 25 hit points, he will smash the gem in his ring (a free action) and is enveloped in a shimmering light. Just before leaving, he laughs a coarse raspy 'mauww' and smirks an evil grin as he disappears from sight. If a character lands a fortunate blow in on Sidanus, he smirks his evil looking grin and smashes the gem activating the *refuge* spell.

Development Sidanus is disguised as Palamis using a *hat of disguise* near the far side of the 30-foot by 40-foot room opposite door from where the characters enter. Sidanus has followers watching for any sign of the characters and hoping for word that the characters are no longer a threat. Just before the characters enter the garrison, one of the corrupted guardsmen signals Sidanus that the characters are coming. Sidanus activates his *boots of speed* and prepares for when they enter into the room. If the characters have the evidence needed to clear Squire Garilon, Sidanus will attack immediately gaining surprise on all those in the room except any entering characters that discovers Sidanus by making a Spot check (DC 23).

Sidanus has followers that will be moving in from the rear of the characters after they have entered the garrison. The Brothers of the Valorous Knight will attend to characters that fall in battle. Sidanus followers will quaff their potions before combat starts and enter the combat after the surprise round. Drex in the APL 8 round will attack the most competent looking fighter of the group choosing a paladin of Heironeous as his primary foe. Caidax will counterspell at APL 8 to give Sidanus and Drex room to fight.

After this combat proceed to Encounter 11a.

If the party did not gather the required evidence and therefore has no proof of Squire Garilon's innocence, they fail in their investigation. They forfeit experience points from this encounter and proceed immediately to Encounter 11b without combat. Sidanus slips away in the confusion to not be seen again (for now).

ENCOUNTER 11A

ALL GOOD THINGS ...

With Sidanus defeated and his plot in ruins and the false accusations laid to rest, Abbot Rodolfus and Kragar Thornhold both congratulate you on a job well done. Lord Rhynehurst, stoic and reserved, lets a quick smile flash across his face as he also thanks you for the great service you have done for House Rhynehurst, the Town of Larneystoe, the Abbey, and justice in the land of Verbobonc.

Abbot Rodolfus speaks, "My friends, once again you have uncovered the evil plans of this vile betrayer and this time you have not only saved our beloved Abbey but the entire town of Larneystoe. You have exemplified the diligence and fortitude of Heironeous and deserve not only our thanks but our admiration for you character and ingenuity."

"Here, here," ring out a few more voices, from the monks and the assembled guardsmen. The Abbot continues, "My Lord Rhynehurst, it is with great pleasure and the deepest pride that I

present this group of heroes as the guests of honor for this year's Festival of the Valorous night."

Lord Rhynehurst greets each of the players in turn, followed by Kragar Thornhold. "You have the thanks of a grateful people, and especially the thanks of a grateful father. Should you ever need help in the meantime, I will do what I can to aid you."

"As will I," says Sheriff Thornhold.

"As will we all," chimes in the Abbot. "Right has once again been restored and evil vanquished by the might of Heironeous. Come now friends, let us enjoy the Festival and give thanks for all the gifts we have been given, especially the gift of good friends and allies."

Turning to Lord Krompox, Lord Rhynehurst has a hushed conversation. Lord Krompox smiles and nods. Turning back toward the characters, Lord Rhynehurst motions for them to move out into the steps of the garrison. A crowd has gathered to witness the excitement of battle. After everyone moves to the broad steps overlooking the market square, Lord Krompox motions for silence.

Lord Rhynehurst steps forward and speaks to the gathered folk, "Upon hearing these presents greetings, let it be known that all taxes of both landmen and business of Larneystoe are here by halved from this day forth. In honor of these stalwartly heroes." Waving his hand before the characters he continues, "It is my pleasure to present the guests of honor for the Festival of Gregor. Further, the Abbey of the Valorous Knight is here by relieved of all charges of tribute for all times. This by my word as Lord of these lands, go forth and rejoice on this glorious day."

ENCOUNTER 11B

ALL GOOD THINGS ...

With Sidanus's escape and the innocence of Squire Garilon in question, Lord Rhynehurst dismisses Abbot Rodolfus and the Brothers of the Abbey without another word. Abbot Rodolfus is visible upset as Lord Rhynehurst sends Squire Garilon back to Rhynehurst Town never to be seen again.

Turning to Lord Krompox, Lord Rhynehurst has a hushed conversation then leaves the garrison without acknowledging the efforts of the characters.

Lord Krompox calls for a scribe to take a notice that must be announced throughout his holding at once.

The scribe arrives and Lord Krompox dictates the following notice to be spread across his holdings.

"Every man and woman, every business and farmer will tally their taxes at half for the next year. This is done in honor of the Return of Sir Gregor's remains and the Festival of Gregor. Further, tributes from the Abbey of the Valorous Knight from this day forward are no more. Given by my hand, on this glorious day of rejoicing.

Signed Lord Rhynehurst "

The scribe completes the notice and leaves the garrison. As he clears the door, you hear the proclamation begin to be spread. Yells of joy come from every corner except the group of Priests of Heironeous that are making their way back to their Abbey.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2

Obtaining Squire Garilon's trust.

APL2- 0 xp; APL4- 0 xp; APL6- 30 xp; APL8- 30 xp.

Encounter 5

Discretely questioning Vargo and obtaining his trust.

APL 2- 30 xp; APL 4- 30 xp; APL 6- 60 xp; APL 8- 60 xp.

Encounter 7

Avoiding bloodshed.

APL 2- 30 xp; APL 4- 60 xp; APL 6- 90 xp; APL 8- 120 xp.

Encounter 8

Defeating Bradok and his minions.

APL 2- 60 xp; APL 4- 150 xp; APL 6- 210 xp; APL 8- 300 xp.

Encounter 9

Defeating the Cottage Ambush.

APL 2- 150 xp; APL 4- 240 xp; APL 6- 330 xp; APL 8- 390 xp.

Encounter 10

Defeated Sidanus and his henchmen.

APL 2- 0 xp; APL 4- 90 xp; APL 6- 150 xp; APL 8- 270 xp.

Conclusion

Cleared Squire Garilon of the Murder charge.

APL 2 - 30 xp; APL 4 - 30 xp; APL 6 - 30 xp; APL 8 - 30 xp.

Total possible experience

APL2 - 300 xp; APL4 - 600 xp; APL6 - 900 xp; APL8 - 1,200 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 treasurer.

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

Encounter 8

APL 2—30 gp; APL 4—26 gp; APL 6—100 gp; APL 8—470 gp

Encounter 9

APL 2—270 gp; APL 4—277 gp; APL 6—380 gp; APL 8—460 gp

Encounter 10

APL 2—0 gp; APL 4—97 gp; APL 6—120 gp; APL 8—270 gp

Total Possible Treasure

APL 2—300 gp; APL 4—400; APL 6—600 gp; APL 8—1,200 gp.

If the party has cleared Squire Garilon of the murder charge, the Abbey of the Valorous Knight offers the sale of *scared scabbards* (*Defenders of the Faithful: A Guidebook to Clerics and Paladins*) for 6,400 gp to any character able to benefit from this item.

(etc)

APPENDIX I: NPCS

In the order they appear:

➤ **Toughs:** male human, Com1; CR ½; Medium-size humanoid (human); HD 1d4+5; hp 9; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +2 melee (1d6+2, club); AL CN; SV Fort +2, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +6, Handle Animal +4, Profession (field hand) +6; Skill Focus (Profession [field hand]), Toughness.

Possessions: club, 2 sp.

➤ **Bullies:** male human, War2; CR 1; Medium-size humanoid (human); HD 2d8+4; hp 17; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +5 melee (1d6+3, club); AL CN; SV Fort +5, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff (cc) +2, Climb +8 Intimidate +5; Cleave, Power Attack.

Possessions: club, 8 sp.

➤ **Bullies (APL 6 version):** male human, War3; CR 2; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +6 melee (1d6+3, club); AL CN; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff (cc) +3, Climb +9 Intimidate +6; Cleave, Power Attack, Sunder.

Possessions: club, 1 gp.

➤ **Bullies (APL 8 version):** male human, War5; CR 4; Medium-size humanoid (human); HD 5d8+10; hp 38; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +8 melee (1d6+3, club); AL CN; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff (cc) +4, Climb +11 Intimidate +8; Cleave, Power Attack and Sunder.

Possessions: club, 2 gp.

➤ **Bradok:** male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+8; hp 26; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 15); Atks +4 melee (1d6+2/18-20, rapier), or +7 ranged (1d6/x3, shortbow); SA Sneak attack +2d6; SQ evasion, uncanny dodge; AL NE; SV Fort +3, Ref +9, Will +3; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +10; Disable Device +8, Hide +10, Listen +7, Move Silently +10, Open Locks +10, Pick Pockets +10, Search +6, Sense Motive +7, Spot +7, Tumble +10; Dodge, Iron Will, Lightning Reflexes.

Possessions: rapier, leather armor, dagger, shortbow, nine arrows, 25 gp.

➤ **Minion (APL 2 version):** male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6; hp 7; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +1 melee (1d6/18-20, rapier), +3 ranged (1d8/19-20, light

crossbow); SA sneak attack +1d6; SQ evasion; AL N; SV Fort +1, Ref +5, Will +1; Str 10, Dex 15, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +6, Bluff +6, Hide +6, Listen +5, Move Silently +6, Open Locks +6, Pick Pockets +6, Search +5, Sense Motive +5, Spot +5, Tumble +6; Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: Rapier, studded leather, light crossbow, case with 10 bolts, *potion of cat's grace*, 23 gp.

➤ **Minion (APL 4 version):** male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 11; Init +3; Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atks +2 melee (1d6/18-20, rapier), +4 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; SQ evasion; AL N; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 15.

Skills and Feats: Balance +7, Bluff +7, Hide +7, Listen +6, Move Silently +7, Open Locks +7, Pick Pockets +7, Search +6, Sense Motive +6, Spot +6, Tumble +7; Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: Rapier, studded leather armor, light crossbow, case with 8 bolts, *potion of cat's grace* and 18 gp.

➤ **Minion (APL 6 version):** male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +3; Spd 30; AC 16 (touch 13, flat-footed 16); Atks +7 (1d6/19-20, rapier), +4 Ranged (1d8/19-20, light crossbow); SA Sneak attack +2d6; SD evasion, uncanny dodge; AL CN; SV: Fort +1, Ref +6, Will +2; Str 10; Dex 16; Con 12; Int 14; Wis 12; Cha 12.

Skills and Feats: Balance +8, Bluff +8, Hide +8, Listen +7, Move Silently +8, Open Locks +8, Pick Pockets +8, Search +7, Sense Motive +7, Spot +7, Tumble +8; Point Blank Shot, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: masterwork studded leather, masterwork rapier, light crossbow, case with 10 bolts, *potion of cat's grace* and 38 gp.

➤ **Minion (APL 8 version):** male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+8; hp 23; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 16); Atks +5 melee (1d6+1/18-20, masterwork rapier), or +7 ranged (1d6/x3, shortbow); SA Sneak attack +2d6; SQ evasion, uncanny dodge; AL NE; SV Fort +3, Ref +9, Will +3; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +9, Bluff +9, Hide +9, Listen +8, Move Silently +9, Open Locks +9, Pick Pockets +9, Search +8, Sense Motive +8, Spot +8, Tumble +9; Dodge, Expertise, Mobility.

Possessions: masterwork studded leather, masterwork rapier, dagger, shortbow, quiver of 12 arrows, *potion of cat's grace* and 45 gp.

➤ **Vixen (APL 4 version):** female human, Sor2; CR 2; Medium-size humanoid (human); HD 2d4+2; hp 9; Init +6; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +1 melee (1d4/19-20, dagger), +1 (1d6, halfspear), +3 ranged (1d8/19-20, light crossbow), SA Spells; AL LE; SV Fort +1, Ref +2, Will +4; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Concentration +6 Knowledge (arcana) +6, Scry +6, Spellcraft +6; Improved Initiative and Spell Focus (Enchantment).

Spells Known (6/5; base DC = 13 + spell level—Enchantment +2 DC): 0—*ray of frost, flare, detect magic, arcane mark, read magic*; 1st—*charm person, shield*.

Possessions: wand of magic missiles (3rd level - 4 charges), dagger, studded leather, halfspear, light crossbow with bolt case and 8 bolts, 12 gp.

➤ **Vixen (APL 6 version):** female human Sor5; CR 5; Medium-size humanoid (human); HD 5d4+5; hp 21; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d4/19-20, dagger), +2 melee (1d6, halfspear), +4 ranged (1d8/19-20, light crossbow), SA Spell use; AL LE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Concentration +9 Knowledge (arcana) +9, Scry +9, Spellcraft +9; Combat Casting, Spell Focus (Necromancy), Spell Focus (Enchantment).

Spells Known (6/7/5; base DC = 13 + spell level + 2 Necromancy or Enchantment): 0—*resistance, ray of frost, flare, detect magic, arcane mark, read magic*; 1st—*cause fear, charm person, expeditious retreat, shield*; 2nd—*scare, Tasha's hideous laughter*.

Possessions: 2 daggers, half-spear, light crossbow, case with 8 bolts, wand of magic missiles (5th level - 4 charges), *potion of cat's grace* and 32 gp.

➤ **Vixen (APL 8 version):** female human Sor7; CR 7; Medium-size humanoid (human); HD 7d4+7; hp 35; Init +6; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +3 melee (1d4/19-20, dagger), +3 melee (1d6, half-spear), +5 ranged (1d8/19-20, light crossbow), SA Spell use; AL LE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 17.

Skills and Feats: Concentration +11 Knowledge (arcana) +11, Scry +11, Spellcraft +11; Combat Casting, Improved Initiative, Spell Focus (Necromancy), Spell Focus (Enchantment).

Spells Known (6/7/7/5; base DC = 13 + spell level): 0—*arcane mark, detect magic, flare, read magic, open/close, ray of frost, resistance*; 1st—*cause fear, charm person, expeditious retreat, magic missile, shield*; 2nd—*invisibility, scare, Tasha's hideous laughter*; 3rd—*flame arrow, hold person*.

Possessions: wand of magic missiles (7th level - 4 charges), 2 daggers, studded leather, half-spear, light crossbow, case with 8 bolts and 42 gp.

➤ **Thug (APL 6 version):** male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks

+5 melee (1d10+3/19-20, bastard sword), +4 ranged (1d8, longbow); AL LE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +8, Jump +8, Ride +7; Cleave, Exotic Weapon (bastard sword), Power Attack, Weapon Focus (bastard sword).

Possessions: chainmail, bastard sword, small steel shield, light crossbow, case and 10 bolts, *potion of bull's strength* and 32 gp.

➤ **Thug (APL 8 version):** male Human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+12; hp 40; Init +2; Spd 20; AC19 (touch 12, flat-footed 17), +8 melee (1d8+5/19-20, Longsword), +7 ranged (1d8+3/x3, masterwork mighty composite longbow +3); SA dirty fighting +1d4 damage on full attack action; AL CN; SV Fort +7, Ref +3, Will +2; Str 16, Dex, 14, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +10, Jump +10, Ride +9; Cleave, Dirty Fighting*, Power Attack, Sunder, Weapon Focus (long sword) and Weapon Specialization (long sword).

Possessions: Breastplate, large steel shield, masterwork longsword, masterwork composite longbow +3, quiver of 20 arrows, *potion of bull's strength* and 63 gp.

*This is a new feat; see Appendix II.

➤ **Goldram (APL 2 version):** male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+12; hp 40; Init +2, Spd 20; AC 21 (touch 11, flat-footed 20), +9 melee (1d8+5/19-20, masterwork longsword), +6 ranged (1d8/x3, longbow); AL CN; SV Fort +7, Ref +3, Will +4; Str 16, Dex, 14, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Listen (cc) +2, Ride +7, Spot (cc) +2; Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: full plate, large steel shield, masterwork longsword, longbow with quiver of 20 arrows, *potion of endurance*, silver sapphire ring (value 120 gp) and 8 pp, 58 gp.

➤ **Goldram (APL 4 version):** human male Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+12; hp 40; Init +2, Spd 20; AC 19 (touch 12, flat-footed 17), +10 melee (1d8+5/19-20, longsword), +6 ranged (1d8/x3, longbow); AL CN; SV Fort +7, Ref +3, Will +4; Str 16, Dex, 14, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +7, Listen (cc) +3, Ride +7, Spot (cc) +2; Cleave, Combat Reflexes, Iron Will, Weapon Focus (longsword), Power Attack and Weapon Specialization (longsword).

Possessions: full plate mail, large steel shield, masterwork longsword, longbow with quiver of 20 arrows, *potion of endurance*, silver sapphire ring (value 120 gp) and 8 pp, 58 gp.

➤ **Goldram (APL 6 version):** male human Ftr7; CR 7; Medium-size humanoid (human); HD 7d10+21; hp 67;

Init +2, Spd 20; AC19 (touch 12, flat-footed 17), +12/+7 melee (1d8+5/19-20, longsword), +10 ranged (1d8+3/x3, mighty composite longbow +3), SR nil; AL CN; SV Fort +7, Ref +3, Will +4; Str 16, Dex, 14, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +7, Listen (cc) +4, Ride +7, Spot (cc) +3; Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

➤**Goldram (APL 8 version):** male human Ftr9; CR 9; Medium-size humanoid (human); HD 9d10+27; hp 77; Init +2, Spd 20; AC21 (touch 11, flat-footed 20), +15/+10 melee (1d8+5/17-20, longsword), +14/+9 ranged (1d8+3/x3, mighty composite longbow +3), AL CN; SV Fort +7, Ref +3, Will +4; Str 18, Dex, 14, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +7, Listen (cc) +5, Ride +7, Spot (cc) +4; Cleave, Combat Reflexes, Great Cleave, Improved Sunder, Sunder, Power Lunge, Iron Will, Power Attack, Improved Critical, Weapon Focus (longsword) and Weapon Specialization (longsword).

Possessions: full plate mail, large steel shield, masterwork longsword, mighty composite longbow +3, quiver of 20 arrows, *potion of endurance*, silver sapphire ring (value 120 gp) and 8 pp, 58 gp.

➤**Alley Professional (APL 2 version):** male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 11; Init +3; Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atks +2 melee (1d6/18-20, rapier), +4 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; SQ evasion; AL N; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 15.

Skills and Feats: Bluff +5, Escape Artist +8, Move Silently +8, Sense Motive +4; Weapon Finesse (rapier), Weapon Focus (rapier).

➤**Alley Professional (APL 4 version):** male human, Rog3; CR 3; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +3; Spd 30 ft.; AC16 (touch 13, flat-footed 16); Atks +3 (1d6/18-20, rapier), +5 Ranged (1d8/19-20, light crossbow); SA Sneak attack +2d6; SD evasion, uncanny dodge; AL CN; SV: Fort +1, Ref +6, Will +2; Str 10; Dex 16; Con 12; Int 14; Wis 12; Cha 12.

Skills and Feats: Hide +9, Listen +8, Move Silently +9, Open Locks +8, Search +8; Move Silently +9 and Search +8; Dodge, Point Blank Shot and Weapon Focus (rapier).

Possessions: masterwork rapier, studded leather, light crossbow, case with 10 bolts, *potion of invisibility*, and 38 gp.

➤**Alley Professional (APL 6 version):** male human, Rog5; CR 5; Medium-size humanoid (human); HD 5d6+10, 36 hp, Init +7, Spd 30; AC 16 (touch 13, flat-footed 16), +5 melee (1d6+1/18-20, masterwork rapier), +8 ranged (1d8/19-20/x2, light crossbow); SA Sneak attack +4d6; SQ evasion, uncanny dodge; AL LN; SV

Fort +3, Ref +7, Will +2; Str 12, Dex, 16, Con 14, Int 13, Wis 12, Cha 9.

Skills and Feats: Balance +10, Bluff +1, Disguise +3, Hide +13, Listen +8, Move Silently +11, Open Lock +8, Search +8, Sense Motive +5, Spot +8 and Tumble +13; Arterial Strike*, Dirty Fighting*, Dodge, Improved Initiative, Spring Attack.

Possessions: leather armor, masterwork rapier, light crossbow, case with 10 bolts, 44 gp and a small ruby (50gp).

*These are new feats; see Appendix II.

➤**Alley Professional (APL 8 version):** male human Rog7; CR 7; Medium-size humanoid (human); HD 7d6+14, hp 44, Init +7, Spd 30; AC 16 (touch 13, flat-footed 16), +6 melee (1d6+1/18-20, masterwork rapier), +8 ranged (1d8/19-20, light crossbow); SA sneak attack +4d6; SQ evasion, uncanny dodge; AL LN; SV Fort +4, Ref +8, Will +3; Str 12, Dex, 16, Con 14, Int 13, Wis 12, Cha 9.

Skills and Feats: Balance +10, Disable Device +8, Hide +13, Listen +8, Move Silently +11, Open Lock +8, Search +8, Sense Motive +5, Spot +8 and Tumble +13; Dirty Fighting*, Dodge, Improved Initiative, Mobility, Spring Attack.

Possessions: masterwork rapier, studded leather armor, light crossbow, case with 10 bolts, *potion of blur*, 44 gp and a small sapphire (75gp).

*This is a new feat; see Appendix II.

➤**Roke (APL 4 version):** male human Ftr3; Medium-size humanoid (human); CR 3; HD 3d10+9; hp 31; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atks +7 melee (1d10+3/19-20, bastard sword), +5 ranged (1d8/x3, shortbow); AL LE; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Ride +9, Spot (cc) +3 Wilderness Lore (cc) +3; Weapon Focus (bastard sword), Exotic Weapon (bastard sword), Power Attack.

Possessions: chain shirt, large steel shield, bastard sword, shortbow, quiver of 14 arrows, *potion of blur*, 43 gp and a black pearl 60 gp.

➤**Roke (APL 6 version):** male human Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +1; Speed 20 ft.; AC 16 (touch 12, flat-footed 15); Atks +10 melee (1d6+5/19-20, longsword), +7 ranged (1d8/x3, longbow); AL N; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Ride +11, Spot (cc) +4 Wilderness Lore (cc) +4; Cleave, Improved Disarm, Expertise, Power Attack, Weapon Focus (longsword) and Weapon Specialization (longsword).

Possessions: breastplate, buckler, masterwork longsword, longbow, quiver with 18 arrows, *potion of blur* and 22 gp.

➤**Roke (APL 8 version):** male human Ftr7; CR 7; Medium-size humanoid (human); HD 7d10+14; hp 60; Init +1; Speed 20 ft.; AC 16 (touch 11, flat-footed 17);

Atks +12/+7 melee (1d6+5/19-20, longsword), +9/+4 ranged (1d8/x3, composite longbow); AL N; SV Fort +7, Ref +3, Will +2; Str 17, Dex 12, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Ride +13, Spot (cc) +5 Wilderness Lore (cc) +5; Cleave, Improved Bull Rush, Improved Disarm, Expertise, Point Blank Shot, Power Attack, Weapon Focus (longsword) and Weapon Specialization (longsword).

Possessions: Breastplate, large steel shield, masterwork longsword, composite longbow, quiver of 20 arrows, *potion of bull's strength* and 53 gp

➤ **Gregir (APL 4 version), male human Clr3:** Medium-size humanoid (humanoid); CR 3; HD 3d8+3; 21 hp; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atks +2 melee (1d8, heavy mace), or +3 ranged (1d8/19-20, light crossbow); SA Rebuke undead, Spontaneous cast inflict spells; AL LE; SV Fort +4, Ref +1, Will +6; Str 10, Dex 12, Con 12, Int 12, Wis 17, Cha 14.

Skills and Feats: Bluff (cc) +2, Concentration +8, Diplomacy +4, Heal +6, Intimidate (cc) +2, Knowledge (arcana) +2, Knowledge (religion) +4, Listen (cc) +3, Scry +4, Search (cc) +1, Sense Motive (cc) +3, Spellcraft +6, Spot (cc) +3; Combat Casting, Reach Spell, and Spell Focus (Necromancy).

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level + 2 *Necromancy – including all inflict wound spells): 0—*detect magic, guidance, light, resistance*; 1st—*change self*^{*}, *bane, cause fear, doom*^{*}; 2nd—*invisibility*^{*}, *death knell, bull's strength*.

*Domain spell. Deity: Syrul; Domains: Evil (cast Evil spells at +1 level higher) and Trickery (Bluff, Disguise and Hide are class skills).

Equipment: breastplate, heavy mace, large steel shield, *potion of wisdom*, 12 pp, 49 gp, 12 sp, 3 small rubies (value 50 gp each).

➤ **Gregir (APL 6 version):** male human, Clr5; CR 5; Medium-size humanoid (human); HD 5d8+5; 33 hp; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atks +3 melee (1d8, heavy mace), or +4 ranged (1d8/19-20, light crossbow); SA rebuke undead, spontaneous cast inflict spells; AL LE; SV Fort +5, Ref +2, Will +7; Str 10, Dex 12, Con 12, Int 12, Wis 17, Cha 14.

Skills and Feats: Bluff (cc) +2, Concentration +10, Diplomacy +4, Heal +8, Intimidate (cc) +2, Knowledge (arcana) +4, Knowledge (religion) +4, Listen (cc) +3, Scry +4, Search (cc) +1, Sense Motive (cc) +3, Spellcraft +8, Spot (cc) +3; Combat Casting, Reach Spell and Spell Focus (Necromancy).

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level + 2 Necromancy – including all inflict wound spells): 0—*detect magic, guidance, light, resistance, guidance*; 1st—*change self*^{*}, *cause fear, doom, random action*; 2nd—*invisibility*^{*}, *shatter, death knell, hold person*; 3rd—*nondetection*^{*}, *magic vestment, dispel magic*.

*Domain spell. Deity: Syrul; Domains: Evil (cast Evil spells at +1 level higher) and Trickery (Bluff, Disguise and Hide are class skills).

Possessions: breastplate, heavy mace, small steel shield, *potion of bull's strength* and 32 gp.

➤ **Gregir (APL 8 version): male human Clr7,** CR 7; Medium-size humanoid (human); HD 7d8+7; 45 hp; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atks +5 melee (1d8, heavy mace), or +6 ranged (1d8/19-20, light crossbow); SA Rebuke undead, Spontaneous cast inflict spells; AL LE; SV Fort +6, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 12, Wis 17, Cha 14.

Skills and Feats: Bluff (cc) +2, Concentration +12, Diplomacy +4, Heal +10, Intimidate (cc) +2, Knowledge (arcana) +6, Knowledge (religion) +4, Listen (cc) +3, Scry +4, Search (cc) +1, Sense Motive (cc) +3, Spellcraft +10, Spot (cc) +3; Combat Casting, Heighten Spell, Reach Spell and Spell Focus (Enchantment).

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level + 2 Enchantment – including all inflict wound spells): 0—*detect magic, detect poison, guidance, light, read magic, resistance*; 1st—*change self*^{*}, *bane, cause fear, divine favor, doom*; 2nd—*invisibility*^{*}, *death knell, hold person, silence*; 3rd—*nondetection*^{*}, *magic vestment, dispel magic, prayer*; 4th—*confusion*^{*}, *hold person*.

*Domain spell. Deity: Syrul; Domains: Evil (cast Evil spells at +1 level higher) Trickery (Bluff, Disguise and Hide are class skills).

Possessions: breastplate, heavy mace, *potion of bull's strength*, 2 pp, 29 gp and a small emerald (value 80 gp each).

➤ **Twisted Fingers (APL 4 version):** male human Sor3; CR 3; Medium-size humanoid (human); HD 3d4+3; hp 13; Init +6; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +1 melee (1d4/19-20, dagger), +1 melee (1d8, quarterstaff), +3 ranged (1d8/19-20, light crossbow), SA Spell use; AL LE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Concentration +8, Knowledge (arcana) +7, Scry +7 and Spellcraft +8; Combat Casting, Improved Initiative and Spell Focus (Enchantment).

Spells Known (6/6; base DC = 13 + spell level + 2 *Enchantment): 0—*resistance, ray of frost, flare, detect magic, read magic*; 1st—*cause fear, charm person*^{*}, *shield*.

Possessions: 2 dagger, studded leather, half-staff, light crossbow, case with 8 bolts, *potion of charisma* and 12 gp.

➤ **Twisted Fingers (APL 6 version):** male human Sor5; CR 5; Medium-size humanoid (human); HD 5d4+3; hp 13; Init +6; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) or 15 (touch 11, flat-footed 14) with *mage armor* cast; Atks +2 melee (1d4/19-20, dagger), +3 melee (1d8, quarterstaff), +4 ranged (1d8+1, light crossbow), SA Spells; AL LE; SV Fort +3, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Concentration +10, Knowledge (arcana) +9, Scry +9 and Spellcraft +10; Combat Casting, Improved Initiative, Spell Focus (Evocation).

Spells Known (6/7/5; base DC = 13 + spell level + 2 Evocation): 0—*resistance, ray of frost, flare, open/close, detect*

magic, read magic; 1—charm person, mage armor, magic missile, shield; 2—blur, shatter.

Possessions: 2 daggers studded leather, half-staff, light crossbow, 12 bolts, *potion of charisma* and 42 gp.

✦**Twisted Fingers (APL 8 version):** male human Sor7; CR 7; Medium-size humanoid (human); HD 7d4+7; hp 35; Init +6; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) or 18 (touch 11, flat-footed 17) with *mage armor* cast; Atks +3 melee (1d4/19-20, dagger), +3 (1d8, half-staff), +5 ranged (1d8/19-20, light crossbow), SA Spell use; AL LE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Concentration +12, Knowledge (arcana) +11, Scry +11 and Spellcraft +12; Combat Casting, Improved Initiative, Spell Focus (Necromancy), and Spell Focus (Enchantment).

Spells Known (6/7/7/5; base DC = 13 + spell level + 2 Necromancy or Enchantment): 0—*resistance, ray of frost, flare, detect magic, open/close, arcane mark, read magic*; 1st—*cause fear, charm person, expeditious retreat, mage armor, shield*; 2nd—*invisibility, scare, Tasha's hideous laughter*; 3rd—*flame arrow, hold person*.

Possessions: 2 daggers, studded leather, half-staff, light crossbow, case with 8 bolts, *potion of charisma* and 37 gp.

✦**Sidanus:** male human Clr10; CR 10; Medium-size humanoid (human); HD 10d8+20; 82 hp; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) 20 (touch 11, flat-footed 15) when *boots of speed* are activated; Atks +8/+3 melee (1d4+1, +1 unholy dagger); SA rebuke undead, spontaneous cast inflict spells; AL LE/N ring of mind shielding; SV Fort +9, Ref +4, Will +12; Str 10, Dex 12, Con 14, Int 12, Wis 20(16), Cha 14.

Skills and Feats: Bluff (cc) +7, Concentration +12, Heal +7, Hide (cc) +4, Intimidate (cc) +3, Knowledge (arcana) +4; Knowledge (religion) +6, Listen (cc) +5, Scry +11, Sense Motive (cc) +5, Spellcraft +9, Spot (cc) +5, Wilderness Lore (cc) +5; Craft Wand, Empower Spell, Maximize Spell, Reach Spell, Spell Focus (Necromancy) and Weapon Focus (heavy flail).

Spells Prepared (6/5+1/5+1/4+1/4+1/3+1; base DC = 15 + spell level + 2 Necromancy and all inflict spells): 0—*detect magic, detect poison, guidance, light, read magic, resistance*; 1st—*inflict light wounds**, bane, cause fear, divine favor, doom, protection from good; 2nd—*shatter**, bull's strength, death knell, hold person (x2), silence; 3rd—*magic vestment**, dispel magic (2), invisibility purge; 4th—*divine power**, freedom of movement, hold person, spell immunity; 5th—*flame strike**, circle of doom, slay living (2).

*Domain spell. Domains: Destruction (1/day—make an attack at +4 attack and +10 damage against a specified foe. Must declare this smite attack before making the attack); War (Free Weapon Focus [heavy flail]).

Possessions: breastplate, +1 unholy dagger, *periapt of wisdom* (+4), ring of mind shielding, broach of shielding (22), *boots of speed*, hat of disguise, Pain Bringer (wand of empowered maximized and ranged inflict moderate

wounds—DC19, empowered, maximized and ranged – 33 pts damage per charge – 8 charges, 30 ft. range), 12 pp, 49 gp, 12 sp, 3 small rubies (value 50 gp each).

✦**Quix:** female human Bbn2; CR 2; Medium-size humanoid (human); HD 2d12+4; hp 23; Init +2; Spd 40 ft.; AC 12 (touch 12, flat-footed 10); Atk +6 melee (1d12+5/x3, masterwork greataxe); SQ Rage, uncanny dodge; AL N; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: 20 +5; Climb +8, Intimidate +5, Listen +5, Ride +7, Spot (cc) +2; Weapon Focus (greataxe) and Power Attack.

Rage (Ex): 1/day—hp 27; AC 10 (touch 10, flat-footed 10); Atk +8 (1d12+6/x3, masterwork greataxe); Fort +7, Will +2; Climb +10; Rage for 6 rounds, then fatigued.

Possessions: masterwork great axe, gold necklace (400 gp), *potion of blur* and 42 gp.

✦**Caidax (APL 4 and 6 version):** male human Sor2; Medium-size humanoid (human); HD 2d4+2; hp 9; Init +6; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +1 melee (1d4/19-20, dagger), +1 (1d6, halfspear), +3 ranged (1d8/19-20, light crossbow), SA Spells; AL LE; SV Fort +1, Ref +2, Will +4; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: 16 Concentration +6 Knowledge (Arcana) +6, Scry +6, and Spellcraft +6; Improved Initiative and Spell Focus (Enchantment).

Spells Known (6/5; base DC = 13 + spell level; Enchantment +2 DC Save): 0—*ray of frost, flare, detect magic, arcane mark, read magic*; 1st—*charm person, shield*.

Possessions: wand of magic missiles (3rd level - 4 charges), dagger, studded leather, halfspear, light crossbow with bolt case and 8 bolts, 32 gp.

✦**Caidax (APL 8 version):** male human Sor7; Medium-size humanoid (human); HD 7d4+7; hp 35; Init +6; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) or 15 (touch 11, flat-footed 15) with *mage armor* cast; Atks +3 melee (1d4/19-20, dagger), +5 ranged (1d8/19-20, light crossbow), SA Spells; AL LE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Concentration +11, Knowledge (Arcana) +11, Scry +11, and Spellcraft +11; Combat Casting, Improved Initiative, Spell Focus (Necromancy), and Spell Focus (Enchantment).

Spells Known (6/7/7/5; base DC = 13 + spell level; + 2 Necromancy and Enchantment): 0—*resistance, ray of frost, flare, detect magic, open/close, arcane mark, read magic*; 1st—*cause fear, charm person, expeditious retreat, shield*; 2nd—*invisibility, scare, Tasha's Hideous Laughter*; 3—*dispel magic, hold person*.

Possessions: dagger (x2), light crossbow, case and 8 bolts, 3 emeralds (75 gp each), wand of dispell magic (5th Level - 12 charges), *potion of charisma* and 62 gp.

✦**Serx:** male human Ftr2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +1; Speed 20 ft.; AC

16 (touch 11, flat-footed 15); Atks +6 melee (1d8+2/19-20, masterwork longsword); AL N; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Ride +6, Spot +2; Cleave, Power Attack, Sunder and Weapon Focus (longsword).

Possessions: longsword, breastplate, large wool cloak, buckler, *potion of endurance* and 36 gp.

➤ **Drex:** male human, Ex-Pal6/Blk1: Medium-size humanoid (human); HD 7d10+7; hp 53; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atks +10/+5 (1d8+2/19-20, longsword), +10/+5 (1d6+2, masterwork mighty composite shortbow +2); SA Sneak attack +1d6, smite good (+2 attack +6 damage, poison; SQ *Lay on hands, detect good*, poison use; AL LE; SV Fort +x, Ref +x, Will +x; Str 14, Dex 12, Con 12, Int 11, Wis 14, Cha 14.

Skills and Feats: Listen +4; Intimidate +5 and Spot +4; Power Attack, Cleave, Power Lunge*, Sunder.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus to all saving throws.

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good 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 blackguard armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses from high Strength or magical effects that normally apply. If the blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day. Smite good is a supernatural ability.

Poison (Ex): Drex's longsword is coated with wyvern poison; injury (first hit only); DC17 for initial and secondary save; 2d6 temporary constitution loss.

Poison Use (Ex): Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Lay on Hands (Su): Once per day, the blackguard can cure himself of damage equal to his Charisma bonus times his level. The blackguard can only cure himself or his fiendish servant with this spell-like ability.

Detect Good (Sp): At will, the blackguard can *detect good* as a spell-like ability. This ability duplicates the effects of the spell *detect good*.

Spells Prepared (1, base DC = 12 + spell level) 1st—*inflict light wounds*.

Poison: Drex's longsword is coated with wyvern poison; injury (first hit only); DC17 for initial and secondary save; 2d6 temporary constitution loss.

Possessions: masterwork longsword, full plate mail, large steel shield, masterwork mighty short composite bow +2, *potion of blur* and 12 pp, 26 gp.

Note: Drex is a fallen paladin of Heironeous that has turned to the powers of Hextor. He wears his Heironeous symbol adorned full plate mail and wields a black metal longsword.

*This is a new feat; see Appendix II.

APPENDIX II: NEW RULES

FEATS

Arterial Strike [General]

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

Prerequisites: Base attack +4, sneak attack ability

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound so inflicted does an additional 1 point of damage of each round until the application of a successful Heal check or any cure spell or other magical healing. Wounds from multiple arterial strikes result in cumulative bleeding loss (two successful arterial strikes do an additional 2 points of damage per round until healed).

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

Dirty Fighting [General]

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

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

Power Lunge [General]

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage regardless of whether you're using one- or two-handed weapons. You provoke an attack of opportunity from the opponent you charge.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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