

VER5-02

Fallen Hero

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

by Ron Lundeen

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Old Baron Rollof Avgustin returned from fighting in Veluna a hero, but old men do not live forever—even war heroes. A few nobles and adventurers have been invited to Avgustin's manor house near Loren's Ford to witness the Baron's funeral. Not all guests wish House Avgustin well in this sad time; an enemy is in your midst. No character with Infamy with House Avgustin may play this scenario. Recommended for characters that have played *VER3-04 A Matter of Love* and *VER4-09: Wicked Three*. A one-round adventure for APLs 4 to 12.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at poc@verbobonc.net for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Verbobonc. Characters native to Verbobonc pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Areas of Influence

This adventure allows the use of the following influence points for purposes of the Verbobonc Influence document:

- Viscount Langard
- Noble Houses (Avgustin, Stefania, Saflynd)
- Council of Abbots (all)
- Any Kron Hills Influence.

Adventure Background

Baron Rollof Avgustin was an old warrior. He had spent most of his life as master of Verbobonc's War College and as Provost Marshall of Verbobonc (head of the Verbobonc Standing Army), before Lord Simon Milinous usurped his title in late CY 592. Baron Avgustin did not contest this unlawful shift in authority, and to this day none know why. Rumors persist that the Baron, getting on in years, took the theft of his title as a signal to retire.

However, Baron Avgustin did not retire. In the early summer of 594 CY, an army of undead and demons invaded Veluna, and the Archclericy sent a call for help to all friendly nations. Several volunteers of Verbobonc rallied to the call, and Baron Avgustin surprised everyone by offering to lead these troops into Veluna. The Baron kept his own council, but many thought this was a last bid for glory from a grizzled old veteran.

Baron Avgustin led the forces of Verbobonc to several victories in Veluna, and his skilled generalship was

widely admired. Baron Avgustin returned to his expansive holdings in southwestern Verbobonc as a hero.

Baron Avgustin's close friend and companion was Captain Yronl (ih-*RON*-uhl). Yronl appeared in *VTF3-04 Hunt Club* during the attack on the town of Loren's Ford, and in *VER4-05 Dwarven Dawn* commanding the fortification of Loren's Ford. When Avgustin went off to fight in Veluna, Captain Yronl wanted to go with him, but Avgustin insisted that he needed a loyal man to stay behind and guard his lands. Reluctantly, Captain Yronl agreed. Captain Yronl has one secret that even Baron Avgustin does not know—he is secretly a worshipper of Trithereon, god of freedom, retribution, and individuality. Trithereon is a good god, and therefore not illegal in Verbobonc, but worshippers of Trithereon often clash with followers of St. Cuthbert, the state religion. Although there are many followers of Trithereon in Verbobonc, no one in the ranking military or the nobility of Verbobonc worships Trithereon. To do so would invite suspicion, outrage, and ostracization. Therefore, Captain Yronl has kept his worship of the Summoner a secret. In Baron Avgustin's absence, Captain Yronl discovered an ancient shrine to Trithereon in the woods near Avgustin's estate. Baron Avgustin's niece, Elise, discovered Yronl there while out riding one day, and Yronl has been explaining the worship of Trithereon to her. Elise is only a little girl, but she is already a secret Trithereon worshipper herself.

The time spent fighting in a foreign land took a heavy toll on the aged Baron Avgustin, and in the spring of 595 CY, days before this scenario begins, Baron Rollof Avgustin died peacefully of old age.

The Baron is survived by his young son Ivar, his feeble wife Sasha, his younger sister Katerina (who has one surviving child, Elise). Refer to the family tree in **Appendix Three**. Ivar is now fifteen years old, and practically a man. Ivar was raised in the expectation of taking over the House Avgustin estates, which are some of the largest in all of the Viscounty of Verbobonc. Ivar is a pleasant young man who now bears enormous responsibility. This has made him a target of one of the most feared assassins operating in Verbobonc.

After the Greyhawk Wars ten years ago, Iuz the Evil sent three agents undercover into the realm of Verbobonc. These three agents have been behind much trouble in the region since the Living Greyhawk Campaign began. One is a hooded woman who leads the giant invasion of the Kron Hills. The other is a master of disguise, Ryjenis the Imposter, who was recently unmasked. The other is a dwarven assassin. The first two villains are the focus of

other Verbobonc scenarios. This scenario focuses on the activities of Obmi, Iuz's dwarf assassin in Verbobonc.

Obmi has led a colorful and evil career in the service of Iuz. He is old but a still-powerful fighter/rogue/assassin. His beard is gray and he wields a powerful magical hammer. Obmi is well known for moving about virtually undetected, and escaping certain capture.

Obmi's plan is to throw House Avgustin's large estate into utter chaos. Once the guests start arriving at Baron Avgustin's estate, Obmi engineers a collapse to kill most of the mounts so that no one may easily escape. He then employs a ruse to distract the funeral attendees, and kills Baron Avgustin's son Ivar. He intends to kill Baron Avgustin's niece Elise as well, but the characters have their chance to stop him before all the heirs of House Avgustin are slain.

Review of *VER3-04 A Matter of Love*

Some of the events in *VER3-04 A Matter of Love* revolved around House Avgustin. Many years ago, Baron Avgustin's sister Katerina married a knight from Furyondy named Gregor Brandenburg. After years of happy marriage, Katerina bore a son named Julius. Almost ten years later, by now an old woman, Katerina surprised everyone by giving birth to a daughter named Elise. Gregor returned to his homeland in CY 583 to fight in the Greyhawk Wars, and died there.

Several years later, Julius discovered that his father was descended from the legendary vampire Kas, Vecna's lieutenant. Julius discovered that his father's family had a "treasure" locked away in the Kron Hills. Julius also discovered that the key was an old necklace his father had given to his mother when they were betrothed years ago.

Julius stole the necklace, and entered an ancient crypt-shrine to Kas in the Kron Hills. A group of Vecnan cultists exploring there killed Julius just before he was able to unlock his "treasure." This "treasure" is an opaque wall of force imprisoning hundreds of vampires. A party of adventurers, investigating the theft of the necklace and Julius' disappearance, stumbled upon the cultists just as they killed Julius. The adventurers killed the cultists, and returned the necklace and Julius' body to House Avgustin. Julius was unwilling to be *raised*, and is buried in the family cemetery. The adventurers never touched

the necklace to the wall, and thus the vampires within remain imprisoned.

Note that this is the "official" synopsis of *VER3-04 A Matter of Love*, based on the results of the majority of tables that played it. Not all tables played these events the same way—some tables were unable to return Julius' body, others let the cultists escape, and a few tables *did* touch the necklace to the force field, releasing the vampires. For those characters who did, a special surprise awaits them in **Encounter One**.

Adventure Summary

The characters begin on the way to Baron Avgustin's manor house near Loren's Ford. They are about an hour away from Loren's Ford, when one of the characters is attacked while traveling ahead of the others.

When the characters arrive at the Splashing Pony in Loren's Ford, they receive a second note (forged by Obmi) canceling their invitation. Hopefully, the characters will be perceptive and curious enough to arrive the next morning anyway.

The characters arrive and are met by Ivar Avgustin, Baron Avgustin's son. As they are shown into the house, a stable collapse occurs. Investigation reveals that all is not right on this sad day.

The characters are introduced to several members of the Avgustin family, and other attendees. They may also pay their respects to Baron Avgustin's corpse, laid out in a shrine to St. Cuthbert. Someone notices that Baron Avgustin's niece, Elise, has gone missing in the rain. Captain Yronl knows where she might be found, and presents the characters with a choice: they can help him find Elise while the House Guard protects the funeral guests, or the characters can protect the funeral guests themselves.

If the characters seek out Elise, they find her at prayer in a secret shrine to Trithereon. Captain Yronl shares her faith, and asks the characters to keep this secret. The group is attacked by a pack of chokers sent by Obmi.

If the characters stay, they fight a number of elementals summoned by Obmi to desecrate Baron Avgustin's corpse and provide a distraction.

Whether the characters went after Elise or not, they return to a somber group. Lady Sasha Avgustin notices that her son, Ivar, is gone. The characters find him slain

inside the manor, with wet tracks leading to the front garden of the manor house. There in the front garden, the characters face Obmi, the Hammer of Iuz. Rather than fight them himself, Obmi summons three of his minions to do his dirty work, and vanishes.

After this fight, the grief-stricken Lady Sasha Avgustin selects one of the most polite and brave heroes to bear her husband's armor (now or in the future).

Bishop Hafren arrives the next morning to perform funeral rites and to announce (unless the characters reveal Yronl's and Elise's secret faith) that Lady Elise Brandenburg will be the new head of House Avgustin, with Captain Yronl as her regent until she comes of age.

Note: Heavy Rain

Throughout the two days of this adventure, the area around Loren's Ford is assaulted by a severe, heavy rainstorm. This storm is entirely natural, and can be mitigated by some high-level spells if the characters choose to use them. However, you should remember the penalties of heavy rain, as they apply in most encounters of this adventure:

- Visibility ranges are cut in half.
- All characters suffer a -4 on Spot, Search, and Listen checks.
- Ranged weapon attacks that are likely to be affected by rain (such as arrows or bolts, but not most magic attacks like *scorching ray*) suffer a -4 to attack rolls.
- Unprotected flames are extinguished. Protected flames dance wildly and have a 50% chance of being extinguished.
- The rain is only accompanied by mild wind, so there are no Wind Effects to apply.

Before Play

Be sure no character has Infamy with House Avgustin; such characters would not be invited to the funeral, and therefore cannot play this scenario. Remind players that Infamy can be cancelled out with Influence points, and that Influence Points with the Viscount can substitute for any other Influence—such as Influence with House Avgustin needed to cancel out Infamy with House Avgustin. See the Influence Document in the Files section of the Verbobonc yahoo group for more details on Influence Points.

The Victim

You must choose one Victim from among the characters. This character is under attack when the rest of the party arrives in **Encounter One**. Without letting the players know why, ask to see the following ARs (if applicable to the current character) and choose one character as Victim in the following order:

- First, look at ARs from *VER3-04 A Matter of Love*. Choose a character with **Information from the Vampires** filled in. This character will be attacked by the vampire of his loved one in **Encounter One**. In case of a tie, choose the character with the highest level.
- If none of the above, look at ARs from *VER3-06 Never Read Somebody's Diary*. Check that AR and the next three, to see if the character purchased the **Spider Dagger**. If so, this character will be attacked by vengeful drow rangers in **Encounter One** (even if the character later sold the spider dagger). In case of a tie, choose the character with the lowest Spot bonus.
- If none of the above, look at ARs from *VER3-07 Decision at Sheernobb*. Check to see if any characters **Hunted Down the Assassins**. If so, this character is attacked by a vengeful ogre mage assassin in **Encounter One**. In case of a tie, choose the character with the most hit points.
- If none of the above, look at the ARs from the *Assault on Outpost 13* Interactive. Check to see if any character earned the **Enmity of the Giant Army**. If so, that character is attacked by an ogre mage assassin in **Encounter One**. In case of a tie, choose the character with the most hit points.
- If none of the above, look at the ARs from *VER4-08 Beauty and Two Beasts*. Check to see if any character has **Landholdings in Formerly Milinous Lands**. That character is attacked by hired killers sent by the previous tenant of his estate. In case of a tie, choose the character with the lowest Spot bonus.
- If none of the above, then choose the character with the lowest Spot bonus. That character is attacked by bandits out hunting in the rain.

Each character receives an invitation to the funeral separately. The Victim is on his or her way to Loren's Ford alone, either walking or mounted (whichever is typical). The other characters have all met up beforehand, and are traveling together (via mounts, walking, *wind walk*, or whichever other way they chose to travel as a group). As they have been traveling together for a day, the non-Victim characters are free to cast whatever hours-long preparatory spells they'd like on each other (but not on the Victim). This adventure begins right at dusk, when the characters are about an hour outside of Loren's Ford.

Some Victims may claim that they never travel alone, but always with some other character. This is silly; everyone travels alone at least some of the time, as most of the roads in the Viscounty are safe. The roads around the trading hub of Loren's Ford, in particular, are well patrolled and rarely dangerous.

You can even separate the Victim from his or her cohort (if he is playing one at this table)—in this case, the cohort rides up with the rest of the characters in **Encounter One**, having fallen behind a bit.

Forgery Checks: Look over the character sheets of each player, and note each character's Forgery bonus. Then, ask each player to roll a d20, and add the Forgery bonus (that is, they're making Forgery rolls, but they don't know it). You'll use the results of these rolls in **Encounter Two**.

Introduction

The word spread like wildfire across the Viscounty: Baron Rollof Avgustin, hero and general of Verbobonc, has died. The aged man returned after serving with distinction in Veluna, rumors say, to die peacefully in his sleep at home.

This news is sad, but most of you imagine the old Baron's death wouldn't impact your life as an adventurer of Verbobonc. Many of you hadn't even met Baron Avgustin. To your surprise, however, each of you received an invitation to the funeral.

Give the characters a copy of **Player Handout #1**. Each player gets their own copy of this letter, wherever they are staying in Verbobonc. After they have read the letter, continue with **Encounter One**.

If the characters want a little more information, a DC 15 Gather Information check reveals that there was something suspicious about the Baron's death. If the check exceeds 25, however, the character is certain that the gossip nothing more than rumor (in fact, Baron Avgustin died peacefully in his sleep).

If the characters want to know more about House Avgustin, have them make Knowledge (nobility and royalty), Knowledge (local – VTF) or bardic knowledge checks. Reveal the following information:

DC 10: Baron Avgustin has been a Lord of Verbobonc for over 30 years, and spent much of that time as Provost Marshall of Verbobonc, the general of the Verbobonc Standing Army and head of Verbobonc's War College (for the training of officers). House Avgustin has one of the largest and richest lands among the noble houses of Verbobonc. Baron Avgustin was well-loved by his people.

DC 15: Baron Avgustin has a wife named Sasha and a son named Ivar who is just coming in to manhood.

DC 20: A couple of years ago, Baron Avgustin's nephew, Julius, went insane. He stole some heirloom from his widowed mother, Baron Avgustin's sister, and was later killed by some cultists of Vecna. (Characters who participated in *VER3-04 A Matter of Love* earn this result if their skill roll beats a DC of 10.)

DC 25: Baron Avgustin relies heavily on the advice and friendship of Captain Yronl, a member of his house guard. (Some characters may have met Captain Yronl in previous scenarios.)

DC 30: You can sketch out the House Avgustin Lineage from Appendix Three for the character in its entirety (except, of course, that Ivar isn't dead).

DC 40: It is rumored that Captain Yronl worships some deity in secret, and that even Baron Avgustin didn't know of Captain Yronl's religious leanings. The deity probably isn't evil—as Captain Yronl is a good man—but he must have some reason for keeping his faith hidden.

Encounter One: Now That's Not Fair!

*Independently, each of you chose to make your way to the Splashing Pony in Loren's Ford. Several of you (indicate all the characters except the Victim) **have encountered each other on the road and, finding***

yourselves with a common destination, have chosen to travel together. Heavy rain has poured from the sky these last few days, with no sign of letting up.

Inform the characters that today is the 3rd of Coldeven, 595 CY, and the funeral is to begin at dawn tomorrow. Allow the characters other than the Victim to decide on a marching order and cast any hours-long spells they'd like on each other.

To the Victim, read:

You are making your way through the cold rain on the road to the Splashing Pony in Loren's Ford. Lady Avgustin's letter hints of companionship there, but as dusk closes in you are wet and alone. Lightning flickers in the low clouds. You pass a stand of dark trees by the side of the road, and a spray of dislodged rain is your only warning as you are suddenly attacked.

The Victim may make a Spot check based on the Hide check of the attacker(s) to act in the surprise round (the Victim has a -4 to Spot checks because of the rain). The heavy rain mutes smells, so the Scent ability provides no help in this ambush. Based on the reason you chose the Victim, his attackers vary:

Vampire Loved One

APL 4 (EL 5)

☛**Vampire Spawn:** hp 29; see *Monster Manual*. This vampire spawn looks like the Victim's loved one. If the loved one is Small in size (like a halfling or a child), this vampire spawn is Small: give this vampire spawn +1 to AC and attack rolls, +4 to Hide checks, -4 to grapple checks, reduce its damage dice to 1d4 and reduce its speed to 20 ft.

☛**Wolves (2):** hp 13 each; see *Monster Manual*.

APL 6 (EL 7)

☛**Vampire:** War6; hp 39; see Appendix One. This vampire looks like the Victim's loved one. If the loved one is Small in size (like a halfling or a child), this vampire is Small: give this vampire +1 to AC and attack rolls, +4 to Hide checks, -4 to grapple checks, reduce its damage dice to 1d4 and reduce its speed to 20 ft.

APL 8 (EL 9)

☛**Vampire:** War8; hp 52; see Appendix One. This vampire looks like the Victim's loved one. If the loved one is Small in size (like a halfling or a child), this vampire is Small: give this vampire +1 to AC and attack

rolls, +4 to Hide checks, -4 to grapple checks, reduce its damage dice to 1d4 and reduce its speed to 20 ft.

APL 10 (EL 11)

☛**Vampire:** War10; hp 65; see Appendix One. This vampire looks like the Victim's loved one. If the loved one is Small in size (like a halfling or a child), this vampire is Small: give this vampire +1 to AC and attack rolls, +4 to Hide checks, -4 to grapple checks, reduce its damage dice to 1d4 and reduce its speed to 20 ft.

APL 12 (EL 13)

☛**Vampire:** War12; hp 78; see Appendix One. This vampire looks like the Victim's loved one. If the loved one is Small in size (like a halfling or a child), this vampire is Small: give this vampire +1 to AC and attack rolls, +4 to Hide checks, -4 to grapple checks, reduce its damage dice to 1d4 and reduce its speed to 20 ft.

Vengeful Drow Rangers

APL 4 (EL 5)

☛**Drow Rangers (3):** male drow Rgr1; hp 10 each; see Appendix One.

APL 6 (EL 7)

☛**Drow Rangers (3):** male drow Rgr3; hp 24 each; see Appendix One.

APL 8 (EL 9)

☛**Drow Rangers (3):** male drow Rgr5; hp 38 each; see Appendix One.

☛**Medium viper animal companions (3):** hp 9 each; see *Monster Manual*.

APL 10 (EL 11)

☛**Drow Rangers (3):** male drow Rgr7; hp 52 each; see Appendix One.

☛**Medium viper animal companions, advanced (3):** hp 18 each; see Appendix One.

APL 12 (EL 13)

☛**Drow Rangers (3):** male drow Rgr9; hp 66 each; see Appendix One.

☛**Medium viper animal companions, advanced (3):** hp 18 each; see Appendix One.

Ogre Mage Assassin

APL 4 (EL 5)

☛**Ogre Assassin:** female ogre Rog4; hp 71; see Appendix 1. This ogre begins combat invisible, as she has just consumed a *potion of invisibility*.

APL 6 (EL 7)

☛**Ogre Mage:** hp 37; see *Monster Manual*. This ogre mage has already used its *cone of cold* and *polymorph* abilities for the day, reducing its CR by 1. This ogre mage begins combat *invisible*.

APL 8 (EL 9)

☛**Ogre Mage Assassin:** female ogre mage Rog2; hp 71; see Appendix 1. This ogre mage begins combat *invisible*.

APL 10 (EL 11)

☛**Ogre Mage Assassin:** female ogre mage Rog6; hp 107; see Appendix 1. This ogre mage begins combat *invisible*.

APL 12 (EL 13)

☛**Ogre Mage Assassins (2):** female ogre mage Rog6; hp 107 each; see Appendix 1. These ogre mages begin combat *invisible*.

Hired Killers/Bandits

APL 4 (EL 5)

☛**Thugs (5):** male human Ftr1; hp 11 each; see Appendix One.

APL 6 (EL 7)

☛**Thugs (4):** male human Ftr2/Rog1; hp 23 each; see Appendix One.

APL 8 (EL 9)

☛**Thugs (4):** male human Ftr2/Rog3; hp 33 each; see Appendix One.

APL 10 (EL 11)

☛**Thugs (4):** male human Ftr4/Rog3; hp 45 each; see Appendix One.

APL 12 (EL 13)

☛**Thugs (4):** male human Ftr6/Rog3; hp 70 each; see Appendix One.

Development: Clues to the Ambush: This encounter isn't nearly as personal unless the Victim knows why he or she has been singled out for attack. In some cases (as with the vampire), it's obvious. In other cases, have the foe utter curses as it attacks, explaining why the character has been singled out ("Our sacred dagger will taint your hands no longer!" or "The giant forces will crush their enemies!" or "The lordling you forced into hiding sends his regards!").

Development: Rescue! Let the Victim think he's all alone for the surprise round and the first round of combat. However, the rest of the party is just beyond a rise in the road, 200 feet behind the Victim. The other characters hear the roar of the ambusher(s), even over the

rain, and may roll initiative in the second round of combat.

Development: Vampire Loved One! If the vampire loved one is driven off, it does not come back for the rest of the adventure.

Treasure

The ambushers only have a small amount of valuable loot and coin on their person, amounting to 25 gp times the APL, as follows:

APL 4: L: 100 gp.

APL 6: L: 150 gp.

APL 8: L: 200 gp.

APL 10: L: 250 gp.

APL 12: L: 300 gp.

Encounter Two: At the Splashing Pony

The Splashing Pony is a tall, narrow inn freshly whitewashed and gleaming in the lantern light. Dark black cloth hangs in large loops from the eaves of every building in Loren's Ford, including the Splashing Pony. The black cloth hangs soggy and forlorn in the pounding rain. Despite the town's air of mourning, the strains of song and raucous laughter ring out from inside the inn.

The entertainment at the Splashing Pony is an exuberant halfling bard named Arne Halefellow. He is not from this area, but heard of the dire news from the local populace. He's performing silly songs and jokes for free, in order to lift the spirits of the crowd. He is very good at his profession (Perform +19).

Once the characters enter the Splashing Pony, they can accept their free rooms by checking in with the innkeeper, a big friendly man named Kelden (characters may have met Kelden in *VER4-05 Dwarven Dawn*). When the characters introduce themselves to Kelden, he has something for them:

Well, you've got your rooms for a couple of days, as promised. They aren't too big, but they're dry. Feel free to spread your cloaks out by the fire. Oh, I also had a messenger stop by a couple of hours ago, and I'm supposed to give you these.

Kelden hands each character a copy of **Player Handout #2**.

These notes are forgeries, penned by Obmi himself. Roll a Forgery check for Obmi (+12), and oppose this roll with the Forgery checks from the characters you made before the start of the adventure. If any character expresses suspicion of the second note, or even calls for a Forgery check of his own, give that character a +2 bonus to his Forgery result. Characters who pull out the first letter and compare them earn an additional +2 bonus. The characters cannot take 10 or 20 on this skill check, and there is no retry.

Characters that beat Obmi's Forgery check notice subtle differences in the letters that lead them to believe that one of them is a fake (they don't know which one, technically, but it would logically be the second).

Obmi couldn't resist including a mocking message within his forged notes. The characters may notice the secret message on their own, but you can call for a DC 20 Intelligence check to alert the players that the first letter of each line reads down the page to spell a dire warning.

Troubleshooting: Clueless Characters: It's possible that some tables (particularly at low APLs) will fail to notice the forgery and fail to decipher the ominous message. This is fine. However, they have probably enough interest to at least investigate the sudden cancellation the next morning, when they are greeted as expected guests. If they ask around at Avgustin's manor, it's clear no one there sent a second note.

If the characters decide to take the forged note's instruction and leave the area, chalk up a resounding victory for Obmi and end the scenario now.

Troubleshooting: Eager Characters: Some characters may choose to press on to Avgustin Manor at night (or bypass the Splashing Pony entirely). If so, they arrive at Avgustin Manor well after dark, and no one will let them through the front gates until morning. The characters have to face a night in the cold rain, unless they have some protection (like *Leomund's secure shelter*), but the adventure proceeds as normal in the morning.

In the morning, the characters have an easy ride through the pouring rain to Avgustin Manor.

Encounter Three: May I See To Your Mounts?

The Avgustin manor house is a stately structure behind a high hedge. The gates in the hedge are wide open, and you are shown in to an open yard. Before

you is the large, three-story manor house itself, with wide wings spreading out to the left and right. To the right is a large, two-story stable with some sort of lodging above it. The stable doors are open in the rain, and you see a grizzled, white-haired dwarf pounding out horseshoe nails just inside the stable where it's dry. A pair of dirty human lads rush out of the stable through the rain toward you, and are instantly soaked (assuming the party has even one mount of some kind).

To your left is a large open area. It appears as though it was once a parade ground, if the barracks on the far side of it are any indication. However, the barracks look unused, and the entire parade ground has been replanted with flowers. The flowers are all soggy from the pounding rain, however, and the parade-ground-turned-garden is now a flower-choked mud hole. Two basket-carrying servants skirt the mud hole toward a side entrance into the manor house.

Standing near an impressive marble fountain is a tall boy, no more than 15 summers old. He wears a fine leather cloak to keep the rain off. His eyes are bloodshot, but his face looks clean and healthy. He gives you a low bow.

"Good heroes, I'm very pleased to make your acquaintance. I am Lord Ivar Avgustin, son of Baron Rollof Avgustin, and I welcome you to my home. Let the stable boys see to your mounts, and I'll take you inside where it's dry."

The stable boys anxiously take whatever mounts the characters have (they are used to unusual creatures like hippogriffs or dire animals) and lead them off to the stable.

Meanwhile, Ivar greets the characters as much like a man as he can. He looks each character seriously in the eye, asks his or her name, and shakes his or her hand firmly. All the while, he leads the party toward the elegant front doors of the manor house.

Ivar leads the way into the manor house. Ivar is polite and understanding of adventurers' often-coarse manners, but he won't allow animals into the house other than Tiny familiars.

Ask the characters who would be the last to enter the manor house, and direct the following to that character:

Just as you are about to step in from the rain and join your companions, you hear a horrible grinding noise from off to your right. The stable tilts at a crazy angle,

then collapses in on itself with a resounding crash. You hear the horrible shrieks of horses crushed to death in the collapse, then silence.

Any mount that was in the stable is potentially hurt by the collapse, taking damage as though in a trap as follows:

All APLs

☞ **Collapsing Stable:** CR 9; mechanical; proximity trigger; repair reset; Atk +14 melee touch (14d6 damage, crush); multiple targets (all targets in lower level of stable); Search DC 24, Disable Device DC 24. Note: animals that aren't "hit" by the collapse are still showered with rubble, taking 4d6 damage (DC 18 Reflex half).

Although some characters may worry about their mounts, other characters may realize that the old dwarf and the two stable boys were in the collapse as well.

Whether or not the characters rush back outside to help, several servants come running over to look for survivors and pick out valuables (the servant quarters were above the stable). Have characters examining the wreckage of the stable make Search checks against the following DCs:

DC 10: The character uncovers a House Avgustin horse, slain in the collapse (there is a 25% chance it is a PC mount instead).

DC 15: The character discovers the body of one of the stable boys, crushed to death in the collapse.

DC 20: The character discovers the other stable boy, miraculously still alive under a heavy beam supported by a horse's body. The boy is unconscious, at -8 hit points, but survives. If revived, the boy can say that just before the attack, he saw old Grelph (the grizzled old dwarven blacksmith) walk over to a support post, grab a section of it, and disappear into thin air. The stable immediately collapsed right afterward, as though the support post was the only thing keeping it up.

DC 25: The character finds several support posts from the stable, weakened with acid in several places.

DC 30: The character uncovers the body of a white-haired dwarf, hidden away in a rolled-up horse blanket. A DC 15 Heal check indicates the dwarf has been dead for hours, and was killed by a single hammer blow to the temple which shattered his skull and killed him instantly (any character with the sneak attack ability can confirm that this was a sneak attack from a very skilled combatant). This body is the real Grelph. If spoken to

(via *speak with dead*), he remembers his last glimpse of a gray-bearded dwarf sneaking up on him as he got up to relieve himself in the night.

What Happened? This is Obmi's early plan to keep the guests from leaving the manor easily. He killed Grelph in the middle of the night last night, and disguised himself as the blacksmith. He spent the last few hours weakening the support posts for the stables with acid, and cutting another large support section loose. Obmi is good at disguise, so the stable boys didn't think anything unusual was going on (although if pressed, they'll admit that Grelph's usual limp seemed missing). Obmi waited until the heroes showed up and stabled their mounts. He then stepped over to the loose support section, used *dimension door* to get away with it, and the stable came down like a house of cards.

Troubleshooting: Obmi's abilities. Some characters may try to track down or otherwise identify the saboteur. Unfortunately, Obmi is incredibly difficult to find. Spells fail to locate him as though he had *mind blank* active (note that this means characters that *detect evil* when they see him in disguise in the stable won't detect him as evil). This cannot be penetrated by any kind of scrying. This ability is a gift from Iuz that makes Obmi very good at his work. Obmi has also examined the layout of the manor house and grounds in precise detail, and is able to *dimension door* around with exceptional accuracy virtually at will (How Obmi can do this is a secret to be later revealed). You should not need any statistics for Obmi in this scenario; he is a background schemer to scare and taunt the characters. If the characters confront Obmi directly, assume he succeeds at any necessary save or survives any single blow and then escapes. In this scenario, Obmi is a plot element, not an opponent.

Encounter Four: Survived By...

After the stable incident, the characters are led to meet some of the funeral guests, who are gathered out back behind the manor.

The back patio of the Avgustin Manor house is spacious, nearly thirty feet square. A large canvas has been erected like a pavilion over the patio, keeping those huddled beneath it dry. The back patio opens onto a wide expanse of lawn stretching to a thick forest and a small lake. Just at the edge of the forest, near the lake, is a stone-and-wood shrine to St. Cuthbert. The shrine is only one room with double

doors open wide. Within the shrine is a stone altar, and lying upon it is an old man dressed in fine clothes bearing the crest of House Avgustin.

Because of the pounding rain, most of the black-clad guests here remain on the patio under the canvas. Only the young man who met you at the front of the manor house stands out in the rain, a few paces from the open doors of the shrine, head bowed.

This is a free-form roleplaying encounter, designed to introduce the characters to some of the notable figures present at the funeral. They include:

- **Lady Sasha Avgustin:** This grieving widow loved her husband dearly. Sasha is a gray-haired old woman with severe arthritis. She moves only with difficulty, from chair to chair. She seems older than her 50 years because the last few months have been hard on her. Sasha could make a claim to lead House Avgustin, but she has no interest in ruling. As the head of the manor house and hostess of the characters, Sasha deserves respect from the characters. Note which characters are particularly polite to Sasha, as she remembers this in the Conclusion.
- **Ivar Avgustin:** Baron Avgustin's son is a pleasant, sturdy lad just coming into manhood. He is sad at his loss but exceedingly polite, and it's clear he is well educated and has good manners. However, rather than stand with the others under the canvas tent, Ivar stands a lonely vigil in the rain near his father's corpse. He is openly appreciative to any characters that will stand in the rain with him and let him grieve. Ivar hopes to be a good ruler and great hero like his father was. After a ceremony by Viscount Langard next week, Ivar expects to become the new Baron Avgustin (but, alas, he won't live that long).
- **Lady Katerina Brandenburg:** Baron Avgustin's sister is a nervous, addled old woman. Her sanity has deteriorated rapidly since her son died, and she only hangs on out of devotion to her young daughter, Elise. Katerina is a tall waspish woman who seems eerily disconnected from the events around her. She is nearly sixty years old.
- **Elise Brandenburg:** Baron Avgustin's niece is a polite little girl who is generally upbeat and

positive despite losing her father to war and brother to madness. She loves horses, and it's possible that the collapse of the stable bothers her more than the loss of her uncle. If the characters talk to her, she cries about the horses and the stable boy that was killed. Later, she runs off down the nearby horse path once no one's looking (see the Development, later in this Encounter).

- **Captain Yronl:** Baron Avgustin's most trusted advisor is this proud-looking man. Although Captain Yronl does not yet have the highest rank in the House Avgustin guard, most of the guardsmen defer to his skilled leadership. Baron Avgustin was a very close friend and like a father to Yronl, and Yronl bears his sadness and loss like a heavy load. He is polite to the characters, particularly those who are law-enforcement types in the Viscounty.
- **House Avgustin Tribunes:** To provide some defense to the proceedings, Captain Yronl has selected seven of Avgustin's most trusted guardsmen to keep an unobtrusive eye on proceedings. They'd rather not speak to the guests, and keep an eye out for danger. Each is equipped with half plate and halberds. They generally stay out of the way.
- **Walker Tama:** This tall woman is a priest of Fharlanghn and cartographer from Loren's Ford. She has been friends with Baron Avgustin for several years. She befriends any obvious cleric in the party, particularly worshippers of the Dweller on the Horizon.
- **Darby Bristlenoggin:** This dour old gnome has been sent by Prince Jimm to pay his respects. He is a long-bearded old patriarch with short-cropped hair. Darby is a prosperous gem merchant, but he keeps his wealth well hidden under his somber funeral garb. Darby didn't know Baron Avgustin well, but he's sad the old man is dead and concerned what might happen to Avgustin's lands. Darby pumps the characters for their opinions about Ivar Avgustin, and implies that many have high hopes for the soon-to-be Baron.

Development: It's clear that Elise is very distraught by the collapse of the stables. At some opportune time, she flees the area to head to a secret place she knows in the woods. The characters can only notice her leave with a

DC 25 + APL Spot check (remember the penalties due to the rain). If successful, they see her dart down the bridle path on the other side of the lake, out of sight.

Whether the characters see Elise leave or not, her disappearance is almost immediately noted. Lady Katerina demands that someone go after her. Captain Yronl volunteers to go look for her (even if the characters didn't see her leave, Captain Yronl has a good idea of where she's gone), but he's unwilling to venture down the riding path without backup. Captain Yronl tells the characters that he can either take them, in case Elise is in trouble, or he can take the House Avgustin guardsmen, leaving the characters to watch over the funeral guests.

If the characters decide to go after Elise with Captain Yronl, move on to **Encounter Five**. If the characters stay and let the guardsmen go, move on to **Encounter Six**.

Encounter Five: Looking for Elise

Alongside Captain Yronl, you travel up the bridle path curving around a sparse wood. After about twenty minutes (or 30 minutes, if the slowest party member moves 20 feet per round or slower), Captain Yronl starts looking for some sign through the trees and rain. He seems to notice whatever it was he was looking for, and pauses only long enough to say, "It's very important to both me and Elise that you keep what you're about to see here a secret." He then presses on directly into the forest.

Any character with the Track feat may make a DC 16 Survival check to notice that Elise indeed went this way a short time ago. Her tracks veer off the bridle path near a distinctive stump.

Five minutes later, you come upon a stone structure no bigger than a haystack. The structure looks very old, and is covered with lichen. One side of the structure is open, but the interior looks dry. Inside the structure is Elise Brandenburg, kneeling before a wooden shrine topped by lit candles and a three-armed symbol: the Rune of Retribution.

Characters that succeed at a DC 10 Knowledge (religion) check identify this rune as the holy symbol of Trithereon, Chaotic Good god of retribution and freedom.

The Attack: As soon any character (or Captain Yronl) nears the shrine, several skulking chokers attack. These chokers are agents of Obmi, sent to kill Elise in her secret

shrine. They are led by their queen, Gut-throttle, an adept of no small skill. Obmi bosses the other chokers around, but at least pretends to treat Gut-throttle with some respect. The chokers are spread out in the underbrush around the hut, and attack the characters from several sides at once. Roll Hide checks for the chokers opposed by Spot checks from the characters. Characters that succeed may act in the surprise round.

APL 4 (EL 6)

☛**Gut-Throttle:** female choker Adp4; hp 54; see Appendix One.

☛**Chokers (2):** hp 16 each; see *Monster Manual*.

APL 6 (EL 8)

☛**Gut-Throttle:** female choker Adp6/Rog2; hp 83; see Appendix One.

☛**Chokers (3):** hp 16 each; see *Monster Manual*.

APL 8 (EL 10)

☛**Gut-Throttle:** female choker Adp10/Rog2; hp 111; see Appendix One.

☛**Advanced chokers, 6HD (3):** hp 45 each; see Appendix One.

APL 10 (EL 12)

☛**Gut-Throttle:** female choker Adp14/Rog2; hp 138; see Appendix One.

☛**Advanced chokers, 6HD (6):** hp 45 each; see Appendix One.

APL 12 (EL 14)

☛**Gut-Throttle:** female choker Adp18/Rog2; hp 166; see Appendix One.

☛**Half-Fiendish advanced chokers, 6HD (6):** hp 51 each; see Appendix One.

Tactics: Captain Yronl runs to the shrine and defends Elise to the best of his ability. The chokers attack the characters first, assuming they can then finish Elise and Captain Yronl at their leisure. Gut-throttle casts as many damaging spells as possible every round, but she prefers to spread her damage-dealing spells around. At APL 12, she starts with *stoneskin* precast.

Development: Normally, chokers live underground and hunt alone. Any character who makes a DC 13 Knowledge (nature) or Knowledge (dungeoneering) check will know that this is a highly unusual attack for chokers; they are likely working for someone (or something) else. If the characters capture and interrogate her, Gut-throttle reveals that she works for Obmi, a gray-bearded dwarf who works for Iuz. She was

sent to this shrine to kill Elise and any other witnesses. Gut-throttle reveals this information only if the characters successfully demoralize her with an Intimidate check. The other chokers are Gut-Throttle's brood, and they just do as she commands.

Elise is afraid in the attack, but she tries not to let it show (DC 12 Sense Motive to reveal that the choker attack scared her). When the fight is over, read:

Avgustin's niece clutches at Captain Yronl's tabard as he leads her away from the shrine. She looks at all of you, then turns her face up to look at Captain Yronl. "Captain, they know our secret worship place. Can they keep the secret?"

Captain Yronl looks you over. "The worship of the Summoner is not illegal in the Viscounty, but unheard of among the nobility. The Cuthbertines would withdraw their support, and most military officers would distance their troops from the noble's lands. In these dangerous times, these lands need protection of the Cuthbertines and the military. Lord Ivar does not know. Not even the Baron knew of my secret faith...and Elise's. Please, keep what you have seen here to yourselves."

Whether the characters agree or not is out of Yronl's hands. If the characters probe him more completely on this issue, Yronl admits that he believes in doing good works above all else. However, he is a secret anarchist (as are most worshippers of Trithereon), and feels that most nobles are an oppressive burden on the populace. Even Baron Avgustin, he felt, lived his hero's life on the work of the peasants. Yronl desperately hopes Ivar will work to become an equal of the people, rather than an oppressor.

When the characters return to the manor, skip ahead to **Encounter Seven**.

Encounter Six: The Elements of Distraction

Captain Yronl and a half dozen soldiers hustle down the bridle path and are soon lost from sight. The funeral attendees mingle under the large canvas tent stretched over the patio. Over near the lake stands the ornate shrine to St. Cuthbert, carved in stone and exotic wood. Baron Avgustin's body, wrapped in finery, lies pale on the altar.

"A sad day for all," says a quavering voice near you. The speaker is a stunning woman with deep black

eyes and thick dark hair spilling down over an expensive funeral gown. "I've only just arrived, and we haven't met. I am Lady Meinwen (pronounced "main – when") Saflynd." The woman gives a brief curtsey.

Lady Meinwen is the wife of Lord Alywen Saflynd, the noble with lands to the west of House Avgustin. The Saflynds have strong ties to House Avgustin (and were vassals of House Avgustin only three generations ago). Lord Saflynd was unable to attend the Baron's funeral due to pressing matters, and sent his wife in his stead. Meinwen is quite comfortable in regal company, but she is not one to stand on formality and is always happy to meet new people.

Meinwen is a friendly, likeable woman who chitchats with the characters. She tries to naturally steer the conversation in the direction of their past exploits in western Verbobonc, particularly in the Iron Wood. She tries to find out whether any of them know Lord Shannus well, and what they think of him (Shannus is an elven dragon disciple who appeared in *VER2-02 Granite Keep*, *VER2-06 Glory Town*, *VER3-03 Glory Dimmed*, and *VER4-03 Glory's Warriors*. In mid 594 CY, he was elevated to nobility by the Viscount in exchange for keeping the Iron Wood purged of lycanthropes).

A DC 25 Knowledge (nobility and royalty) or Bardic Knowledge reveals that the Saflynds and Lord Shannus do not get along well (Alywen Saflynd thinks Shannus is an untrustworthy half-monster, and Shannus thinks House Saflynd has ties to lycanthropes). Meinwen tries to be discreet in her inquiries, but she's looking for any inside information she can get on Lord Shannus from the characters.

When you feel the discussions with Lady Meinwen are winding down, have the characters make Spot checks. To whichever character gets the highest (no matter the result), read:

Your gaze drifts over the lake near the shrine of St. Cuthbert where Avgustin's body rests. There is a flash in the rain near the far side of the lake, as though someone had tossed a bit of glass or gemstone into the water from the dense forest. You peer into the forest, but see no one there. Suddenly, with a roar, the surface of the lake rises up and surges toward the shrine.

Obmi has just summoned some elementals with *elemental gems* (and, at higher APLs, superior *elemental gems*). The water elemental rushes toward the shrine,

intending to batter it down and destroy the body within. The other elementals arrive in the second round of combat (the earth elemental from the ground, and the air elemental from out of the forest) and do the same. If the characters approach, the elementals turn on them instead.

APL 4 (EL 6)

🔥**Earth Elemental, Medium:** hp 30; see *Monster Manual*.

💧**Water Elemental, Large:** hp 68; see *Monster Manual*.

APL 6 (EL 8)

🔥**Earth Elemental, Large:** hp 68; see *Monster Manual*.

💧**Water Elemental, Huge:** hp 152; see *Monster Manual*.

APL 8 (EL 10)

🔥**Earth Elemental, Huge:** hp 152; see *Monster Manual*.

💧**Water Elemental, Greater:** hp 199; see *Monster Manual*.

APL 10 (EL 12)

🔥**Earth Elemental, Greater:** hp 199; see *Monster Manual*.

💧**Water Elemental, Elder:** hp 228; see *Monster Manual*.

APL 12 (EL 14)

🌪️**Air Elemental, Elder:** hp 204; see *Monster Manual*.

🔥**Earth Elemental, Elder:** hp 228; see *Monster Manual*.

💧**Water Elemental, Elder:** hp 228; see *Monster Manual*.

Tactics: These elementals batter on whoever is nearest. Since they are summoned creatures, any number of simple tricks can make this combat substantially easier for the characters (*protection from evil*, *dispel magic* against the minimum caster level needed to summon the elemental via *summon nature's ally*, *banishment*, and so forth). If no good target is within reach, the creatures batter at Baron Rollof Avgustin's corpse, defacing it quite completely.

Development: In the chaos of the battle, the characters can't tell which guests may have fled where. Certainly, none of the guests approach the shrine, and many of them scatter out from the patio. Ivar slips into the manor house, where he is killed by Obmi (the characters discover this in **Encounter Eight**). The elemental attack was just a distraction, and Obmi uses it to his best advantage (he's able to *dimension door* into the house; that's how he gets from the woods into the sitting room so quickly).

From here, go to **Encounter Seven**.

Encounter Seven: Coming Back Together

At this point, you've got to get the party back on track, based on what they've done so far.

If the characters **went to rescue Elise**, they return just as the House Avgustin Guardians are finishing their battle with the elementals. The Guardians were unable to prevent Baron Avgustin's body from being badly damaged, however, and this puts everyone in a worse mood. Anyone present can tell the characters that the elemental attack came from out of the woods. If the characters investigate that direction, they find the *elemental gem* on a DC 15+APL Search check (see below).

These characters earn the "learned of Yronl's and Elise's deity" entry on the AR.

If the characters stayed to **protect the attendees**, they are free to search the woods in the direction the elementals came from if they choose. On a DC 15+APL Search check, they discover an elemental gem (see below). Very soon, Captain Yronl and Elise return with three (out of eight) Guardians. The other Guardians were all slain, and the survivors can describe the choker attack in great detail. Ultimately, however, Captain Yronl and the Guardians were able to prevail over the horrid aberrations.

These characters earn the Influence with House Safflynd on the AR, as long as they shared any information about Shannus with Lady Meinwen Safflynd.

Treasure: If the characters search back into the woods where the elementals came from, a DC 15+APL Search check reveals a single gemstone, discarded in Obmi's haste to be gone before his elementals attacked. This is an *elemental gem* of some type (refer to the AR). The characters also find a large chunk of wood that was once a support pillar of the stable (Obmi dropped it here after he escaped the stable via *dimension door*).

APL 4: M: *elemental gem (transparent)*, (187 gp per character).

APL 6: M: *improved elemental gem (transparent)*, (275 gp per character).

APL 8: M: *greater elemental gem (transparent)*, (379 gp per character).

APL 10 and 12: M: *elder elemental gem (transparent)*, (637 gp per character).

Once the characters have caught up, read:

The funeral attendees return from the rain to the shelter of the canvas covering over the patio in ones and twos. The canvas is beginning to bulge downward in spots due to the weight of the collected rain. Despite the frightening sight they have just witnessed, the attendees animatedly describe (your party's heroics or the heroics of the House Guard) in fighting the elementals.

Lady Sasha Avgustin looks around with an expression of concern and, as more people return, rising panic. "Has anyone seen Ivar?" she asks aloud. "Has anyone seen my son?"

Sure enough, Ivar is missing from the returning crowd. If the characters ask around, a DC 20 Gather Information check reveals that he was last seen heading into the manor house. A DC 20 Search check while Tracking also shows that he entered the manor house. The characters may have other helpful ways, such as *locate object*, to find Ivar. They all lead to the sitting room inside the manor house, and the next Encounter.

Encounter Eight: One Less Heir

When the characters enter the manor house, read:

The patio doors of the Avgustin manor house open into a large tastefully-decorated drawing room. From behind a stout leather sofa you see a rapidly spreading pool of blood and an outstretched hand, clenched in a fist.

Behind the sofa lies Ivar, slain by a single blow to the head by a heavy bludgeoning weapon. Any character with the sneak attack ability can, with a DC 15 Heal check, determine that the killer had the sneak attack ability as well.

Ivar did not die without a struggle. Clenched in his fist is a clump of short gray hairs he tore from Obmi's beard as he was struck down.

If the characters try to raise Ivar from the dead, they find that they are unable. Obmi is pretty thorough when he targets some for death.

Development: Tracks: Even characters without the Track feat can identify wet, muddy footprints that simply appear in the sitting room behind the couch. The prints are wide and the owners pace is short, like a dwarf (a DC

18 Search check is needed to notice the pace). The tracks lead right out the front door of the manor, into the rain. When the characters follow the Killer, go to the next Encounter.

Encounter Nine: Showdown

Once the characters go out front, they come face to face with Obmi the Killer, Hammer of Iuz.

Standing alone in the parade-ground-turned-garden is a tall dwarf with an iron-gray beard. His feet are firmly planted in the mud and broken flowers, and he handles a massive hammer casually.

"Hmph," he grunts. "I didn't get to finish everything I wanted to do here, thanks to you chumps, but I still call today a success for Ol' Obmi. I see my note didn't fool you any. Smart. You might be just smart enough to survive to see me again. That'll be too bad for you, because I'll probably just kill you then."

With a quick action, the iron-bearded dwarf pulls some charms off a silver bracelet and flings them toward you. The charms resolve into a muscled duergar and a shifty-looking woman.

*"Get 'em, lads, and I'll pay you triple," says Obmi. If any character has access to the Nymph's Kiss feat from VER4-09 *Wicked Three*, Obmi points at those characters and adds, "Start with that one (or them). I owe (him or her or them) one for the dryad incident." With a flash, Obmi winks out of sight.*

Have all the characters make Spot checks immediately (remember the penalty due to rain). Those that succeed on a DC 12+APL notice that Obmi threw three charms, not two (a clue that there is a third villain around here somewhere).

These foes are called by a special *bracelet of friends* Obmi wears. They are surprised to be suddenly thrown into a fight, but they're not entirely unprepared. Each has a special *contingency* (placed by the Cowled Lady) that activates a spell when they are called by the bracelet. The Cowled Lady has the Craft Contingent Spell Feat* (See Appendix 2: New Rules Items) from *Complete Arcane* and thus was able to do this. The duergar barbarian gets *heroism* (or *greater heroism*, at higher APLs). The human ranger gets *false life* (or empowered *false life*, at higher APLs). The halfling assassin gets *greater invisibility* (at all APLs).

Obmi, of course, gets away for good. The characters do not get the chance to fight him here.

APL 4 (EL 7)

☞ **Urtgrim**: male duergar Bbn5: hp 55; see Appendix One.

☞ **Genda Two-Fangs**: female human Rgr2: hp 15; see Appendix One.

☞ **Skreet**: male Halfling Rog2: hp 14; see Appendix One.

APL 6 (EL 9)

☞ **Urtgrim**: male duergar Bbn7: hp 75; see Appendix One.

☞ **Genda Two-Fangs**: female human Rgr4: hp 31; see Appendix One.

☞ **Skreet**: male Halfling Rog4: hp 22; see Appendix One.

APL 8 (EL 11)

☞ **Urtgrim**: male duergar Bbn9: hp 95; see Appendix One.

☞ **Genda Two-Fangs**: female human Rgr6: hp 45; see Appendix One.

☞ **Skreet**: male Halfling Rog4/Ftr1/Asn1: hp 40; see Appendix One.

APL 10 (EL 13)

☞ **Urtgrim**: male duergar Bbn11: hp 115; see Appendix One.

☞ **Genda Two-Fangs**: female human Rgr8: hp 59; see Appendix One.

☞ **Skreet**: male Halfling Rog4/Ftr1/Asn3: hp 52; see Appendix One.

APL 12 (EL 15)

☞ **Urtgrim**: male duergar Bbn13: hp 135; see Appendix One.

☞ **Genda Two-Fangs**: female human Rgr10: hp 73; see Appendix One.

☞ **Skreet**: male Halfling Rog4/Ftr1/Asn5: hp 64; see Appendix One.

Tactics: These foes start about sixty feet away from the lead character. Urtgrim *enlarges* himself if reasonable to do so (that is, unless someone moves right up to him right away), then rages and closes with whoever he can. Genda is mostly a coward, but she tries to move up and deliver full attacks with her two weapons. She fights defensively if she starts taking damage. Skreet maneuvers into positions where he can make sneak attacks (or death attacks, at higher APLs) under his *greater invisibility*. Due to the mud and rain, the characters have a +8 circumstance bonus to spot Skreet as

he fights (remember invisible characters get +20 to Hide if they're moving, and +40 if they stay still), but this bonus is partially offset by the -4 Spot penalties due to the rain. These foes only give up if reduced to single digit hit points and given the option to surrender (except for Urtgrim, who fights to the death).

Terrain: the mud adds +2 to the DC of all Tumble checks in the area, but doesn't otherwise impede movement.

Treasure: Loot Obmi's minions:

APL 4: L: 387 gp; C: 0 gp; M: +1 *chain shirt*, (104 gp per character); +1 *scythe*, (193 gp per character); *potion of fly*, (62 gp per character); *potion of cure moderate wounds*, (25 gp per character); +1 *rapier*, (193 gp per character); *potion of invisibility*, (25 gp per character).

APL 6: L: 448 gp; C: 0 gp; M: +1 *chain shirt*, (104 gp per character); +1 *scythe*, (193 gp per character); *potion of fly*, (62 gp per character); *potion of cure serious wounds*, (62 gp per character); +1 *studded leather armor*, (97 gp per character); +1 *rapier*, (193 gp per character); *potion of invisibility*, (25 gp per character).

APL 8: L: 445 gp; C: 0 gp; M: +1 *chain shirt*, (104 gp per character); +1 *maiming scythe*, (693 gp per character); *potion of fly*, (62 gp per character); *potion of cure serious wounds*, (62 gp per character); +1 *studded leather armor*, (97 gp per character); +1 *rapier*, (193 gp per character); *potion of invisibility*, (25 gp per character).

APL 10: L: 95 gp; C: 0 gp; M: +1 *chain shirt*, (104 gp per character); +1 *maiming scythe*, (693 gp per character); *potion of fly*, (62 gp per character); +1 *mithral breastplate*, (433 gp per character); *potion of cure serious wounds*, (62 gp per character); +1 *studded leather armor*, (97 gp per character); +1 *rapier*, (193 gp per character); *potion of invisibility*, (25 gp per character).

APL 12: L: 45 gp; C: 0 gp; M: +1 *chain shirt*, (104 gp per character); +1 *maiming scythe*, (693 gp per character); *potion of fly*, (62 gp per character); *boots of speed*, (1,000 gp per character); +1 *mithral breastplate*, (433 gp per character); +1 *light pick* (2), (192 gp per character each); *potion of cure serious wounds*, (62 gp per character); +1 *studded leather armor*, (97 gp per character); +1 *rapier*, (193 gp per character); *potion of invisibility*, (25 gp per character).

Development: Questioning the Minions: These minions of Obmi are actually very well informed. If the characters are able to successfully demoralize any of them by use of the Intimidate skill, they reveal that they live and train in a fortress high up in the Lortmils. Obmi lives there, too, although he comes and goes quite a bit, and Obmi often entertains a pale-skinned woman who always wears a heavy cloak. Both Obmi and the woman come and go at strange times, with magic. There are also

a lot of giants hanging around the keep, mostly hill giants, ogres, and trolls. They are thoroughly bad people who enjoy the occasional murderous missions Obmi sends them on.

Once this encounter is over, go to the **Conclusion**.

Conclusion

When Lady Sasha learns of her son's death, she is too stricken with grief to even cry. However, she selects the most noble, polite, and brave among the heroes (don't choose a character that hasn't been polite to Lady Sasha, and don't choose a character that doesn't wear medium or heavier armor). Lady Sasha invites that character to become the new bearer of *Strength of the Land*, her husband's armor. Write this on the Critical Event Summary of who she selects if the PCs wish this armor. The Verbobonc Triad will then contact this player.

The old woman gestures arthritically to a guardsman from her chair. "Engart, will you please fetch Rollof's armor for this brave hero?" The guardsman looks shocked, but Lady Sasha nods grimly, "He would want it passed on to a new hero, and this one has showed himself(or herself) to be worthy."

Allow the chosen character to read the supplemental AR for this adventure, and decide whether he or she will accept this gift. The character need not purchase the armor now, but the possible bearer of the armor must be selected at this time. If the character doesn't want this armor for whatever reason, Lady Sasha selects another character to bequeath her husband's armor upon.

The following morning, Bishop Haufren arrives to give the proper Cuthbertine funeral rites. Bishop Haufren was delayed a day due to the downpour.

The wide carriage trundles into the yard of Avgustin Manor and stops with a squelch next to the remains of the stable. The carriage door opens in the morning rain and out steps a paunchy old man wearing vestments of St. Cuthbert. Bishop Haufren has finally arrived.

With the Bishop is a dour-looking contingent of assistant priests who seem more like bodyguards than clerics. Bishop Haufren approaches Lady Sasha Avgustin, perched on a chair beneath a wide umbrella, and the old woman begins crying anew.

Bishop Haufren talks with Captain Yronl and with the group of you for the better part of an hour to determine the extent of the damage to House Avgustin.

Bishop Haufren is a 14th level cleric of St. Cuthbert. If the characters need any spells that he could provide (such as *raise dead*), he will cast it for free if they provide any necessary material component.

If the characters learned of Yronl's and Elise's secret worship of Trithereon, ask the characters if they wish to reveal this secret to the Bishop. If they do, skip to the **Alternate Conclusion**. Otherwise, continue on.

By this time, all the guests have migrated to the backyard under the sagging awning, looking at the altar holding both Baron Avgustin and his son.

Bishop Haufren stands in the rain near the alter, a pair of his priests holding a cape over his bald head to keep off the pounding rain.

"Before I begin the ceremony," Bishop Haufren announces, "I want to remind you that there are two men dead here." The guests look around at each other, confused that the Bishop should state such an obvious fact. But the Bishop continues. "Brave and good men, but merely men nonetheless. You think you see old age, and the work of an assassin that has succeeded. I see new life, and the work of an assassin that has failed. This Obmi, this 'Hammer of the Old One', tried to kill a noble house of Verbobonc yesterday, and he failed. House Avgustin lives on. Men are dead, but the house lives on, because of these heroes."

Bishop Haufren gestures to the characters, and the gathered crowd looks at them appreciatively.

"I would like to invite Lady Elise Brandenburg, by all rights now head of House Avgustin, to stand by me while I administer the sacred rites over her uncle and cousin. I would also like to invite Captain Yronl to stand behind Elise, from now until she comes of age, as her Regent."

The little girl and Captain Yronl step out into the rain next to Bishop Haufren, and the Bishop begins the funeral rites over the fallen hero and his son.

The End

Alternate Conclusion

If the characters reveal Captain Yronl's and Elise's secret, Bishop Haufren is not going to name them as the leaders of House Avgustin (even though that was his orders from Viscount Langard). For the time being, House Avgustin is leaderless, as Bishop Haufren doesn't bring it up. Conclude with the following shorter text:

By this time, all the guests have migrated to the backyard under the sagging awning, looking at the altar holding both Baron Avgustin and his son.

Bishop Haufren stands in the rain near the altar, a pair of his priests holding a cape over his bald head to keep off the pounding rain.

"Before I begin the ceremony," Bishop Haufren announces, "I want to thank the heroes here for trying their best to end yesterday's threat. If they had acted quicker, perhaps House Avgustin would have a leader still this day."

Without further comment, the Bishop begins the funeral rites over the fallen hero and his son.

The End

Experience Point Summary

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

Encounter One: Now That's Not Fair!

Defeat the ambushers:

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter Two: At the Splashing Pony

Discover either the forgery or the secret message in the second note:

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Encounter Five: Looking For Elise

-or-

Encounter Six: The Elements of Distraction

Defeat the chokers/elementals:

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

Encounter Nine: Showdown

Defeat Obmi's minions:

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Story Award

Good roleplaying and combat heroics:

APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One: Now That's Not Fair!

Loot the ambushers:

APL 4: L: 100 gp.

APL 6: L: 150 gp.

APL 8: L: 200 gp.

APL 10: L: 250 gp.

APL 12: L: 300 gp.

Encounter Seven: Coming Back Together

Discover the discarded elemental gem:

APL 4: M: *elemental gem (transparent)*, (187 gp per character).

APL 6: M: *improved elemental gem (transparent)*, (275 gp per character).

APL 8: M: *greater elemental gem (transparent)*, (379 gp per character).

APL 10 and 12: M: *elder elemental gem (transparent)*, (637 gp per character).

Encounter Nine: Showdown

Defeat and loot Obmi's minions:

APL 4: L: 387 gp; C: 0 gp; M: *+I chain shirt*, (104 gp per character); *+I scythe*, (193 gp per character); *potion of fly*, (62 gp per character); *potion of cure moderate wounds*,

(25 gp per character); *+I rapier*, (193 gp per character); *potion of invisibility*, (25 gp per character).

APL 6: L: 448 gp; C: 0 gp; M: *+I chain shirt*, (104 gp per character); *+I scythe*, (193 gp per character); *potion of fly*, (62 gp per character); *potion of cure serious wounds*, (62 gp per character); *+I studded leather armor*, (97 gp per character); *+I rapier*, (193 gp per character); *potion of invisibility*, (25 gp per character).

APL 8: L: 445 gp; C: 0 gp; M: *+I chain shirt*, (104 gp per character); *+I maiming scythe*, (693 gp per character); *potion of fly*, (62 gp per character); *potion of cure serious wounds*, (62 gp per character); *+I studded leather armor*, (97 gp per character); *+I rapier*, (193 gp per character); *potion of invisibility*, (25 gp per character).

APL 10: L: 95 gp; C: 0 gp; M: *+I chain shirt*, (104 gp per character); *+I maiming scythe*, (693 gp per character); *potion of fly*, (62 gp per character); *+I mithral breastplate*, (433 gp per character); *potion of cure serious wounds*, (62 gp per character); *+I studded leather armor*, (97 gp per character); *+I rapier*, (193 gp per character); *potion of invisibility*, (25 gp per character).

APL 12: L: 45 gp; C: 0 gp; M: *+I chain shirt*, (104 gp per character); *+I maiming scythe*, (693 gp per character); *potion of fly*, (62 gp per character); *boots of speed*, (1,000 gp per character); *+I mithral breastplate*, (433 gp per character); *+I light pick* (2), (192 gp per character each); *potion of cure serious wounds*, (62 gp per character); *+I studded leather armor*, (97 gp per character); *+I rapier*, (193 gp per character); *potion of invisibility*, (25 gp per character).

Maximum Possible Treasure

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

APL 12: 3300 gp

Appendix One: Non-Player Characters

APL 4

Encounter One: Now That's Not Fair!

Vengeful Drow Rangers

Drow Rangers (3): male drow Rgr1; CR 2; Medium humanoid (elf); HD 1d8+2; hp 10; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +4 chain shirt, +2 masterwork large steel shield), touch 13, flat-footed 16; Base Atk +1; Grp +3; Atk +4 melee (1d6+2 and poison, short sword) or +4 ranged (1d4 and poison, hand crossbow); SA favored enemy (human) +2; SQ darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 1st level caster, wild empathy, SR 12; AL NE; SV Fort +4, Ref +5, Will +1 (+3 against spells and spell-like abilities); Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +4, Hide +5, Listen +7, Move Silently +5, Search +2, Sense Motive +2, Spot +7, Survival +5; Daylight Adaptation*, Track.

Possessions: masterwork short sword (poisoned), masterwork heavy steel shield, masterwork chain shirt, hand crossbow with two bolts (both poisoned).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

* New Rules Item: See Appendix 2.

Ogre Mage Assassin

Ogre Assassin: female ogre Rog4; CR 5; Large giant; HD 4d8+4d6+32; hp 71; Init +6; Spd 40 ft.; AC 20 (-1 size, +2 Dex, +5 natural, +4 chain shirt), touch 11, flat-footed 20; Base Atk +6; Grp +16; Atk +12 melee (3d6+9, greatsword) or +11 melee (1d6+6, dagger); Full Atk +12/+7 melee (3d6+9, greatsword) or +11/+6 melee (1d6+6, dagger); Space/Reach 10 ft./10 ft.; SA sneak attack +2d6; SQ darkvision 90 ft., evasion, low-light vision, trapfinding, trap sense +1, uncanny dodge, AL NE; SV Fort +9, Ref +7, Will +2; Str 23, Dex 14, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Hide +8, Listen +6, Move Silently +12, Spot +7; Combat Reflexes, Hold the Line*, Improved Initiative.

Possessions: masterwork chain shirt, masterwork greatsword, six daggers.

* New Rules Item: See Appendix 2.

Hired Killers/Bandits

Thugs (5): male human Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +1;

Grp +3; Atk +3 melee (1d8+3, longsword); AL NE; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +4, Hide +5, Move Silently +3; Dodge, Improved Initiative, Stealthy.

Possessions: masterwork chain shirt, longsword, dagger.

Encounter Five: Looking for Elise

Gut-Throttle: female choker Adp4; CR 4; Small aberration; HD 3d8+4d6+21; hp 54; Init +7; Spd 20 ft., climb 10 ft.; AC 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15; Base Atk +4; Grp +6; Atk +6 melee (1d3+2, tentacle); Full Atk +6/+6 melee (1d3+2, tentacles); Space/Reach 5 ft./10 ft.; SA constrict, improved grab; SQ darkvision 60 ft., quickness, weasel familiar; AL CE; SV Fort +5, Ref +9, Will +11; Str 14, Dex 17, Con 16, Int 6, Wis 18, Cha 6.

Skills and Feats: Climb +12, Concentration +7 (+11), Hide +11, Move Silently +7; Combat Casting, Improved Initiative (B), Lightning Reflexes, Stealthy.

Spells Prepared (3/3/1; base DC 14 + spell level): 0—*cure minor wounds*, *ghost sound*, *touch of fatigue*, 1st—*bless*, *burning hands* (2); 2nd—*scorching ray*.

Possessions: spell component pouch.

Encounter Nine: Showdown

Urtgrim: male duergar Bbn5; CR 6; Medium humanoid (dwarf); HD 5d12+15; hp 55; Init +6; Spd 30 ft.; AC 16 (+1 Dex, +5 chain shirt), touch 11, flat-footed 16; Base Atk +5; Grp +8; Atk +9 melee (2d4+5, scythe); SQ darkvision 120 ft., daylight sensitivity, fast movement, illiteracy, immune to paralysis, phantasms, and poison, improved uncanny dodge, rage 2/day, spell-like abilities (*enlarge person* and *invisibility* 1/day as Wiz10), stability, stonemasonry, trap sense +1, +2 saves vs. spell like abilities (not added in); AL NE; SV Fort +7, Ref +2, Will +2; Str 16, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +6, Listen +10, Move Silently +4, Spot +2, Survival +9; Cleave, Power Attack.

Possessions: +1 chain shirt, +1 scythe, 3 throwing axes, *potion of fly*.

Rage: When Urtgrim rages, his stats change as follows: HD 5d12+25; hp 65; AC 14, touch 9, flat-footed 14; Grp +10; Atk +11 melee (2d4+8, scythe); SV Fort +9, Will +4; Str 20, Con 20.

Spells Active: Urtgrim gets a *heroism* spell (caster level 15th) as he arrives, giving him a +2 morale bonus on attacks, saves, and skill checks. These bonuses are not included above.

Genda Two-Fangs: female human Rgr2; CR 2; Medium humanoid (human); HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +5 breastplate), touch 12, flat-footed 15; Base Atk +2; Grp +4; Atk +5 melee (1d4+2, light pick); Full Atk +3 melee (1d4+2, light pick) and +3 melee (1d4+1, light pick); SQ favored enemy (elves) +2, wild empathy +2; AL NE; SV Fort +4, Ref +5, Will +1; Str 14, Dex 15, Con 13, Int 8, Wis 12, Cha 10.

Skills and Feats: Hide +7, Listen +6, Move Silently +7, Search +4, Spot +6, Survival +6; Dodge, Track, Two-Weapon Fighting, Weapon Focus (light pick).

Possessions: mithral breastplate, 2 light picks, longbow, 20 arrows, dagger, *potion of cure moderate wounds*.

Spells Active: Genda gets a *false life* spell (caster level 15th) as she arrives, giving her 1d10+10 temporary hit points.

Skreet: male halfling Rog2; CR 2; Small humanoid (halfling); HD 2d6+4; hp 14; Init +3; Spd 20 ft.; AC 17 (+1 size, +3 Dex, +3 studded leather), touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk +4 melee (1d4+1, rapier); SA sneak attack +1d6; SQ evasion, trapfinding; AL CE; SV Fort +3, Ref +7, Will +2 (+4 vs. fear); Str 11, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +8, Climb +2, Disable Device +7, Hide +7, Jump +9, Listen +8, Move Silently +10, Search +5, Spot +6, Tumble +10; Dodge.

Possessions: masterwork studded leather armor, +1 rapier, shortbow, 20 arrows, dagger, masterwork thieves tools, *potion of invisibility*.

Spells Active: Skreet gets a *greater invisibility* spell (caster level 15th) as he arrives.

APL 6

Encounter One: Now That's Not Fair!

Vampire Loved One

Vampire War6: CR 7; Medium undead (augmented humanoid); HD 6d12; hp 39; Init +7; Spd 30 ft.; AC 19 (+3 Dex, +6 natural), touch 13, flat-footed 16; Base Atk +6; Grp +10; Atk +11 melee (1d6+4 plus energy drain, slam); SA blood drain, children of the night, dominate (DC 15), create spawn, energy drain; SQ alternate form, DR 10/silver and magic, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, +4 turn resistance; AL NE; SV Fort +5, Ref +7, Will +3; Str 19, Dex 16, Con -, Int 12, Wis 13, Cha 14.

Skills and Feats: Intimidate +11, Listen +3, Knowledge (any one) +10, Spot +3; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (slam).

Vengeful Drow Rangers

Drow Rangers (3): male drow Rgr3; CR 4; Medium humanoid (elf); HD 3d8+6; hp 24; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt), touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d6+2/19-20 and poison, short sword) or +6 ranged (1d4 and poison, hand crossbow); Full Atk +4 melee (1d6+2 and poison, short sword) and +4 melee (1d6+1 and poison, short sword); SA favored enemy (human +2); SQ darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 3rd level caster, wild empathy, SR 14; AL NE; SV Fort +5, Ref +6, Will +2 (+4 against spells and spell-like abilities); Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +4, Hide +8, Listen +9, Move Silently +8, Search +2, Sense Motive +3, Spot +9, Survival +7; Daylight Adaptation*, Combat Reflexes, Endurance, Track, Two-Weapon Fighting.

Possessions: two masterwork short swords (both poisoned), masterwork chain shirt, hand crossbow with two bolts (both poisoned).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

* New Rules Item: See Appendix 2.

Hired Killers/Bandits

Thugs (4): male human Ftr2/Rog1; CR 3; Medium humanoid (human); HD 2d10+1d6+3; hp 23; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +2; Grp +4; Atk +5 melee (1d8+3, longsword); SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +4,

Ref +4, Will +1; Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +6, Hide +9, Move Silently +6; Combat Reflexes, Dodge, Improved Initiative, Mobility, Stealthy.

Possessions: masterwork chain shirt, masterwork longsword, dagger.

Encounter Five: Looking for Elise

Gut-Throttle: female choker Adp6/Rog2; CR 8; Small aberration; HD 3d8+8d6+33; hp 83; Init +8; Spd 20 ft., climb 10 ft.; AC 19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15; Base Atk +6; Grp +8; Atk +8 melee (1d3+2, tentacle); Full Atk +8/+8 melee (1d3+2, tentacles); Space/Reach 5 ft./10 ft.; SA constrict, improved grab, sneak attack +1d6; SQ darkvision 60 ft., evasion, quickness, weasel familiar; AL CE; SV Fort +6, Ref +14, Will +12; Str 14, Dex 18, Con 16, Int 6, Wis 18, Cha 6.

Skills and Feats: Climb +12, Concentration +9 (+13), Hide +17, Move Silently +13; Combat Casting, Improved Initiative (B), Leadership, Lightning Reflexes, Stealthy.

Spells Prepared (3/3/2; base DC 14 + spell level): 0—*cure minor wounds*, *ghost sound*, *touch of fatigue*, 1st—*bless*, *burning hands* (2); 2nd—*scorching ray* (2).

Possessions: spell component pouch.

Encounter Nine: Showdown

Urtgrim: male duergar Bbn7; CR 8; Medium humanoid (dwarf); HD 7d12+21; hp 75; Init +6; Spd 30 ft.; AC 16 (+1 Dex, +5 chain shirt), touch 11, flat-footed 16; Base Atk +7; Grp +10; Atk +12 melee (2d4+5, scythe); Full Atk +12/+7 melee (2d4+5, scythe); SQ DR 1/—, darkvision 120 ft., daylight sensitivity, fast movement, illiteracy, immune to paralysis, phantasms, and poison, improved uncanny dodge, rage 2/day, spell-like abilities (*enlarge person* and *invisibility* 1/day as Wiz14), stability, stonemasonry, trap sense +2, +2 save vs. spell-like abilities (not added in); AL NE; SV Fort +8, Ref +3, Will +3; Str 16, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +8, Listen +12, Move Silently +4, Spot +2, Survival +11; Cleave, Power Attack, Weapon Focus (scythe).

Possessions: +1 chain shirt, +1 scythe, 3 throwing axes, *potion of fly*.

Rage: When Urtgrim rages, his stats change as follows: HD 7d12+35; hp 89; AC 14, touch 9, flat-footed 14; Grp +12; Atk +14 melee (2d4+8/x4, scythe); Full Atk +14/+9 melee (2d4+8/x4, scythe); SV Fort +10, Will +6; Str 20, Con 20.

Spells Active: Urtgrim gets a *heroism* spell (caster level 15th) as he arrives, giving him a +2 morale bonus on attacks, saves, and skill checks. These bonuses are not included above.

Genda Two-Fangs: female human Rgr4; CR 4; Medium humanoid (human); HD 4d8+8; hp 31; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +5 breastplate), touch 12, flat-footed 15; Base Atk +4; Grp +6; Atk +8 melee (1d4+2, light pick); Full Atk +6 melee (1d4+2, light pick) and +6 melee (1d4+1, light pick); SQ favored enemy (elves) +2, wild empathy +4; AL NE; SV Fort +6, Ref +6, Will +2; Str 14, Dex 15, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Hide +9, Listen +8, Move Silently +9, Search +6, Spot +8, Survival +8; Dodge, Endurance, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (light pick).

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

Possessions: mithral breastplate, 2 masterwork light picks, masterwork longbow, 20 arrows, dagger, *potion of cure serious wounds*.

Spells Active: Genda gets a *false life* spell (caster level 15th) as she arrives, giving her 1d10+10 temporary hit points.

Skreet: male halfling Rog4; CR 4; Small humanoid (halfling); HD 4d6+4; hp 22; Init +4; Spd 20 ft.; AC 19 (+1 size, +4 Dex, +4 studded leather), touch 15, flat-footed 19; Base Atk +3; Grp -1; Atk +9 melee (1d4+1, +1 rapier); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +4, Ref +9, Will +3 (+5 vs. fear); Str 11, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +10, Climb +2, Disable Device +9, Hide +9, Jump +9, Listen +10, Move Silently +12, Search +7, Spot +8, Tumble +12; Dodge, Weapon Finesse.

Possessions: +1 studded leather armor, +1 rapier, shortbow, 20 arrows, dagger, masterwork thieves tools, *potion of invisibility*.

Spells Active: Skreet gets a *greater invisibility* spell (caster level 15th) as he arrives.

APL 8

Encounter One: Now That's Not Fair!

Vampire Loved One

Vampire War8: CR 9; Medium undead (augmented humanoid); HD 8d12; hp 52; Init +7; Spd 30 ft.; AC 19 (+3 Dex, +6 natural), touch 13, flat-footed 16; Base Atk +8; Grp +13; Atk +14 melee (1d6+5 plus energy drain, slam); SA blood drain, children of the night, dominate (DC 16), create spawn, energy drain; SQ alternate form, DR 10/silver and magic, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, +4 turn resistance; AL NE; SV Fort +6, Ref +7, Will +3; Str 20, Dex 16, Con -, Int 12, Wis 13, Cha 14.

Skills and Feats: Intimidate +13, Listen +3, Knowledge (any one) +12, Spot +3; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (slam).

Vengeful Drow Rangers

Drow Rangers (3): male drow Rgr5; CR 6; Medium humanoid (elf); HD 5d8+10; hp 38; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +4 chain shirt), touch 14, flat-footed 14; Base Atk +5; Grp +7; Atk +8 melee (1d6+2 and poison, short sword) or +9 ranged (1d4 and poison, hand crossbow); Full Atk +6 melee (1d6+2 and poison, short sword) and +6 melee (1d6+1 and poison, short sword); SA favored enemy (human +4 and elf +2); SQ animal companion (Medium viper), darkvision 120 ft., *dancing lights*, *darkness*, *faerie*, SR resistance 16; AL NE; SV Fort +6, Ref +8, Will +2 (+4 against spells and spell-like abilities); Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +6, Hide +11, Listen +11, Move Silently +11, Search +2, Sense Motive +3, Spot +11, Survival +9; Daylight Adaptation*, Combat Reflexes, Endurance, Track, Two-Weapon Fighting.

Possessions: two masterwork short swords (both poisoned), masterwork chain shirt, hand crossbow with two bolts (both poisoned).

Spells Prepared (1; save DC 11 + spell level): 1st—*entangle*.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

* New Rules Item: See Appendix 2.

Ogre Mage Assassin

Ogre Mage Assassin: female ogre mage Rog2; CR 9; Large giant; HD 5d8+2d6+35; hp 71; Init +6; Spd 40 ft. fly 40 ft. (good); AC 20 (-1 size, +2 Dex, +5 natural, +4 chain shirt), touch 11, flat-footed 18; Base Atk +4; Grp +15; Atk

+11 melee (3d6+10 greatsword) or +10 melee (1d6+7, dagger); Space/Reach 10 ft./10 ft.; SA sneak attack +1d6, spell-like abilities; SQ darkvision 90 ft., evasion, low-light vision, regeneration 5, trapfinding, spell resistance 19, AL NE; SV Fort +9, Ref +6, Will +3; Str 25, Dex 14, Con 20, Int 12, Wis 14, Cha 18.

Skills and Feats: Bluff +13, Concentration +13, Hide +2, Listen +9, Move Silently +5, Spellcraft +2, Spot +10; Combat Reflexes, Improved Feint, Improved Initiative.

Spell-Like Abilities: At will—*darkness*, *invisibility*, 1/day—*charm person* (DC 15), *cone of cold* (DC 19), *gaseous form*, *polymorph*, *sleep* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Possessions: masterwork chain shirt, masterwork greatsword, six daggers.

Hired Killers/Bandits

Thugs (4): male human Ftr2/Rog3; CR 5; Medium humanoid (human); HD 2d10+3d6+5; hp 33; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +4; Grp +7; Atk +8 melee (1d8+3, longsword); SA sneak attack +2d6; SQ evasion, trapfinding; AL NE; SV Fort +5, Ref +5, Will +2; Str 16, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +8, Hide +11, Move Silently +11, Spot +8; Combat Reflexes, Dodge, Improved Initiative, Mobility, Stealthy.

Possessions: masterwork chain shirt, masterwork longsword, dagger.

Encounter Five: Looking for Elise

Gut-Throttle: female choker Adp10/Rog2; CR 9; Small aberration; HD 3d8+12d6+45; hp 111; Init +8; Spd 20 ft., climb 10 ft.; AC 19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15; Base Atk +8; Grp +10; Atk +10 melee (1d3+2, tentacle); Full Atk +10/+10 melee (1d3+2, tentacles); Space/Reach 5 ft./10 ft.; SA constrict, improved grab, sneak attack +1d6; SQ darkvision 60 ft., evasion, quickness, weasel familiar; AL CE; SV Fort +7, Ref +15, Will +14; Str 14, Dex 18, Con 16, Int 6, Wis 19, Cha 6.

Skills and Feats: Climb +12, Concentration +13 (+17), Hide +17, Move Silently +13; Combat Casting, Improved Initiative (B), Leadership, Lightning Reflexes, Spell Focus (evocation), Stealthy, Weapon Focus (ray spells).

Spells Prepared (3/4/3/2; base DC 14 + spell level, 15 + spell level for evocation spells): 0—*cure minor wounds*, *ghost sound*, *touch of fatigue*, 1st—*bless*, *burning hands* (2), *protection from good*; 2nd—*scorching ray* (3); 3rd—*lightning bolt* (2).

Possessions: spell component pouch.

Advanced Chokers, 6HD (3): CR 4; Small aberration; HD 6d8+18; hp 45 each; Init +9; Spd 20 ft., climb 10 ft.; AC 20 (+1 size, +5 Dex, +4 natural), touch 16, flat-footed 15; Base Atk +4; Grp +8; Atk +9 melee (1d3+4, tentacle); Full Atk +9 melee (1d3+4, tentacle); SA constrict, improved grab; SQ darkvision 60 ft., quickness; AL CE; SV Fort +5, Ref +9, Will +8; Str 19, Dex 20, Con 16, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +13, Hide +15, Move Silently +11; Improved Initiative (B), Iron Will, Lightning Reflexes, Stealthy.

Encounter Nine: Showdown

Urtgrim: male duergar Bbn9; CR 10; Medium humanoid (dwarf); HD 9d12+27; hp 95; Init +6; Spd 30 ft.; AC 16 (+1 Dex, +5 chain shirt), touch 11, flat-footed 16; Base Atk +9; Grp +12; Atk +14 melee (2d4+5, +1 *maiming scythe**); Full Atk +14/+9 melee (2d4+5, +1 *maiming scythe**); SQ DR 1/—, darkvision 120 ft., daylight sensitivity, fast movement, illiteracy, immune to paralysis, phantasms, and poison, improved uncanny dodge, rage 3/day, spell-like abilities (*enlarge person* and *invisibility* 1/day as Wiz18), stability, stoncutting, trap sense +3, +2 saves vs. spell and spell-like abilities (not added in); AL NE; SV Fort +9, Ref +4, Will +4; Str 17, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +10, Listen +14, Move Silently +4, Spot +2, Survival +13; Cleave, Improved Critical (scythe), Power Attack, Weapon Focus (scythe).

Possessions: +1 chain shirt, +1 *maiming scythe**, 3 throwing axes, *potion of fly*.

Rage: When Urtgrim rages, his stats change as follows: HD 9d12+45; hp 113; AC 14, touch 9, flat-footed 14; Grp +14; Atk +16 melee (2d4+8, +1 *maiming scythe**); Full Atk +16/+11 melee (2d4+8, +1 *maiming scythe**); SV Fort +11, Will +6; Str 21, Con 20.

Spells Active: Urtgrim gets a *heroism* spell (caster level 15th) as he arrives, giving him a +2 morale bonus on attacks, saves, and skill checks. These bonuses are not included above.

*New Rules Item: See Appendix 2.

Genda Two-Fangs: female human Rgr6; CR 6; Medium humanoid (human); HD 6d8+12; hp 45; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +6 breastplate), touch 12, flat-footed 16; Base Atk +6; Grp +8; Atk +10 melee (1d4+2, light pick); Full Atk +8/+3 melee (1d4+2, light pick) and +8/+3 melee (1d4+1, light pick); SQ favored enemy (elves +4, humans +2), wild empathy +6; AL NE; SV Fort +7, Ref +7, Will +3; Str 14, Dex 15, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Hide +11, Listen +10, Move Silently +11, Search +8, Spot +10, Survival +10; Dodge, Endurance, Improved Two-Weapon Fighting, Track,

Two-Weapon Fighting, Weapon Finesse, Weapon Focus (light pick).

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

Possessions: +1 *mithral breastplate*, 2 masterwork light picks, masterwork longbow, 20 arrows, dagger, *potion of cure serious wounds*.

Spells Active: Genda gets an empowered *false life* spell (caster level 15th) as she arrives, giving her (1d10+10) x 1.5 temporary hit points.

Skreet: male halfling Rog4/Ftr1/Asn1; CR 6; Small humanoid (halfling); HD 1d10+5d6+12; hp 40; Init +4; Spd 20 ft.; AC 19 (+1 size, +4 Dex, +4 studded leather), touch 15, flat-footed 19; Base Atk +4; Grp +0; Atk +10 melee (1d4+1, rapier); SA death attack (Fort DC 11), sneak attack +3d6; SQ evasion, poison use, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +6, Ref +11, Will +3 (+5 vs. fear); Str 11, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +10, Climb +2, Disable Device +5, Disguise +4, Hide +16, Jump +9, Listen +8, Move Silently +12, Search +7, Spot +8, Tumble +14; Dodge, Mobility, Spring Attack, Weapon Finesse.

Possessions: +1 *studded leather armor*, +1 *rapier*, shortbow, 20 arrows, dagger, masterwork thieves tools, *potion of invisibility*.

Spells Active: Skreet gets a *greater invisibility* spell (caster level 15th) as he arrives.

APL 10

Encounter One: Now That's Not Fair!

Vampire Loved One

Vampire Warrior: CR 11; Medium undead (augmented humanoid); HD 10d12; hp 65; Init +7; Spd 30 ft.; AC 19 (+3 Dex, +6 natural), touch 13, flat-footed 16; Base Atk +10; Grp +15; Atk +16 melee (1d6+5 plus energy drain, slam); SA blood drain, children of the night, dominate (DC 19), create spawn, energy drain; SQ alternate form, DR 10/silver and magic, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, +4 turn resistance; AL NE; SV Fort +7, Ref +8, Will +4; Str 20, Dex 16, Con -, Int 12, Wis 13, Cha 14.

Skills and Feats: Intimidate +15, Listen +3, Knowledge (any one) +14, Spot +3; Ability Focus (dominate), Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (slam).

Vengeful Drow Rangers

Drow Rangers (3): male drow Rgr7; CR 8; Medium humanoid (elf); HD 7d8+14; hp 52; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +4 chain shirt), touch 14, flat-footed 14; Base Atk +7; Grp +9; Atk +12 melee (1d6+2 and poison, short sword) or +11 ranged (1d4 and poison, hand crossbow); Full Atk +10/+5 melee (1d6+2 and poison, short sword) and +10/+5 melee (1d6+1 and poison, short sword); SA favored enemy (human +4 and elf +2); SQ animal companion (Medium viper), darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 7th level caster, wild empathy, woodland stride, SR 18; AL NE; SV Fort +7, Ref +9, Will +3 (+5 against spells and spell-like abilities); Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +6, Hide +13, Listen +13, Move Silently +13, Search +2, Sense Motive +4, Spot +13, Survival +11; Daylight Adaptation*, Combat Expertise, Endurance, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Finesse.

Spells Prepared (2; save DC 11 + spell level): 1st—*entangle*, *resist energy*.

Possessions: two masterwork short swords (both poisoned), masterwork chain shirt, hand crossbow with two bolts (both poisoned).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

* New Rules Item: See Appendix 2.

Medium Viper, Advanced: CR -, Medium animal; HD 4d8; hp 18; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC

18 (+4 Dex, +4 natural), touch 14, flat-footed 14; Base Atk +3; Grp +2; Atk +7 melee (1d4-1 plus poison, bite); SA poison; SQ scent, link, share spells, evasion; AL N; SV Fort +4, Ref +8, Will +2; Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +11, Hide +13, Listen +6, Spot +6, Swim +7; Weapon Finesse.

Poison (Ex): Poisonous bite. Fort save (DC 11), initial and secondary damage 1d6 Con.

Ogre Mage Assassin

Ogre Mage Assassin: female ogre mage Rog6; CR 11; Large giant; HD 5d8+6d6+55; hp 107; Init +6; Spd 40 ft. fly 40 ft. (good); AC 20 (-1 size, +2 Dex, +5 natural, +4 chain shirt), touch 11, flat-footed 20; Base Atk +7; Grp +18; Atk +15 melee (3d6+12, greatsword) or +14 melee (1d6+8, dagger); Full Atk +15/+10 melee (3d6+12, greatsword) or +14/+9 melee (1d6+7, dagger); Space/Reach 10 ft/10 ft; SA sneak attack +3d6, spell-like abilities; SQ darkvision 90 ft., evasion, low-light vision, regeneration 5, trapfinding, trap sense +2, uncanny dodge, SR 19, AL NE; SV Fort +11, Ref +8, Will +5; Str 26, Dex 14, Con 20, Int 12, Wis 14, Cha 18.

Skills and Feats: Bluff +18, Concentration +13, Hide +11, Listen +10, Move Silently +15, Spellcraft +2, Spot +10, Tumble +12; Combat Reflexes, Hold the Line*, Improved Feint, Improved Initiative.

Spell-Like Abilities: At will—*darkness*, *invisibility*, 1/day—*charm person* (DC 15), *cone of cold* (DC 19), *gaseous form*, *polymorph*, *sleep* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Possessions: masterwork chain shirt, masterwork greatsword, six daggers.

* New Rules Item: See Appendix 2.

Hired Killers/Bandits

Thugs (4): male human Ftr4/Rog3; CR 7; Medium humanoid (human); HD 4d10+3d6+7; hp 45 each; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +6; Grp +9; Atk +11 melee (1d8+5, longsword); Full Atk +11/+6 melee (1d8+5, longsword); SA sneak attack +2d6; SQ evasion, trapfinding; AL NE; SV Fort +6, Ref +6, Will +3; Str 16, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +10, Hide +11, Move Silently +11, Spot +9; Combat Reflexes, Dodge, Improved Initiative, Mobility, Stealthy, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork chain shirt, masterwork longsword, dagger.

Encounter Five: Looking for Elise

Gut-Throttle: female choker Adp14/Rog2; CR 11; Small

aberration; HD 3d8+16d6+57; hp 138; Init +8; Spd 20 ft., climb 10 ft.; AC 19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15; Base Atk +10; Grp +12; Atk +12 melee (1d3+2, tentacle); Full Atk +12/+12 melee (1d3+2, tentacles); Space/Reach 5 ft./10 ft.; SA constrict, improved grab, sneak attack +1d6; SQ darkvision 60 ft., evasion, quickness, weasel familiar; AL CE; SV Fort +8, Ref +16, Will +17; Str 14, Dex 18, Con 16, Int 6, Wis 20, Cha 6.

Skills and Feats: Climb +12, Concentration +17 (+21), Hide +17, Move Silently +13; Combat Casting, Improved Initiative (B), Leadership, Lightning Reflexes, Maximize Spell, Spell Focus (evocation), Stealthy, Weapon Focus (ray spells).

Spells Prepared (3/5/4/3/2; base DC 15 + spell level; 16 + spell level for Evocation spells): 0—*cure minor wounds*, *ghost sound*, *touch of fatigue*, 1st—*bless*, *burning hands* (3), *protection from good*; 2nd—*scorching ray* (3), *see invisibility*; 3rd—*bestow curse*, *lightning bolt* (2); 4th—*cure critical wounds*, *wall of fire*.

Possessions: spell component pouch.

Advanced Chokers, 6HD (6): CR 4; Small aberration; HD 6d8+18; hp 45 each; Init +9; Spd 20 ft., climb 10 ft.; AC 20 (+1 size, +5 Dex, +4 natural), touch 16, flat-footed 15; Base Atk +4; Grp +8; Atk +9 melee (1d3+4, tentacle); Full Atk +9 melee (1d3+4, tentacle); SA constrict, improved grab; SQ darkvision 60 ft., quickness; AL CE; SV Fort +5, Ref +9, Will +8; Str 19, Dex 20, Con 16, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +13, Hide +15, Move Silently +11; Improved Initiative (B), Iron Will, Lightning Reflexes, Stealthy.

Possessions: none.

Encounter Nine: Showdown

Urtgrim: male duergar Bbn11; CR 12; Medium humanoid (dwarf); HD 11d12+33; hp 115; Init +6; Spd 30 ft.; AC 16 (+1 Dex, +5 chain shirt), touch 11, flat-footed 16; Base Atk +11; Grp +14; Atk +16 melee (2d4+5, +1 *maiming scythe**/19-20); Full Atk +16/+11/+6 melee (2d4+5, +1 *maiming scythe**/19-20); SQ DR 2/—, darkvision 120 ft., daylight sensitivity, fast movement, illiteracy, immune to paralysis, phantasms, and poison, improved uncanny dodge, greater rage 3/day, spell-like abilities (*enlarge person* and *invisibility* 1/day as Wiz22), stability, stonecutting, trap sense +3, +2 vs. saves and spell-like abilities (not added in); AL NE; SV Fort +10, Ref +4, Will +4; Str 17, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +11, Listen +15, Move Silently +4, Spot +2, Survival +14; Cleave, Improved Critical (scythe), Power Attack, Weapon Focus (scythe).

Possessions: +1 chain shirt, +1 maiming scythe*, 3 throwing axes, *potion of fly*.

Rage: When Urtgrim rages, his stats change as follows: HD 11d12+66; hp 148; AC 14, touch 9, flat-footed 14; Grp +17; Atk +19 melee (2d4+8/19-20/x1d8, scythe); Full Atk +19/+14/+9 melee (2d4+8/19-20/x1d8, scythe); SV Fort +13, Will +7; Str 23, Con 22.

Spells Active: Urtgrim gets a *greater heroism* spell (caster level 15th) as he arrives, giving him a +4 morale bonus on attacks, saves, and skill checks, immunity to fear, and 15 temporary hit points. These bonuses are not included above.

*New Rules Item.: See Appendix 2.

Genda Two-Fangs: female human Rgr8; CR 8; Medium humanoid (human); HD 8d8+16; hp 59; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +6 breastplate), touch 13, flat-footed 16; Base Atk +8; Grp +10; Atk +13 melee (1d4+2, light pick); Full Atk +11/+6 melee (1d4+2, light pick) and +11/+6 melee (1d4+1, light pick); SQ favored enemy (elves +4, humans +2), swift tracker, wild empathy +8, woodland stride; AL NE; SV Fort +8, Ref +9, Will +3; Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Hide +13, Listen +12, Move Silently +13, Search +10, Spot +12, Survival +12; Dodge, Endurance, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (light pick).

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

Possessions: +1 mithral breastplate, 2 masterwork light picks, masterwork longbow, 20 arrows, dagger, *potion of cure serious wounds*.

Spells Active: Genda gets an empowered *false life* spell (caster level 15th) as she arrives, giving her (1d10+10) x 1.5 temporary hit points.

Skreet: male halfling Rog4/Ftr1/Asn3; CR 8; Small humanoid (halfling); HD 1d10+7d6+16; hp 52; Init +4; Spd 20 ft.; AC 19 (+1 size, +4 Dex, +4 studded leather), touch 15, flat-footed 19; Base Atk +6; Grp +2; Atk +12 melee (1d4+1, +1 *rapier*); Full Atk +12/+7 melee (1d4+1, +1 *rapier*); SA death attack (Fort DC 13), sneak attack +4d6; SQ evasion, improved uncanny dodge, poison use, trapfinding, trap sense +1; AL CE; SV Fort +7 (+8 vs. poison), Ref +12, Will +4 (+6 vs. fear); Str 11, Dex 19, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +10, Climb +2, Disable Device +5, Disguise +6, Hide +18, Jump +9, Listen +8, Move Silently +14, Search +7, Spot +8, Tumble +16; Dodge, Mobility, Spring Attack, Weapon Finesse.

Possessions: +1 studded leather armor, +1 rapier, shortbow, 20 arrows, dagger, masterwork thieves tools, *potion of invisibility*.

Spells Active: Skreet gets a *greater invisibility* spell (caster level 15th) as he arrives.

APL 12

Encounter One: Now That's Not Fair!

Vampire Loved One

Vampire Warrior: CR 13; Medium undead (augmented humanoid); HD 12d12; hp 78; Init +7; Spd 30 ft.; AC 19 (+3 Dex, +6 natural), touch 13, flat-footed 16; Base Atk +12; Grp +17; Atk +18 melee (1d6+5 plus energy drain, slam); SA blood drain, children of the night, dominate (DC 20), create spawn, energy drain; SQ alternate form, DR 10/silver and magic, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, +4 turn resistance; AL NE; SV Fort +8, Ref +9, Will +6; Str 20, Dex 16, Con -, Int 12, Wis 14, Cha 14.

Skills and Feats: Intimidate +17, Listen +4, Knowledge (any one) +16, Spot +4; Ability Focus (dominate), Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (slam).

Vengeful Drow Rangers

Drow Rangers (3): male drow Rgr9; CR 10; Medium humanoid (elf); HD 9d8+18; hp 66; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +4 chain shirt), touch 14, flat-footed 14; Base Atk +9; Grp +11; Atk +14 melee (1d6+2 and poison, short sword) or +13 ranged (1d4 and poison, hand crossbow); Full Atk +12/+7 melee (1d6+2 and poison, short sword) and +12/+7 melee (1d6+1 and poison, short sword); SA favored enemy (human +4 and elf +2); SQ animal companion (Medium viper), darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 9th level caster, evasion, swift tracker, wild empathy, woodland stride, SR 20; AL NE; SV Fort +8, Ref +10, Will +4 (+6 against spells and spell-like abilities); Str 14, Dex 19, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +8, Hide +15, Listen +15, Move Silently +15, Search +2, Sense Motive +4, Spot +15, Survival +13; Daylight Adaptation*, Combat Reflexes, Dual Strike*, Endurance, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Finesse.

Possessions: two masterwork short swords (both poisoned), masterwork chain shirt, hand crossbow with two bolts (both poisoned).

Spells Prepared (2; save DC 11 + spell level): 1st—*entangle*, *resist energy*.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

* New Rules Item: See Appendix 2.

Medium Viper, Advanced: CR —; Medium animal; HD 4d8; hp 18; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18 (+4 Dex, +4 natural), touch 14, flat-footed 14; Base Atk +3; Grp +2; Atk +7 melee (1d4-1 plus poison, bite); SA poison; SQ scent, link, share spells, evasion; AL N; SV Fort +4, Ref +8, Will +2; Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +11, Hide +13, Listen +6, Spot +6, Swim +7; Weapon Finesse.

Poison (Ex): Poisonous bite. Fort save (DC 11), initial and secondary damage 1d6 Con.

Ogre Mage Assassin

Ogre Mage Assassin: female ogre mage Rog6; CR 11; Large giant; HD 5d8+6d6+55; hp 107; Init +6; Spd 40 ft. fly 40 ft. (good); AC 20 (-1 size, +2 Dex, +5 natural, +4 chain shirt), touch 11, flat-footed 20; Base Atk +7; Grp +18; Atk +15 melee (3d6+12, greatsword) or +14 melee (1d6+8, dagger); Full Atk +15/+10 melee (3d6+12, greatsword) or +14/+9 melee (1d6+7, dagger); Space/Reach 10 ft/10 ft; SA sneak attack +3d6, spell-like abilities; SQ darkvision 90 ft., evasion, low-light vision, regeneration 5, trapfinding, trap sense +2, uncanny dodge, SR 19, AL NE; SV Fort +11, Ref +8, Will +5; Str 26, Dex 14, Con 20, Int 12, Wis 14, Cha 18.

Skills and Feats: Bluff +18, Concentration +13, Hide +11, Listen +10, Move Silently +15, Spellcraft +2, Spot +10, Tumble +12; Combat Reflexes, Hold the Line*, Improved Feint, Improved Initiative.

Spell-Like Abilities: At will—*darkness*, *invisibility*, 1/day—*charm person* (DC 15), *cone of cold* (DC 19), *gaseous form*, *polymorph*, *sleep* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Possessions: masterwork chain shirt, masterwork greatsword, six daggers.

* New Rules Item: See Appendix 2.

Hired Killers/Bandits

Thugs (4): male human Ftr6/Rog3; CR 9; Medium humanoid (human); HD 6d10+3d6+18; hp 70 each; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +8; Grp +11; Atk +13 melee (1d8+5, longsword/17-20); Full Atk +13/+8 melee (1d8+5, longsword/17-20); SA sneak attack +2d6; SQ evasion, trapfinding; AL NE; SV Fort +8, Ref +7, Will +4; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +10, Hide +12, Move Silently +12, Spot +9; Combat Reflexes, Dodge, Improved Critical (longsword), Improved Initiative, Mobility, Stealthy, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork chain shirt, masterwork longsword, dagger.

Encounter Five: Looking for Elise

Gut-Throttle: female choker Adp18/Rog2; CR 13; Small aberration; HD 3d8+20d6+69; hp 166; Init +8; Spd 20 ft., climb 10 ft.; AC 19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15; Base Atk +12; Grp +14; Atk +14 melee (1d3+2, tentacle); Full Atk +14/+14 melee (1d3+2, tentacles); Space/Reach 5 ft./10 ft.; SA constrict, improved grab, sneak attack +1d6; SQ darkvision 60 ft., evasion, quickness, weasel familiar; AL CE; SV Fort +10, Ref +18, Will +19; Str 14, Dex 18, Con 16, Int 6, Wis 21, Cha 6.

Skills and Feats: Climb +12, Concentration +21 (+25), Hide +17, Move Silently +13; Combat Casting, Improved Initiative (B), Improved Spell Capacity, Leadership, Lightning Reflexes, Maximize Spell, Spell Focus (evocation), Stealthy, Weapon Focus (ray spells).

Spells Prepared (3/5/4/4/3/2/1; base DC 15 + spell level, 16 + spell level for Evocation spells): 0—*cure minor wounds*, *ghost sound*, *touch of fatigue*, 1st—*bless*, *burning hands* (3), *protection from good*; 2nd—*scorching ray* (3), *see invisibility*; 3rd—*bestow curse*, *lightning bolt* (3); 4th—*cure critical wounds*, *stoneskin*, *wall of fire*, 5th—*baleful polymorph*, *maximized scorching ray*; 6th—*maximized lightning bolt*.

Possessions: spell component pouch (including 250 gp of diamond dust).

Half-Fiendish Advanced Chokers, 6HD (6): CR 6; Small outsider (native); HD 6d8+24; hp 51; Init +11; Spd 20 ft., fly 20 ft. (average), climb 10 ft.; AC 23 (+1 size, +7 Dex, +5 natural), touch 18, flat-footed 16; Base Atk +4; Grp +10; Atk +11 melee (1d3+6, tentacle); Full Atk +11/+11 melee (1d3+6, tentacle) and +6 (1d4+3, bite); SA constrict, improved grab, smite good 1/day (+6 damage); SQ DR 5/magic, darkvision 60 ft., immune to poison, quickness, resistance to acid 10, cold 10, electricity 10, and fire 10, SR 16; AL CE; SV Fort +6, Ref +11, Will +8; Str 23, Dex 24, Con 18, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +15, Hide +17, Move Silently +13; Improved Initiative (B), Iron Will, Lightning Reflexes, Stealthy.

Possessions: none.

Spell-Like Abilities (Sp): 3/day – *darkness*; 1/day – *desecrate*, *unholy blight* (DC 12). Caster level 6th.

Encounter Nine: Showdown

Urtgrim: male duergar Bbn13; CR 14; Medium humanoid (dwarf); HD 13d12+39; hp 135; Init +6; Spd 30 ft.; AC 16 (+1 Dex, +5 chain shirt), touch 11, flat-footed 16; Base Atk +13; Grp +17; Atk +19 melee (2d4+7, +1 *maiming scythe**/19-20); Full Atk +19/+14/+9 melee (2d4+7, +1 *maiming scythe**/19-20); SQ DR 3/—,

darkvision 120 ft., daylight sensitivity, fast movement, illiteracy, immune to paralysis, phantasms, and poison, improved uncanny dodge, greater rage 4/day, spell-like abilities (*enlarge person* and *invisibility* 1/day as Wiz26), stability, stonecutting, trap sense +4, +2 vs. saves and spell-like abilities (not added in); AL NE; SV Fort +11, Ref +5, Will +5; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +13, Listen +17, Move Silently +4, Spot +2, Survival +15; Blind-Fight, Cleave, Improved Critical (scythe), Power Attack, Weapon Focus (scythe).

Possessions: +1 *chain shirt*, +1 *maiming scythe**, 3 throwing axes, *potion of fly*, *boots of speed*.

Rage: When Urtgrim rages, his stats change as follows: HD 13d12+78; hp 174; AC 14, touch 9, flat-footed 14; Grp +20; Atk +22 melee (2d4+11/19-20/x1d8, scythe); Full Atk +22/+17/+12 melee (2d4+11/19-20/x1d8, scythe); SV Fort +14, Will +8; Str 24, Con 22.

Spells Active: Urtgrim gets a *greater heroism* spell (caster level 15th) as he arrives, giving him a +4 morale bonus on attacks, saves, and skill checks, immunity to fear, and 15 temporary hit points. In addition, he has consumed a *heroes' feast* (caster level 14th) earlier today, granting him immunity to fear and poison, 1d8+7 more temporary hit points, and a +1 morale bonus to attack rolls and Will saves (these morale bonuses don't stack with the *greater heroism* spell). None of these bonuses are included above.

*New Rules Item: See Appendix 2.

Genda Two-Fangs: female human Rgr10; CR 10; Medium humanoid (human); HD 10d8+20; hp 73; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +6 breastplate), touch 13, flat-footed 16; Base Atk +10; Grp +12; Atk +15 melee (1d4+3, +1 *light pick*/19-20); Full Atk +13/+8 melee (1d4+3, +1 *light pick*/19-20) and +13/+8 melee (1d4+2, +1 *light pick*/19-20); SQ evasion, favored enemy (elves +4, humans +4, gnomes +2), swift tracker, wild empathy +10, woodland stride; AL NE; SV Fort +9, Ref +10, Will +4; Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +14, Move Silently +15, Search +12, Spot +14, Survival +14; Dodge, Endurance, Improved Critical (light pick), Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (light pick).

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

Possessions: +1 *mithral breastplate*, 2 +1 *light picks*, masterwork longbow, 20 arrows, dagger, *potion of cure serious wounds*.

Spells Active: Genda gets an empowered *false life* spell (caster level 15th) as she arrives, giving her (1d10+10) x 1.5 temporary hit points. In addition, she has consumed a *heroes' feast* (caster level 14th) earlier today,

granting her immunity to fear and poison, 1d8+7 more temporary hit points, and a +1 morale bonus to attack rolls and Will saves. None of these bonuses are included above.

Skreet: male halfling Rog4/Ftr1/Asn5; CR 10; Small humanoid (halfling); HD 1d10+9d6+18; hp 64; Init +4; Spd 25 ft.; AC 19 (+1 size, +4 Dex, +4 studded leather), touch 15, flat-footed 19; Base Atk +7; Grp +3; Atk +13 melee (1d4+1, +1 rapier); Full Atk +13/+8 melee (1d4+1, +1 rapier); SA death attack (Fort DC 15), sneak attack +5d6; SQ evasion, improved uncanny dodge, poison use, trapfinding, trap sense +1; AL CE; SV Fort +7 (+9 vs. poison), Ref +13, Will +4 (+6 vs. fear); Str 11, Dex 19, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +10, Climb +2, Disable Device +5, Disguise +8, Hide +20, Jump +9, Listen +8, Move Silently +16, Search +7, Spot +8, Tumble +18; Dash*, Dodge, Mobility, Spring Attack, Weapon Finesse.

Possessions: +1 studded leather armor, +1 rapier, shortbow, 20 arrows, dagger, masterwork thieves tools, *potion of invisibility*.

Spells Active: Skreet gets a *greater invisibility* spell (caster level 15th) as he arrives. In addition, he has consumed a *heroes' feast* (caster level 14th) earlier today, granting him immunity to fear and poison, 1d8+7 temporary hit points, and a +1 morale bonus to attack rolls and Will saves. None of these bonuses are included above.

*New Rules Item: See Appendix 2.

Appendix Two: New Rules Items

Dash [General] (from *Complete Warrior*)

You can move faster than normal.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster.

Daylight Adaptation [General] (from the *Forgotten Realms Campaign Setting*)

Through long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world.

Benefit: If you are a type of creature that suffers circumstance penalties when exposed to bright light (such as drow or duergar), you no longer suffer those penalties, whether the light comes from natural or magical sources of illumination.

Dual Strike [General] (from *Complete Adventurer*)

You are an expert skirmisher skilled at fighting with two weapons. Your extensive training with two weapons allows you to attack with both while moving through a chaotic combat or fighting a running battle.

Prerequisites: Improved Two-Weapon Fighting, Two-Weapon Fighting

Benefit: As a standard action, you can make a melee attack with your primary weapon and your off-hand weapon. Both attacks use the same attack roll to determine success, using the worse of the two weapons' attack modifiers. If you are using a one-handed or light weapon in your primary hand and a light weapon in your off hand, you take a -4 penalty on this attack roll; otherwise you take a -10 penalty.

Each weapon deals its normal damage. Damage reduction and other resistances apply separately against each weapon attack.

Special: When you make this attack, you apply precision-based damage (such as from sneak attack) only once. If you score a critical hit, only the weapon in your primary hand deals extra critical hit damage; your off-hand weapon deals regular damage.

A fighter may select Dual Strike as one of his fighter bonus feats.

Hold the Line [General] (from *Complete Warrior*)

You are trained in defensive techniques against charging foes.

Prerequisites: Base attack bonus +2, Combat Reflexes.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Maiming [Magic Weapon Special Ability] (from *Miniatures Handbook*)

A weapon with this special ability twists and digs into the flesh of the creatures it strikes true. This weapon has a random multiplier for critical hits. If the weapon normally has a x2 critical multiplier, roll 1d4 each time you successfully score a critical hit to determine your multiplier. For weapons with a x3 multiplier, roll 1d6 to determine the new multiplier. For a x4 multiplier, roll 1d8.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *keen edge*; Price: +1 bonus.

Craft Contingent Spell [Item Creation] as presented in *Complete Arcane*

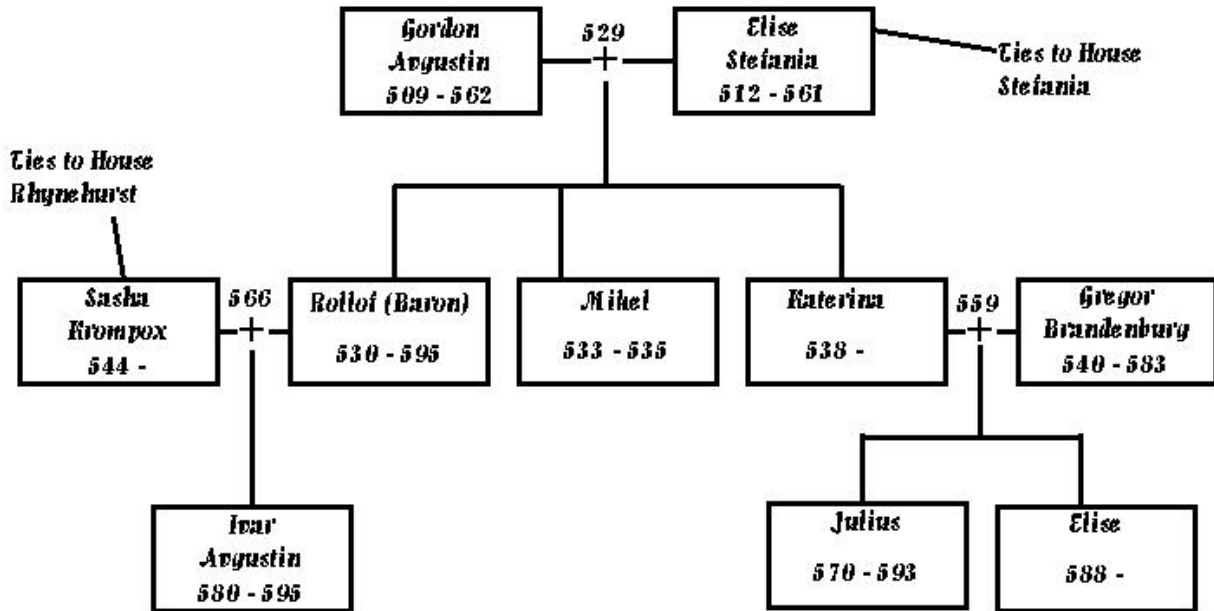
You know how to attach semi permanent spells to a creature and set them to activate under certain conditions

Prerequisites: Caster level 11th

Benefit: You can make contingent any spell that you know. Crafting a contingent spell takes one day for each 1,000 gp in its base price (spell level x caster level x 100 gp). To craft a contingent spell, you must spend 1/25 of this base price in XP and use up raw materials costing one-half the base price. Some spells incur extra costs in material components or XP (as noted in their descriptions), which must be paid when the contingent spell is created.

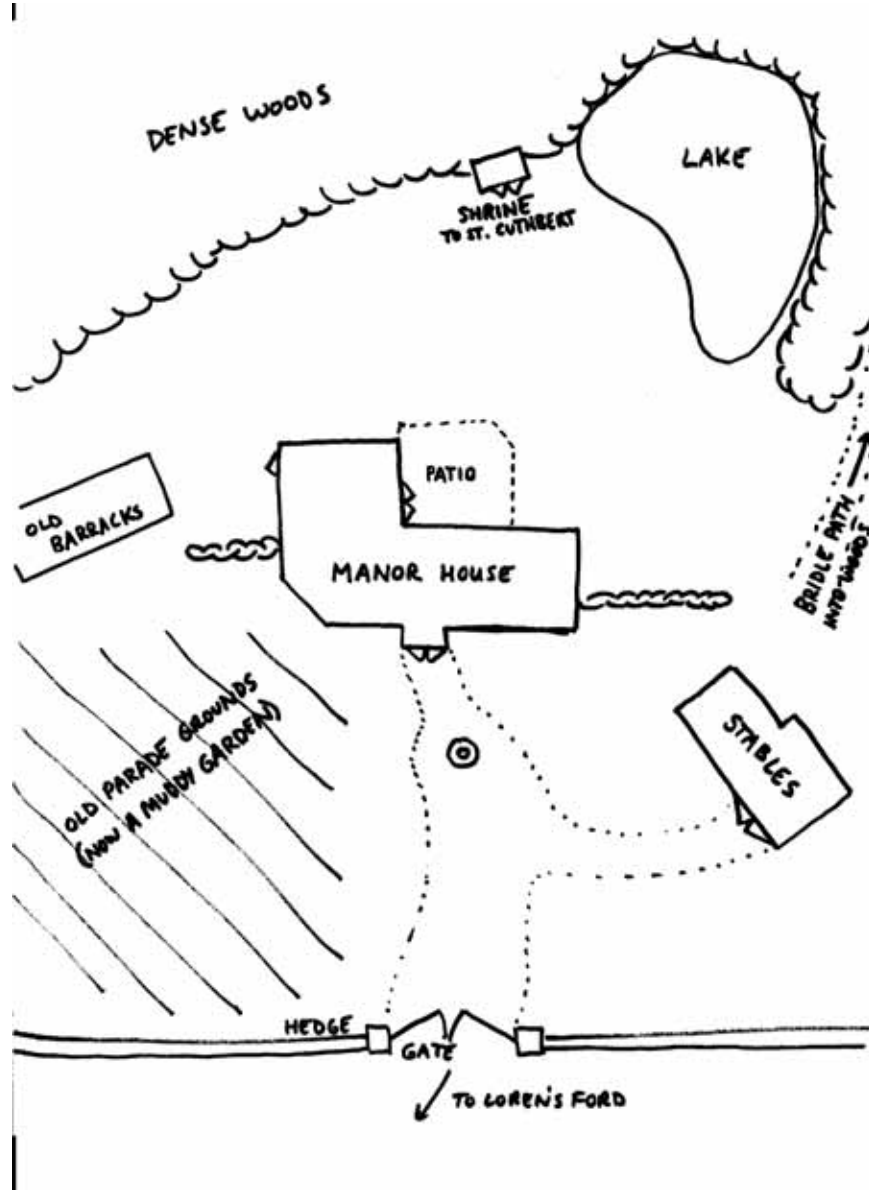
Appendix Three: House Avgustin Lineage

This shows the Avgustin family lineage. Baron Rollof Avgustin died a week ago. His son Ivar dies during Encounter Five.



Map 1: Layout of House Avgustin's Estate

This illustration shows the layout of the estate. Feel free to show this map to the players once they've had the chance to look around.



Player Handout #1: First Letter

1 Coldeven, 595 CY

Honored Hero-

Although I have never met you, my late husband spoke of the good deeds he had heard you do. One of his favorite phrases was, "Heroes are the backbone of the Viscounty." I hope you will honor my house with your presence at my husband's funeral as representatives of all the heroes of this land. This will be a small affair, with only Bishop Haufren, our family, and a few other dignitaries of Verbobone, like yourselves, present.

Please present yourselves at the House Avgustin Estate, one hour's ride northeast of Loren's Ford, at dawn on Godsdag, 4 Coldeven. Should you arrive earlier, your room and board at the Splashing Pony in Loren's Ford has already been arranged.

— Lady Sasha Avgustin

Player Handout #2: The Second Letter

2 Coldeven, 595 CY

Honored Hero-

I'm afraid that other circumstances must force me to retract my prior invitation.

You will, no doubt, think ill of this foolish old woman, but we are going to have an unassuming, family ceremony instead.

Courageous heroes like you must face death often, but this soul-tearing sadness is new to me. The thought of preparing my home for entertaining guests is too much to bear.

You will take some consolation, I hope, that only family members will be present for our unhappy ceremony.

Defend the land my husband so loved, and it will be a great gift to us all in these days eclipsed by evil's shadow.

— Lady Sasha Avgustin

Critical Event Summary

If you are running this event prior to May 1, 2005, please send your answer to the following question to poc@verbobonc.net with the subject heading "Fallen Hero Critical Event."

1. Were Elise Brandenburg and Captain Yronl appointed the head of House Avgustin?

If a player is chosen at the table to receive the armor please tell that player to email the POC of the Verbobonc triad for further information about this special item. This is very important. Thank you!