

GEO4-02

A Stormy Night in Hochoch

A One-Round D&D LIVING GREYHAWK[®]

Geoff Regional Adventure

Version 1.1

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The winds howl through the streets of Hochoch, and sleet falls thick and heavy. The storm hides evil in many forms, but all have murder on their minds. The quarry flees into the night, and the hunt is on. A Geoff Regional adventure for APLs 4-10, and Verse Two of the Song of Bleak Midwinter.

Note: At least one PC at the table must be a member of the Griffon Guard, a Chosen of Calisse, or have earned (at some point in the past) a Favor Level B from a member of the Grand Duke's court, to play this scenario.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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

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

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Geoff. Characters native to Geoff 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.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Adventure Background

The author would like to express many thanks to those who assisted in the development of this module, especially Bill Altizer, Eric Menge, James Quick, and the playtesters.

Note: At least one PC at the table must be a member of the Griffon Guard, a Chosen of Calisse, or have earned (at some point in the past) a Favor Level B from a member of the Grand Duke's court, to play this scenario. The members of the Grand Duke's Court are: Grand Duke Owen, Grand Duchess Calisse Skotti, High Wizard Abinar, Briallen the Heatherdown, the High Seneschal, the High Exchequer, Bedwyn the Fat, or the Regent, Lady Sierra Blackblade. Even if the PC has already used the favor, it still counts for the purposes of qualifying for this adventure.

This adventure is set in the winter of CY 594. At this time, Owen the Brenin has disappeared. It is said that he departed the country on a quest to find new allies. Llwyres Sierra Blackblade has been appointed as regent for Owen's son Rhys. The Army of Liberation suffered a devastating defeat at Gorna and is currently encamped at Preston and Caer Rhiniog.

Regent Blackblade's primary responsibilities are to continue the war against the Giants and protect the Brenin's heir, Rhys ap Owen, until he becomes of age to rule. To aid her, the Regent has the resources of the Grand Duke's court and command of the Army of Liberation.

Several different factions conspire to create a power vacuum in Grand Duke Owen's absence. Independently, these different groups came to the conclusion that if Rhys ap Owen can be removed from the picture, the sovereignty of Geoff would be called into question. The factions would then seek to rule the Grand Duchy for whatever their personal reasons.

Grand Duchess Calisse heard rumors to this effect and that one or more of those forces would be acting soon. Although many levels of protection exist, the Chosen, the Griffon Guard, and the forces of the Regent, Princess Calisse believes that her child is in mortal danger of assassination or kidnap. After much contemplation, Calisse decides to hide, thus removing herself and the baby from the political equation by relocating herself somewhere else. Despite the involvement of the Old Faith Druids in the events that led to her husband's departure, Calisse decides that her best course of action is to relocate to the Isle of Sanctuary, the home of the Old Lore Bards near the Isle of Rhun. With her Chosen, the Old Lore Bards, and the Archdruidess nearby, no one who dare try and harm her child or herself.

To cover her departure, Calisse announces that she is going to visit relatives in Grayhill in southern Keoland.

She orders her household to make ready for the long trip alongside and then down the Javan River.

Unrelenting Sphinx Gundar Kevitz of the Knights of the Watch is concerned because the Knights have heard similar rumors regarding Calisse. For reasons she never revealed, Grand Duchess Calisse refused additional protection from the Knights in Caer Dwr Gwyldy.

In an attempt to provide some level of additional protection, Kevitz orders more patrols around the town of Hochoch. He hopes that the sight of the additional patrols would unnerve those who would seek to do Grand Duchess Calisse or her son harm. He intends to have Knights follow Calisse's party at a discreet distance as she travels to provide an added level of safety.

Rhisiart the Hound, the hound master for Bedwyn the Fat, sees an opportunity to gain favor with his master slipping away. For months now, his cousin and a band of adventurers have been waiting for an opportunity to spirit the Brenin's heir away from Geoff. This would allow Bedwyn to fulfill a desire he uttered months ago, to be the next Brenin of the Gyri. Although at the time, Bedwyn was not aware that his hound master overheard the comment. However, diligent efforts of the Chosen and the Griffon Guard stymied Rhisiart's cousin's earlier efforts to snatch Rhys.

But there is another individual who seeks to do harm to Calisse and the infant Rhys. Known only as "The Lady" to her underlings, this person's desire and influence goes unnoticed by the normal power brokers of the Sheldomar Valley, even the vaunted, all-knowing Aspect of Knowledge of the Midnight Ravens.

The sudden announcement by Calisse forces the Lady to take drastic action. Months of patient, delicate work could be undone. She prepares to directly assault the heir's nursery within Caer Dwr Gwyldy and take Rhys by force. The approaching winter storm, promising to be the worst of the season, should provide ample coverage for the attack.

Although Calisse announced she was traveling to see relatives, she intends to go to Beory's Teeth to meet Pwyll of the Verdant Ivy. He will lead Calisse and her entourage through the Ways of the World to the Isle of Sanctuary. Pwyll arrives at Beory's Teeth the night before Calisse was to depart Hochoch. He prepares to wait out the coming storm at Hillsfar. Hillsfar is a small druid enclave at Beory's Teeth.

The night before her departure, the household staff prepared everything she needs to travel and departed for the evening. The only inhabitants in this section of the Caer are Calisse, Rhys, and their protectors. The Caer is getting cold, the blustery storm outside is the worst one this season. Sleet sheets down from the sky, freezing to the ground as it hits. Several inches of snow crunches as the ice forms it a crust over it. The wind cuts to the bone.

Just before his bedtime Rhys screams from the nursery next door. As Calisse bursts into the room, she finds a statuesque woman with flawless skin, large, feathery wings and red glowing eyes near the crib overlooking the infant. Grabbing the last two charms off her bracelet, she summons two of the Chosen. One of the Chosen leaps to the attack, yelling to the other to get the Brenines and Rhys to safety. Calisse grabs Rhys and the Chosen, Ogwyn the Knowledgeable, begins to lead her out of the room when another fierce woman with wings enters the room.

Gut instinct takes hold and Ogwyn grabs Calisse, tells her to hold onto Rhys, and jumps out of the window into the storm muttering an incantation. The *feather fall* spell prevents them from falling to their deaths, but the winds blows them off into town.

They land near the Temple of Pelor. Calisse decides they are going to the druid's grove at Beory's Teeth this very night; there she could get protection from the druids until Pwyll arrives.

Ogwyn the Knowledgeable tells her that getting to Beory's Teeth with people hunting them would not be easy. He recommends she remain at the temple of Pelor, she can recover there while he scours the local taverns and see if he can locate some of his fellow Chosen.

She agrees to Ogwyn's plan. Before entering the temple, she uses her hat of disguise to conceal her identity. They work out a cover story where she would be his granddaughter. She witnessed a murder and they tried killing her once already. The murderer may be a doppelganger. Ogwyn, using his symbol of authority, swears the staff of the temple to silence and asks them to watch over his granddaughter until he returns. Ogwyn heads off to survey the taverns in town, starting with the Boar's Other Knuckle. These are the locations where Ogwyn, Calisse, and Rhys start the module.

Meanwhile, the hound master of Bedwyn the Fat learns of the attack. Servant gossip travels faster than any other type of news on Oerth. He learns that the guards on duty drove off the attackers, but Calisse and Rhys are missing. They were last seen running away from the Caer. The hound master gets word to his relatives and urges them to go out into the storm to locate Calisse and her son. He tells them to use a story about a missing daughter of a visiting caravan merchant (Caswir Uradowc) and gives them a device he had made. The device points in the direction of a small toy carried by Rhys (permanent *locate object* spell). The NPC adventurers walk around town for a while and decide to go to the nearest tavern to warm up. As the adventure starts, they are getting ready to enter the Boar's Knuckle.

Also at the start of the module, Unrelenting Sphinx Gundar Kevitz responds to attack at the Caer. Kevitz orders the Knights of the Watch to investigate the attack and support the guardians of the castle as needed. During the course of the adventure, he learns of Calisse's

disappearance. By the time the PCs meet the Knight patrol in **Encounter Four**, they are looking for Calisse. Any woman carrying a child is investigated. Their orders are to bring Calisse and Rhys to Northkeep for their own safety.

Weather

It is winter and it is cold. The temperature is in the lower 30s. The PCs must wear winter clothes or have magic protecting them from the weather. See the DMG for the mechanics of cold dangers.

The sleet storm that is upon Hochoch is of natural origin. Unless otherwise stated, the default weather conditions outdoors are cold, sleet is falling, and the winds are considered strong (see the DMG). The storm reduces visibility by half, applies a -6 penalty to ranged attacks and Spot, Search, and Listen checks. The storm has a 75% chance of extinguishing protected flames (and a 100% chance of extinguishing unprotected ones). Sleet-covered areas count as difficult terrain (no running or charging allowed in such terrain), and each move counts as two squares of movement (and each diagonal move counts as three squares of movement).

Tiny or smaller creatures are knocked prone by the force of the wind unless they make a Fort save (DC 10). Flying Small or smaller creatures are blown back 1d6 x 10 ft by the force of the wind if they fail their Fort save (DC 10).

If the PC flies above the level of the buildings in Hochoch (higher than 30 ft.), the wind becomes severe; this increased the penalty to ranged attacks and Spot, Search, and Listen checks to -8, and changes the effects of the wind on individuals. Small and smaller flying creatures are blown back 2d6 x 10 feet and take 3d6 points of nonlethal damage due to battering and buffeting (Fort save DC 15 negates). Medium flying creatures are blown back 1d6 x 10 ft by the force of the wind (Fort save DC 15 negates). Large flying creatures are blown back 1d6 x 5 ft by the force of the wind (Fort save DC 15 negates).

Weapons, Armor, Animals, & Magic Inside of Hochoch

The local lord, Bedwyn the Fat, recently decreed that within the walls of Hochoch any weapon larger than a dagger must be peace-bonded. All edged weapons must have sheaths covering them. Bows must be unstrung. Crossbows must be unloaded and carried in a sack cinched closed with the peace-bond. Blunt weapons must be peace-bonded to the PCs belt or backpack. Undoing a peace-bonded weapon is a breach of the peace and subject to confiscation of the weapon and a fine (APL x 10 gp). A weapon can be drawn in self-defense, but threat must be imminent and lethal.

Removing a peace-bond is a full round action. It is possible to loosen the peace-bond so that it can be removed quickly but appear to be on tight. This requires

a DM observed Use Rope check (DC 25). If successful, a peace-bond can be removed later as a move-equivalent action.

Wearing armor is unrestricted in Hochoch.

Due to the presence of druids, standard animal companions are permitted inside the walls of Hochoch. However, dire animals, dinosaurs, and any unusual creatures are not. Only those types of animals druids start play with are allowed. See the Animal Companion list in the PH.

The casting of spells that affect another person without their permission is considered assault and a breach of the peace. Also, summoning creatures that are not normally allowed in town is a breach of the peace. Such breaches are subject to a fine (APL x 10 gp).

Engaging in combat of any kind inside the walls of Hochoch is a breach of the peace and is subject to a fine (APL x 100 gp).

Collecting Player Information

At the start of the adventure, the DM should have the players fill out an index card with the following information: Name, PC name, RPGA number, Initiative Bonus, meta-org memberships, and seven random d20 rolls. As the players turn in the cards, review the player's character sheet and secretly note the PCs' Spot bonuses. Having the players fill out the index card in this manner provides the DM everything he or she needs to fill out the table scoring sheet and combat initiative. If index cards are not available, use equal sized sheets of paper.

Add each PC's Spot bonus to the first three random d20 rolls. These values represent each PC's casual glance opportunity to see through Calisse's disguise during the module.

Add each PC's Initiative bonus to the fourth, fifth, and sixth random d20 rolls. The fourth value represents the PCs initiative roll for the combat in **Encounter Two**, the fifth represents the PC's initiative for the combat in **Encounter Four**, and the sixth represents the PC's initiative for the combat in **Encounter Seven**. Use the seventh as needed.

Adventure Summary

Introduction

PCs meet Ogwyn the Knowledgeable. He asks for their assistance in moving his granddaughter and her newborn son (Calisse and Rhys) outside Hochoch. She witnessed a terrible murder and the murder "changed" before her very eyes. The amount of information Ogwyn provides the party regarding the true identity of Calisse and Rhys depends on the meta-org affiliations of the party members.

Encounter One

The PCs meet Awela (disguised Calisse) at the Temple of Pelor. The PCs plan their exit from Hochoch. During this encounter, the PCs see and/or hear a large procession of Knights of the Watch on horseback and moving quickly by the temple.

Encounter Two

A tiefling assassin working for The Lady attempts to kidnap Calisse and Rhys. She uses the storm for cover, as she sneaks up on the PCs and attempts to drive them away.

Encounter Three

The PCs encounter a patrol of the Knights of the Watch. The PCs hear rumors that someone attacked the Caer Dwr Gwyldy.

Encounter Four

The NPC adventurers of Rhisiart accost the PCs. The PCs have the opportunity to turn over the woman and child to the NPCs or fight them. Depending on how the PCs fight, they may draw the Town Watch into the area. The encounter is planned for an attack in the Great Marketplace of the Market Ward, but the DM may have to adjust the location of this encounter depending on the plans of the PCs in Encounter One.

Encounter Five

After the battle with the NPCs, the Town Watch arrives and questions the PCs. A good cover story or showing the Town Watch that the NPCs did not peace bond their weapons resolves the encounter.

Encounter Six

The party must talk their way through the locked town gates, climb over the wall, or find some other creative way to get out of Hochoch. The PCs also see that one of the towers of Caer Dwr Gwyldy is ablaze.

Encounter Seven

As the party makes its way to Beory's Teeth, the devils that attacked Calisse and Rhys earlier show up to complete the job. The PCs have the opportunity to turn Calisse and Rhys over to the devils or defend them. If the PCs have not figured out whom they are escorting, the leader reveals Calisse's true identity to the PCs.

Conclusion

Five possible conclusions:

A: The conclusion where the PCs escort Calisse safely to Beory's Teeth.

B: The conclusion where the NPC Adventurers of Rhisiart take custody of Calisse and Rhys.

C: The conclusion where the Knights of the Watch take custody of Calisse and Rhys.

D: The conclusion where the devils take custody of Calisse and Rhys.

E: This is a special conclusion that takes place after the fates of Calisse and Rhys have been determined. If the PCs killed any of the Town Watch, the Knights of the Watch, or the Army of Liberation, they are brought before the judgment bar of Allitur.

Introduction

The adventure begins at the Boar's Other Knuckle in the Commons of the town of Hochoch. The inn is just off of Iowerth Square. The Locations of various buildings are important to the adventure. Please refer to the map of Hochoch in **Player Handout #1**.

Ask the players if they peace bonded their weapons properly, not at all, or used their Use Rope skill to alter the peace bond.

It is a cold and stormy night in Hochoch – the harshest storm of the season rages overhead. The Boar's Other Knuckle is full of people. People singing, dancing, and frolicking about trying to stay out of the storm and keep warm. The overall mood is jovial, but not everyone is enjoying the party. Many are simply staying as close to the blazing fires as possible without getting burned. Even these large fires cannot completely drive the chill out of the air.

The PCs can come up with their own reasons for being in this tavern on this night. This is also a good time for character introductions. It is a lively place and a good location to escape the storm. There is drinking, music, laughter, games of cards and dice, and other amusements.

Let the PCs get situated and steer them together. For example, the all end up sitting at the same table, or they all are involved in a game of dice or cards. The PCs are served by the famous Medwen the Rack, a very buxom tavern maid.

The PCs' enjoyment of the evening is about to be interrupted when Ogwyn the Knowledgeable makes his appearance at the tavern looking for assistance. How Ogwyn approaches the PCs depends upon who they are.

♣ **Ogwyn the Knowledgeable:** male human Brd8/Lor2; hp 35; see **Appendix II**.

One of the PCs Is a Chosen of Calisse or Griffon Guard

A clean-shaven elderly man with gray hair approaches you. He is thin and his face has a bit of a

pinched look. The man's skin is still red from being outside in the storm.

"Pardon me," he says to you (the Griffon Guard or Chosen PC) in a low voice. "But I must speak with you about a matter of great urgency."

Members of the Chosen of Calisse and the Griffon Guard recognize him as Ogwyn the Knowledgeable. He was once an assistant to the High Wizard Abinar but lately has been tutoring Calisse and some others in the castle in the various languages of the Sheldomar Valley. They know of his relationship to Calisse. Ogwyn only wants to speak to the Griffon Guard or Chosen at this point.

When Ogwyn can get the PCs to a place where it is reasonably private, he tells the Chosen or Griffon Guard the following

Ogwyn shakes his head in disbelief. "Something terrible has happened at the Caer. Fiendish monsters attacked the Brenines and the Heir. I don't know how they penetrated the wards on the Caer, but they managed to get all the way to Her Radiance's chambers. She and I managed to escape along with Rhys, but most of the Chosen are dead."

"We need your help. Her Radiance has decided that the safest place for her is the Isle of Rhun. We must get her and her son to Beory's Teeth safely. We must go immediately before another attempt is made on her life."

To protect everyone involved, he insists that the Chosen or Griffon Guard PCs not tell the other PCs about the identity of himself or Calisse.

He asks the Chosen or Griffon Guard PCs to gather a few companions that they can trust and meet him at the Temple of Pelor as soon as possible. He does not want to be seen traveling with the group.

If the PCs agree to assist Ogwyn, Ogwyn thanks the PCs for their assistance. Proceed to **Encounter One**.

If the PCs refuse to assist Ogwyn, Ogwyn pleads with them. If they still refuse, he curses them as cowards. He then heads up to the Temple to get Calisse out himself. The relatives of Rhisiart the Hound catch up with them in the marketplace. Ogwyn is slain, and the relatives take Calisse and Rhys captive. Go to **Conclusion: Calisse with Rhisiart**.

A PC earned a Favor of a member of the Grand Duke's Court but is not a Chosen or Griffon Guard

If everyone at the table has such a Favor, then role-play with the entire group. Otherwise, Ogwyn speaks with the PC with a favor and the highest CHA.

A clean-shaven elderly man with gray hair approaches you. He is thin and his face has a bit of a pinched look. The man's skin is still red from being outside in the storm.

“Pardon me,” he says to you in a low voice. “But I must speak with you about a matter of great urgency.”

When Ogwyn can get the PCs to a place where it is reasonably private, he tells them the following.

“I am Ogwyn, and I know you have performed valued service to the lords of this land in the past. You have a reputation for assisting those in need and being resourceful and competent. I need your help. My granddaughter is in great danger. Will you help us?”

If the PCs ask what happened, Ogwyn continues with his story.

“Earlier tonight, my granddaughter Awela witnessed a robbery that turned into a murder. She saw the killer. Even worse, she saw the killer change shape. His entire body rippled and he looked completely different. She screamed and the creature noticed her. She fled to me and is terribly afraid. There has already been one attempt on her life.”

Ogwyn answers any questions easily and convincingly.

Ogwyn has the following information that can be used during the course of the conversation.

- He currently tutors members of the court in languages.
- His granddaughter's name is Awela.
- She witnessed the attack in the Market Ward of town. He does not know specifically where the attack took place, but they could ask his granddaughter. Any questions related to this subject should be referred to the granddaughter.
- He was trying to get his granddaughter to the Town Watch when arrows came out of the darkness. One grazed her without causing serious harm.
- He informed the Town Watch of what his granddaughter saw and of the attack on their lives. The Town Watch said it would investigate the matter.
- He does not want to reveal the location of his granddaughter until he knows that the PCs are willing to help.
- His daughter (Sera) and son-in-law (Nyls) were killed during the Giant invasion years ago. He raised his granddaughter.
- His granddaughter's husband (Hiwyn) was killed when a building collapsed on him during the recent earthquake in the Low Quarter of Hochoch.

The DM may need to fill in additional details of Ogwyn's story if the PCs ask other questions.

A successful Knowledge (nobility and royalty) check (DC 20) tells the PC that Ogwyn has been seen running round Caer Dwr Gwyldy. He may be some sort of tutor.

A successful Bardic Knowledge check (DC 20) tells the PC that Ogwyn is a tutor to the upper nobility, possibly Calisse.

Ogwyn has a very good Bluff score and has cast *glibness* before approaching the PCs so his effective Bluff skill modifier is +42. In addition, if the PCs try to cast any spell that compels the truth or detects lies, they must make a caster level check (DC 25). Make this roll secretly to prevent out-of-character information being used.

Ogwyn never reveals his or Calisse's true identity. If somehow caught in this lie, he offers the PCs a large amount of gold to get them to escort himself and Calisse out of town.

If the PCs agree to assist Ogwyn, Ogwyn thanks the PCs for their assistance. He asks the group to meet him at the Temple of Pelor later. He does not want to be seen traveling with the group. Proceed to **Encounter One**.

If the PCs refuse to assist Ogwyn, Ogwyn pleads with them. If they still refuse, he curses them as cowards. He then heads up to the Temple to get Calisse out himself. The relatives of Rhisiart the Hound catch up with them in the marketplace. Ogwyn is slain, and the relatives take Calisse and Rhys captive. Go to **Conclusion: Calisse with Rhisiart**.

Encounter One: Rendezvous at the Temple of Pelor

Have the PCs form a marching order on the battle mat.

The effects of weather apply to this encounter. See the Weather section of the **Adventure Background** for details. The PCs should be wearing clothes appropriate to the weather.

Due to the weather, it takes 20 minutes to travel from the tavern to the temple.

The temple is built on the east side of Old Oak Square, where the Old Oak itself still grows. The temple is a large round domed structure with four short transepts at each of the cardinal directions.

When the PCs enter the temple, read the following.

You pass through the smaller pass doors in the larger ceremonial doors. The interior of the temple radiates holiness and serenity. The decorations of the temple are subdued and understated, but the lines of the temple draw ones eyes upward to the mosaic interior of the dome.

Calisse is kneeling before the altar in prayer. She has her child in her hands. Ogwyn is nearby and quickly sees the PCs. He approaches the PCs and thanks them for coming. He offers to introduce them to his granddaughter, Awela (Calisse in disguise), once she finishes her prayers. Ogwyn's *glibness* spell is still running at this time.

♣ **Awela (Calisse Skotti in disguise):** female human Wiz3/Ari2; hp 25; see **Appendix II**.

Awela refuses to speak at first. She simply hugs the bundle containing her child to her chest, humming quietly and rocking back and forth. She is a chubby, brown haired, brown-eyed Gyrlic woman. She has a fresh scar beneath her left eye. Awela avoids direct eye contact, but she looks like she is in fear.

She jumps if touched and refuses to let anyone take her child from her. None of the PCs recall ever meeting Awela before.

Ogwyn explains that these people are here to help them get outside of town. The PCs can use Diplomacy checks (DC 5 + APL) to get Awela to relax. The DM should provide situational bonuses as applicable based on role-play. Under no circumstances does she let anyone take the child away from her.

Unless the PCs specifically state they are observing Calisse, they are considered to be "casually observing" and taking 10 on their Spot check to see through the disguise. Use the first random roll plus the PCs Spot bonus provided at the beginning of the event.

Important Note: The PCs get a new check to see through her disguise once each hour that they are in Calisse's presence.

If the PCs state they are specifically observing Calisse to see if she is disguised, they get to make an opposed Spot check. Calisse took 10 at the time the disguise was established; the result of her check is 33. If the PCs are successful in overcoming Calisse's Disguise check, the PCs figure out that the person in front of them is a woman in a disguise, it tells them nothing about her identity.

Detection spells are not of much use here. After Calisse reached the temple, she read a scroll of *nondetection* prepared for her by her husband, Owen. A 15th level caster wrote the scroll, so it lasts 15 hours and the DC of the caster level check is 30.

Play Awela as if she is on the verge of tears and breaking down at any time. If the PCs question Awela, she knows the following information.

- She was making her way to meet her grandfather when she heard someone moaning for help in an alleyway. When she went to help, she found a person bleeding to death in the alley. She then noticed two people fighting further down the alley. One savagely beat the

other to death. As the victor rose up, he quivered and changed from a town watchman into a halfling scribe (if asked, she remembers seeing writing quills). That is when she screamed and the person noticed her. She ran.

- She made it to her grandfather and told him what happened. He said they should go to the Town Watch. As they left, arrows came out of nowhere and one grazed her face (she gently touches the scar, flinching). They did not see who fired the arrows. They ran as best they could to the Town Watch.
- The Town Watch said they would investigate the matter. She believes they do not take her seriously.
- She is a seamstress. Her child's name is Llynies. Her parents (Nyls and Sera) were killed during the giant invasion years ago. Her grandfather raised her and her brother.
- Hiwyn was the name of her husband and the father of her child. He died in the earthquake that hit the Low Quarter of Hochoch recently. A building collapsed on him. She gets visibly upset at discussing this.
- Her brother's name is Pwyll. He is an initiate of the Old Faith and lives at Beory's Teeth. All she wants to do is get to her brother.

Planning the Escape from Hochoch

Ogwyn works with the PCs to plan a course out of the town to Beory's Teeth. Give the PCs **Player Handouts #1** and **#2**, which are a map of Hochoch and the key to the map. Ogwyn wants to take Awela to Beory's Teeth. Ogwyn has a grandson, Pwyll, who is a druid there. He does not budge on this point. The PCs must take Awela to Beory's Teeth. Also, she must go tonight.

A successful Knowledge (geography) check (DC 10) gives the PCs the following information. The easiest way to get to Beory's Teeth is to go straight down Waterwatch Way past the Giant's Hearth, through the marketplace, and through the gate into the Commons. From there, down the hill to Iowerth Square. There they can make a right onto Wagon Street that runs into the Low Quarter and meets with Carter's Lane which leads to the Shalm's Gate. Once out the Shalm's Gate, it is a straight shot down to the Sunken Road and then up to Shalm's Shoulders to the north, where Beory's Teeth are.

Flying is not possible because of the storm outside. In addition, all astral travel is interdicted within 10 miles of Hochoch unless the caster has a ward key (which the PCs do not). Ogwyn will not risk the child's life in the Shadow plane. So that method of travel is not available either.

If the PCs come up with the idea of using the Wayfarer's Guild to teleport out of Hochoch, they can journey to the Guild to discover that the Wizard on duty has cast all her teleport spells for the day. There is a three-day waiting list to get teleported and no amount of money or orders convinces her otherwise.

The PCs might also suggest going behind Caer Dwr Gwyldy along the Anniben Dwr. Ogwyn recommends against it as the cliff at the foot of the wall is very steep and tall (50 ft.)

At the base of the cliff is a very narrow path (5 ft. wide). While normally this is not a problem, it is sleeting and icy. The PCs must make five Balance checks (DC 12). Failure means that the PC fall 30 ft. into the river below.

Once the PCs are ready to head out into the night, go to **Encounter Two**. If the PCs do not head out into the night within one hour of arriving at the temple, the Knights of the Watch arrive at the temple. They quickly find Calisse and take her into protective custody. Go to **Conclusion: Calisse with the Knights**.

Encounter Two: The First Stalker Strikes

Unless an hour has passed, the PCs do not get another casual opportunity to see through Calisse's disguise. The effects of weather apply to this encounter. See the Weather section of the **Adventure Background** for details.

When the PCs leave the Temple of Pelor, read the following to them.

You open the door that leads out to Old Oak Square and you hear the sounds of horsemen. Across the square, is a column of about twenty or so knights in full armor. Their heavy horses kick up clouds of snow and ice and their armor gleams through the sleet and snow. They are riding toward Caer Dwr Gwyldy. The gates to the Caer are open.

If the PCs take a closer look, a successful Spot check (DC 15) shows that the knights are wearing black tabards with white owls emblazoned on them. Every PC in Hochoch knows that this is the symbol of the Knights of the Watch.

The PCs cannot really interact with the knights at this point. If the PCs approach the knights, the Watchers apologize and say that they cannot talk right now.

If the PCs foolishly attack a column of twenty Knights of the Watch in front of a castle for no good reason, the PCs are overwhelmed, tried, and executed. The PCs are removed from play.

The Assassin Makes Her Move

Before progressing further with the adventure, ask the PCs to establish a marching order and ask them where

Awela and Ogwyn are in relationship to the PCs. Using a battle map is advised. Have the PCs place their figures in their marching order. Please provide tokens to represent Awela and Ogwyn.

When Calisse and Ogwyn fled the Caer, they were spotted by Mistra the Silent, a tiefling assassin who works for The Lady. Mistra has a strong Suel heritage and wears a red sash around her waist during this encounter. She has found that this makes people believe that she is affiliated with the Scarlet Brotherhood. She enjoys the duplicity.

She followed the pair to the Temple of Pelor, but is unwilling to enter because of the holy ground. Instead she waits outside for Calisse to leave.

When the PCs, Ogwyn, and Calisse leave, the Temple of Pelor, Mistra follows. Mistra has a very good Spot modifier and is constantly moving around the temple to make sure that Calisse does not sneak out on her. Mistra sees the PCs leave the temple unless they take extraordinary efforts to foil pursuit.

Leaving the warmth and dryness of the temple, you plunge into the stormy nighttime streets of Hochoch. The snow and ice make footing treacherous, and the sleet collapses your vision to a few yards. It is a miserable night to be outside.

As soon as the PCs leave the temple grounds, Mistra begins preparing her attack. She follows the PCs at a distance, staying just inside the reach of their light sources. Remember that visibility is halved. So an *everburning torch* provides 10 ft. of bright illumination and 20 ft. of shadowy illumination. It normally provides 20 ft. and 40 ft respectively.

Mistra hides in shadows, which she can do in the dim light of the PCs' light source (creatures in shadowy illumination have concealment, which permits Hide checks). While there, she keeps pace with the PCs using her *boots of the winterlands*. She drinks her potions one after another while studying Calisse.

When she is ready, she casts *true strike*. PCs can make a Listen check (DC 10) to hear her cast the spell. The DC is increased by one for every 10 feet away she is (probably 30 ft.) and the PCs are likely to be at -6 to their Listen checks due to the weather.

If the PCs make their Listen check, they can act during the surprise round. On her action Mistra charges Calisse, going full defensive and using her combat expertise to maximum effect. She strikes Calisse with a death attack, which, if successful, paralyzes Calisse. Mistra wants Calisse alive, so she does not kill her at this time.

Appearing in your midst is a woman. While nearly human in appearance, she is disturbing to behold. Her fingers are more like claws. Her teeth are edged and needle-like. Worst of all are her eyes. The eyelids close side to side, rather than up and down. She is dressed in loose fitting clothing, completely

inappropriate for the weather. Around her waist is a red sash.

The woman strikes Awela without warning, planting a tremendous blow on the small of her back. Awela collapses without a sound. "Not good at this bodyguard thing, are you?" the woman says sneering at you.

If Calisse makes her save against the death attack, modify the box text accordingly.

Use each PC's fourth random roll plus each PC's initiative modifier to determine each PC's place in the initiative order.

If the PCs have set themselves up in such a way that she cannot charge, Mistra works her way into the group while hiding and strikes at Calisse.

Calisse is paralyzed for several rounds. During that time, Mistra attempts to drive the PCs off, or at least thin out their numbers. For a description of Mistra's tactics, please see **Appendix I**.

If the Mistra is successful, she takes Calisse and Rhys to The Lady. Go to **Conclusion: Calisse with the Devils**, but use the second paragraph in the box text from **Conclusion: Calisse with Rhisiart** in place of the original box text.

DM Aids: Map #1 presents a typical street in Hochoch that can be used when Mistra strikes. Place the PCs toward the middle of the map. Mistra comes up from behind. You may need to make some modifications to the map, depending upon the circumstances.

DM Note: Mistra has rubbed some magical salve over her eyes that allow her to see invisibility, as per the spell, for the next 30 minutes.

APL 4 (EL 6)

🐉 **Mistra the Silent:** female tiefling Mnk5/Asn1; hp 39; see **Appendix I**.

APL 6 (EL 8)

🐉 **Mistra the Silent:** female tiefling Mnk5/Asn3; hp 66; see **Appendix I**.

APL 8 (EL 10)

🐉 **Mistra the Silent:** female tiefling Mnk7/Asn3; hp 83; see **Appendix I**.

APL 10 (EL 12)

🐉 **Mistra the Silent:** female tiefling Mnk7/Asn5; hp 98; see **Appendix I**.

Encounter Three: Knights on Patrol

Unless an hour has passed, the PCs do not get another casual opportunity to see through Calisse's disguise. The effects of weather apply to this encounter. See the Weather section of the **Adventure Background** for details.

Also, the DM should ask the PCs if they are maintaining their marching order from before. If they are making any changes, they need to inform the DM.

As the PCs are working their way through Hochoch, the Knights of the Watch start taking up positions around the city. The Knights have learned the Princess Calisse has fled Caer Dwr Gwyldy and are determined to find her and take her to Northkeep. There they can protect her from the assailants that threaten her.

The location of this encounter is variable. The Knights are scattered throughout the city. Regardless of which way the PCs go, they must pass by one group of knights.

The DM must take into account the amount of time that has passed. Use **Player Handout #1** to estimate distances. Remember that the PCs are moving at half speed due to the ice and snow.

With the snow and wind still biting, you make your way through the town. The thought of warm fires beckon to you. Minutes later as you round the next corner, a mounted party comes riding down the far side of the street.

The PCs now have a choice. They can sneak past the knights, talk to the knights, or fight the knights. Each is addressed in turn below.

🐉 **Watcher Friedrich Gottschalk:** male human Ftr9; hp 88; see **Appendix II**.

🐉 **Knight Patrol #2:** male human Clr9 of Heironeous; hp 68; see **Appendix II**.

🐉 **Knight Patrol #3:** male human Pal9 of Heironeous; hp 81; see **Appendix II**.

Sneaking Past the Knights of the Watch

The knights have taken up patrolling prominent streets of Hochoch. They are keeping an eye in all directions. If the DM can find out which street the PCs are using on **Player's Handout #1**, then make a layout that matches the map of the town.

Use the following to generate a generic street. Make a single main street 20 ft. wide. Smaller alleyways break off the street at roughly 30 feet intervals. Position random doors and windows in the buildings. All are locked up for the night.

The PCs must make Hide and Move Silently checks to get past the Knights of the Watch. The Spot and Listen

modifiers of the Knights are listed in their stat blocks in **Appendix II**. Be sure to subtract -1 for each 10 feet separating the PCs and the Knights. The Knights have a -6 circumstance penalty to Spot and Listen checks due to the weather.

While the PCs sneak by, have them make a successful Listen check (DC 20). Do not forget the effects of the weather and distance. If successful, the PC can overhear a conversation between two other Knights discussing some sort of attack in the Caer. The knights also mention that the Grand Duchess Calisse is missing. A stern look from Watcher Gottschalk silences the conversation.

If the PCs are able to get past the Knights without being spotted, go to **Encounter Four**.

If the PCs are spotted, the Knights hail them. If the PCs stay to talk, go to **Talking to the Knights** below. If the PCs attack the Knights of the Watch, go to **Fighting the Knights** below.

Talking to the Knights of the Watch

The riders wear heavy armor and shields; their dark black tabards standing out in the sleet. You can make out a silver owl, wings outstretched and eyes seeing everything.

"A moment, neighbors," the leader of the knights, hails you. "I am Watcher Friedrich Gottschalk, Voracious Badger. What brings you out this late at night in this weather?"

Unless given cause to be rude, the knights politely ask some questions. Here is some information to include in the dialog with the Knights.

- *"Ma'am, you should get that child indoors before it catches cold."*
- *"We are looking for a young woman with blonde hair and blue eyes with a child. Ma'am could you please pull back your cloak so we can see your face? Thank you; now please get that child out of this storm."*
- *"Have you seen any people who look like they do not belong here tonight?"*
- *"Have you seen anything suspicious tonight?"*
- *"Someone or something created a disturbance in Caer Dwr Gwyldy. Have you seen anyone running or fleeing from that direction?"*

Assuming that the PCs are polite and respectful, the PCs can make a successful Diplomacy check (DC 5 + APL), to convince Watcher Gottschalk to allow them to be on their way. The DM should provide situational bonuses as applicable based on meta-org affiliation or roleplaying.

If the PCs are not successful with their Diplomacy check, Watcher Gottschalk insists that the PCs return to their homes. He even escorts them there to make sure that they arrive safely. Ogwyn has a house in the Commons where he and Awela can stay until the Knights of the Watch are gone.

The PCs can actually learn a bit more from the Gottschalk, but this takes a bit more convincing. The PCs must make a Diplomacy check to improve his attitude toward them.

The PCs only get a single check. If unsuccessful, he tells the PCs that if he does not really have time to talk and bids them good night.

Gottschalk's current attitude is indifferent. If the PCs can improve his attitude toward them to helpful (DC 30), he is willing to share some information with the PCs.

- Some creatures penetrated the defenses of Caer Dwr Gwyldy. The Knights do not know how the creatures got through the wards, but they were summoned.
- Grand Duchess Calisse disappeared during the attack. The Knights fear that she has been kidnapped.

The Knights, who are actively looking for Calisse, Fail to make the DC 33 Spot check which is needed to see through her disguise.

During the questioning, Calisse stays in the back of the party with Ogwyn tending to her.

DM Note: Calisse does not want to be taken into the custody of the Knights of the Watch. While they would protect her, they would not allow her to go to the Isle of Rhun. In addition, they might send her out of Geoff for protection. This would undermine Rhys' claim to be the next Brenin.

If the PCs let the Knights go on their merry way, go to **Encounter Four**.

If the PCs arouse the suspicious of the Knights, they are taken to Northkeep and detained for the evening. They are released the next morning, but they see through Calisse's disguise and she is kept at Northkeep as a guest. Go to **Conclusion: Calisse with the Knights**.

Fighting the Knights of the Watch

If the PCs attack the Knights, they send up an alarm and fights to subdue (see **Appendix II** for the tactics the knights use in combat). Reinforcements, in the form of additional Knights of the Watch patrols, arrive in three rounds. An additional patrol arrives every five rounds thereafter.

If the PCs defeat ten waves of reinforcements, the authorities in the city take extreme notice. High-level fighters, clerics, druids, paladins and other powerful

figures arrive on the scene. The PCs are quickly overwhelmed and arrested. Go to **Arrested by the Knights**.

If the PCs are captured during a fight, they are arrested and taken to the Trevol Llys. Go to **Arrested by the Knights** below.

If the PCs flee, the Knights summon a tracker. Use the mechanics presented in **Fleeing from the Town Watch** in **Encounter Five**.

Arrested by the Knights

If the Knights of the Watch capture the PCs, they are taken to Northkeep, where they are held awaiting a hearing in the morning. Use the same mechanics as presented in **Arrested by the Town Watch** in **Encounter Five**. Use the same punishments outlined in **Encounter Five** for fighting or killing a Town Watch member.

If they kill a Knight, any PC that participated in the attack on the knights is tried and executed. If, by some chance, the PCs kill a knight and manage to escape, continue the adventure and go on to **Encounter Four**. However, the PCs must face justice for their crimes as per **Conclusion: Judgment of Allitur**.

Encounter Four: To Wean a Pup

If another hour has passed, the PCs do get a casual opportunity to see through Calisse's disguise. The effects of weather apply to this encounter. See the Weather section of the **Adventure Background** for details.

Also, the DM should ask the PCs if they are maintaining their marching order from before. If they are making any changes, they need to inform the DM.

By default this encounter is set in the Low Quarter or the Commons. If the PCs choose another route, then alter the encounter location. Arianwyn and his companions have the ability to locate Rhys no matter where he is. Thanks to the magical device given to them by Rhisiart.

As the party makes it way through the Low Quarter or the Commons in Hochoch, the Rhisiart's cousin and his friends accost the party. It is the same group that was in the tavern earlier. They have followed Calisse using their *locate object* magical item that points in the direction of a toy carried by Rhys.

Calisse is unaware that the item is being tracked in this manner. Unfortunately, Rhys has developed a fascination for the toy and refuses to let it go. Forcibly removing the toy from Rhys grasp results in Rhys crying and screaming until it is returned. Calisse's *nondetection* does not extend to Rhys. So the *locate object* works.

The storm claws at you, ripping away your warmth and scattering it on the winds. The sleet falls heavy. You make your way through the streets. The

warehouses, shops, and homes are all closed up for the night. The shutters are drawn and latched. The streets are empty for the most part.

On a street corner up ahead, a shielded firebox holds an invited fire. Typically, a pair of watchmen would be here, but no one stands here now.

If the PCs want to investigate the burning barrel, they discover tracks in the snow leading off to a distant stall. In the stall are two badly beaten Town Watch watchmen. They are barely alive and are slowly freezing to death. Before the PCs can take any other actions, Arianwyn challenges the party as described below.

On a battlemat, place a 5' circle representing the burning firebox. Throughout the mat place 10' squares representing the empty stalls. Leave 10' between each stall to represent the walkways. The empty stalls provide cover. PCs can move through the stalls at half their current movement rate.

If the PCs did not investigate the barrel, Arianwyn challenges them anyway.

A man half hidden in the shadows of a nearby building calls out to you. "Hey you. How'd you like to make a whole lot of money and some powerful friends? And you can do it all tonight."

Arianwyn tries to convince the PCs to let them take Ogwyn and Awela. They are quite willing to promise the PCs a lot or rewards. Likely questions and their answers are below.

Q. What do you want?

A. *"We just want the pup. Hand him over and we can all leave here nice and friendly like."*

Q. But we don't want to turn the child over?

A. *"Look, there's a lot of money to be had here. Just turn the pup over and we'll cut you in for a slice."* They start the bidding at 250 gp per PC but are willing to go as high as 500 gp per PC.

Q. Why do you want the child?

A. *"Someone is paying good coin to see this pup weaned from his mother."* They do not reveal who is paying them or who the pup is. They fear Rhisiart the Hound more than they fear the PCs or death.

Q. Why would someone want to spend so much money on this child?

A. *"No, we won't tell you why the pup is worth so much. Then you wouldn't need us, would you?"* Actually, they do not know why the "pup" is worth so much. They just know that Rhisiart wants the child out of Hochoch.

Q. How did you know this is the child you seek?

A. *"We have our methods."*

Q. What if we don't want to hand the child over?

A. *"Don't be a fool. We're talking a bloody fortune."* They start the bidding at 250 gp per PC but are willing to go as high as 500 gp per PC.

Arianwyn claims no knowledge of what happened to the Town Watch. He states their only interest is in getting the child and then getting out of this weather. A successful Sense Motive check (DC 5 + APL) reveals that he is lying.

If they meet resistance, Arianwyn and friends believe this is the group they are looking for and that they can take the PCs. The fight is on (the NPCs' tactics can be found in **Appendix I**).

Use each PC's fifth random roll plus the PCs initiative modifier to determine each PC's place in the initiative order.

Ogwyn does not enter combat directly or assist the PCs. He spends the entire combat steering Calisse away from dangers. He leaves the fighting to the PCs.

If they surrender Calisse to Arianwyn or lose the combat go to **Conclusion: Calisse with Rhisiart**.

If the PCs or NPCs use sonic attacks or flashy magic (*fireball, prismatic spray, call lightning, shout*, etc), they draw the attention of the Town Watch. At the end of the round when PC triggers the Town Watch, they hear the whistles used by the Town Watch to summon assistance. The Town watch arrives in three rounds after the PCs hear the whistle.

Otherwise, if the PCs manage to defeat the thugs somewhat quietly, or when ten rounds have passed (which ever happens first), the PCs can hear the whistles of the Town Watch. The Town Watch arrives in three rounds after the PCs hear the whistle.

Go to **The Town Watch Comes** below.

DM Aids: Map #2 presents a typical street corner in Hochoch that can be used when the adventurers strike. The adventurers are grouped around the crossroads, while the PCs are approaching along the long street. You may need to make some modifications to the map, depending upon the circumstances.

APL 4 (EL 6)

✦ **Arianwyn ap Padrig:** male human Ftr2; hp 20; see **Appendix I**.

✦ **Ffychan ap Padrig:** male human Rog2; hp 12; see **Appendix I**.

✦ **Luc ap Padrig:** male human Bbn1/Rgr1; hp 18; see **Appendix I**.

✦ **Pennar the Grim:** male half-elf Wiz3; hp 14; see **Appendix I**.

APL 6 (EL 8)

✦ **Arianwyn ap Padrig:** male human Ftr4; hp 39; see **Appendix I**.

✦ **Ffychan ap Padrig:** male human Rog4; hp 24; see **Appendix I**.

✦ **Luc ap Padrig:** male human Bbn3/Rgr1; hp 39; see **Appendix I**.

✦ **Pennar the Grim:** male half-elf Wiz5; hp 23; see **Appendix I**.

APL 8 (EL 10)

✦ **Arianwyn ap Padrig:** male human Ftr6; hp 59; see **Appendix I**.

✦ **Ffychan ap Padrig:** male human Rog6; hp 36; see **Appendix I**.

✦ **Luc ap Padrig:** male human Bbn5/Rgr1; hp 57; see **Appendix I**.

✦ **Pennar the Grim:** male half-elf Wiz7; hp 32; see **Appendix I**.

APL 10 (EL 12)

✦ **Arianwyn ap Padrig:** male human Ftr8; hp 74; see **Appendix I**.

✦ **Ffychan ap Padrig:** male human Rog8; hp 48; see **Appendix I**.

✦ **Luc ap Padrig:** male human Bbn7/Rgr1; hp 75; see **Appendix I**.

✦ **Pennar the Grim:** male half-elf Wiz9; hp 39; see **Appendix I**.

The Town Watch Comes

The fight with the NPC adventurers draws the attention of the Town Watch. The PCs can hear them coming three rounds before they arrive.

Each PC has time to grab loose items from the fallen NPCs before the Town Watch makes it to their part of the market place. Loose items include: weapons, pouches, necklaces, etc. Clothing and armor are not so easily accessible. Make sure the amount of treasure the PCs gain from this encounter reflects what they were able to take (subtract missed items from the totals in the Treasure Summary).

The PCs may decide to haul the bodies away. If the PCs have the strength to do so, this is fine, but Arianwyn and Luc are both very big guys with heavy equipment. If the PCs drag the bodies away, they leave an obvious trail for the Town Watch to follow.

Go to **Encounter Five**.

Encounter Five: Halt in the Name of the Law

The effects of weather apply to this encounter. See the Weather section of the **Adventure Background** for details.

Sounds of whistles and running feet break the silence. Members of the town watch are running toward the scene of the fighting. Their heavy wool tabards are emblazoned with the Old Oak symbol of Arweth. Two of the guards are spinning cords over their heads. A whistle is on the end of the cord, creating a high pitched screeching sound. They are all armed and are wearing armor.

The Town Watch patrol is made up of a sergeant and two constables.

♣ **Town Watch Patrol Leader:** male human Ftr9; hp 88; see **Appendix II**.

♣ **Town Watch Patrol #2:** male human Clr9 of Allitur; hp 68; see **Appendix II**.

♣ **Town Watch Patrol #3:** male human Rog7/Ftr2; hp 60; see **Appendix II**.

The PCs now have a choice. They can either try to talk to the Town Watch, fight the Town Watch, or flee from the Town Watch. Each is addressed in turn below.

Talking to the Town Watch

If the PCs decide to talk to the Town Watch, the Town Watch approaches warily and demands to know what's going on.

The PCs can engage the constables in conversation and explain what is going on – whether it is truth or lie. The following is a list of questions that the Town Watch asks during their questioning of the PCs.

- *“Why are you out in this storm? It's a bad night to be out and about.”*
- *“Ma'am you should get that child inside before it catches cold.”*
- *“Did you know these folks?”*
- *“Why did they attack you?”*
- *“Were their weapons peace bonded?”*
- *“Were your weapons peace bonded?”*

The Town Watch asks to see the broken peace bonds. They look at the peace bonds on the NPCs and determine that they had cut their bonds.

PCs were forced to undo the peace bond on their weapons when they drew them. Fortunately for the PCs, evidence of the peace bonding remains after it is undone.

If the PCs point the peace bonding out to the Town Watch, give them a +2 bonus on their Diplomacy check.

The NPC adventurers had deliberately cut the peace bonds on their weapons. If the PCs point the cut peace bonding out to the Town Watch, give them another +2 bonus on Diplomacy checks.

After the PCs have talked to the Town Watch and given an acceptable explanation, have them make a Diplomacy check (DC 10 + APL). Feel provide situational bonuses as applicable based on role-play or meta-org affiliation. If the PCs spin a lie, then use a Bluff check instead.

If the Diplomacy check is successful, the Town Watch believes the PCs' story and takes the NPCs in custody or takes their bodies away.

If the PCs fail at the Diplomacy check or there is no evidence that their weapons were peace bonded, the PCs are arrested. Go to **Arrested by the Town Watch** below.

During the questioning, Calisse stays in the back of the party with Ogwyn tending to her.

Fighting the Town Watch

If the PCs attack the Town Watch, the Town Watch sends up an alarm and fights to subdue (see **Appendix II** for their tactics). Reinforcements arrive in three rounds. This is the Knights of the Watch patrol listed in **Encounter Three**. The Knights immediately come to the defense of the Town Watch. Additional reinforcements arrive every five rounds thereafter. Alternate between Knight of the Watch patrols and Town Watch patrols.

If the PCs defeat ten waves of reinforcements, the authorities in the city take extreme notice. High-level fighters, clerics, druids, paladins and other powerful figures arrive on the scene. The PCs are quickly overwhelmed and arrested.

If the PCs are captured during the fight, they are arrested and taken to the Trevol Llys. Go to **Arrested by the Town Watch** below.

If the PCs flee, go to **Fleeing from the Town Watch** below.

Fleeing from the Town Watch

The PCs can flee the scene before the Town Watch arrives.

The Town Watch stops to investigate the site of the battle. The Town Watch finds the tracks of the PCs inside of three rounds of arriving on the scene.

If the PCs do not cover their tracks, the Town Watch is able to follow them. Upon discovering the tracks, the Town Watch sends for a tracker. It takes ten minutes for a tracker to arrive at the scene. At this point, a triple strength patrol is sent after the PCs (combine three patrols).

The DC for following the PCs is 19. (Base DC of 5 [very soft ground] -2 [assuming there are six PCs and Ogwyn and Awela] +10 [fresh snow on the trail] and +6 [overcast night]. See the PH for more details on Tracking. The Town Watch's tracker has a +10 Survival skill modifier.

The PCs can increase the DC by 5 if they actively hide their trail. The PCs may take other steps to hide their trail. The DM gives circumstance modifiers as necessary. If the PCs are dragging bodies away, then reduce the DC by 4.

The pursuing Town Watch patrol moves at one-third speed (half for the snow and then down to a third due to tracking). If the PCs keep moving, it is unlikely that the Town Watch catches up. However, if the PCs spend a long time in one place or double back on themselves, the Town Watch could catch up.

If the PCs are dragging the bodies away and stop to remove armor (which takes a full minute to undo) and thoroughly loot the bodies, the Town Watch automatically catches up unless the PCs are taking extraordinary measure to hide themselves.

If the PCs successfully avoid the Town Watch, go to **Encounter Six**. Otherwise, go to the appropriate section above if the PCs try to talk their way out or attack the Town Watch. However, the PCs are at -5 circumstance penalty to all Diplomacy checks with the Town Watch, as the constables are suspicious because the PCs fled the scene of a crime.

Arrested by the Town Watch

If the PCs are arrested, they are taken to the Trevol Llys, which is the headquarters for the Town Watch. There, they are placed in cells and await a hearing by a magistrate in the morning.

The magistrate is a priest of Allitur who listens to the PCs. The magistrate weighs the merits of the PCs arguments as given above in **Talking to the Town Watch**. However, the PCs are at a -5 circumstance penalty on all Diplomacy checks as the magistrate is inclined to believe the Town Watch. If the PCs fled the scene, this jumps to a -10 penalty.

If the magistrate finds for the PCs, they are released immediately. However, Calisse's identity was discovered during the night and the Knights of the Watch arrived to take possession of her. Go to **Conclusion: Calisse with the Knights**.

If the magistrate finds the PCs guilty of violence inside the city walls, he fines them (APL x 100 gp). The PCs are warned not to shed blood again.

If a PC fought the Town Watch, the fine is much stiffer (APL x 500 gp). This includes injuring, doing nonlethal damage, and casting spells that affected the constables. If a PC killed a member of the Town Watch, they are taken outside of the city to a cliff called Dastard's Fall and "cast

down". The fall kills the PC and the Town Watch does not allow the body to be raised or reincarnated. The PC is removed from play. Calisse's identity is discovered as stated above, and the Knights of the Watch take her. Go to **Conclusion: Calisse with the Knights**.

Encounter Six: The Walls of Hochoch

If another hour has passed, the PCs do get a casual opportunity to see through Calisse's disguise. The effects of weather apply to this encounter. See the Weather section of the **Adventure Background** for details.

The DM should ask the PCs if they are maintaining their marching order from before. If they are making any changes, they need to inform the DM.

As the PCs approach the gates or the walls of Hochoch, read the following.

The wall surrounding Hochoch is before you and poses the last barrier to reaching the safety of Beory's Teeth. Behind you, you notice something very odd – a reddish glow far behind you and up the hill. You can barely see it through the weather, but the flames are burning high and bright. Caer Dwr Gwyldy is on fire.

The PCs can identify that the portion of the Caer that is burning is the noble residence with a Knowledge (nobility) check (DC 15).

The gates of Hochoch close at sunset and are only opened for good reason. The PC can climb the walls, convince a guard that the PCs should be allowed out, bribe the guards, or fight all the guards and open the gates themselves.

🐉 **Gate Commander:** male human Clr9; hp 68; see **Appendix II**.

🐉 **Gate Guard #2:** male human Ftr7; hp 6968; see **Appendix II**.

🐉 **Gate Guard #3:** male human Ftr7; hp 69; see **Appendix II**.

There are no sewers in Hochoch so the PCs cannot sneak out that way. If the PCs try to fly over the wall, remember the effects of the weather on flying.

Climbing the Walls of Hochoch

The town wall is about 30 feet tall. It is 15 feet wide at the base, 10 feet wide at the top. The towers are another 10 feet taller and positioned every 100 feet or so along the wall. The walls count as a vertical rough surface (DC 25 to climb).

Regardless of where the PCs choose to sneak over the wall, there are three veteran soldiers from the Army of Liberation patrolling that section of the wall. A

successful Move Silently check (DC 10 + APL) and Hide check (DC 10 + APL) allows the party to sneak by the guards.

If the party is spotted on the wall, the guards call for the PCs to halt. If the PCs surrender, they are taken into custody. Resolve this encounter as per **Arrested by the Town Watch** in **Encounter Five** above.

If the PCs attack the guards, the guards sound the alarm. Resolve this encounter as per **Attacking the Gate Guards** below.

Passage through the Gates of Hochoch

The PCs can attempt to convince the guards to allow them out of town through a small postern gate door. The PCs can get the guards to let them out with a successful Diplomacy check (DC 15 + APL). The DM assigns circumstance bonuses as necessary. Some guidelines are below.

- +5 circumstance bonus: Member of the Army of Liberation, priest of a prominent temple meta-org, use of a Level D favor.
- +10 circumstance bonus: Officer of the Army of Liberation, elder priest of a prominent meta-org, use of a Level C favor.
- +15 circumstance bonus: Peer of the Realm, Griffon Guard, Chosen of Calisse, use of a Level B favor.

Calisse and Ogwyn remain in the back so as to minimize interaction with the guards. Unless the PCs really slip up, the guards do not recognize either of them.

The PCs can also use Bluff to get past the gate, but the story had better be good (DC 15 + APL).

The PCs can bribe their way out. The cost to bribe the guards is 100 gp times the APL.

Attacking the Gate Guards

Each of the gates has three members of the Army of Liberation guarding them throughout the night. There are another 16 soldiers asleep in the barracks within the gatehouses. However, by the time the PCs get to the gate, the Army of Liberation has sent veteran officers to check the gates due to the attack on the Caer.

If the PCs attack the guards, they attempt to sound the alarm and rouse their fellows (see **Appendix II** for the guards tactics). A patrol of the Knights of the Watch arrives two rounds after the alarm is sounded. Additional patrols arrive every two rounds after that until there are five patrols at the gate. Use the stats from **Encounter Three** for the Watcher patrols.

All of the soldiers guarding the walls and the gates are members of the Army of Liberation.

The guards have been alerted by the Knights to hold Calisse if she shows up. Go to **Conclusion: Calisse with the Knights** if Calisse's identity is revealed.

Once the PCs are outside the city continue to **Encounter Seven**.

Encounter Seven: The Devil is in the Details

If another hour has passed, the PCs get another casual opportunity to see through Calisse's disguise. The effects of weather apply to this encounter. See the Weather section of the **Adventure Background** for details.

The DM should ask the PCs if they are maintaining their marching order from before. If they are making any changes, they need to inform the DM.

It takes thirty minutes of travel to make it to this point outside the town from the Shalm's Gate. The party is halfway between the walls and Beory's Teeth. The storm makes it impossible to see either location.

With no buildings or town walls to break up the wind, the wind relentlessly assaults your body. Snow is deeper outside of Hochoch and finding your way to Beory's Teeth is difficult. Making your way along the Sunken Road shields you from the worst of the wind, but the darkness and precipitation makes seeing distances impossible.

As your group gets out of the depression that marks the side of the Sunken Road and starts the final trek towards Beory's Teeth, you notice a lone figure sitting astride a large horse. A closer look reveals that the rider is a statuesque woman dressed in a dark cloak, what little exposed skin is flawless.

The PCs may wish to take some action at this point. If the PCs seem about to attack or start casting spells, read the following.

Her head rises up. From the shadows of her face, she examines you with red glowing eyes. Awela gasps, clutching her child even closer to her chest. Ogwyn positions himself between Awela and the rider.

"Greetings, Your Radiance," The woman's lips do not move and the words burn inside your head. "I have been sent to collect the child of Owen. Turn it over to me now, and I will spare the lives of you and your companions. Otherwise, my champions shall rend the flesh from your bones and take the spawn. My mistress will not be denied."

This is the first erinyes from the nursery. Calisse and Ogwyn immediately recognize her. The erinyes uses her telepathy to speak to the PCs. Her true seeing special quality allows her to see through Calisse's hat of disguise.

The PCs may notice that she called Awela “Her Radiance”. If they comment on it, the erinyes, says:

“Oh yes, that’s right. I said Radiance. Do you not know with whom you walk? ‘Tis the Brenines herself, but she doesn’t look quite herself today.”

At this point Calisse drops the disguise and takes her true form.

The dumpy plain woman changes into a beautiful young woman with long blonde hair and blue eyes. She carries herself with poise and grace. “I know what you are, fiend. You shall not have my child. I eluded your attack in the nursery, and I shall do so again here. Get back to the hells that spawned you.”

The fiend smiles in amusement.

The erinyes simply wants the child to be turned over to her or she brings suffering down on the party. It looks like she is alone, but her support hides in the storm. If they ask who sent her, she says, “*The Lady*” and nothing else on the subject.

First, the erinyes tries to get the PCs to abandon Calisse and Ogwyn. She derides the PCs telling them they meddle in affairs beyond their understanding.

“Why should you protect liars? You should walk away and leaves this to those with the knowledge and power to address these situations.”

The erinyes’ goal is the child, but she will claim Calisse as well if she can. The PCs could possible avoid combat with the erinyes and her associates by completely selling out Calisse and Ogwyn. Calisse then flees with Ogwyn protecting her. The erinyes sends her devils after them. Without the PCs’ help, they are overwhelmed.

If the PCs turn Rhys over to the erinyes, they earn the *Hatred of Grand Duchess Calisse Skotti* (see the Treasure Summary) for their betrayal. Go to **Conclusion: Calisse with the Devils**.

If the PCs remain true to Calisse or the rider grows weary of the conversation, she decides to do this the old-fashioned way and beat the PCs into submission.

“You are not very smart are you? Then you will suffer for your stupidity.” She vanishes leaving nothing but a swirling dark cloud and the smell of brimstone. The horse has vanished as well.

PCs who make a Spellcraft check (DC 20) can identify the spell effect as a *teleport*. This should not be possible within 10 miles of Hochoch. How she did it is a secret that the Geoff Triad is going to keep for a while longer.

At this point, the devil allies of the erinyes charge out of the storm at the PCs, intent on capturing the child. Use each PC’s sixth random roll plus the PCs initiative modifier to determine each PC’s place in the initiative order. The devils’ tactics can be found in **Appendix I**.

If the PCs fight, Ogwyn defends Calisse and assists the PCs as much as possible. He uses his spells to augment their ability in battle. He keeps an eye on Calisse to protect her. If she is seriously threatened he uses his *dust of disappearance* on her and tells her to run.

Calisse uses all of her abilities to protect herself. She casts *mage armor*, *shield*, and reads her *scroll of invisibility*. If she is forced into combat, she uses her *wand of magic missile* (9th level caster) to protect herself and Rhys.

If the PCs are successful, go to **Conclusion: Calisse Safe**. If the devils defeat the PCs and take Calisse and the child, go to **Conclusion: Calisse with the Devils**.

DM Note: The EL of this encounter has been reduced by one since Ogwyn assists the PCs in this fight (see above). More than likely, the PCs want to try and attack the rider directly. She ignores their attempts to harm her and teleports as soon as she is attacked. She has AC 34, SR 28, immunity to fire/poison, and acid/cold resistance 20.

APL 4 (EL 6)

☛ **Bearded Devils** (2): hp 50 each; see *Monster Manual*.

APL 6 (EL 8)

☛ **Bearded Devils** (4): hp 50 each; see *Monster Manual*.

APL 8 (EL 10)

☛ **Bone Devil**: hp 98; see *Monster Manual*.

☛ **Bearded Devils** (4): hp 50 each; see *Monster Manual*.

APL 10 (EL 12)

☛ **Barbed Devil**: hp 126; see *Monster Manual*.

☛ **Bone Devils** (2): hp 98 each; see *Monster Manual*.

Conclusion

Depending on the choices made in this scenario a number of different conclusions are possible.

Calisse Safe

Use this conclusion if the PCs have escorted Calisse and Rhys to Beory’s Teeth successfully.

The following is a description of what happens at Beory’s Teeth. The PCs can interject at several points. If so, try to accommodate them.

At long last you reach Beory’s Teeth. The great standing stones jut skyward and weather the sleet and wind.

There at the Druid’s Circle, you find a man named Pwyll who is waiting, but he is not a druid. With a sweeping bow, he introduces himself as Pwyll of the

Verdant Ivy, bard of the Old Lore and of the College of Canaith and says,

"I have good news, your Radiance. Gwenllian the Eglantine has granted your request of sanctuary. She has given me leave to escort you to the Isle of Rhun."

A look of concern passes over Pwyll's face. "I was not expecting to see you here tonight. I had planned to meet you at the Caer as soon as the storm lifted."

"My plans have changed," Calisse replies. "I must leave immediately for Rhun."

"Of course, your Radiance," Pwyll says with a slight bow of the head. He approaches a dolmen and chants softly to himself in an ancient tongue while touching one of the stones.

Pwyll is reciting an ancient ritual in the secret Druidic language. This is a ritual that they do not share with anyone outside of the Old Faith or the Old Lore. The PCs can overhear what he is saying if they can speak Druidic and make a Listen Check (DC 30). Even then, all they know is that he gave thanks to the Old Faith gods. Spellcraft checks reveal nothing, as this is not a spell effect.

In the space between the two massive stones, a creature appears out of nothing as it turns to face you. It appears vaguely elven, but she has light green skin, and her "hair" consists of feathers. "Ah, Pwyll, my nightingale, when will you sing me my song?" the creature pouts.

Pwyll looks to Calisse then back to the guardian. "Right now, milady Guardian, in exchange for passage for companions and myself."

The guardian thinks for a moment then says, "Very well, I accept your gift of a song for passage." Pwyll pulls a mandolin off his back and begins to sing.

An excellent melody of the song was used by Ben Kingsley in the movie production of Twelfth Night. If you are unfamiliar with this performance, make the song rather sad and sweet – like a smile through tears.

*"When that I was and a little tiny boy
With hey, ho, the wind and the rain,
A foolish thing was but a toy,
For the rain it raineth every day".*

*"But when I came to man's estate,
With hey, ho, the wind and the rain,
'Gainst knaves and thieves men shut their gate,
For the rain it raineth every day."*

*"But when I came, at last, to wife,
With hey, ho, the wind and the rain,
By swaggering could I never thrive,
For the rain it raineth every day."*

"A great while ago the world began,

*With hey, ho, the wind and the rain,
But that's all one, my song is done,
And I'll strive to please you every day."*

Speak this next line low and soft.

"Every day."

DM Note: Song from William Shakespeare's Twelfth Night Act. 5, Scene 1 with a few minor changes.

The guardian smiles at the Old Lore bard with a look of utter delight on her face. "Oh thank you, Pwyll. That was wonderful. The Ways of the World are open to you." She reaches out to touch the stones on each side of her. Almost immediately, the space between the upright stones fills with swirling mist. As the guardian fades away, she whispers, "Fly away, my nightingale, till we meet again."

Pwyll puts away his instrument and motions for Calisse to enter. Just before doing so, she turns to you. "I cannot thank you enough for your escort through the town. It is doubtful that we would have made the journey without you"

The PCs may wish to say good-bye to Calisse and Ogwyn at this time. Ogwyn has a parting gift for the PCs.

Ogwyn adds "I too have much to be thankful for. While this would never come close to repaying my debt, you may find a better use for it. (He hands the PCs his wand of haste.) "Hwyl fawr." (hwill faw-er, tr. farewell)

PCs may want to travel with Calisse. She tells them no and that their efforts would be better spent making sure that Rhys has a place to return to than hiding with her among the druids.

If a Chosen or Griffon Guard ask to go along, she tells them that they would better protect her if they could find out who is behind these attacks.

When the conversation reaches an end, read the following:

"You may tell any who ask where I have gone. I am taking Rhys to the druids so that he may learn the ways of his father. Rhys will be the next Brenin."

She takes a deep breath. "I hope we meet again," she says and enters the gateway and fades into the mist.

Ogwyn and Pwyll follow and disappear. Shortly thereafter, the mists fade and all that remains are the standing stones themselves.

PCs receive the Favor of Calisse (see the Treasure Summary). If a PC had the Ire of Calisse from an earlier module, they can exchange the Favor to get it removed.

If a member (or members) of the party killed a Town Watch, Knight of the Watch, or a member of the Army of Liberation sometime in this module, proceed to Judgment of Allitur.

Calisse with Rhisiart

Use this conclusion if the allies of Bedwyn get Calisse and Rhys.

Modify the box text accordingly to fit the situation the PCs are in.

Arianwyn and his companions take custody of the woman and the infant. They quickly fade into the stormy night.

Days pass and you learn that Grand Duchess Calisse and Owen's son Rhys have disappeared from Hochoch. All attempts to locate them are fruitless. It was as if the night swallowed them up.

Calisse and Rhys are taken out of the country to a distant and remote location, where Arianwyn and his companions guard her. Rhisiart uses her capture as a way to gain favor with Bedwyn the Fat. He also hints that she can be returned to Geoff along with her child. Bedwyn makes Rhisiart a noble and gives him great wealth.

If a member(s) of the party killed a Town Watch, Knight of the Watch, or a member of the Army of Liberation sometime in this module, proceed to **Judgment of Allitur**.

Calisse with the Knights

Use this conclusion if the Knights of the Watch get Calisse and Rhys.

Modify the box text accordingly to fit the situation the PCs are in.

The Knights of the Watch take custody of the woman and the infant. They quickly fade into the stormy night.

Days later, you hear that Grand Duchess Calisse and Owen's son Rhys have taken refuge at the Knights of the Watch keep outside of Hochoch after an attack on Caer Dwr Gwylly.

Calisse and Rhys are taken to Northkeep where the Knights of the Watch guard them. Mother and child stay there for some time. Calisse is marginalized in Gyri politics and ceases to have any influence on the fate of the nation.

If a member(s) of the party killed a Town Watch, Knight of the Watch, or a member of the Army of Liberation sometime in this module, proceed to **Judgment of Allitur**.

Calisse with the Devils

The PCs allow "The Lady" to take Calisse and Rhys.

Modify the box text accordingly to fit the situation the PCs are in.

In the direction that Ogwyn and Calisse run off, you hear a couple of meaty thunks, the screams of a baby

and the sobbing of a young mother, then ... nothing ... nothing but the storm around you.

The devils take Calisse and Rhys elsewhere. Their fate is too horrible to describe here.

If a member(s) of the party killed a Town Watch, Knight of the Watch, or a member of the Army of Liberation sometime in this module, proceed to **Judgment of Allitur**.

Judgment of Allitur

Use this conclusion if the PCs killed a member of the Town Watch or a Knight of the Watch and were not arrested during the course of the adventure.

Not days after your adventure with Calisse (or Awela) you are arrested by the Town Watch for murdering an officer of the law. After several days of intense questioning by several different groups, you are brought before an elder priest of Allitur.

The PCs have the opportunity to answer the charges against them. Adjudicate the charges as per **Arrested by the Town Watch** in **Encounter Five**.

The End

Experience Point Summary

The player characters receive the following experience point awards, by APL and encounter:

Encounter Two

Defeat the assassin and keep Calisse alive

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

Encounter Three

Get past the Knights of the Watch patrol

APL 4 – 30 xp.

APL 6 – 40 xp.

APL 8 – 50 xp.

APL 10 – 60 xp.

Encounter Four

Defeat Bedwyn's adventurers

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

Encounter Six

Escape the city of Hochoch

APL 4 – 30 xp.

APL 6 – 40 xp.

APL 8 – 50 xp.

APL 10 – 60 xp.

Encounter Seven

Defeat the devils

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

Conclusion

Get Calisse and Rhys safely to Beory's Teeth

APL 4 – 75 xp.

APL 6 – 100 xp.

APL 8 – 125 xp.

APL 10 – 150 xp.

Total Possible Experience

APL 4 – 675 xp.

APL 6 – 900 xp.

APL 8 – 1,125 xp.

APL 10 – 1,350 xp.

Treasure Summary

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One

APL 4: L: 25 gp; C: 30 gp; M: boots of the winterlands (208 gp), cloak of resistance +1 (83 gp), elixir of hiding (21 gp), elixir of sneaking (21 gp), potion of heroism (63 gp).

APL 6: L: 0 gp; C: 30 gp; M: boots of the winterlands (208 gp), cloak of resistance +1 (83 gp), elixir of hiding (21 gp), elixir of sneaking (21 gp), potion of heroism (63 gp), potion of barkskin +3 (50 gp), +1 kama (192 gp).

APL 8: L: 0 gp; C: 30 gp; M: boots of the winterlands (208 gp), cloak of resistance +1 (83 gp), elixir of hiding (21 gp), elixir of sneaking (21 gp), potion of heroism (63 gp), potion of barkskin +4 (75 gp), +1 ki focus kama (692 gp).

APL 10: L: 0 gp; C: 30 gp; M: boots of the winterlands (208 gp), cloak of resistance +2 (333 gp), elixir of hiding (21 gp), elixir of sneaking (21 gp), arcane scroll of greater heroism – 11th level caster (138 gp), potion of barkskin +5 (100 gp), +1 wounding kama (1,525 gp).

Encounter Four

APL 4: L: 185 gp; C: 500 gp; M: 12 oils of magic weapon (4 gp each), 16 potions of cure light wounds (4 gp each), 12 potions of endure elements - cold (4 gp each), cloak of resistance +1 (83 gp), pearl of power – 1st level spell (83 gp), Pennar's Spellbook (271 gp).

APL 6: L: 107 gp; C: 500 gp; M: 8 oils of magic weapon (4 gp each), 8 potions of cure light wounds (4 gp each), 4 potions of endure elements - cold (4 gp each), cloak of resistance +1 (83 gp), pearl of power – 1st level spell (83 gp), Pennar's Spellbook (271 gp), wand of enlarge person – 1st level caster (63 gp), +1 heavy flail (193 gp), +1 rapier (193 gp), +1 longsword (193 gp).

APL 8: L: 17 gp; C: 500 gp; M: 8 oils of magic weapon (4 gp each), 8 potions of cure light wounds (4 gp each), 4 potions of endure elements - cold (4 gp each), cloak of resistance +2 (333 gp), pearl of power – 1st level spell (83 gp), Pennar's Spellbook (271 gp), wand of enlarge person – 1st level caster (63 gp), +1 heavy flail (193 gp), +1 rapier (193 gp), +1 longsword (193 gp), 4 potions of resist energy 10 - fire (25 gp each), potion of barkskin +2 (25 gp), pearl of power – 2nd level spell (333 gp), ring of protection +1 (167 gp), +1 breastplate (113 gp), +1 studded leather (98 gp), +1 chain shirt (104 gp), +1 dagger (192 gp).

APL 10: L: 4 gp; C: 500 gp; M: 8 oils of magic weapon (4 gp each), 8 potions of cure light wounds (4 gp each), 4 potions of endure elements - cold (4 gp each), cloak of resistance +2 (333 gp), pearl of power – 1st level spell (83 gp), Pennar's Spellbook (271 gp), wand of enlarge person – 1st level caster (63 gp), +1 heavy flail (193 gp), +1 rapier (193 gp), +1 longsword (193 gp), 4 potions of resist energy 10 - fire (25 gp each), potion of barkskin +4 (75 gp), pearl of power – 2nd level spell (333 gp), ring of protection +1 (167 gp), +1 breastplate (113 gp), +1 studded leather (98 gp), +1 chain shirt (104 gp), +1 dagger (192 gp), +1 heavy wooden shield (96 gp).

Conclusion

All APLs: L: 0 gp; C: 0 gp; M: wand of haste – 5th level caster (938 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 210 gp; C: 530 gp; M: 1,931 gp – Total: 2,671 gp (650 gp).

APL 6: L: 107 gp; C: 530 gp; M: 2,735 gp – Total: 3,372 gp (900 gp).

APL 8: L: 17 gp; C: 530 gp; M: 4,642 gp – Total: 5,189 gp (1,300 gp).

APL 10: L: 4 gp; C: 530 gp; M: 5,971 gp – Total: 6,505 gp (2,300 gp).

Special

☛ Hatred of Grand Duchess Calisse Skotti

You have betrayed the trust of Calisse the Brenines and earned her hatred. She has called upon friends and family to see that you suffer. At the beginning of every adventure (Core, Regional, or Metaregional), make a Fortitude Save (DC 18) or die from an assassin's blade. If an assassination is successful, you need not make further Fortitude saves even if you are restored to life.

☛ Favor of Grand Duchess Calisse Skotti

You have assisted Calisse the Brenines, when she was in dire peril. She remembers your efforts on her behalf. Favor Level B. Mark this favor when used.

This favor can be spent to gain access (Frequency: Adventure) to purchase one of the following items/upgrades: gem of brightness, ring of energy resistance, minor (electricity), or moderate fortification armor/shield special ability.

☛ Pennar's Spellbook

1st - enlarge person, expeditious retreat, grease, mage armor, magic missile, protection from good, ray of enfeeblement, shield, silent image; 2nd - glitterdust, fox's cunning, invisibility, Melf's acid arrow, protection from arrows, protection from energy, rope trick, web; 3rd - dispel magic, displacement, haste, lightning bolt, slow; 4th - dimension door, greater invisibility, mass enlarge person, solid fog, stoneskin; 5th - Bigby's interposing hand.

Market Price: 3,250 gp; Weight: 3 lbs.

Items for the Adventure Record

Item Access

APL 4:

- ❖ Boots of the Winterlands (Adventure, DMG)
- ❖ Elixir of Hiding (Adventure, DMG)
- ❖ Elixir of Sneaking (Adventure, DMG)
- ❖ Pearl of Power – 1st level spell (Adventure, DMG)
- ❖ Pennar's Spellbook (Adventure, see above)
- ❖ Potion of Heroism (Adventure, DMG)
- ❖ Wand of Haste (Adventure, 5th level caster, DMG)

APL 6 (APL 4 Items plus):

- ❖ Potion of Barkskin +3 (Adventure, DMG)
- ❖ Wand of Enlarge Person (Adventure, 1st level caster, DMG)

APL 8 (APL 4, 6 Items plus):

- ❖ +1 Ki Focus Kama (Adventure, DMG)
- ❖ Cloak of Resistance +2 (Adventure, DMG)
- ❖ Pearl of Power – 2nd level spell (Adventure, DMG)
- ❖ Potion of Barkskin +4 (Adventure, DMG)

APL 10 (APL 4, 6, 8 Items plus):

- ❖ +1 Wounding Kama (Adventure, DMG)
- ❖ Potion of Barkskin +5 (Adventure, DMG)
- ❖ Scroll of Greater Heroism (Adventure, 11th level caster, DMG)

Appendix I: Combat Encounters

APL 4

Encounter 2

DM Note: Values in brackets “[]” represent the pre-NPC stats prior to consuming potions.

Mistra the Silent: female tiefling (native); Mnk 5/Asn 1; CR 6; Medium outsider; HD 1d6+5d8+6; hp 39; Init +7; Spd 40 ft; AC 20 (+3 Dex, +5 ac bonus, +2 *shield of faith* +2), touch 20, flat-footed 17 [16 (+3 Dex, +3 ac bonus), touch 16, flat-footed 13]; Base Atk +3; Grp +9; Atk +9 [+5] or +10 [+6] melee (1d8+6 [2], unarmed strike or 1d6+6 [2], mw kama); Full Atk +9 [+5] or +10 [+6] melee (1d8+6 [2], unarmed strike or 1d6+6 [2], mw kama) or +7 [3]/+7 [3] or +8 [4]/+8 [4] melee (1d8+6 [2], unarmed strike or 1d6+6 [2], mw kama); SA death attack, flurry of blows, ki strike +1, poison, sneak attack +1d6, unarmed strike, darkness; SQ see invisible, darkvision 60 ft.; resistance to cold 5, electricity 5, and fire 5, ac bonus, evasion, fast movement, purity of body, slow fall 20 ft., still mind; AL LE; SV Fort +8 [+6], Ref +12 [+10], Will +13 [+9]; Str 19 [14], Dex 16, Con 12, Int 20 [16], Wis 18 [15], Cha 6.

Skills & Feats: Concentration +13 [+11], Disguise +2, Hide +27 [+15], Jump +17 [+13], Listen +9 [+5], Move Silently +25 [+13], Spot +9 [+5], Tumble +17 [+15]; Combat Expertise, Deflect Arrows Improved Initiative, Iron Will, Stunning Fist.

Darkness (Sp): You can use *darkness* once per day (caster level equal to class levels).

Assassin spells known (0/1; DC 15 [13] + spell level): 0 -; 1st – *true strike*, *obscuring mist*.

Languages: Common, Draconic, Dwarven, Infernal, Keoish, Ancient Suloise.

Possessions: boots of the winterlands, masterwork kama, cloak of resistance +1, ~~large scorpion venom~~, ~~elixir of hiding~~, ~~elixir of hiding~~, ~~elixir of sneaking~~, ~~elixir of sneaking~~, ~~potion of bull's strength~~, ~~potion of fox's cunning~~, ~~potion of heroism~~, ~~potion of heroism~~, ~~potion of owl's wisdom~~, ~~potion of shield of faith~~ +2, 180 gp.

Tactics: Mistra knows that Calisse went into the temple. She has been watching it the entire time. When a large party with a woman carrying a baby leaves, she follows in the shadows, looking for an opportunity to strike. She consumes her *elixirs of hiding and sneaking* since they last an hour each. One minute before she strikes, she applies the poison to her weapon and consumes the *potions of bull's strength, fox's cunning, heroism, owl's wisdom, and shield of faith* +2.

She follows the party in the shadows, staying in the dark. The PCs can see her moving in the shadows with a successful opposed Spot check, Mistra gets a +10 concealment bonus for the lighting conditions. If spotted, she moves off and approaches from a different direction. Do not forget to have the players subtract 6

from their roll for the weather. She does not leave tracks in the snow because of the boots she is wearing.

Just before the surprise round begins, Mistra stays in the shadows, but moves within 20' of Calisse and casts *true strike*. The PCs get another opposed Spot (DC 25 + APL) and Listen checks (DC 10 + APL). Do not forget to apply a –6 penalty to the players rolls for the weather conditions. If either check is successful, the PC may act during the surprise round. Otherwise, they are surprised and cannot act during the surprise round. Also, during this time, Mistra has been studying Calisse for her Death Attack.

Surprise round: Mistra uses her combat expertise and fights defensively (AC increases by BAB+3 and she takes a BAB+4 penalty to attacks. She charges 20 ft (the boots she wears allows this. She soaks up AoOs and only uses Tumble to pass through an occupied squares) and uses her Death Attack, unarmed, (do not forget her *true strike* bonus of +20) on Calisse to paralyze her, not kill her. This is the only time Mistra can use her death attack skill.

First round: Mistra keeps her modified AC and attack bonuses until her turn in the initiative order. On her turn she stops using combat expertise and fighting defensively. Using spring attack, she moves back out into the shadows, making a single attack against a PC along the way, and hiding again with appropriate modifiers and penalties (-20).

Second round: She attacks from the shadows (sneak attack) on the most vulnerable looking spell caster she can reach (she moves normally and has a good tumble). She uses spring attack to come out of the shadows and move back into the shadows, taking the –20 penalty to hide. Each time she attacks, she utters some verbal jab at the character she attacks.

Subsequent rounds: Mistra cannot stand toe-to-toe with the party. The party has too many attack actions between them. She has to use a hit-and-run strategy, attacking them from the shadows. It is important she take the party members in the following order: spell casters, range fighters, reach fighters, melee fighters.

During the entire combat, Ogwyn is trying to get Calisse moving, but he cannot.

If Mistra succeeds in incapacitating the party, she kills Ogwyn and takes Calisse and Rhys with her.

Encounter 4

Arianwyn ap Padrig: male human Ftr 2; CR 2; Medium humanoid; HD 2d10+6; hp 20; Init +2 (+2 Dex); Spd 20ft.; AC 17 (+2 Dex, +5 mw breastplate), touch 12, flatfooted 15; Base Atk +2; Grp +6; Atk/Full Atk +8 melee (1d8+7/19-20/x2, mw heavy flail); SA -;

SQ -; AL N; SV Fort +6, Ref +2, Will +0; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +6, Ride +4, Cleave, Power Attack, Quick Draw, Weapon Focus (heavy flail).

Languages: Common.

Possessions: masterwork heavy flail, masterwork breastplate, cold weather outfit, ~~oil of magic weapon~~, oil of magic weapon (3), potion of cure light wounds (4), ~~potion of endure elements (cold)~~, potion of endure elements (cold) (3), 750 gp.

Ffychan ap Padrig: male human Rog 2; CR 2; Medium humanoid; HD 2d6+4; hp 12; Init +4 (+4 Dex); Spd 30ft.; AC 17 (+4 Dex, +3 mw studded leather), touch 14, flatfooted 13; Base Atk +1; Grp +2; Atk/Full Atk +7 melee (1d6+2/18-20/x2, mw rapier); SA sneak attack +1d6; SQ evasion, trapfinding; AL CN; SV Fort +2, Ref +7, Will +0; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Bluff +6, Climb +6, Diplomacy +6, Disable Device +6, Hide +6, Listen +5, Open Lock +8, Search +8, Spot +8, Tumble +8, Weapon Finesse (rapier), Weapon Focus (rapier).

Languages: Common, Elven.

Possessions: masterwork rapier, masterwork studded leather, cold weather outfit, ~~oil of magic weapon~~, oil of magic weapon (3), potion of cure light wounds (4), ~~potion of endure elements (cold)~~, potion of endure elements (cold), 750 gp.

Luc ap Padrig: male human Bbn 1/Rgr 1; CR 2; Medium humanoid; HD 1d12+1d8+4; hp 18; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40ft.; AC 18 (+2 Dex, +4 mw chain shirt, +2 mw heavy wooden shield), touch 12, flatfooted 16; Base Atk +2; Grp +5; Atk/Full Atk +7 melee (1d8+4/19-20/x2, mw longsword); SA -; SQ fast movement, favored enemy (dwarf); rage 1/day, wild empathy; AL N; SV Fort +6, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Hide +4, Intimidate +4, Knowledge (nature) +1, Listen +4, Move Silently +4, Ride +6, Spot +2, Survival +4, Improved Initiative, Track, Weapon Focus (longsword)

Languages: Common

Possessions: masterwork longsword, masterwork chain shirt, heavy wooden shield, cold weather outfit, ~~oil of magic weapon~~, oil of magic weapon (3), potion of cure light wounds (4), ~~potion of endure elements (cold)~~, potion of endure elements (cold) (3), 750 gp.

Pennar the Grim: male half-elf Wiz 3; CR 3; Medium humanoid; HD 3d4+6; hp 14; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft; AC 15 (+1 Dex, +4 mage armor), touch 15, flatfooted 14; Base Atk +0; Grp -1; Atk/Full Atk +0 melee (1d4-1/19-20, mw dagger); SA: wizard spells; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision, familiar, scribe scroll; SV Fort +4, Ref +3, Will +4; AL CN; Str 8, Dex 12, Con 14, Int 16, Wis 11, Cha 10.

Skills and Feats: Concentration +8, Knowledge (arcana) +9, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (the planes) +5, Spellcraft +11; improved initiative, spell focus (conjunction).

Languages: Common, Draconic, Elven, Goblin, and Orc.

Wizard spells prepared (4/3/2; DC 13 [14 for conjunction spells] + spell level): 0 - acid splash, detect magic, message, open/close; 1st - enlarge person, grease, ~~mage armor~~; 2nd - invisibility, web.

Spellbook: 0 - acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, light, ghost sound, ray of frost, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, touch of fatigue; 1st - enlarge person, grease, mage armor, protection from good, ray of enfeeblement, silent image; 2nd - fox's cunning, invisibility, rope trick, web.

Possessions: masterwork dagger, cold weather outfit, cloak of resistance +1, pearl of power (1st level), Pennar's spellbook, ~~oil of magic weapon~~, oil of magic weapon (3), potion of cure light wounds (4), ~~potion of endure elements (cold)~~, potion of endure elements (cold) (3), 750 gp.

Familiar—Gern the Toad: CR -; diminutive animal; HD 1/4d8; 7 hp; Init +1; Spd 5 ft; AC 17 (+4 size, +1 Dex, +2 natural), touch 15, flat-footed 16; Base Atk +0; Grp -17; Atk/Full Atk -; SA deliver touch spells, SQ amphibious, low-light vision, improved evasion, share spells, empathic link; SV Fort +2, Ref +3, Will +2; Str 1; Dex 12; Con 11, Int 7, Wis 14; Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4; Alertness.

Tactics: Arianwyn appears at the front of the PC marching order to begin the parley. Ffychan, Luc, and Pennar remain hidden behind cover. All have their melee weapons drawn (except Pennar), used the oil of magic weapon on their melee weapon (included in Appendix A stats), and consumed a *potion of endure elements (cold)*. Pennar has *mage armor* pre-cast on himself (included in Appendix A stats).

At the start of combat, Arianwyn double moves toward Calisse. He intends to snatch the infant from her arms and move away. Arianwyn stops his advance and engages the first PC to attack him. After that, Luc moves to position himself around Arianwyn's target. He wants to stay near the PCs to deny the PCs use of area of effect type spells like fireball and give the pair the opportunity to flank.

The rogue moves while hidden looking to ambush spellcasters or other weaker party members.

Pennar looks for an opportunity to cast *web* and trap any spell casters or archers. He then uses his *enlarge person* spell. He looks to *grease* the weapon of any tank. He uses his *pearl of power (1st level)* to recall the most effective spell and use it again. Pennar avoids combat.

If the NPCs drop below 75% hp, they attempt to withdraw and flee. If the PCs let them leave, they have still defeated the encounter.

If the NPCs are victorious, they rob the PCs of their weapons and money. They do not have the time for more before the Town Watch shows up. The Town Watch revives any PCs in negative hp and recovers the dead for possible resurrection.

Encounter 7

Bearded Devils (2): hp 50 each; see MM.

Tactics: The devils start hidden in the snow 65' away from the PC marching order. After the NPC devil departs, the devils attempt to summon baatezu. They position them between themselves and the party to distract the PCs and soak up the higher level combat spells. They then advance on Calisse (using double moves) from the front and two sides, evenly divided. If a PC intervenes, the devils on that side of the party attack the PC until the PC goes unconscious. Then they continue to pursue Calisse and Rhys.

Calisse uses her spells and *wand of magic missile* to defend herself then assist PCs. Ogwyn uses his songs and spells to buff up the PCs.

APL 6

Encounter 2

DM Note: Values in brackets “[]” represent the pre-NPC stats prior to consuming potions.

Mistra the Silent: tiefling (native); Mnk 5/Asn 3; CR 8; Medium outsider; HD 3d6+5d8+24 [8]; hp 66 [50]; Init +9 [+7]; Spd 40 ft; AC 23 (+5 Dex, +5 AC bonus, +3 *shield of faith* +3), touch 23; flat-footed 23 [AC 17 (+3 Dex, +4 AC bonus), touch 14; flat-footed 17]; Base Atk +5; Grp +9 [+7]; Atk +12 [7] or +13 [8] melee (1d8+7 [2], unarmed strike or 1d6+8 [3], +1 *kama*); Full Atk +12 [7] or +13 [8] melee (1d8+7 [2], unarmed strike or 1d6+8 [3], +1 *kama*) or +10 [5]/+10 [5] or +11 [6]/+11 [6] melee (1d8+7 [2], unarmed strike or 1d6+7 [3], +1 *kama*); SA death attack, flurry of blows, ki strike +1, poison, sneak attack +2d6, unarmed strike, darkness; SQ see invisible, darkvision 60', uncanny dodge, resistance to cold 5, electricity 5, and fire 5, ac bonus, evasion, fast movement, purity of body, save against poison +1, slow fall 20', still mind; AL LE; SV Fort +11 [+7], Ref +15 [+11], Will +14 [+11]; Str 20 [14], Dex 20 [16], Con 16 [12], Int 20 [16], Wis 18 [16], Cha 6.

Skills & Feats: Concentration +17 [+13], Disguise +4 [+2], Hide +31 [+17], Jump +18 [+13], Listen +11 [+8], Move Silently +29 [+15], Spot +11 [+8], Tumble +21 [+17]; Combat Expertise, Deflect Arrows, Improved Initiative, Iron Will, Stunning Fist.

Darkness (Sp): You can use *darkness* once per day (caster level equal to class levels).

Assassin spells known (0/3/1; DC 15 [13] + spell level): 0 -; 1st -ghost sound, obscuring mist, true strike; 2nd - invisibility, undetectable alignment.

Languages: Common, Draconic, Dwarven, Infernal, Keoish, Ancient Suloise.

Possessions: boots of the winterlands, +1 *kama*, cloak of resistance +1, ~~giant wasp poison~~, ~~elixir of hiding~~, elixir of hiding, ~~elixir of sneaking~~, elixir of sneaking, potion of barkskin +3, ~~potion of bear's endurance~~, ~~potion of bull's strength~~, ~~potion of cat's grace~~, ~~potion of fox's cunning~~, ~~potion of heroism~~, ~~potion of heroism~~, ~~potion of owl's wisdom~~, ~~potion of shield of faith~~ +3, 180 gp.

Tactics: Mistra knows that Calisse went into the temple. She has been watching it the entire time. When a large party with a woman carrying a baby leaves, she follows in the shadows, looking for an opportunity to strike. She consumes her *elixirs of hiding and sneaking* since they last an hour each. She also casts *undetectable alignment* on herself. One minute before she strikes, she applies poison to her weapon and consumes the *potions of bear's endurance, bull's strength, cat's grace, fox's cunning, heroism, owl's wisdom, and shield of faith* +3.

She follows the party in the shadows, staying in the dark. The PCs can see her moving in the shadows with a successful opposed Spot check. If spotted, she moves off and approaches from a different direction. Do not forget to have the players subtract 6 from their roll for the weather. She does not leave tracks in the snow because of the boots she is wearing.

Just she moves up to the party, she cast invisibility on herself, so the PCs could not hear her. Just before the surprise round begins, Mistra stays in the shadows, but moves within 25 ft. of Calisse and casts *true strike*. The PCs get opposed Spot and Listen checks. Do not forget to have the players subtract 6 for the weather off both checks. If the check is successful, the PC may act during the surprise round. Otherwise, they are surprised and cannot act during the surprise round. Also, during this time, Mistra has been studying Calisse for her Death Attack. This is the only time Mistra can use her Death Attack ability.

Surprise round: Mistra uses her combat expertise and fights defensively (AC increases by BAB+3 and takes a BAB+4 penalty to all attack rolls). She charges 20 ft. (the boots she wears allows this. She soaks up AoOs and only uses Tumble to pass through an occupied square) and uses her Death Attack, unarmed, (do not forget her *true strike* bonus of +20) on Calisse to paralyze her, not kill her.

First round: Mistra keeps her modified AC and attack bonuses until her turn in the initiative order. On her turn she stops using combat expertise and fighting defensively. Using spring attack, she moves back out into the shadows, making a single attack against a PC along the way, and hiding again with appropriate modifiers and penalties (-20).

Second round: She attacks from the shadows (sneak attack) on the most vulnerable looking spell caster she can reach (she moves normally and has a good tumble). She uses spring attack to come out of the shadows and move back into the shadows, taking the -20 penalty to hide. Each time she attacks, she utters some verbal jab at the character she attacks.

Subsequent rounds: Mistra cannot stand toe-to-toe with the party. The party has too many attack actions between them. She has to use a hit-and-run strategy, attacking them from the shadows. It is important she take the party members in the following order: spell casters, range fighters, reach fighters, melee fighters.

During the entire combat, Ogwyn is trying to get Calisse moving, but he cannot.

If Mistra succeeds in incapacitating the party, she kills Ogwyn and takes Calisse and Rhys with her.

Encounter 4

Arianwyn ap Padrig: male human Ftr 4; CR 4; Medium humanoid; HD 4d10+12; hp 39; Init +2 (+2 Dex); Spd 20ft.; AC 17 (+2 Dex, +5 mw breastplate), touch 12, flatfooted 15; Base Atk +4; Grp +8; Atk/Full Atk +10 melee (1d8+7/19-20/x2, +1 heavy flail); SA -; SQ -; AL N; SV Fort +7, Ref +3, Will +1; Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Ride +6, Handle Animal +6, Blind Fight, Cleave, Power Attack, Quick Draw, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common

Possessions: +1 heavy flail, masterwork breastplate, cold weather outfit, oil of magic weapon (2), potion of cure light wounds (2), ~~potion of endure elements (cold)~~, potion of endure elements (cold), 750 gp.

Ffychan ap Padrig: male human Rog 4; CR 4; Medium humanoid; HD 4d6+8; hp 24; Init +4 (+4 Dex); Spd 30ft.; AC 17 (+4 Dex, +3 mw studded leather), touch 14, flatfooted 17; Base Atk +3; Grp +4; Atk/Full Atk +9 melee (1d6+2/18-20, +1 rapier); SA sneak attack +2d6; SQ trapfinding, trap sense +1, evasion, uncanny dodge; AL CN; SV Fort +3, Ref +8, Will +1; Str 12, Dex 19, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Bluff +8, Climb +8, Diplomacy, +8, Disable Device +8, Hide +10, Listen +7, Open Lock +10, Search +10, Spot +10, Tumble +10, Stealthy, Weapon Finesse (rapier), Weapon Focus (rapier).

Languages: Common, Elven

Possessions: +1 rapier, masterwork studded leather, cold weather outfit, oil of magic weapon (2), potion of cure light wounds (2), ~~potion of endure elements (cold)~~, potion of endure elements (cold), 750 gp.

Luc ap Padrig: male human Bbn 3/Rgr 1; CR 4; Medium humanoid; HD 3d12+1d8+8; hp 39; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40ft.; AC 18 (+2 Dex, +4 mw chain shirt, +2 mw heavy wooden shield), touch 12, flatfooted -; Base Atk +4; Grp +7; Atk/Full Atk

+9 melee (1d8+4/19-20, +1 longsword); SA -; SQ rage 1/day, favored enemy (dwarf), fast movement, uncanny dodge, trap sense +1, wild empathy; AL N; SV Fort +7, Ref +3, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Hide +4, Intimidate +7, Knowledge (nature) +1, Listen +7, Move Silently +4, Ride +6, Spot +2, Survival +7, Improved Initiative, Iron Will, Weapon Focus (longsword)

Languages: Common

Possessions: +1 longsword, masterwork chain shirt, masterwork heavy wooden shield, cold weather outfit, oil of magic weapon (2), potion of cure light wounds (2), ~~potion of endure elements (cold)~~, potion of endure elements (cold), 750 gp.

Pennar the Grim: male half-elf Wiz 5; CR 5; Medium humanoid; HD 5d4+10; hp 23; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft; AC 15 (+1 Dex, +4 mage armor), touch 15, flatfooted 14; Base Atk +2; Grp +1; Atk/Full Atk +2 melee (1d4-1/19-20, mw dagger); SA -; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision, familiar, scribe scroll; SV Fort +6, Ref +4, Will +5; AL CN; Str 8, Dex 12, Con 14, Int 17, Wis 11, Cha 10.

Skills and Feats: Concentration +14, Knowledge (arcana) +11, Knowledge (dungeoneering) +6, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +6, Knowledge (nature) +5, Knowledge (the planes) +6, Spellcraft +13; combat casting, improved initiative, spell focus (conjuration).

Languages: Common, Draconic, Elven, Goblin, and Orc.

Wizard spells prepared (4/4/3/2; DC 13 [14 for conjuration spells] + spell level): 0 - acid splash, detect magic, message, open/close; 1st - grease, ~~mage armor~~, magic missile, shield; 2nd - glitterdust, invisibility, web; 3rd - haste, displacement.

Spellbook: 0 - acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, light, ghost sound, ray of frost, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, touch of fatigue; 1st - enlarge person, expeditious retreat, grease, mage armor, magic missile, protection from good, ray of enfeeblement, shield, silent image; 2nd - glitterdust, fox's cunning, invisibility, Melf's acid arrow, protection from arrows, rope trick, web; 3rd - dispel magic, displacement, haste, stinking cloud.

Possessions: masterwork dagger, cloak of resistance +1, pearl of power (1st level), oil of magic weapon (2), potion of cure light wounds (2), ~~potion of endure elements (cold)~~, potion of endure elements (cold), Pennar's Spellbook, wand of enlarge person - 1st level caster, 750 gp.

Familiar—Gern the Toad: CR -; diminutive animal; HD 1/4d8; 11 hp; Init +1; Spd 5 ft; AC 18 (+4 size, +1 Dex, +3 natural), touch 15, flat-footed 16; Base Atk +0; Grp -17; Atk/Full Atk -; SA deliver touch spells, SQ amphibious, empathic link, low-light vision, improved evasion, share

spells, speak with master; SV Fort +6, Ref +4, Will +5; Str 1; Dex 12; Con 11, Int 8, Wis 14; Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4; Alertness.

Tactics: Arianwyn appears at the front of the PC marching order to begin the parley. Ffychan, Luc, and Pennar remain hidden behind cover. All have their melee weapons drawn (except Pennar) and consumed a *potion of endure elements (cold)*. Pennar has *mage armor* pre-cast on himself (included in Appendix A stats).

At the start of combat, Arianwyn double moves toward Calisse. He intends to snatch the infant from her arms and move away. Arianwyn stops his advance and engages the first PC to attack him. After that, Luc moves to position himself around Arianwyn's target. He wants to stay near the PCs to deny the PCs use of area of effect type spells like fireball and give the pair the opportunity to flank.

The rogue moves while hidden looking to ambush spellcasters or other weaker party members.

Pennar casts *haste* first, then looks for an opportunity to cast *web* and trap any spell casters or archers. He then uses his *enlarge person* and *displacement* spells. He looks to *grease* the weapon of any tank. He uses his *pearl of power* (1st level) to recall the most effective spell and use it again. Pennar avoids combat.

If the NPCs drop below 75% hp, they attempt to withdraw and flee. If the PCs let them leave, they have still defeated the encounter.

If the NPCs are victorious, they rob the PCs of their weapons and money. They do not have the time for more before the Town Watch shows up. The Town Watch revives any PCs in negative hp and recovers the dead for possible resurrection.

Encounter 7

Bearded Devils (4): hp 50 each, see MM.

Tactics: The devils start hidden in the snow 65' away from the PC marching order. After the NPC devil departs, the devils attempt to summon baatezu. They position them between themselves and the party to distract the PCs and soak up the higher level combat spells. They then advance on Calisse (using double moves) from the front and two sides, evenly divided. If a PC intervenes, the devils on that side of the party attack the PC until the PC goes unconscious. Then they continue to pursue Calisse and Rhys.

Calisse uses her spells and *wand of magic missile* to defend herself then assist PCs. Ogwyn uses his songs and spells to buff up the PCs.

APL 8

Encounter 2

DM Note: Values in brackets "[]" represent the pre-NPC stats prior to consuming potions.

Mistra the Silent: tiefling (native), Mnk 7/Asn 3; CR 10; Medium outsider; HD 3d6+7d8+30 [10]; hp 83 [63]; Init +9 [+7]; Spd 50 ft; AC 24 (+5 Dex, +5 AC bonus, +4 *shield of faith* +4), touch 24, flat-footed 33 [AC 17 (+3 Dex, +4 AC bonus), touch 14, flat-footed 24]; Base Atk +7/+2; Grp +12 [+9]; Atk +14 [9] or +15 [10] melee (1d8+7 [2], unarmed strike or 1d6+8 [3], +1 *ki-focus kama*); Full Atk +14 [9]/+9 [4] or +15 [10] /+10 [5] melee (1d8+7 [2], unarmed strike or 1d6+8 [3], +1 *ki-focus kama*), or +13 [8] /+13 [8] /+8 [3] or +14 [9] /+14 [9] /+9 [4] melee (1d8+7 [2], unarmed strike or 1d6+8 [3], +1 *ki-focus kama*); SA death attack, flurry of blows, ki strike +1, poison, sneak attack +2d6, unarmed strike, darkness; SQ see invisible, darkvision 60', uncanny dodge, resistance to cold 5, electricity 5, and fire 5, ac bonus, evasion, fast movement, purity of body, save against poison +1, slow fall 30', still mind, wholeness of body; AL LE; SV Fort +12 [+8], Ref +16 [+12], Will +15 [+12]; Str 20 [14], Dex 20 [16], Con 16 [12], Int 20 [16], Wis 18 [16], Cha 6;

Skills & Feats: Concentration +19 [+17], Disguise +2, Escape Artist +7 [+5], Hide +31 [+19], Jump +19 [+17], Listen +12 [+10], Move Silently +29 [+17], Spot +12 [+10], Tumble +21 [+19]; Combat Expertise, Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Iron Will, Stunning Fist.

Darkness (Sp): You can use *darkness* once per day (caster level equal to class levels).

Assassin spells known (0/3/1; DC 15 [13] + spell level): 0 -; 1st -ghost sound, obscuring mist, true strike; 2nd -invisibility, undetectable alignment.

Languages: Common, Draconic, Dwarven, Infernal, Keoish, Ancient Suloise.

Possessions: boots of the winterlands, +1 *ki-focus kama*, cloak of resistance +1, ~~purple worm poison~~, ~~elixir of hiding~~, ~~elixir of hiding~~, ~~elixir of sneaking~~, ~~elixir of sneaking~~, ~~potion of barkskin~~ +4, ~~potion of bear's endurance~~, ~~potion of bull's strength~~, ~~potion of cat's grace~~, ~~potion of fox's cunning~~, ~~potion of heroism~~, ~~potion of heroism~~, ~~potion of owl's wisdom~~, ~~potion of shield of faith~~ +4, 180 gp.

Tactics: Mistra knows that Calisse went into the temple. She has been watching it the entire time. When a large party with a woman carrying a baby leaves, she follows in the shadows, looking for an opportunity to strike. She consumes her *elixirs of hiding* and *sneaking* since they last an hour each. She also casts *undetectable alignment* on herself. One minute before she strikes, she applies poison to her weapon and consumes the *potions of bear's endurance*, *bull's strength*, *cat's grace*, *fox's cunning*, *heroism*, *owl's wisdom*, and *shield of faith* +4.

She follows the party in the shadows, staying in the dark. The PCs can see her moving in the shadows with

a successful opposed Spot check. If spotted, she moves off and approaches from a different direction. Do not forget to have the players subtract 6 from their roll for the weather. She does not leave tracks in the snow because of the boots she is wearing.

Just she moves up to the party, she cast *invisibility* on herself, so the PCs could not hear her. Just before the surprise round begins, Mistra stays in the shadows, but moves within 25 ft. of Calisse and casts *true strike*. The PCs get opposed Spot and Listen checks. Do not forget to have the players subtract 6 for the weather off both checks. If the check is successful, the PC may act during the surprise round. Otherwise, they are surprised and cannot act during the surprise round. Also, during this time, Mistra has been studying Calisse for her Death Attack. This is the only time Mistra can use her Death Attack ability.

Surprise round: Mistra uses her combat expertise and fights defensively (AC increases by BAB+3 and takes a BAB+4 penalty to all attack rolls). She charges 25 ft. (the boots she wears allows this. She soaks up AoOs and only uses Tumble to pass through an occupied square) and uses her Death Attack, unarmed, (do not forget her *true strike* bonus of +20) on Calisse to paralyze her, not kill her.

First round: Mistra keeps her modified AC and attack bonuses until her turn in the initiative order. On her turn she stops using combat expertise and fighting defensively. Using spring attack, she moves back out into the shadows, making a single attack against a PC along the way, and hiding again with appropriate modifiers and penalties (-20)

Second round: She attacks from the shadows (sneak attack) on the most vulnerable looking spell caster she can reach (she moves normally and has a good tumble). She uses spring attack to come out of the shadows and move back into the shadows, taking the -20 penalty to hide. Each time she attacks, she utters some verbal jab at the character she attacks.

Subsequent rounds: Mistra cannot stand toe-to-toe with the party. The party has too many attack actions between them. She has to use a hit-and-run strategy, attacking them from the shadows. It is important she take the party members in the following order: spell casters, range fighters, reach fighters, melee fighters.

During the entire combat, Ogwyn is trying to get Calisse moving, but he cannot.

If Mistra succeeds in incapacitating the party, she kills Ogwyn and takes Calisse and Rhys with her.

Encounter 4

Arianwyn ap Padrig: male human Ftr 6; CR 6; Medium humanoid; HD 6d10+18; hp 59; Init +2 (+2 Dex); Spd 20ft.; AC 20 (+2 Dex, +6 +1 breastplate,

barkskin +2), touch 12, flatfooted 18; Base Atk +6/+1; Grp +10; Atk +12 melee (1d8+9/19-20, +1 heavy flail); Full Atk +12/+7 melee (1d8+9/19-20, +1 heavy flail); SA -; SQ -; AL N; SV Fort +8, Ref +4, Will +4; Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Ride +8, Handle Animal +6, Blind Fight, Cleave, Endurance, Iron Will, Power Attack, Quick Draw, Weapon Focus (Heavy Flail), Weapon Specialization (Heavy Flail).

Languages: Common.

Possessions: +1 heavy flail, +1 breastplate, cold weather outfit, oil of magic weapon (x2), *potion of cure light wounds* (2), ~~*potion of endure elements* (cold)~~, *potion of endure elements* (cold), ~~*potion of resist energy* (fire 10)~~, *potion of resist energy* (fire 10), ~~*potion of barkskin* +2~~, 750 gp.

Ffychan ap Padrig: male human Rog 6; CR 6; Medium Humanoid; HD 6d6+12; hp 36; Init +4 (+4 Dex); Spd 30ft.; AC 20 (+4 Dex, +4 +1 studded leather, barkskin +2), touch 14, flatfooted 20; Base Atk +4; Grp +5; Atk/Full Atk +10 melee (1d6+2/18-20, +1 rapier); SA sneak attack +3d6; SQ trapfinding, trap sense +2, evasion, uncanny dodge; AL CN; SV Fort +4, Ref +9, Will +2; Str 12, Dex 19, Con 14, Int 12, Wis 10, Cha 12

Skills and Feats: Bluff +10, Climb +10, Diplomacy, +10, Disable Device +10, Hide +12, Listen +9, Open Lock +12, Search +12, Spot +12, Tumble +12, Iron Will, Stealthy, Weapon Finesse (rapier), Weapon Focus (rapier).

Languages: Common, Elven.

Possessions: +1 rapier, +1 studded leather, cold weather outfit, oil of magic weapon (2), *potion of cure light wounds* (2), ~~*potion of endure elements* (cold)~~, *potion of endure elements* (cold), ~~*potion of resist energy* (fire 10)~~, *potion of resist energy* (fire 10), ~~*potion of barkskin* +2~~, *potion of barkskin* +2, 750 gp.

Luc ap Padrig: male human Bbn 5/Rgr 1; CR 6; Medium humanoid; HD 5d12+1d8+8; hp 57; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40ft.; AC 21 (+2 Dex, +5 +1 chain shirt, +2 mw heavy wooden shield, barkskin +2), touch 12, flatfooted 21; Base Atk +6/+1; Grp +9; Atk +11 melee (1d8+4/19-20, +1 longsword); Full Atk +11/+6 melee (1d8+4/19-20, +1 longsword); SA -; SQ rage 2/day, favored enemy (dwarf), fast movement, improved uncanny dodge, trap sense +1, wild empathy; AL N; SV Fort +8, Ref +4, Will +4; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Hide +4, Intimidate +9, Knowledge (nature) +1, Listen +9, Move Silently +4, Ride +7, Spot +2, Survival +9, Blind fight, Improved Initiative, Iron Will, Weapon Focus (long sword).

Languages: Common.

Possessions: +1 longsword, +1 chain shirt, masterwork heavy wooden shield, cold weather outfit, oil of magic weapon (2), *potion of cure light wounds* (2), ~~*potion of endure elements* (cold)~~, *potion of endure elements* (cold), ~~*potion of resist energy* (fire 10)~~, *potion of resist energy* (fire 10), ~~*potion of barkskin* +2~~, 750 gp.

Pennar the Grim: male half-elf Wiz 7; CR 7; Medium Humanoid; HD 7d4+14; hp 32; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft; AC 18 (+1 Dex, +1 deflection, +4 *mage armor*, *barkskin* +2), touch 16, flatfooted 17; Base Atk +3; Grp +2; Atk/Full Atk +3 melee (1d4/19-20, +1 *dagger*); SA: -; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision, familiar, scribe scroll; SV Fort +8, Ref +8, Will +7; AL CN; Str 8, Dex 12, Con 14, Int 17, Wis 11, Cha 10.

Skills and Feats: Concentration +12 (+16 with combat casting), Knowledge (arcana) +13, Knowledge (dungeoneering) +8, Knowledge (geography) +6, Knowledge (history) +5, Knowledge (local) +6, Knowledge (nature) +5, Knowledge (the planes) +8, Spellcraft +15; combat casting, improved initiative, lightning reflexes, spell focus (conjunction).

Languages: Common, Draconic, Elven, Goblin, and Orc.

Wizards Spells prepared (4/5/4/3/2; DC 13 [14 for conjuration spells] + spell level): 0 - *acid splash*, *detect magic*, *message*, *open/close*; 1st - *grease*, ~~*mage armor*~~, *magic missile* (2), *shield*; 2nd - *fox's cunning*, *glitterdust*, *invisibility*, *web*; 3rd - *dispel magic*, *displacement*, *haste*; 4th - ~~*stoneskin*~~, *stoneskin*.

Spellbook: 0 - *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *light*, *ghost sound*, *ray of frost*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*, *resistance*, *touch of fatigue*; 1st - *enlarge person*, *expeditious retreat*, *grease*, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*, *silent image*; 2nd - *glitterdust*, *fox's cunning*, *invisibility*, *Melf's acid arrow*, *protection from arrows*, *protection from energy*, *rope trick*, *web*; 3rd - *dispel magic*, *displacement*, *haste*, *stinking cloud*; 4th - *dimension door*, *mass enlarge person*, *solid fog*, *stoneskin*.

Possessions: +1 *dagger*, *cloak of resistance* +2, *pearl of power* (2nd level), *pearl of power* (1st level), *ring of protection* +1, Pennar's *Spellbook*, *oil of magic weapon* (2), *potion of cure light wounds* (2), ~~*potion of endure elements (cold)*~~, *potion of endure elements (cold)*, ~~*potion of resist energy (fire 10)*~~, *potion of resist energy (fire 10)*, ~~*potion of barkskin*~~ +2, ~~*500 gp worth of diamond dust*~~, 750 gp.

Familiar—Gern the Toad: CR -; diminutive animal; HD 1/4d8; 16 hp; Init +1; Spd 5 ft; AC 19 (+4 size, +1 Dex, +4 natural), touch 15, flat-footed 16; Base Atk +0; Grp -17; Atk/Full Atk -; SA deliver touch spells, SQ amphibious, empathic link, low-light vision, improved evasion, share spells, speak with animals of its kind, speak with master; SV Fort +6, Ref +4, Will +5; Str 1; Dex 12; Con 11, Int 9, Wis 14; Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4; Alertness.

Tactics: Arianwyn appears at the front of the PC marching order to begin the parley. Ffychan, Luc, and Pennar remain hidden behind cover. All have their melee weapons drawn (except Pennar) and consumed a *potion of endure elements (cold)*. Pennar has *mage armor*

pre-cast on himself (included in stats) and has cast *stoneskin* on Arianwyn and Ffychan.

At the start of combat, Arianwyn double moves toward Calisse. He intends to snatch the infant from her arms and move away. Arianwyn stops his advance and engages the first PC to attack him. After that, Luc moves to position himself around Arianwyn's target. He wants to stay near the PCs to deny the PCs use of area of effect type spells like *fireball* and give the pair the opportunity to flank.

The rogue moves while hidden looking to ambush spellcasters or other weaker party members.

Pennar casts *haste*, then looks for an opportunity to cast *web* and trap any spell casters or archers. He then uses his *enlarge person* and *displacement* spells. He looks to grease the weapon of any tank. He uses his *pearl of power* (2nd level) to recall the most effective spell and use it again. Pennar avoids melee combat.

If the NPCs drop below 75% hp, they attempt to withdraw and flee. If the PCs let them leave, they have still defeated the encounter.

If the NPCs are victorious, they rob the PCs of their weapons and money. They do not have the time for more before the Town Watch shows up. The Town Watch revives any PCs in negative hp and recovers the dead for possible resurrection.

Encounter 7

Bone Devil: hp 98, see MM.

Bearded Devils (4): hp 50 each, see MM.

Tactics: The devils start hidden in the snow 65' away from the PC marching order. After the NPC devil departs, the devils attempt to summon baatezu and/or major images. They position them between themselves and the party to distract the PCs and soak up the higher level combat spells. They then advance on Calisse (using double moves) from the front and two sides, evenly divided. If a PC intervenes, the devils on that side of the party attack the PC until the PC goes unconscious. Then they continue to pursue Calisse and Rhys.

Calisse uses her spells and *wand of magic missile* to defend herself then assist PCs. Ogwyn uses his songs and spells to buff up the PCs.

APL 10

Encounter 2

DM Note: Values in brackets "[]" represent the pre-NPC stat values prior to consuming potions.

Mistra the Silent: female tiefling (native); Mnk 7/Asn 5; CR 12; Medium outsider; HD 5d6+7d8+36[12]; hp 98 [74]; Init +9 [+7]; Spd 50 ft; AC 25 (+5 Dex, +5 AC bonus, +5 *shield of faith* +5), touch 25,

flatfooted 25 [AC 17 (+3 Dex, +4 AC bonus), touch 17, flatfooted 17]; Base Atk +8/+3; Grp +13 [+10]; Atk +17 [10] or +18 [11] melee (1d8+9 [2], unarmed strike or 1d6+10 [3], +1 wounding kama); Full Atk +17 [10] /+12 [5] or +18 [11]/+13 [6] melee (1d8+9 [2], unarmed strike or 1d6+10 [3], +1 wounding kama), or +15 [9] /+15 [9] /+10 [4] or +17 [10]/+17 [10] /+12 [5] melee (1d8+9 [2], unarmed strike or 1d6+10 [3], +1 wounding kama); SA death attack, flurry of blows, ki strike +1, poison, sneak attack +3d6, unarmed strike, darkness; SQ see invisible, darkvision 60', improved uncanny dodge, resistance to cold 5, electricity 5, and fire 5, ac bonus, evasion, fast movement, purity of body, save against poison +2, slow fall 30', still mind, wholeness of body; AL LE; SV Fort +15 [+9], Ref +20 [+14], Will +16 [+11]; Str 21 [14], Dex 20 [16], Con 16 [12], Int 20 [16], Wis 18 [17], Cha 6.

Skills & Feats: Concentration +19 [+17], Disguise +6 [+2], Hide +37 [+21], Jump +24 [+17], Listen +12 [+12], Move Silently +35 [+19], Spot +12, Tumble +27 [+21], Use Magic Device +18 [+12]; Combat Expertise, Deflect Arrows, Dodge, Mobility, Spring Attack, Improved Initiative, Improved Trip, Stunning Fist.

Darkness (Sp): You can use *darkness* once per day (caster level equal to class levels).

Assassin spells known (0/4/3/1; DC 15 [13] + spell level): 0 -; 1st – feather fall, ghost sound, obscuring mist, true strike; 2nd – darkness, invisibility, undetectable alignment; 3rd – deep slumber, deeper darkness.

Languages: Common, Draconic, Dwarven, Infernal, Keoish, Ancient Suloise.

Possessions: boots of the winterlands, +1 wounding kama, cloak of resistance +2, ~~dragon bile~~, ~~elixir of hiding~~, elixir of hiding, ~~elixir of sneaking~~, elixir of sneaking, potion of barkskin +5, ~~arcane scroll of greater heroism~~, arcane scroll of greater heroism – 11th level caster, ~~potion of bear's endurance~~, ~~potion of bull's strength~~, ~~potion of cat's grace~~, ~~potion of fox's cunning~~, ~~potion of owl's wisdom~~, ~~potion of shield of faith~~ +5, 180 gp.

Tactics: Mistra knows that Calisse went into the temple. She has been watching it the entire time. When a large party with a woman carrying a baby leaves, she follows in the shadows, looking for an opportunity to strike. She consumes her *elixirs of hiding and sneaking* since they last an hour each. She also cast *undetectable alignment* on herself. One minute before she strikes, she applies poison to her weapon, casts the *arcane scroll of greater heroism*, and consumes the *potions of bear's endurance, bull's strength, cat's grace, fox's cunning, owl's wisdom, and shield of faith* +5.

She follows the party in the shadows, staying in the dark. The PCs can see her moving in the shadows with a successful opposed Spot check. If spotted, she moves off and approaches from a different direction. Do not forget to have the players subtract 6 from their roll for the weather. She does not leave tracks in the snow because of the boots she is wearing. She applies the dragon bile to her kama.

Just she moves up to the party, she cast invisibility on herself, so the PCs could not hear her. Just before the surprise round begins, Mistra stays in the shadows, but moves within 25 ft. of Calisse and casts *true strike*. The PCs get opposed Spot and Listen checks. Do not forget to have the players subtract 6 for the weather off both checks. If the check is successful, the PC may act during the surprise round. Otherwise, they are surprised and cannot act during the surprise round. Also, during this time, Mistra has been studying Calisse for her Death Attack.

Surprise round: Mistra uses her combat expertise and fights defensively (AC increases by BAB+3 and she takes a BAB+4 penalty to attack rolls). She charges 25 ft. (the boots she wears allows this. She soaks up AoOs and only uses Tumble to pass through an occupied square if necessary) and uses her Death Attack, unarmed, (do not forget her *true strike* bonus of +20) on Calisse to paralyze her, not kill her.

First round: Mistra keeps her modified AC and attack bonuses until her turn in the initiative order. On her turn she stops using combat expertise and fighting defensively. Using spring attack, she moves back out into the shadows, making a single attack against a PC along the way, and hiding again. She aims for a PC spellcaster or rogue and uses her kama coated with dragon bile. She hides at the end of the round, taking a -20 penalty to hide.

Second round: She attacks from the shadows (sneak attack) on the most vulnerable looking spell caster she can reach (she moves normally and has a good tumble). She uses spring attack to come out of the shadows and move back into the shadows, taking the -20 penalty to hide. Each time she attacks, she utters some verbal jab at the character she attacks.

Subsequent rounds: Mistra cannot stand toe-to-toe with the party. The party has too many attack actions between them. She has to use a hit-and-run strategy, attacking them from the shadows. It is important she take the party members in the following order: spell casters, range fighters, reach fighters, melee fighters.

During the entire combat, Ogwyn is trying to get Calisse moving, but he cannot.

If Mistra succeeds in incapacitating the party, she kills Ogwyn and takes Calisse and Rhys with her.

Encounter 4

Arianwyn ap Padrig: male human Ftr 8; CR 8; Medium humanoid; HD 8d10+18; hp 74; Init +2 (+2 Dex); Spd 20ft.; AC 22 (+2 Dex, +6 +1 breastplate, barkskin +4), touch 12, flatfooted 20; Base Atk +8/+3; Grp +13; Atk +15 melee (1d8+10/19-20, +1 heavy flail); Full Atk +15/+10 melee (1d8+10/19-20, +1 heavy flail); SA -; SQ -; AL N; SV Fort +9, Ref +4, Will +4; Str 20, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Ride +8, Handle Animal +6, Blind Fight, Cleave, Diehard, Endurance, Iron Will, Power Attack, Quick Draw, Weapon Focus (Heavy Flail), Weapon Specialization (heavy flail).

Languages: Common.

Possessions: +1 heavy flail, +1 breastplate, cold weather outfit, ~~potion of cure light wounds (2)~~, ~~potion of endure elements (cold)~~, ~~potion of endure elements (cold)~~, ~~potion of resist energy (fire 10)~~, ~~potion of resist energy (fire 10)~~, 750 gp.

Ffychan ap Padrig: male human Rog 8; CR 8; Medium humanoid; HD 8d6+16; hp 48; Init +5 (+5 Dex); Spd 30ft.; AC 23 (+5 Dex, +4 +1 studded leather, barkskin +4), touch 15, flatfooted 23; Base Atk +6/+1; Grp +7; Atk +12 melee (1d6+2/18-20/x2, +1 rapier); Full Atk +12/+7 melee (1d6+2/18-20/x2, +1 rapier); SA sneak attack +4d6; SQ trapfinding, trap sense +2, evasion, improved uncanny dodge; AL CN; SV Fort +4, Ref +10, Will +2; Str 12, Dex 19, Con 14, Int 12, Wis 10, Cha 12

Skills and Feats: Bluff +12, Climb +12, Diplomacy, +12, Disable Device +13, Hide +14, Listen +11, Open Lock +15, Search +14, Spot +15, Tumble +15, Iron Will, Stealthy, Weapon Finesse (rapier), Weapon Focus (rapier).

Languages: Common, Elven.

Possessions: +1 rapier, +1 studded leather, cold weather outfit, ~~potion of cure light wounds (2)~~, ~~potion of endure elements (cold)~~, ~~potion of endure elements (cold)~~, ~~potion of resist energy (fire 10)~~, ~~potion of resist energy (fire 10)~~, ~~potion of barkskin +4~~, ~~potion of barkskin +4~~, 750 gp.

Luc ap Padrig: male human Bbn 7/Rgr 1; CR 8; Medium humanoid; HD 7d12+1d8+8; hp 75; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40ft.; AC 24 (+2 Dex, +5 +1 chain shirt, +3 +1 heavy wooden shield, barkskin +4), touch 12, flatfooted 24; Base Atk +8/+3; Grp +12; Atk +14 melee (1d8+5/19-20/x2, +1 longsword); Full Atk +14/+9 melee (1d8+5/19-20/x2, +1 longsword); SA -; SQ damage reduction 1/-, fast movement, track, improved uncanny dodge, trap sense +2, wild empathy rage 2/day, favored enemy (dwarf); AL N; SV Fort +9, Ref +5, Will +5; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +9, Hide +4, Intimidate +11, Knowledge (nature) +1, Listen +11, Move Silently +4, Ride +7, Spot +2, Survival +11, Blind fight, Improved Initiative, Iron Will, Weapon Focus (longsword).

Languages: Common.

Possessions: +1 longsword, +1 chain shirt, +1 heavy wooden shield, cold weather outfit, ~~potion of cure light wounds (2)~~, ~~potion of endure elements (cold)~~, ~~potion of endure elements (cold)~~, ~~potion of resist energy (fire 10)~~, ~~potion of resist energy (fire 10)~~, ~~potion of barkskin +4~~, 750 gp.

Pennar the Grim: male half-elf Wiz 9; CR 9; Medium humanoid; HD 9d4+16; hp 39; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft; AC 16 (+1 Dex, +1 deflection, +4 mage armor), touch 16, flatfooted 15; Base Atk +4; Grp +3; Atk/Full Atk +4 melee (1d4/19-20, +1 dagger); SA: -; SQ immunity to sleep spells, +2 racial

bonus against enchantment spells or effects, low-light vision, familiar, scribe scroll; SV Fort +8, Ref +8, Will +7; AL CN; Str 8, Dex 12, Con 14, Int 17, Wis 11, Cha 10.

Skills and Feats: Concentration +12 (+16 with combat casting), Knowledge (arcana) +13, Knowledge (dungeoneering) +8, Knowledge (geography) +6, Knowledge (history) +5, Knowledge (local) +6, Knowledge (nature) +5, Knowledge (the planes) +8, Spellcraft +15; combat casting, improved initiative, extend spell, spell focus (conjuration).

Languages: Common, Draconic, Elven, Goblin, and Orc.

Wizard spells prepared (4/5/5/4/2/1; DC 13 [14 for conjuration spells] + spell level): 0 - acid splash, daze, detect magic, open/close; 1st - grease, ~~mage armor~~, magic missile (2), shield; 2nd - fox's cunning, glitterdust (2), invisibility, web; 3rd - displacement, haste, lightning bolt, slow; 4th - stoneskin, stoneskin; 5th - extended invisibility (greater).

Spellbook: 0 - acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, light, ghost sound, ray of frost, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, touch of fatigue; 1st - enlarge person, expeditious retreat, grease, mage armor, magic missile, protection from good, ray of enfeeblement, shield, silent image; 2nd - glitterdust, fox's cunning, invisibility, Melf's acid arrow, protection from arrows, protection from energy, rope trick, web; 3rd - dispel magic, displacement, haste, lightning bolt, slow; 4th - dimension door, invisibility (greater), mass enlarge person, solid fog, stoneskin; 5th - Bigby's interposing hand.

Possessions: +1 dagger, cloak of resistance +2, pearl of power (2nd level), ring of protection +1, Pennar's Spellbook, ~~potion of cure light wounds (2)~~, ~~potion of endure elements (cold)~~, ~~potion of endure elements (cold)~~, ~~potion of resist energy (fire 10)~~, ~~potion of resist energy (fire 10)~~, ~~potion of barkskin +2~~, ~~500 gp of diamond dust~~, 750 gp.

Familiar—Gern the Toad: CR -; diminutive animal; HD 1/4d8; 19 hp; Init +1; Spd 5 ft; AC 19 (+4 size, +1 Dex, +4 natural), touch 15, flat-footed 16; Base Atk +0; Grp -17; Atk/Full Atk -; SA deliver touch spells, SQ amphibious, empathic link, low-light vision, improved evasion, share spells, speak with animals of its kind, speak with master; SV Fort +6, Ref +4, Will +5; Str 1; Dex 12; Con 11, Int 9, Wis 14; Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4; Alertness.

Tactics: Arianwyn appears at the front of the PC marching order to begin the parley. Ffychan, Luc, and Pennar remain hidden behind cover. All have their melee weapons drawn (except Pennar) and consumed a *potion of endure elements (cold)*. Pennar has *mage armor* pre-cast on himself (included in stats) and has cast *stoneskin* on Arianwyn and Ffychan.

At the start of combat, Arianwyn double moves toward Calisse. He intends to snatch the infant from her arms and move away. Arianwyn stops his advance and

engages the first PC to attack him. After that, Luc moves to position himself around Arianwyn's target. He wants to stay near the PCs to deny the PCs use of area of effect type spells like *fireball* and give the pair the opportunity to flank.

The rogue moves while hidden looking to ambush spellcasters or other weaker party members.

Pennar casts *extended invisibility* (greater), *haste*, then looks for an opportunity to cast *slow* and *web* to trap any spell casters, archers, and hinder tanks. He then uses his *enlarge person* and *displacement* spells. He looks to *grease* the weapon of any tank. He uses his *pearl of power* (2nd level) to recall the most effective spell and use it again. Pennar avoids combat.

If the NPCs drop below 75% hp, they attempt to withdraw and flee. If the PCs let them leave, they have still defeated the encounter.

If the NPCs are victorious, they rob the PCs of their weapons and money. They do not have the time for more before the Town Watch shows up. The Town Watch revives any PCs in negative hp and recovers the dead for possible resurrection.

Encounter 7

Barbed Devil: hp 126, see MM.

Bone Devils (2): hp 98 each, see MM.

Tactics: The devils start hidden in the snow 65' away from the PC marching order. After the NPC devil departs, the devils attempt to summon baatezu or *major image*. They position them between themselves and the party to distract the PCs and soak up the higher level combat spells. They then advance on Calisse (using double moves) from the front and two sides, evenly divided. If a PC intervenes, the devils on that side of the party attack the PC until the PC goes unconscious. Then they continue to pursue Calisse and Rhys.

The bone devils also use *walls of ice* to trap spell casters. All of the devils have orders not to kill Calisse or Rhys, be careful of using area of effect spells like *unholy blight*.

Calisse uses her spells and *wand of magic missile* to defend herself then assist PCs. Ogwyn uses his songs and spells to buff up the PCs.

Appendix II – NPCs

Calisse Skotti: female human Wiz 3/Ari 2; CR 5; Medium humanoid; HD 3d4+2d8+5; hp 25; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +4 mage armor), touch 15, flat-footed 14; Base Atk +2; Grp +1; Atk +1 melee (1d4-1/19-20/x2, dagger); Full Atk +1 melee (1d4-1/19-20/x2, dagger); SA -; SQ -; AL LG; SV Fort +6, Ref +6, Will +13; Str 8, Dex 12, Con 12, Int 16, Wis 13, Cha 19.

Skills and Feats: Bluff +9, Concentration +9, Diplomacy +16, Forgery +5, Gather Information +9, Knowledge (arcana) +6, Knowledge (geography) +4, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nobility & royalty) +8, Ride +9, Sense Motive +9, Spellcraft +11, Improved Familiar, Improved Initiative, Iron Will.

Wizard Spells Prepared (5/4/3, base DC 13+spell level): 0 - detect poison (divination), light, mage hand, mending, message; 1st - comprehend languages (divination), ~~mage armor~~, shield, protection from evil; 2nd level - detect thoughts (divination), mirror image, see invisibility.

Spellbook: 0 - acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance; 1st - alarm, charm person, comprehend languages, detect secret doors, disguise self, expeditious retreat, feather fall, identify, mage armor, mount, obscuring mist, protection from chaos, protection from evil, shield, silent image, sleep, unseen servant; 2nd - detect thoughts, eagle's splendor, fox's cunning, invisibility, locate object, minor image, mirror image, protection from arrows, see invisibility.

Languages: Common, Ancient Suel, Elven, Flan, Keoish, Old Oeridian.

Possessions: amulet of health +2, bag of holding (type I), circlet of persuasion, cloak of charisma +4, feather token (bird), meta-magic rod of lesser silence, ring of freedom of movement, pearl of power (1st) (x2), pearl of power (2nd), potion of remove blindness, ring of evasion, arcane scroll of fly – 5th level caster, arcane scroll of invisibility – 3rd level caster, vest of resistance +4 (as per the cloak of the same name), wand of magic missile (9th level caster).

Ogwyn the Knowledgeable: male human, Brd 8/Lor 2; CR 10; Medium humanoid; HD 8d6+ 2d4-10; hp 35; Init +5 (+1 Dex, +4 improved init.); Spd 30 ft.; AC 17 (+1 Dex, +6 armor) touch 11, flat-footed 16; Base Atk +7/+2; Grp +7; Atk +8 melee (1d8+1, 19-20, +1 longsword); Full Atk +8/+3 One-handed (1d8+1, 19-20, +1 longsword); SA -; SQ bardic knowledge 13, countersong 8/day, fascinate 8/day, inspire courage 8/day, inspire competence 8/day, suggestion 8/day; SV Fort +3, Ref +7, Will +9; AL NG; Str 10, Dex 12, Con 8, Int 16, Wis 10, Cha 20;

Skills and Feats: Bluff +12, Concentration +12, Diplomacy +18, Disguise +12, Knowledge (arcana) +8, Knowledge (arch & eng) +8, Knowledge (dungeoneering) +8, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (religion) +8, Knowledge (the planes) +8,

Perform (Wind Instruments) +20, Sense Motive +5, Spellcraft +15, Alertness, Combat Expertise, Improved Initiative, Extend Spell, Silent Spell.

Languages: Common, Abyssal, Ancient Baklunish, Ancient Suloise, Celestial, Draconic, Dwarven, Elven, Flan, Giant, Gnome, Goblin, Halfling, Infernal, Keoish, Old Oeridian, Olman, Sylvan.

Spells Known: (3/4/4/3/1; DC = 15 + spell level): 0 level—detect magic, know direction, light, prestidigitation, read magic, summon instrument; 1st level—expeditious retreat, feather fall, remove fear, Tasha's hideous laughter; 2nd level—blur, calm emotions, cat's grace, detect thoughts; 3rd level spells—dispel magic, displacement, glibness, good hope; 4th level—break enchantment, legend lore.

Possessions: +2 chain shirt, cloak of charisma +2, dust of disappearance, masterwork shalm, +1 longsword, wand of haste – 5th level caster, wand of cure moderate wounds – 3rd level caster.

Important Note: Ogwyn has already cast feather fall and glibness once each today.

Encounter 3

Watcher Friedrich Gottschalk: male human Ftr 9; CR 9; Medium humanoid; HD 9d10+27; hp 88; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20ft.; AC 22 (+2 Dex, +7 +2 breastplate, +3 +1 heavy steel shield), touch 12, flatfooted 20; Base Atk +9/+4; Grp +14; Atk +16 melee (1d8+8/17-20, +1 longsword); Full Atk +16/+11 melee (1d8+8/17-20, +1 longsword); SA -; SQ -; AL LN; SV Fort +8, Ref +5, Will +5; Str 20, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Ride +13, Handle Animal +6, Blind-fight, Dodge, Improved Critical (longsword), Improved Initiative, Iron Will, Mounted Combat, Quick Draw, Ride by Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Common.

Possessions: +1 longsword, +2 breastplate, +1 heavy steel shield, cold weather outfit, potion of cure light wounds (4), ~~potion of endure elements (cold)~~, potion of endure elements (cold) (3).

Knight Patrol #2: male human Clr 9 of Heironeous; CR 9; Medium humanoid; HD 9d8+18; hp 68; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20ft.; AC 22 (+2 Dex, +7 +2 breastplate, +3 +1 heavy steel shield), touch 12, flatfooted 20; Base Atk +6/+1; Grp +8; Atk +10 melee (1d8+3/19-20, +1 battleaxe); Full Atk +10/+5 melee (1d8+3/19-20, +1 battleaxe); SA -; SQ -; AL LN; SV Fort +8, Ref +4, Will +9; Str 14, Dex 14, Con 14, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +10, Diplomacy +5, Heal +7, Knowledge (religion) +4, Knowledge (local) +6, Spellcraft +4, Blind-fight, Combat Casting, Dodge, Improved Critical (battleaxe), Improved Initiative, Weapon Focus (battleaxe).

Languages: Common.

Cleric spells prepared (6/6/6/5/4/2; DC 14 + spell level): 0 - detect magic, detect poison, guidance, light, read magic, virtue; 1st - bless, command, comprehend Languages, detect evil, magic weapon, protection from chaos*; 2nd - bull's strength, calm emotions*, hold person, silence, sound Burst, spiritual weapon; 3rd - daylight, dispel magic, prayer, magic circle against chaos*, searing light; 4th - divine power, greater magic weapon, spell immunity, order's wrath*; 5th - dispel chaos*, flame strike.

* Domain Spell. Domains: Law (cast law spells at +1 caster level) and War.

Possessions: +1 battleaxe, +2 breastplate, +1 heavy steel shield, cold weather outfit, *potion of cure light wounds* (4), ~~*potion of endure elements* (cold)~~, *potion of endure elements* (cold) (3).

Knight Patrol #3: male human Pal 9 of Heironeous; CR 9; Medium humanoid; HD 9d10+18; hp 81; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20ft.; AC 22 (+1 Dex, +7 +1 banded mail, +3 +1 heavy steel shield), touch 11, flatfooted 21; Base Atk +9/+4; Grp +11; Atk +13 melee (1d8+3/19-20, +1 longsword); Full Atk +13/+8 melee (1d8+3/19-20, +1 longsword); SA smite evil 2/day; SQ aura of good, detect evil, divine grace, lay on hands, aura of courage, divine health, remove disease 2/week, special mount, empathic link with mount, share spells with mount, turn undead; AL LG; SV Fort +12, Ref +8, Will +10; Str 14, Dex 12, Con 14, Int 10, Wis 14, Cha 18.

Skills and Feats: Concentration +8, Diplomacy +10, Handle Animal +4, Heal +4, Knowledge (nobility and royalty) +6, Ride +8, Sense Motive +8, Improved Critical (battleaxe), Improved Initiative, Mounted Combat, Ride by Attack, Weapon Focus (longsword).

Languages: Common.

Paladin spells prepared (0/2; DC 12 + spell level): 0 -; 1st - bless weapon, divine favor.

Possessions: +1 longsword, +2 banded mail, +1 heavy steel shield, cold weather outfit, *potion of cure light wounds* (4), ~~*potion of endure elements* (cold)~~, *potion of endure elements* (cold) (3).

Paladin Heavy Warhorse: Large magical beast; HD 8d8+24; hp 66; Init +1; Spd 60 ft.; AC 20, touch 10, flat footed 17; Base Atk +3; Grp +11; Atk +8 melee (1d6+5, hoof); Full Atk +8/+8 melee (1d6+5, 2 hooves) and +3 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ low-light vision, scent, improved evasion; SV Fort +7, Ref +5, Will +2; Str 21, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

Skills and Feats: Jump +12, Listen +5, Spot +6; Endurance, Run.

Tactics: If combat begins, as free actions, all members of the patrol begin a battle cry to summon support. They draw their weapons and attack the closest PC. They attempt to say near the PCs to deny the use of area of effect spells like *fireball* and give the rogue in the party flanking for sneak attack damage. All Knights start the encounter already having consumed a *potion of endure elements* (cold).

Encounter 5

Town Watch Patrol Leader: male human Ftr 9; CR 9; Medium humanoid; HD 9d10+27; hp 88; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20ft.; AC 22 (+2 Dex, +6 +2 breastplate, +3 +1 heavy steel shield), touch 12, flatfooted 20; Base Atk +9/+4; Grp; Atk +16 melee (1d8+8/17-20, +1 longsword); Full Atk +16/+11 melee (1d8+8/17-20, +1 longsword); SA -; SQ -; AL LN; SV Fort +8, Ref +5, Will +5; Str 20, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Ride +13, Handle Animal +6, Blind-Fight, Cleave, Improved Initiative, Improved Critical (longsword), Iron Will, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Common.

Possessions: +1 longsword, +2 breastplate, +1 heavy steel shield, cold weather outfit, *potion of cure light wounds* (4), ~~*potion of endure elements* (cold)~~, *potion of endure elements* (cold) (3).

Town Watch Patrol #2: male human Clr 9 of Allitur; CR 9; Medium humanoid; HD 9d8+18; hp 68; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20ft.; AC 22 (+2 Dex, +6 +2 breastplate, +3 +1 heavy steel shield), touch 12, flatfooted 20; Base Atk +6/+1; Grp +8; Atk +10 melee (1d6+5/19-20, +1 short spear); Full Atk +10/+5 melee (1d6+5/19-20, +1 short spear); SA -; SQ -; AL LN; SV Fort +8, Ref +4, Will +9; Str 14, Dex 14, Con 14, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +10, Diplomacy +5, Heal +7, Knowledge (religion) +4, Knowledge (local) +6, Spellcraft +4, Combat Casting, Dodge, Improved Critical (short spear), Improved Initiative, Weapon Focus (short spear).

Languages: Common.

Cleric spells prepared (6/6/6/5/4/2; DC 14 + spell level): 0 - detect magic, detect poison, guidance, light, read magic, virtue; 1st - bless, command, comprehend languages, detect evil, magic weapon, protection from chaos*; 2nd - bull's strength, calm emotions*, hold person, silence, sound burst, spiritual weapon; 3rd - daylight, dispel magic, prayer, magic circle against chaos*, searing light; 4th - divine power, greater magic weapon, spell immunity, order's wrath*; 5th - dispel chaos*, flame strike.

* Domain Spell. Domains: Knowledge (cast divination spells at +1 caster level), Law (cast law spells at +1 caster level).

Possessions: +1 short spear, +2 breastplate, masterwork heavy steel shield, cold weather outfit, oil of magic weapon (4), *potion of cure light wounds* (4), ~~*potion of endure elements* (cold)~~, *potion of endure elements* (cold) (3).

Town Watch Patrol #3: male human Rog 7/Ftr 2; CR 9; Medium humanoid; HD 2d10+7d6+18; hp 60; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30ft.; AC 20 (+5 Dex, +4 +2 studded leather), touch 15, flatfooted 20; Base Atk +7/+2; Grp +8; Atk +14 melee (1d6+2/18-20, +1 rapier); Full Atk +14/+9 melee (1d6+2/18-20, +1 rapier); SA sneak attack +4d6, SQ trapfinding, evasion, trap sense +2, uncanny dodge; AL LN; SV Fort +6, Ref +8, Will +4; Str 12, Dex 20, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Bluff +10, Climb +6, Diplomacy, +10, Disable Device +6, Hide +12, Intimidate +10, Listen +11, Move Silently +12, Open Lock +10, Ride+8, Search +12, Spot +14, Tumble +14, Improved Initiative, Iron Will, Quick Draw, Weapon Finesse (rapier), Weapon Focus (rapier).

Languages: Common, Elven.

Possessions: +1 rapier, +2 studded leather, cold weather outfit, oil of magic weapon (4), potion of cure light wounds (4), ~~potion of endure elements (cold)~~, potion of endure elements (cold) (3).

Tactics: If combat begins, as free actions, all members of the patrol begin a battle cry to summon support. They draw their weapons and attack the closest PC. They attempt to say near the PCs to deny the use of area of effect spells like *fireball* and give the rogue in the party flanking for sneak attack damage. All Town Watchmen start the encounter already having consumed a *potion of endure elements (cold)*.

Encounter 6

Gate Commander: male human Clr 9; CR 9; Medium humanoid; HD 9d8+18; hp 68; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20ft.; AC 22 (+2 Dex, +7 +2 breastplate, +3 +1 heavy steel shield), touch 12, flatfooted 20; Base Atk +6/+1; Grp +8; Atk +10 melee (1d8+3/19-20, +1 heavy mace); Full Atk +10/+5 melee (1d8+3/19-20, +1 heavy mace); SA -; SQ -; AL LN; SV Fort +8, Ref +4, Will +9; Str 14, Dex 14, Con 14, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +10, Diplomacy +5, Heal +7, Knowledge (religion) +4, Knowledge (local) +6, Spellcraft +4, Blind-fight, Combat Casting, Improved Critical (heavy mace), Improved Initiative, Weapon Focus (heavy mace)

Languages: Common

Cleric spells prepared (6/5/5/4/3/1; DC 14 + spell level): 0 - detect magic, detect poison, guidance, light, read magic, virtue; 1st - bless, command, comprehend languages, detect evil, magic weapon, enlarge person*; 2nd - bull's strength*, hold person, remove paralysis, silence, sound burst, spiritual weapon; 3rd - daylight, dispel magic, prayer, searing light*, searing light; 4th - divine power, greater magic weapon, spell immunity, fire shield*; 5th - flame strike*, flame strike, righteous might.

* Domain spell. Domains: Strength (Perform a feat of strength as a supernatural ability. Gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round and is usable once per day) and Sun (Perform a greater turning instead of a normal turning 1/day).

Possessions: +1 heavy mace, +2 breastplate, +1 heavy steel shield, cold weather outfit, potion of cure light wounds (4), ~~potion of endure elements (cold)~~, potion of endure elements (cold) (3).

Gate Guard #2 and #3: male human Ftr 7; CR 7; Medium humanoid; HD 7d10+21; hp 69 each; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20ft.; AC 22 (+2 Dex, +7

+2 breastplate, +3 +1 heavy steel shield), touch 12, flatfooted 20; Base Atk +7/+2; Grp +11; Atk +13 melee (1d8+7/19-20, +1 longsword); Full Atk +13/+8 melee (1d8+7/19-20, +1 longsword); SA -; SQ -; AL LN; SV Fort +7, Ref +4, Will +4; Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

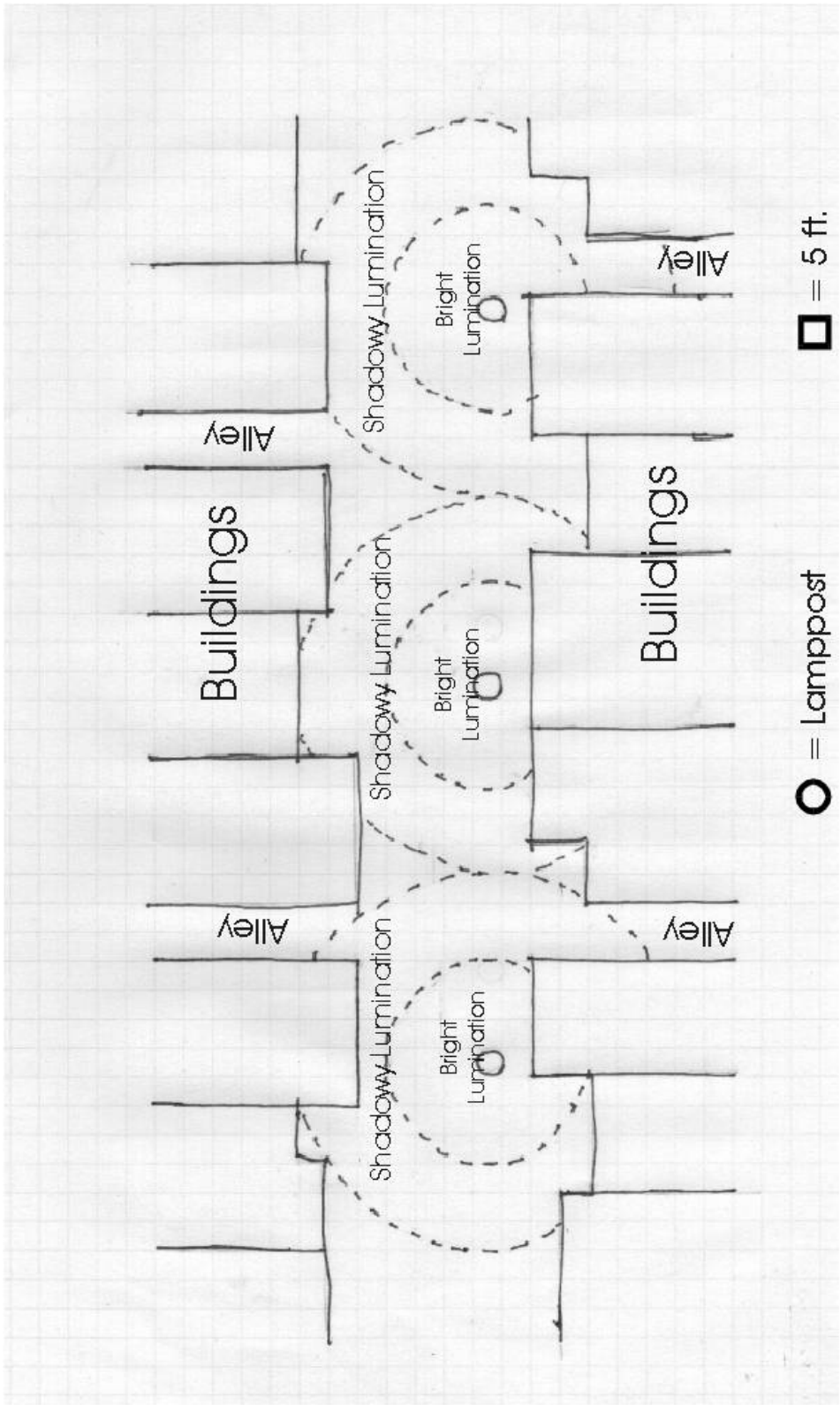
Skills and Feats: Ride +11, Handle Animal +6, Dodge, Improved Initiative, Iron Will, Mounted Combat, Quick Draw, Ride by Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Common.

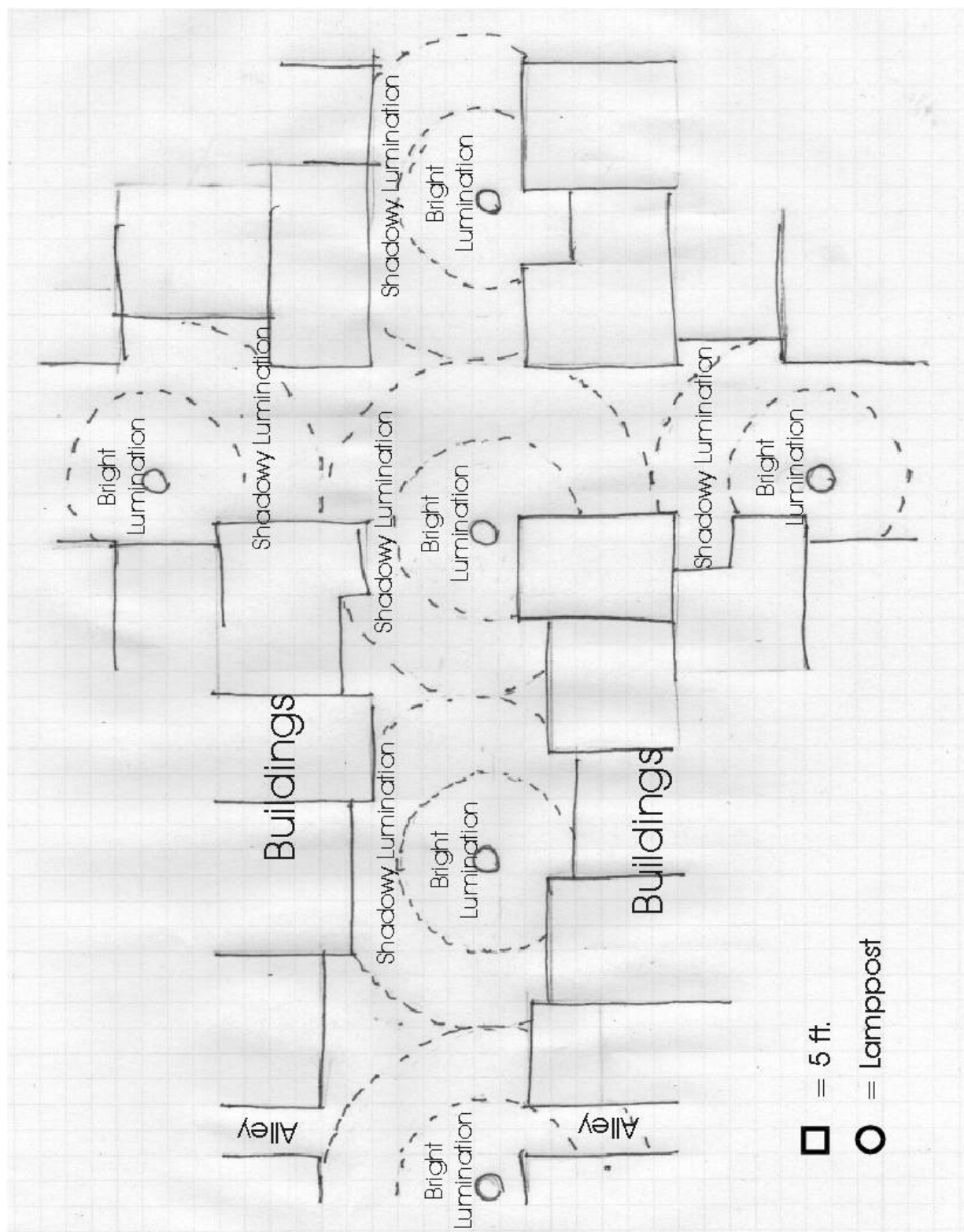
Possessions: +1 longsword, +2 breastplate, +1 heavy steel shield, cold weather outfit, *potion of cure light wounds (4)*, *potion of endure elements (cold)* (3).

Tactics: If combat begins, as free actions, all members of the gate guard begin a battle cry to summon support. They draw their weapons and attack the closest PC. They attempt to say near the PCs to deny the use of area of effect spells like *fireball* and give the rogue in the party flanking for sneak attack damage. The cleric will use his buffing spells prior to engaging in combat directly. All gate guards start the encounter already having consumed a *potion of endure elements (cold)*.

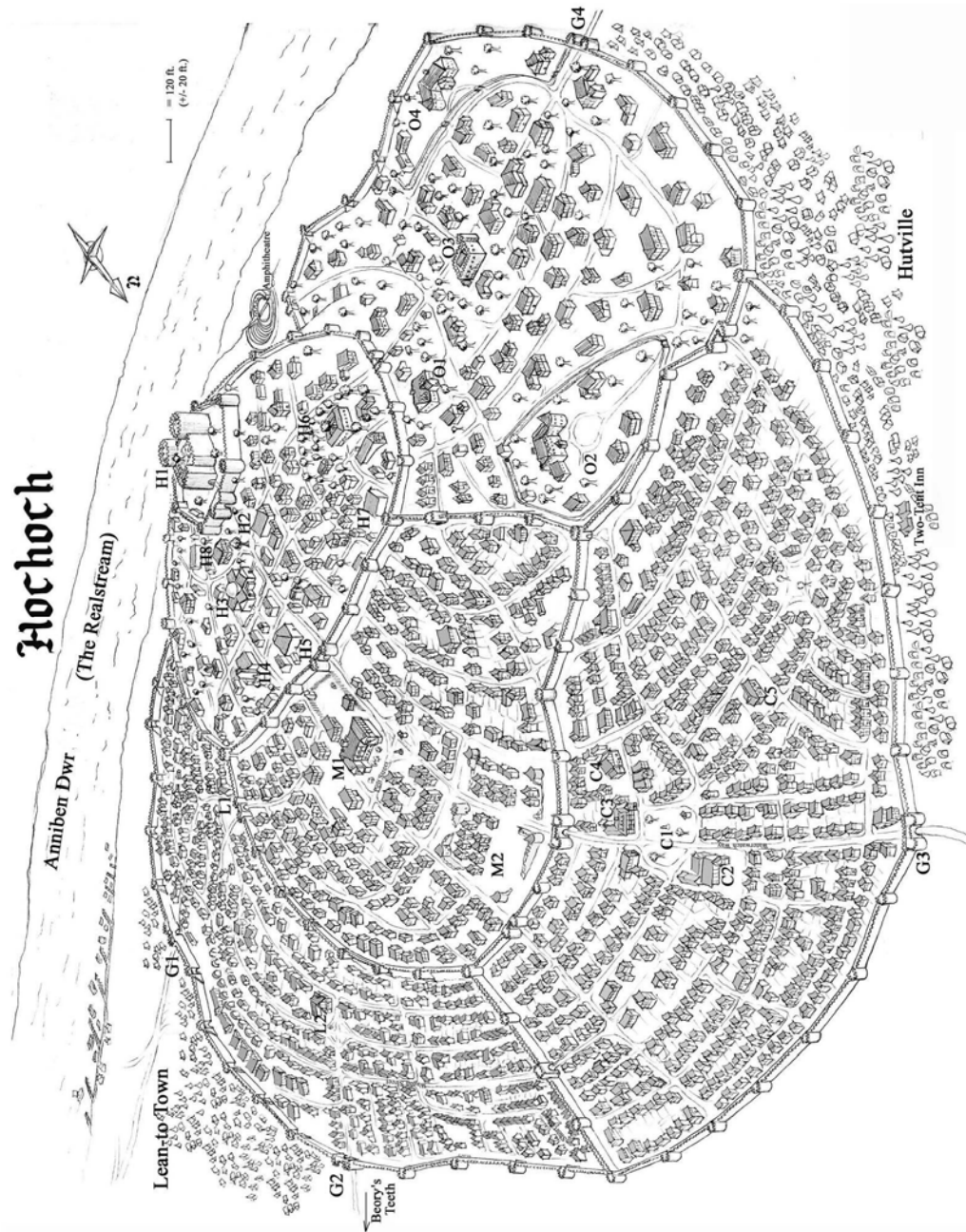
DM Aids: Map #1



DM Aids: Map #2



Player Handout #1 – Map of Hochoch



Player Handout #2 – Hochoch Map Key

Gates

- G1 – River Gate
- G2 – Shalm's Gate
- G3 – North Gate
- G4 – Oyt Gate

Low Quarter

- L1 – The Broken Drum Inn
- L2 – The Cracked Cup

The Commons

- C1 – Lowerth Square
- C2 – The Boar's Knuckle (condemned)
- C3 – The Boar's Other Knuckle
- C4 – Company of Giant Slayers Hall
- C5 – The White Stag Inn

Market Ward

- M1 – The Giant's Hearth Inn
- M2 – Market Square ("Broken Wall")

Old City

- O1 – Old Oak Tavern
- O2 – Bedwyn the Fat's Estate
- O3 – Knights of the Watch Chapterhouse
- O4 – Sierra Blackblade's Estate

Hilltop

- H1 – Caer Dwr Gwyldy (Waterwatch Castle)
- H2 – Trevol Llys (Town Hall)
- H3 – Temple of Pelor
- H4 – Temple of St. Cuthbert
- H5 – Temple of Allitur
- H6 – Temple of Ehlonna
- H7 – Wayfarer's Union House
- H8 – The Brenin's Signet Inn