

KEO3-06

CHAIN REACTION

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

Version 1.05 for MEPACon Premiere

by Mark Whittaker

When a royal tax collector turns up dead in the streets of Cryllor the adventurers that find him are caught up in a series of events that no one could have anticipated. An investigative adventure for APLs 4 to 14.

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 three 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.

Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, 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.

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.

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 50gp per Time Unit. Rich Upkeep costs 100gp per Time Unit. Luxury Upkeep costs 200gp per Time Unit.

Adventure Background

In the City of Cryllor, two brothers are set to inherit their sickly father's fortune. However there's a catch. The two brothers positively *hate* each other. Their father, a merchant and former adventurer named Remi Jordanes (REH-me johr-DAYNES) has been trying to reconcile his two sons for years, ever since their mother passed away of natural causes ten years ago. He has even gone so far as to stipulate in his will that if the two sons cannot reconcile their differences, his entire estate will be turned over to the Church of Heironeous within one week of his death. Remi's final attempt to reconcile his two sons was to split his Import & Export business into separate parts. Leufred (LOO-fred) Jordanes, the older brother, handles the exporting business while his younger brother Vitheris (vith-AIR-iss) handles imports. The two could not succeed without each other.

The plan seemed to work for the first year or so. The two brothers were forced to work together, contracts often crossing back and forth between the two. However as Remi grew older and sicker, things began to sour once again. Remi's failing health seems to have taken the greatest toll on his younger son Vitheris. Normally considered a stern and shrewd businessman, Vitheris has made several seemingly foolish contracts of late, and has been observed frequenting less than savory establishments all around the city. Talk amongst the guilds is that he may be losing his mind as he claims no memory of having signed the contracts and refutes all claims of impropriety in his social life.

Leufred and the export business, on the other hand, are swimming in profits. Unlike his brother, Leufred seems to be on the receiving end of windfall after windfall. His ships frequently sail the Javan, so full of trade goods that they barely sit above the waterline. If only the authorities knew what cargo those ships carried that caused them to sit so low in the water...

The truth of it all is that Leufred has turned his father's export business into a cover for assassins, demon worshippers, and slave trade. He hoped that by sabotaging his brother's import business, his father would finally sign over both companies to him. To that end he has been posing as his brother and making all manner of bad trades, often to the gain of his own export business. He has also been visiting brothels and other places of ill repute in his disguise to discredit Vitheris amongst the Merchant's Guild. However, rather than disown his younger son, Remi has ordered Leufred to bail Vitheris out. Leufred has other ideas...

Amongst a variety of other illegal activities, Leufred has been cheating the city out of tax money, covering up his

slave trade, and bribing a local gnomish tax collector named Fodkin Beldere to cover things up. As the adventure begins, Fodkin has made the ill-fated decision of attempting to blackmail Leufred by threatening to expose the whole thing to his father. Leufred, secretly a worshipper of Hextor, has discovered the stipulation in his father's will and is furious. At the same time Leufred's younger brother Vitheris is out of town, attempting to clear up yet another "business misunderstanding". Seeing an opportunity to kill all the birds with one stone, Leufred has hatched a plan to get rid of Fodkin Beledere and his brother, while securing his father's fortune.

Adventure Summary

The adventure begins with the PCs encountering a pack of creatures summoned by one of Leufred's lackeys to kill a local tax collector named Fodkin Beldere.

The constable and guards arrive in short order to deal with the situation. They may sadly detail the situation between the two brothers and how they have been at each other's throats for as long as any of the guards can remember. The feud between the two brothers has resulted in everything from arson and larceny to flat out fistfights in some of the trendier establishments in town. The guards may also point out that it has never resulted in a murder and will be very disappointed that at a time when they are already very busy that the two seem to have decided to escalate things.

Whether the party continues on to the offices or waits to be contacted, eventually Leufred (in the guise of Vitheris) will contact the PC's to explain that he's afraid for his life. His brother is clearly evil and behind this murder and many other hideous atrocities, but he'll need the adventurers help to prove it. He gives the adventurers directions to a rundown section of the town called the Catacombs.

The adventurers' investigation leads them into the Refugee Quarter where they discover, following "Vitheris" hints, a small band of evil cultists and evidence of slave trading and torture. Leufred has been trying to seize control of this cult for a long time, but he has been unable to break the hold the current leader has over the cult. Leufred hopes (most likely correctly) that the adventurers will take care of things for him.

Having smashed the cult, it is likely the adventurers will think that Leufred is guilty of everything that "Vitheris" says he is. Yet savvy adventurers might realize everything is just a little too easy. To make things even more confusing, even if the adventurers take a prisoner and convince them to confess what they know or rescue

the prisoner in the slave pen, that will only further muddy the waters.

The next day Leufred (sans disguise) will contact the adventurers having heard that they are investigating him and announcing that his father has been kidnapped. Pouring it on thick, he'll explain that Vitheris is simply trying to discredit him so that he can inherit their father's fortune. It is true that if Leufred were found guilty of all of these crimes he would be locked away and Vitheris would inherit everything. Leufred recommends the PC's follow Vitheris after the next time they meet and see what they find out. He even goes so far as to say that if they don't find out Vitheris is behind it all he'll go quietly with them to the guards. The plan here is that the adventurers will follow him (thinking he's Vitheris) to a meeting with his henchman and, having all the "evidence" he needs, he can get rid of the adventurers - tying off any loose ends.

After meeting with Vitheris just before lunch, the adventurers can follow him back into the Catacombs, a dark and desolate section of the Refugee Quarter, where he leads them to Leufred's cult – the Brotherhood of the Chain. They are a nefarious (if fledgling at lower APLs) band of slavers and assassins in league with dark powers. In his guise as Vitheris, Leufred explains that everything is going according to plan. Before the fighting can start, Leufred escapes with Remi in tow. Clearly - the jig is up... or is it?

Vitheris is actually out of town. He arrives home shortly after the fight at the Brotherhood's hideout takes place, a full day early, probably to find a band of adventurers or City Watch beating down his door.

Things can get really sticky at this point. It is possible Leufred will come out on top as the adventurers break into Vitheris' house/office and confront him. Vitheris' guards will fight to defend their master. They've been in more than a few scraps with Leufred's thugs and will think any semblance of legitimacy is just another deceit from their master's brother. If Vitheris is arrested, with the adventurers and/or Leufred's testimony, he'll be found guilty and hanged for treason and his father's murder. A search of his house and office reveals all manner of damning evidence and Leufred is only too happy to testify...

It is also possible the party will notice some inconsistencies in Leufred's plan. However it happens, the adventurers may find themselves quickly off to deal with Leufred instead. There in a dark warehouse Leufred (still looking like Vitheris in case someone should cast Speak with Dead) is sacrificing his father to the dark gods. If the adventurers don't interrupt the ceremony,

Leufred will most likely inherit the father's fortune, while two innocent men die.

Introduction

It has been a quiet day in the busy streets of Cryllor. Here along Grand Avenue, the street that separates the Merchant's Quarter and the Market Quarter, the local shopkeepers may be a little nervous about the recent reports of giants in the Jotens west of the city. But they are thrilled with the business that the upsurge in adventurers and mercenaries has brought with them. Likewise the new arrivals seem willing to put up with the increased cost of living in return for the almost endless variety of quality goods on display around you courtesy of the influx of skilled craftsman into the Refugee Quarter.

After a full day of perusing the wares for sale or finding out the news about town, you begin to make your way back to your inn for dinner. Passing through the crowded marketplace at the heart of the Market Quarter, a disturbance down one of the side streets draws your attention. Several other adventuring types seem to have noticed as well...

Give the players a few moments to describe each other's PCs, and then proceed to *Encounter One*.

Encounter One – The Murder of Fonkin Beldere

About fifty feet down the street you see an elderly gnome dressed in scholarly clothing careen around the corner of an adjoining alleyway and slam into a closed door. His outfit is torn in several places and he looks as though he's been in a fight. There is a crash and a howl behind him. He frantically begins pulling at the door, but to no avail. His face white with fear, he looks back over his shoulder as three large wolves, their eyes glowing red in the pale light of the setting sun, bound out of the alleyway behind the gnome and attack. The first bites deep into his leg. The second leaps at him knocking him to the ground. The third pounces and sinks its teeth into the poor gnome's neck as his screams of pain quickly cease. All around you the people begin to panic and scatter. The wolves briefly lunge forward, intent on new play, but they vanish like mist in the morning sun.

As the last of the fiendish creatures fades, the noise of their growling is replaced by shouts of the townsfolk for the Watch. You hear whistles in the distance growing closer. The gnome's body lies motionless.

The Victim

The PCs have ten rounds (one minute) before the town guard arrive, easily enough time to check out the body, cast spells, examine the general vicinity of the corpse, and/or flee the scene.

The victim of the attack is an older gnome, dressed in fine but now-tattered scholar's garb. It is ruined at this point, though a *mending* spell could fix that. A simple Heal check (DC 5) will reveal that the gnome is dead - his body battered and throat torn out by the rampaging wolves. He carries a pouch with ten gold lions, wears a silver ring, and has a note clenched tightly in his fist. The note is an invitation to discuss a matter of grave importance. Distribute *Player's Handout One*. See "The Ring" below for notes on the jewelry he wears.

A successful Knowledge: Local (Metaregion One) check (DC 15) reveals that the gnome is one of the local governmental tax collectors. A successful check at DC 25 will reveal the gnome's name, Fodkin Beldere – a tax collector for the merchants that do business along the Javan. A DC 30 also reveals that he is known in some circles to take the occasional bribe to cook the books. Bardic Knowledge checks can reveal the same information at the same DCs. A PC with 5 or more ranks in a Knowledge or Profession skill relating to the guild system of Keoland would gain a +2 synergy bonus to the check.

While unlikely, it is possible that the adventurers may want to use a Speak With Dead Spell or even Raise Fodkin on the spot. Here are some common questions, along with canned replies, if this situation occurs.

Who summoned the monsters?

"I don't know, I heard a loud voice calling out in some strange tongue and then they came out of nowhere."

Where were you going?

"To meet with Remi Jordanes, he owns an Import & Export Business here in Cryllor."

Why were you going to meet him?

"To discuss his son, Leufred."

Why were you carrying the ledger?

"Leufred has been cheating on his taxes. I was going to show Remi."

The Ring

A Knowledge: Local (Metaregion One) or a Craft or Profession check (using a skill relating to either accounting, jewelsmithing or Keoish guilds) check (DC 10) will reveal that the silver ring bears the mark of the

Royal Guild of Accountants. The gnome has clearly worn the ring for many years; a check on the Profession skills noted above at DC 15 (Prof. Skill only) tells a PC that only a Master Accountant wears such rings.

The Alleyway and Tracking the Wolves

The door that Fodkin was pulling on is the door to "Woeden Shoes" – a cobbler's shop. There is a sign in the window that reads "Closed for the Evening". There are no lights on within and no amount of knocking will roust any inhabitants. The building is unoccupied.

Evidence can be found in the alleyway from which Fodkin fled. Spotting tracks on the cobblestone roadway is no easy task, requiring a PC with the Track feat and a successful check (DC 25). If successful, the PC can follow the tracks of the summoned monsters. (Note: PCs that attempt to Take 20 on the check will face the arrival of the constabulary).

The tracks lead to a point about fifty feet down the alleyway where they disappear as if the creatures never existed. Also revealed is that the victim was walking up until about that point when he suddenly started running. A Search check (if the PCs look around), or a Spot check (if they don't do so on their own) of (DC 10 + APL of the adventure) will discover a hastily discarded satchel amongst the rubbish in the alleyway.

Inside the satchel is a ledger titled "Jordanes Export Co." A Knowledge: Local (Metaregion One) check (DC25) determines that Jordanes Export Co. is a small merchant company moving wares along the Javan, mostly to the south.

With enough time and either a Knowledge: Local (Metaregion One) checks (DC 30) or a Profession: Accountant check (DC 15), the ledger reveals that the export company is not paying proper taxes to the city of Cryllor. Auditing the records will take several hours. The ledger is signed by "Fodkin Beldere, Esq." The handwriting of the ledger and the note do not match.

PCs will find it all but impossible to determine who summoned the wolves. The culprit is one of Leufred's hitmen, Norg (see *Encounter Four*). He was following Fodkin, *invisibly* by means of a *potion of fly*. A Spellcraft check (DC 5) will reveal that the creatures disappeared because the duration of their *summoning* spell had ended; a DC 18 check will reveal the spell in questions was *Summon Monster III*.

Encounter Two – Merla Henning and the City Watch

After about a minute, a half-dozen town guards will arrive on the scene led by Deputy Constable for Investigations Merla Hennig. It is very possible the Adventurers will know Merla and may even have earned her favor.

The guard's whistles continue to grow nearer and before long you can make out a half-dozen of Cryllor's finest making their way in your direction led by a young woman of Oeridian descent. They approach your group bastard swords at the ready.

If any of the PCs have earned the favor of Marla Henning or made a favorable impression upon her (KEO1-05 *All That Glitters* or KEO3-08 *A Little War*), read the first paragraph; Merla will speak to those PCs directly. If none of them have encountered Merla before, read the second paragraph.

The leader steps forward and smiles. It is none other than Merla Henning, an acquaintance from some past adventures. "Greetings, friend. It looks like trouble has managed to find you here in Cryllor once again." At a wave from Constable Hennig the guards behind her relax noticeably, sheath their swords, and begin cordoning off the area. The constable nods in the direction of the alleyway. "What can you tell me about what happened here?"

The leader steps forward and calls out. "You there! Stay where you are! I am Deputy Constable Merla Hennig! Until we find out what's going on here, you are under arrest!" At a wave from Constable Hennig the six guards behind her begin to fan out and move in your direction.

At this point the Adventurers have a number of choices:

Fight the Guards – The worst choice. Stats are included in Appendix A should they choose to do so. The townspeople will immediately scatter and begin calling for more help. Once the combat is over, proceed to *Conclusion D*. The consequences for attacking the Constable and/or the Town Guard are covered in *Appendix D*.

Run For It - Unless the entire group makes a run for it the guards will not pursue, choosing instead to keep track of those they can. Merla will issue a warrant for the arrest of those that flee - see *Appendix D*. If all the PCs flee, the guards will give a short chase before giving up and letting the adventurers go. The Adventurers will become wanted for flight from a crime scene (see *Appendix D*).

Plead Your Case - There is a dead government official on the ground and the adventurers are the most likely suspects. Still, it's also fairly obvious the party is not

responsible. This is a Diplomacy check (DC 15), modified as follows:

-2 If any of the adventurers has a visible Animal Companion or familiar large enough to have been responsible.

-10 If Merla witnesses the adventurers using a *Speak with Dead* spell.

+2 If the adventurers can show Merla the tracks from the summoned monsters.

+2 If the adventurers are cooperative.

+5 For each knight, noble, paladin, or cleric of a good deity that is willing to give their word that the party is not responsible (the PCs must think of offering to do so; Merla will not ask).

Lifestyle bonuses or penalties would definitely factor into this check and feel free to add bonuses or penalties based on the role-playing of the PCs.

PCs who have favorably impressed Merla and who are not belligerent are assumed to automatically succeed in the check. If the PCs attack (and lose) or fail to convince Merla they are innocent, they are hauled off and locked up until Leufred bails them out (See *Encounter 3C*)

If they succeed at convincing Merla that they're not responsible, she will share with them the following:

- The dead gnome is Fodkin Beldere, a tax collector in the employ of the Lady Regent of Cryllor.
- He handles the collection of taxes from the companies that handle shipping up and down the Javan.
- (only if they have the Ledger) Jordanes Export Co. is run by Leufred Jordanes, one of two brothers that are set to inherit the Jordanes family business from their elderly father Remi.
- Remi Jordanes used to run Jordanes Import & Export Company. The offices, mentioned in the note, are four or five blocks away in the Merchants Quarter.
- Remi Jordanes is old, rumored to be very ill, and is probably on the verge of death.
- The Town Guard is stretched to its limits already and what with policing the Geoffugees and the rumours of Giants outside of Town. It is unlikely the Town Guard will be able to provide more than a cursory investigation into the

murder. Any help they could provide would be greatly appreciated.

- [If the PCs agree to assist] Merla will provide the Adventurers with a Writ of Deputation that empowers them to pursue the case as agents of the Lady Regent.
- [If the PCs agree to assist] Vitheris and Leufred have been at each other's throats as long as she can remember. The feud has resulted in everything from arson and larceny to fistfights between their respective employees. It has never resulted in a murder before.

Once the Adventurers have finished discussing matters with Merla, she'll thank them for any information they've been able to provide and begin directing the guards in cleaning up the mess.

If the party offers to assist with the investigation, Merla will provide them with a writ that temporarily deputizes them. Merla will also provide the party with warrants to aid in their investigation (see *Player Handout 4*) if they can provide probable cause. **This does not give the party license to kill inside the city. It only allows them to perform the actions specified on the specific warrant.** She will recommend that they start with following up on the note. If the PCs do so, with or without the constable's writ, proceed to *Encounter 3A*. If the party decides not to pursue the matter further (some heroes!), proceed to *Encounter 3B*. If the party has been arrested, proceed to *Encounter 3C*.

Encounter 3A – Jordanes Import & Export

About five blocks away you find the main office of Jordanes Import & Export. It is a well-maintained two-story building in the Merchant's Quarter. The downstairs offices seem to be closed for the evening, but a stairway leads up to a door on the second level and candles light several of the upstairs windows.

DMs should consult *DM Aid One*. There are once again a number of options available to the players. They may decide to perform some reconnaissance before heading upstairs. The situation when the party arrives is as follows:

- The downstairs office area is completely dark and deserted. There are a number of empty shelves and desks that have not been used for some time.

- Leufred (disguised as Vitheris) has just arrived upstairs having been informed of the success of the assassination. He is currently in the doorway of his father's room "saying hello."
- Remi will be completely fooled by Leufred's act and completely behave as though Leufred is in fact Vitheris. Remi will be asking how Vitheris' trip to Ravonnar went and inquiring as to whether the matter of the constant shipment of rotten food has been cleared up. Leufred will respond that he believes so, but that Remi shouldn't worry himself about such things. The conversation will continue along those lines, staying mainly on Remi's concerns about Vitheris' business dealings. Leufred will stay away from specifics, answering only in the most general terms.
- The rest of the upstairs is unoccupied.

If the party decides to head upstairs and knocks on the door, read the following:

After a brief delay, a middle-aged man of mixed Oeridian-Flan heritage opens the upstairs door. He seems surprised to find an armed and armored adventuring group standing on his porch. "Yes? Is there something wrong?"

GM NOTE: When impersonating Vitheris, Leufred is referred to as [Vitheris] to avoid Freudian slips during the running of the module!

The man is Leufred Jordanes, currently in the guise of his brother Vitheris. [Vitheris] Jordanes is a sturdy man in his late 30's. His long black hair is normally tied back in a short tail and is beginning to gray along the temples. He wears decent merchant's garb, albeit somewhat worn and obviously in need of some work. Leufred has been perfecting his impersonation of his brother over the years, even mimicking the tired sadness in his brown eyes. The biggest challenge was mimicking his voice. Remi's failing vision and hearing aid in that respect. The PCs, having never met either brother before, are very unlikely to notice any difference or similarity at this point. However for the sake of completeness, Leufred maintains the following spells/items on his person to counter any detection attempts:

- *Undetectable Alignment*
- Disguise Skill (Assume he has taken 20 on the check)
- *Nondetection*

Once [Vitheris] has answered the door, Remi will begin inquiring from his bedroom as to who is at the door. [Vitheris] will then inquire as to who the adventurers are and what brings them here at such a late hour. He'll relay the information back to his father. If the Adventurers present a writ, [Vitheris] will not object to the adventurers entering the dining room or speaking to Remi. However, before letting them in, he will explain to them that his father's health is very fragile and ask that they please try not to excite him. Without a writ, it will take a Diplomacy Check (DC 15) to convince [Vitheris] to let the adventurers in to see Remi. While [Vitheris] is content that his disguise will hold, there's no need to take unnecessary risks.

Remi Jordanes is a very old and very sick man. No amount of healing can aid him at this late stage. Remi himself will admit that, "sometimes it is just a man's time to die." He is very proud of both of his sons and his one dream is that they will reconcile. He has no idea that the son standing before him is actually Leufred in disguise. He's also completely unaware of Leufred's nefarious dealings.

Confronting Remi and Vitheris

If the adventurers begin to explain to Remi about the murder or the seemingly corrupt tax ledger and imply that either of his sons could be involved, Remi will become agitated - swearing that his sons could never be involved in such criminal activities. He quickly devolves into a coughing fit. [Vitheris] will try to cut the adventurers off, "for his father's health" and ask that they wait in the dining room. In the event of a Sense Motive check at this point, Leufred is actually concerned that his father may die if the PCs persist. If they do, Remi's coughing grows worse and a Heal Check (DC 10) from anyone in the room reveals that if Remi doesn't calm down he may have a seizure. [Vitheris] will request that if the adventurers wish to discuss such matters, he would like to do so in the dining room, where Remi cannot hear. A Diplomacy check (DC 15) will calm Remi back down, provided that he's not riled again.

In the event that a fight should break out this early, Leufred will use his *Cape of the Montebank* to escape. If the PCs manage to prevent this, proceed to *Encounter Nine*. If a fight breaks out and Leufred escapes without being exposed, proceed with the module. (You may need to make a few minor modifications depending on the subsequent actions of the PCs.)

Development:

Assuming the PCs don't cause Remi to cough himself to death. [Vitheris] will ask to speak to them in the dining room about the murder.

[Vitheris] will tell the PCs that he wouldn't be at all surprised if his brother was involved in the murder. While Remi refuses to see it, it seems clear that his other son Leufred is a bad seed. He'll claim that it is probably why Leufred's export side of the business is succeeding, while his own import business is failing. He'll even suggest that he believes Leufred may be involved with a dark cult down in the Catacombs (a section of the Refugee Quarter) that is rumored to kidnap, torture, and even sacrifice the poor folks that have tried to find refuge there.

If the PCs offer to investigate, [Vitheris] will be thrilled. If they don't, he'll unabashedly ask for their help. If they agree, he'll provide the following pieces of information to the heroes.

- He'll claim to have had an agent, a human woman named Allysette, spying on the cult just a few days ago.
- He hoped that if he could get a witness to his brother's evil deeds that his father would relent and turn over the entire business to him.
- He can offer very little, as his business has been failing as of late, but if the adventurer's can prove his case, he will gain his father's inheritance. If this happens, Remi Jordanes, being a former adventurer himself, has a cache of magical items, to which [Vitheris] would gladly grant the PCs access if they could prove his case.

The real Vitheris did indeed hire a spy to investigate the cult. She was captured two days ago and will be sacrificed tonight. The above story is the same one Vitheris told to Allysette - Leufred should know, he tortured it out of her.

If the PCs head into the Catacombs, they may want to stop by Constable Hennig's to get a writ first. If they do, she will tell them not to bother. The Catacombs are an entirely lawless place and no one down there would give it the value of the paper it was written on. She'll advise against entering the Catacombs and tell them to stay within the bounds of their authority as deputies. If trouble does start, showing the Writ of Deputation to the Guards should clear things up.

When the PCs decide to head into the Catacombs, proceed to *Encounter Four*.

Encounter 3B – Leufred (as Vitheris) Makes an Offer

As you settle into your dinner at the one of the local inns, a middle-aged man of mixed Oeridian-Flan heritage makes his way over to your table carrying a bottle of wine. Pulling the cork from the bottle he sweeps the table with his gaze. “Mind if I join you?”

GM NOTE: When impersonating Vitheris, Leufred is referred to as [Vitheris] to avoid Freudian slips during the running of the module!

The man is Leufred Jordanes, currently in the guise of his brother Vitheris. [Vitheris] Jordanes is a sturdy man in his late 30's. His long black hair is normally tied back in a short tail and is beginning to gray along the temples. He wears decent merchant's garb, albeit somewhat worn and obviously in need of some work. Leufred has been perfecting his impersonation of his brother over the years, even mimicking the tired sadness in his brown eyes. The biggest challenge was mimicking his voice. The PCs, having never met either brother before, are very unlikely to notice any difference or similarity at this point. However for the sake of completeness, Leufred maintains the following spells/items on his person to counter any detection attempts:

- *Undetectable Alignment*
- Disguise Skill (Assume he has taken 20 on the check)
- *Nondetection*

[Vitheris] will tell the PCs that he wouldn't be at all surprised if his brother was involved in the murder. While Remi refuses to see it, it seems clear that his other son Leufred is a bad seed. He'll claim that it is probably why Leufred's export side of the business is succeeding, while his own import business is failing. He'll even suggest that he believes Leufred may be involved with a dark cult down in the Catacombs (a section of the Refugee Quarter) that is rumored to kidnap, torture, and even sacrifice the poor folks that have tried to find refuge there.

If the PCs offer to investigate, [Vitheris] will be thrilled. If they don't, he'll unabashedly ask for their help. If they agree, he'll provide the following pieces of information to the heroes.

- He'll claim to have had an agent, a human woman named Allysette, spying on the cult just a few days ago.

- He hoped that if he could get a witness to his brother's evil deeds that his father would relent and turn over the entire business to him.
- He can offer very little, as his business has been failing as of late, but if the adventurer's can prove his case, he will gain his father's inheritance. If this happens, Remi Jordanes, being a former adventurer himself, has a cache of magical items, to which [Vitheris] would gladly grant the PCs access if they could prove his case.

The real Vitheris did indeed hire a spy to investigate the cult. She was captured two days ago and will be sacrificed tonight. The above story is the same one Vitheris told to Allysette - Leufred should know, he tortured it out of her.

In the event that a fight should break out this early, Leufred will use his *Cape of the Montebank* to escape. If the PCs manage to prevent this, proceed to *Encounter Nine*. If a fight breaks out and Leufred escapes without being exposed, proceed with the module. (You may need to make a few minor modifications depending on the subsequent actions of the PCs.)

If the PCs head into the Catacombs, they may want to stop by Constable Hennig's to get a writ first. If they do, she will tell them not to bother. The Catacombs are an entirely lawless place and no one down there would give it the value of the paper it was written on. She'll advise against entering the Catacombs and tell them to stay within the bounds of their authority as deputies. If trouble does start, showing the Writ of Deputation to the Guards should clear things up.

When the PCs decide to head into the Catacombs, proceed to *Encounter Four*.

Encounter 3C – Jailed!

You've sat and stewed, naked but for a prison tunic and alone save the rats, in the damp darkness of Cryllor's Pits for what seems like hours now. You've not heard a sound from a guard, healer, or even another prisoner. As your mind begins to ponder your once bright future, there is the sound of scraping outside the door. With a screech of steel on stone, the door to your cell is opened and one of the massively obese prison wardens growls at you to rise. “Let's go, maggot. Looks like you've a friend to see you.”

You are manhandled into another small cell just large enough for the group of you to stand. Outside the

cell, a middle-aged man of mixed Oeridian-Flan blood.

GM NOTE: When impersonating Vitheris, Leufred is referred to as [Vitheris] to avoid Freudian slips during the running of the module!

The man is Leufred Jordanes, currently in the guise of his brother Vitheris. [Vitheris] Jordanes is a sturdy man in his late 30's. His long black hair is normally tied back in a short tail and is beginning to gray along the temples. He wears decent merchant's garb, albeit somewhat worn and obviously in need of some work. Leufred has been perfecting his impersonation of his brother over the years, even mimicking the tired sadness in his brown eyes. The biggest challenge was mimicking his voice. The PCs, having never met either brother before, are very unlikely to notice any difference or similarity at this point. However for the sake of completeness, Leufred maintains the following spells/items on his person to counter any detection attempts:

- *Undetectable Alignment*
- Disguise Skill (Assume he has taken 20 on the check)
- *Nondetection*

[Vitheris] will tell the PCs that he wouldn't be at all surprised if his brother was involved in the murder. While Remi refuses to see it, it seems clear that his other son Leufred is a bad seed. He'll claim that it is probably why Leufred's export side of the business is succeeding, while his own import business is failing. He'll even suggest that he believes Leufred may be involved with a dark cult down in the Catacombs (a section of the Refugee Quarter) that is rumored to kidnap, torture, and even sacrifice the poor folks that have tried to find refuge there.

[Vitheris] will offer to arrange for the PCs to be released under his stewardship if they'll prove his brother was involved in the murder. They'll still have to stand trial for attacking the guards, but certainly uncovering the murderer would work in their favor.

He can offer the following help:

- He'll claim to have had an agent, a human woman named Allysette, spying on the cult just a few days ago.
- He hoped that if he could get a witness to his brother's evil deeds that his father would relent and turn over the entire business to him.
- He can offer very little, as his business has been failing as of late, but if the adventurer's can

prove his case, he will gain his father's inheritance. If this happens, Remi Jordanes, being a former adventurer himself, has a cache of magical items, to which [Vitheris] would gladly grant the PCs access if they could prove his case.

- He can offer very little outside of getting them free for the time being, as his business has been failing as of late, but if the adventurer's can prove his case, he will have his personal attorney represent them at their trial for no charge.

The real Vitheris did indeed hire a spy to investigate the cult. She was captured two days ago and will be sacrificed tonight. The above story is the same one Vitheris told to Allysette - Leufred should know, he tortured it out of her.

At this point if the Adventurers accept Leufred's offer, their gear will be returned to them (a little worse for the wear) and [Vitheris] will suggest that they head into the Catacombs. If they accept Leufred's offer, but then attempt to flee the city, they're in big trouble - proceed to *Conclusion E*.

If they refuse Leufred's offer, the adventure is over. The PCs will be left to stew for a few more days before their trial - see *Appendix D*.

When the PCs decide to head into the Catacombs, proceed to *Encounter Four*.

Encounter Four – The Cult of Erythnul

Following the directions that Vitheris supplied has led you outside of the City's massive walls and into the Refugee Quarter. You have left behind the comfort of street lamps and guarded corners for smoking piles of refuse and more refugees than you could care to count. At every corner there is an outstretched hand looking for alms and down every alley linger rough looking individuals perhaps not so polite in their coin collection techniques.

Pressing on, you wind your way back towards the city walls into an old part of the city that the residents refer to as "The Catacombs". This area received its name for the bizarre series of passages that have been formed as levels were added to existing houses and built over, or in some cases in the middle of, the existing alleyways. It might as well have taken its name from its inhabitants. At times it is difficult to discern wheter the bodies that litter the doorways are living or dead.

You have made turn after turn through this maze of shanties and ramshackle homes. From time to time the bizarre construction has left you in a virtual tunnel, the light of the moon blocked out by the floor of a structure built over the narrow alleyway you travel. There is no doubt that if it were not for the directions you have received, you would be hopelessly lost. This is not a pleasant thought when every shadow seems to possess a set of eyes staring out at you with malicious intent.

If your directions continue to be accurate, the building you are looking for should be just ahead, around the corner.

Refer to DM Aid Two. The PCs are approaching the hideout of a Cult of Nerull that Leufred has been using to carry out various attacks, including the murder of Fodkin Beldere. The point on the map where the PCs begin is marked with an 'X'.

Almost halfway down one of the alleyways, the cultists have set up two alarms. The first is a series of bottles rigged to crash to the ground when a teetering board is stepped on.

All APLs (EL o)

Alarm Trap: CR o; mechanical; location trigger; manual reset; bypass by stepping over trap (Search DC 10); Disable Device (DC 10). If the Alarm is set off the Cultists will be prepared (see below).

The second trap is upon the portcullis further up the passageway.

All APLs (EL 2)

Portcullis Trap: CR 2; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 20); +10 melee (3d6); Disable Device (DC 20). **Note:** The portcullis blocks the passageway after being triggered, requiring a Strength check (DC 20) to lift. If the portcullis falls the Cultists will be prepared (see below).

The door into the Cultists hideout is locked.

Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 20. The cultists will not hear the lock being picked.

If either trap is activated, the cultists will begin to prepare their defense. You should immediately enter combat time.

Area A – Abandoned Inn, Main Room

The rickety door into this building groans audibly at your touch. The darkened room beyond is bare save a

pair of doors in on the south wall and a pile of rubble in the southwest corner of the room.

This building, one of the older buildings in the catacombs, once served as an inn for caravan guards that couldn't afford to stay within the city walls. It is now completely vacant. The rubble in the southwest corner is a result of the collapse of Area E, which has knocked down the stairway and made passage into the upper levels of the Inn impossible.

Area B – Abandoned Inn, Kitchen

A thick coating of dust covers much of this empty room. It is fairly obvious even to the untrained eye that something heavy has recently been dragged across the floor from the southeastern corner of the room.

This is where Norg caught Alysette of Cryllor (see Area G) after the cultists discovered she was spying on them. There is a small, dried patch of blood on the floor in the southeastern corner.

Area C – Abandoned Inn, Innkeeper's Chambers

This room is covered in a thick layer of dust. It is devoid of any furnishings. The only feature of note is the pile of rubble in the northwest corner of the room.

The debris is a result of the collapse of Area E, which has knocked down some of the wall here as well. The rubble is impassable. A Listen check (DC15 + APL) will overhear chanting coming from Area G.

Area D – Abandoned Jewelers, Foyer

This small room seems relatively clean compared to the rest of the buildings in the area. Only a large rubbish pile along the north wall reminds you that you have not left the catacombs. There is a door directly across the hall.

The cultists keep this area fairly clean to cover up their secret exit (Area F). A Search check (DC 20 + APL) will determine the location of the secret door. However, the portal is a one-way door and cannot be opened from this side. The rubbish pile consists of an inordinate amount of torn, bloodstained, and discarded clothing. This is where the cult dumps the clothing of those they sell into slavery.

Area E – Abandoned Jewelers, Collapsed Room

You can barely get the door to this room open. The entire area is covered with debris that has fallen from the floors above. The parts of the ceiling that remain intact groan under the weight of the floors above.

This area is on the verge of collapse. It will not collapse down on the PCs but they don't know that without a Knowledge: Architecture and Engineering check (DC 10). There is nothing of interest here.

Area F – The Backdoor

The doorway opens onto a small slender passage barely large enough for you to squeeze through. At the western end you can make out a small lever on the wall.

This is the getaway passage. Moving through this passage is not a problem for most. Creatures that are large-sized or medium-sized and wearing heavy armor will need to squeeze to move through this hallway. The lever opens the secret door to Area D.

Area F – The Cultist's Hideout

If the cultists are caught unprepared:

The Cultists are in the middle of preparing to sacrifice Allysette to their dark god. Adventurers looking into the room via *divination*, *scrying*, or some other means will see all of the Cultists gathered around the altar in the center of the room. A Listen check (DC 15) at the door will hear low chanting coming from within the building. When the PCs enter, read the following:

Bursting through the door it takes a moment for your eyes to adjust to the dim, flickering torchlight that scatters shadows about the room. From the ceiling hang a number of chains. Some end in shackles, others in cruel hooks. In the center of the room a number of dark robed individuals, all holding hands, form a ring around the prone form of a woman lying upon a black, stone altar. Looming over the scene stands a statue of Erythnul, Lord of Slaughter.

If the cultists are prepared:

The Cultists are in the middle of preparing to sacrifice Allysette to their dark god. PCs looking into the room via *divination*, *scrying*, or some other means will see the fighters moving to flank the entrance and the cleric readying to kill Allysette. The rogue(s) may have already moved to ambush the party, and the sorcerer will cast *invisibility* (if appropriate - otherwise she'll be pretending to be a prisoner). When the PCs enter, read the following:

Bursting through the door it takes a moment for your eyes to adjust to the dim, flickering torchlight that scatters shadows about the room. From the ceiling hang a number of chains. Some end in shackles, others in cruel hooks. In the center of the room is the prone form of a woman lying upon a black, stone altar. A dark robed individual raises a dagger over the

woman's prone form and prepares to strike. Looming over the scene stands a statue of Erythnul, Lord of Slaughter.

Creatures:

All APLs

Alysette of Cryllor: Female Hum Exp3, LG, hp 14 (currently –1 and stable).

APL 4 & 6 (EL 6)

Cultist Rogue (1): hp 14; See Appendix A.

Cultist Fighters (2): hp 12; See Appendix A.

Cultist Priest (1): hp 38; See Appendix A.

APL 8 (EL 8)

Cultist Rogue (1): hp 22; See Appendix A.

Cultist Fighters (2): hp 29; See Appendix A.

Cultist Sorceress (1): hp 21; See Appendix A.

Cultist Priest (1): hp 38; See Appendix A.

APL 10 (EL 10)

Cultist Rogue (2): hp 22; See Appendix A.

Cultist Fighters (2): hp 45; See Appendix A.

Cultist Sorceress (1): hp 29; See Appendix A.

Cultist Priest (1): hp 66; See Appendix A.

APL 12 (EL 12)

Cultist Rogue (2): hp 34; See Appendix A.

Cultist Fighters (4): hp 45; See Appendix A.

Cultist Sorceress (1): hp 33; See Appendix A.

Cultist Priest (1): hp 66; See Appendix A.

APL 14 (EL 14)

Cultist Rogue (2): hp 44; See Appendix A.

Cultist Fighters (4): hp 63; See Appendix A.

Cultist Sorceress (1): hp 39; See Appendix A.

Cultist Priest (1): hp 76; See Appendix A.

Tactics:

If the Cultists are prepared:

The Sorceress will cast protective spells on herself, then *bull's strength* on the fighters. She'll attempt to pass

herself off as another prisoner, chained to the walls. The Rogues will move to ambush the party from behind while sniping with their bows. It will take one full round for them to get from the sacrificial chamber to the street via the secret passage. Make Hide & Move Silently checks (opposed by PC Spot and Listen checks) as appropriate. They will not attack until the party is engaged with the rest of the cult. The fighters will move to flank the doorway. Their objective is to slow the party's entrance into the room. The cleric will use whatever spells are available to disable the spell casters in the group.

If the Cultists are unprepared:

The Rogues will tumble and move to engage any obvious spellcasters in the party. Otherwise they'll attempt to flank and attack the most lightly armored party members. The fighters will attempt to block the doorway, engaging anyone who presses into the room. The cleric will use whatever spells are available to disable the spell casters in the group. The sorceress will cast protective spells on herself before targeting the most heavily armored PCs with *magic missiles*.

Development:

Once the cultists are defeated, the adventurers are free to examine their foul temple. Depending on how successful they've been at dealing with the cultists they may have a number of prisoners to questions and may even be able to rescue Alysette of Cryllor. Getting information of Alysette is easy, providing she's still alive. When the party arrives she is badly beaten, starved, and severely dehydrated. Once they get her on her feet, she can tell the adventurers the following:

- She was hired by Vitheris Jordanes to investigate his brother Leufred.
- Vitheris is convinced that Leufred is involved with this, and other cults, operating slave trade in the city of Cryllor.
- She was on the case for about a week and had found nothing until she finally found this place after trailing a man (Norg under the effects of a *disguise self* spell) from Leufred's office.
- She was captured two days ago, before she could report back to Vitheris.
- She was beaten and questioned by a tall, thin man with almost albino features (Leufred in disguise). She tried to hold out but eventually gave up the name of her employer and what she was looking for. The albino is not among the dead.

- She has not seen Leufred, but overheard the cultists arguing tonight about whether they should wait for Jordanes before they made the sacrifice.
- *If pressed*, she'll offer that they didn't specifically say they were waiting for Leufred, just that they were waiting for "Master Jordanes."
- She was also able to gather from the arguments that the cultists don't get along with Leufred (again the cultists said "Master Jordanes").
- There were several other captives here when she was first captured, but the albino man came and took them away around midnight yesterday. She doesn't know why she was left behind.

The Cultists

The Rogues: The rogues are a truly devious lot and Norg pays them well for their services. That alone has kept them looking into more lucrative work. They are consummate mercenaries, even offering to join up with the adventurers if they'll spare their lives (and will bolt at the first opportunity). They specifically keep themselves separate from the cult's activities outside of attending these disgusting ceremonies that Norg insists they attend. They know nothing about either of Jordanes brothers.

The half-orcs: The half-orcs know just about enough to be dangerous and not enough to be useful. They've come to Cryllor from Geoff fleeing the Knights of the Watch. They are wanted for trying to start a Nerullite Cult in the Clearsky Camp. They plan to return once they have gathered a large enough cult behind them.

Norg found the half-orcs in the slums and took them in to provide his cult with some muscle. They don't know anything about the albino man or Leufred Jordanes. They've never seen either one.

The sorceress: The sorceress is an odd one. She appears in all ways to a pureblood Suel. Pale skin, blonde hair, icy blue eyes, but to the Scarlet Brotherhood that is not enough. When it was discovered that her line was tainted with draconic blood she was expelled in disgrace, lucky to escape with her life. She has fled to Cryllor and joined with Norg, hoping to find some protection from the Scarlet Brotherhood assassins she is certain will be following her. She thought they would never find her here, but she's convinced that the albino man that has been coming for the last week to pick up the slaves is one of them. It doesn't make any sense that the Brotherhood

would deal with Norg, but she hides every time the albino man comes.

The priest: Norg is a priest of Nerull that arrived from Geoff about a year ago and quickly set out to found the cult. For about a year, he has been engaged in slave trade within the city of Cryllor. About a month ago he found out that the slaves were being transported out of the city on the boats of Leufred Jordanes. If asked how he found out, he will proudly reveal that “the other one told me.” He doesn’t remember Vitheris’ name and he has never actually seen the slaves being loaded onto one of Leufred’s boats.

About a week ago, Norg decided that a rich man like Leufred Jordanes could pay more for his goods, so he went to speak to Leufred in person. He thinks the negotiations went very well. He caught Alysette trying to follow him back here, and believes that she is one of Leufred’s spies. As for the albino man, Norg doesn’t know who he is, nor does he care. He pays the higher rate that Norg insisted upon so Norg doesn’t ask any other questions. The albino man paid Norg to kill Fodkin Beldere. Norg thinks this is a promising expansion of their relationship. The cult was going to kill Alysette because the albino said he didn’t want her, but that he was sure Jordanes would. The albino man never specified which Jordanes, but Norg assumes he meant Leufred. Norg’s thoughts on the subject... “If she ain’t worth coin, she ain’t worth keepin’.”

Following Up on the Action

A return trip to Jordanes Import & Export will find the lights out and the place is quiet. If the PCs decide to probe further, they will find that the upstairs door is locked (Open Locks, DC 20 + APL). Neither Remi nor Vitheris are present. A Search check (DC 10 + APL) reveals a ransom note. Distribute *Player’s Handout #3*.

The Adventurers may want to investigate Leufred’s office, Vitheris’ office, or (if they find the note) the warehouses of both brothers. No one will be found at any of these locations. Leufred’s office has the same layout as Remi’s, and all of the belongings have been packed into crates, as if Leufred is planning on moving. Vitheris’ office and the warehouse are described in *Encounters Six* and *Eight* respectively. Leufred maintains numerous warehouses throughout the city, visiting and searching all of them would take too long.

The PCs may wish to roust Constable Hennig. The night watch captain – a young deputy constable named Hynam Gerth - will politely explain that the constable is asleep and will request that the PCs come back first thing in the morning. The night watch captain is not corrupt, but cynical, especially life in the Catacombs and the Refugee

Quarter. It will take a fairly impressive Bluff or Diplomacy check (DC 20 + APL) to convince him to wake Merla.

If the PCs manage to get in to see Henning, she’ll be very interested in any information that they can give her. If they have Alysette and she is able to corroborate their story, the constable will issue warrants to search and question anyone found at the above locations. Without Alysette, she will point out that they don’t have any definite proof at this time that either brother is directly involved. She’ll encourage them to keep looking into the matter and to come and see her later if they need anything.

If asked, either Constable Henning or her deputy will take Alysette into protective custody.

Most other avenues of investigation will be closed at this point. Wise adventurers will take this time to rest. If the Adventurers insist on looking into things further, they might be able to find out a little bit about the Jordanes. Check out *Appendix C* for information they might be able to gather.

The morning of the following day, proceed to *Encounter Five*.

Encounter Five – Leufred Contacts the PCs

This is a pivotal encounter in the module. How things go here depends a great deal on how much the PCs have found out already. If Leufred’s plan has gone well, the PCs should be ready to hang him, but also have a healthy distrust of Vitheris. If his deception worked too well, the PCs may want to kill *both* of them.

If the Adventurers already have the ransom note (from breaking into the office) or haven’t returned to their room for some sleep, you’ll need to modify the text below appropriately.

As the sun rises on another day in Cryllor you awaken to find a note slid under your door.

Distribute *Player’s Handout #2*. When the PCs head downstairs, read the following:

The common room is empty save a well-dressed, graying man of mixed Oeridian-Flan heritage sitting with a very nervous and upset looking halfling woman at a table near the door. The older gentleman seems to be speaking softly to the halfling woman and patting her reassuringly on the hand.

Leufred Jordanes is, indeed, waiting in the common room with Mitsy Mitts. Mitsy is Remi’s housekeeper and

cook. Leufred Jordanes is in his mid-forties and his once dark hair has turned an early gray. He dresses the part of a successful businessman, always keeping with the current style, all the way down to carrying an elaborate walking stick. Unlike his brother, Leufred's green eyes are always full of energy and he is quite popular with the ladies about town.

If Mitsy has found the note, she'll recognize the handwriting and is convinced that Vitheris has kidnapped Remi. She'll either have found the note or discovered that the place was broken into when she came in to work this morning. If the PCs haven't already gotten the ransom note, give them *Player's Handout #3*. She'll mention that Leufred had asked her to keep a special eye on his father and let him know if anything strange happened.

In the event the PCs already have the note, this is why Mitsy went to find Leufred instead of Vitheris. Mitsy has heard all of the stories about Vitheris' strange behavior of late (see *Appendix C*), but she would have never guessed he would go this far. Mitsy is completely forthright and honestly wants to help Leufred and the PCs find Remi.

For his part, Leufred will just sit and let things unfold. If the PCs want to discuss what they found last night, he'll ask that they allow him to dismiss Mitsy first. Once Mitsy is gone, he'll lay out his tale.

My father, may the gods protect him, was a great man. In his youth he was an adventurer, much like all of you. However, he was also wise enough to know when it was time to put away his adventuring gear and find a more stable means of supporting a family. So he cashed out of his adventuring company and founded the Jordanes Import & Export business. He struggled at first, but my brother and I were never wanting as children. When our mother died several years ago, Remi lost much of the drive that had kept him going. He gradually lost interest in the business and turned things over to Vitheris and I. It's a pity that he was blinded by his love for that poor brother of mine. Vitheris has no mind for business. Worse yet, I believe he is involved with some nefarious individuals. If he kills my father, I will never forgive him.

There are many questions the PCs could ask at this point. Leufred's responses to the most common are listed below. See *Appendix A* for Leufred's appropriate skills, specifically Bluff. Leufred has practiced this conversation and is careful not to bend the truth too far; this preparation gives him a +2 circumstance bonus to his Bluff checks.

How did you know to find us here? "Constable Hennig contacted me about the incident with Fodkin last night and mentioned that you were there. I was hoping to talk to you about it when Mitsy arrived on my doorstep as I was on my way here."

What do you know about Fodkin Beldere? "Fodkin has been my accountant for as long as I have run the export business for my father. He has a reputation for taking bribes and punishing those who do not line his purse. I finally refused to continue to pay his additional fees and he has threatened to ruin me."

Did you have him killed? "No! Serves that little thieving gnome right though."

Serves him right? "Fodkin's reputation for extorting money is well known through the Merchant's Quarter. I guess he finally tried to squeeze the wrong person."

Who is Alysette? (Shrugs. If given a description, he will say "There was a woman, prowling around my warehouses that matched that description. I assumed she was a watch detective. I guess she didn't find anything of interest because I haven't seen her in a few days.")

What do you know about the cult in the Catacombs? "There was a man who came to my office almost a week ago and tried to blackmail me. He mentioned being from the Catacombs and that I should know who he was. Could these be the same people?"

Who is the Albino Man? "I don't know. There are not many Suel that "pure" in Cryllor he should be fairly easy to find."

Are you involved in slave trade? "Absolutely not!"

Can we look on one of your ships? "I would gladly let you, if there were one in port. The last one left just a day ago heading south down the Javan."

Why would Vitheris take your father? "His side of the business has been floundering. My father and I have been trying to help him out with loans, but he's obviously in worse trouble than we thought. Perhaps he thinks he and his cronies can get away with this and extort even more coin from me."

Where would Vitheris have taken your father? "It could be almost anywhere. He has several warehouses all through out the city." (After leaving the PCs may make a Gather Information check (DC 10 + APL) to determine that Vitheris only has one warehouse left in town). "Your best bet is to try his office. Or perhaps they could arrange a meeting with him on the grounds that they have found something out about Leufred? Either way they could follow him from there."

Where is Vitheris' Office? "His office is about eight blocks away from my father's, over in the Market Quarter. He couldn't afford to keep his office in the main Merchant's District."

Where is your office? "Is just around the corner from my father's."

What's in it for us? "If you can find my father, I'll open up my personal vaults to you. For some time I considered following in my father's footsteps and taking up adventuring. There is a good deal of magical equipment in my vaults that I would gladly part with in return for your sorting this out."

Why not take this up with the Watch? "I'm afraid that if Vitheris finds out the Watch has been notified he may kill my father and try to run. I'll gladly go to the watch once we have my father safe."

Development

In the event that a fight should break out, Leufred will attempt to flee out the door and make a run for the Catacombs. He will not use his *Cape of the Montebank* to escape at this point, as he needs it to escape *Encounter 7*. If Leufred is cornered, proceed to *Encounter Nine*. If a fight breaks out and Leufred escapes, once he's convinced that he's lost the PCs as dupes, he'll prove just how cocky he is by attempting to continue on with his plan. Leufred will circle back around and make his way to Vitheris' office. Proceed with the module.

When the adventurers leave, Leufred will thereafter have his necromancer's familiar spy on the PCs. The DM should make a Hide check for the raven, *but only if the PCs state that they are taking precautions to ensure they are not being followed*. The bird is intelligent enough to discontinue its shadowing of the PCs if they make it obvious that they have noticed him. Callus will use his familiar to keep Leufred informed of the Adventurers' actions via a *message* spell.

If the PCs go to Constable Henning with what they have, she will let them know that without Leufred's testimony they will not be able to convict Vitheris. There is also the matter of the kidnapped Remi Jordanes. She recommends that the PCs question Vitheris and try to find Remi, as (for the moment) his safe recovery is the priority.

Encounter Six – Pursuing Leufred

Remi is located somewhere in the Catacombs. It would take the PCs hours to find their way through the Catacombs to the spot that Remi is located. If they

choose this path, skip ahead to *Encounter Seven*. As the adventurers close in on Remi's location, they will come across Leufred, back in his disguise as [Vitheris]. You will need to make some minor modifications to the read aloud text to reflect this.

The DM should read this encounter carefully. If the PCs come up with a plan that makes the encounter's events impossible and Leufred is unable to escape, proceed to *Encounter Nine* once Leufred is cornered. Time permitting, the chase can be made more dramatic with Spot checks to keep [Vitheris] in sight, Reflex saves to dodge through the crowd, and even a Fortitude save or two to represent PCs getting winded. If time is getting tight, this is a good point to make up some time with an abbreviated chase.

When they arrive read the following:

The Jordanes Import Company Building is a small two-story building, but it has obviously seen better times. The paint is faded and starting to crack, several of the windows are broken, and the door has obviously been kicked in more than once. As you approach the building, Vitheris Jordanes locks the door and, with frequent glances over his shoulder, sets off at a fast walk down the road away from you.

If the PCs decide to take a look around inside after Leufred leaves:

As you swing open the door, it breaks free of the hinges and crashes to the ground with a bang.

Adventurers looking around inside will find several ledgers left scattered about the office. Given the condition of the ledgers it would take several hours to sift through them, but given enough time, make an opposed Forgery skill check (opposed by Leufred's Forgery skill) for the PCs to notice that several of the entries signed off by Vitheris Jordanes are faked.

When the party heads out after Leufred he makes straight for the Catacombs and *Encounter Seven*. Be careful to point out that the streets are very crowded and that the path Leufred is taking winds through twisting alleyways and around corner after corner.

Encounter Seven – The Brotherhood of the Chain

You follow the fleeing form of Vitheris Jordanes towards the walls of the city. Before long you find yourselves, once again, returning to the dark and twisting alleyways of the area called The Catacombs. In this twisted warren of humanity, you almost lose track of your prey more than once. Fortunately, it

doesn't appear that Vitheris is having any more luck negotiating the treacherous footing and narrow passageways then you are. Finally your luck runs out. As you make a turn around a corner, you find yourself at a dead end. Vitheris is nowhere to be seen.

The alleyway ahead of you is nearly pitch black. A building that covers the alleyway, its floor forming a ceiling some twenty feet overhead, blocks the light of the noonday sky. From down the alley you can barely make out the sound of metal clinking against metal.

Consult *DM Aid* 3. The PCs start in the alleyway (Area A). The clanking sound is being made by a pair of chains rattling against each other about twenty feet down the alley. Leufred climbed up the chains only moments ago, leaving them swinging in his wake. The chains lead up into a dark hole in the floor of the building above.

Climbing the chains is a fairly simple, if somewhat noisy process, requiring a Climb Check (DC 10). Two people may climb at the same time, one on each chain. Climbing the chain will put the adventurers in Room B. Where the Adventurers go from there is up to them. Leufred has gone through the secret door in the hallway (to Area F) and will begin preparing his gang to welcome the PCs.

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Room B – The Entry Chamber

Making your way up to the room above the alleyway, you find yourselves in a small dimly lit room. There is a single open doorway along the north wall.

The light comes from two shuttered lanterns next to the door. There is nothing of interest in this room. The hallway outside is quiet and lit by similar lanterns.

PCs attempting to track [Vitheris] at this point will be foiled unless they can track by scent. Even then there are an overwhelming number of odors that would throw off trackers. The Track check (Survival, DC20 + APL, or DC 10 + APL if the tracker has the Scent ability) will lead the party to the secret door to Area F. Finding the secret door requires a Search check (DC 15 + APL). Remember that certain races have a chance of noting the secret door just by passing near to it.

Room C – Raxor's Room

This floor of this room is littered with all manner of chains and scattered chain links. Chains hang from the ceiling, along the walls, and have even been crafted into crude furniture including a chain hammock. In the far corner of the room stands a human-sized figure nearly concealed by the shadows.

This room is the chain-loving Raxor's living chambers. He has proudly decorated the room himself. In the far corner of the room stands his practice dummy, a stout wooden mannequin used to try out his latest works. The floor is littered with chains making crossing the floor quietly nearly impossible (circumstance penalty of –5 to Move Silently checks). The dummy in the corner is secured in place by a number of chains and thuds heartily when struck.

Adventurers examining the chains will find a number of them are of weapon quality, some spiked, some with weights on one end, and others with a variety of different weapons attached to one end. They are all of exceptional quality. The closet is piled high with chains as well that will spill out (causing a great deal of noise, but no damage) if the door is opened. Aside from the chains there is nothing of interest here.

Room D – Callus' Room

This room is noticeably devoid of the detritus and filth that permeates this section of the city. Tapestries line the wall depicting all manner of dead creatures rising from the grave to serve a wizard dressed in purple robes and missing one of his hands. A bed along the far wall has its curtains drawn, obscuring anything within from view.

This room is the necromancer Callus' living chambers. There are a number of blasphemous tapestries adorning the rooms walls and the closet, as one might expect, is filled with the remains of numerous previous enemies waiting to be summoned back to unlife to serve their former enemy.

Among the remains in the closet are the recently deceased corpses of a pair of dwarves, one with shocking red hair, and a halfling. They're beginning to get rather ripe, but with a successful Search Check (DC 10 + APL) the PCs discover that the halfling's vest contains a hidden pocket concealing a small handful of diamonds. Anyone taking 20 on this check runs the risk of being overcome by the stench and nauseated for the next 1d3 hours (Fort save acoids, DC 10 + APL).

Room E – Rooftop to Rooftop

The door opens on to a brightly lit alleyway of sorts. The buildings to either side continue up another twenty to thirty feet creating a passageway between them open to the sky.

Hidden alleyways of this sort litter the Catacombs. Created mostly by accident, but sometimes by design, these passageways create a highway largely hidden from view to the outside world.

This particular passage runs along the rooftops of several buildings and ends at an access hatch down to Room G. The hatch is bolted on the passageway side by four heavy bolts, easily slid open by the PCs.

Room F – The Bolt Hole

This short passageway is unlit and devoid of any trappings other than a door at the far end.

When the Brotherhood members believe they are being followed they generally run through this door leaving their pursuer to stumble about while the Brotherhood prepares to receive their guests. This is precisely the case with [Vitheris].

The door to Room J is unlocked. A simple Listen check (DC 10) at the door will reveal [Vitheris], giving orders to the rest of the Brotherhood to “get the old geezer over to him and make sure they have the front entrance guarded.”

Room G – The Attic

This room contains a number of crates, all of which appear to have been violently smashed open long ago, their dust covered contents spilled across the floor.

A path is worn through through the dust from a door in the south wall to a trapdoor in the ceiling ten feet above the floor in the northwest corner of the room.

This room was formerly a storage area for the family living in Room H. When the Brotherhood moved in they took it upon themselves to make this part of their hideout and have “requested” the family stay absent from this section of their house.

The scattered contents of the boxes include a number of shattered musical instruments, several torn and shredded books, and a fair number of broken and smashed child's toys. They have clearly not been disturbed for quite some time.

Room H – The Maguiness Clan

The door to this room seems blocked by something heavy on the other side. An alcove across from the door is furnished with a single length of chain dangling through an opening in the ceiling above.

Climbing the chain (DC 10 climb check) leads to Room I, ten feet above.

The door to Room H is not only locked (DC 20) but is also blocked by everything the family living on the other side could afford to put up against it. It will take a Strength check (DC 25) to shove the various crates, boxes, and furnishings out of the way enough to squeeze into the room. Any force applied to the door will result

in Molly Maguiness and her two daughters shrieking and bursting into tears. This is easily heard from the other side of the door. If the PCs force their way through Wallace Maguiness will take a feeble shot with his poorly maintained heavy crossbow (missing completely) and (in Flan) threaten to fire again if the hooligans don't leave.

The Maguiness Clan consists of a father, mother, and two 8-year old children, all refugees from Geoff. They are absolutely petrified of anything coming through that door. It will take a concerted effort to convince them that the Adventurers have not come to kill them. (Diplomacy check, DC 20 + APL. A +1 bonus should be given for each character that is able to speak their language (Flan), for each that is a priest of a good-aligned Flan god, or is a member of the Hospitalers)

The Maguiness Clan believes that the rest of their home is haunted. They constantly hear chains rattling on the other side of the door and Wallace was attacked by a number of wild-eyed rats the last time he tried to get to the attic. He's invested all of the spare coin he could find in a case of magical crossbow bolts which he will offer the PCs if they have managed to calm the family down and will promise to use them to drive out whatever is haunting his house.

Wallace Maguiness has 10 “special” bolts – masterwork silver bolts at APL 4 & 6, +1 silver bolts at APL 8 & 10, or +2 silver bolts at higher APLs. He purchased them from a dwarven craftsman and will gladly give the Adventurers the craftsman's name if they ask.

There is a single stairway leading down to the street from the Maguiness Clans home.

Room I – Entry Hall

Sputtering torches burning with a foul green and yellow glow light the walls of this corridor. Along the walls on either side of the hallway, crude images of torture have been splattered in blood.

Ahead the corridor turns before ending at a large black door adorned with an enormous ebony knocker shaped as fiendish face grasping a ring of chain in its wicked teeth.

The substance on the walls is, in fact dried blood, some of it less dry than others. Each time the Brotherhood claims a victim they add to their grisly mural.

The torches give off no heat and are *everburning torches*. The adventurers should feel free to bring some along, though the sickly light might draw attention.

If the adventurers knock, the door will be flung open by one of the room's inhabitants. See Room J.

This is the entryway to the Brotherhood's hideout. A simple Listen check (DC 10) at the door will reveal [Vitheris], giving orders to the rest of the Brotherhood to "get the old geezer over to him and make sure they have the front entrance guarded."

Room J – The Hall of the Brotherhood of Chains

Sputtering torches lend a sickly greenish and yellow light to this enormous room. In the center of the room stands your prey, Vitheris Jordanes, holding at his side the slumped over form of an older man that bears a very clear family resemblance. At Vitheris' side stands a hulking brute of a man dressed in full plate armor wielding a vicious looking spiked chain and an obese individual dressed in thick purple robes with a skull hanging from his belt.

Vitheris stares at you wild-eyed and screams, "You're too late! Raxor, deal with these fools!" With that, he pulls his cape up over himself and the old man and disappears in a puff of smoke.

The bruiser gives a wicked smile and bellows out a challenge as he moves to attack. In the shadows around the room other forms begin to move as well.

Creatures:

APL 4 (EL 5)

Raxor, Master of Chains : hp 12; See *Appendix A*.

Callus the Necromancer: hp 16; See *Appendix A*.

Brotherhood Thug (1): hp 7; See *Appendix A*.

APL 6 (EL 7)

Raxor, Master of Chains : hp 30; See *Appendix A*.

Callus the Necromancer: hp 26; See *Appendix A*.

Brotherhood Thugs (2): hp 7; See *Appendix A*.

APL 8 (EL 9)

Raxor, Master of Chains : hp 51; See *Appendix A*.

Callus the Necromancer: hp 26; See *Appendix A*.

Brotherhood Thugs (2): hp 20; See *Appendix A*.

Brotherhood Priest (1): hp 24; See *Appendix A*.

Brotherhood Rogue (1): hp 17; See *Appendix A*.

APL 10 (EL 10)

Raxor, Master of Chains : hp 67; See *Appendix A*.

Callus the Necromancer: hp 36; See *Appendix A*.

Brotherhood Thugs (4): hp 20; See *Appendix A*.

Brotherhood Priest (1): hp 38; See *Appendix A*.

Brotherhood Rogue (1): hp 27; See *Appendix A*.

APL 12 (EL 13)

Raxor, Master of Chains : hp 85; See *Appendix A*.

Callus the Necromancer: hp 36; See *Appendix A*.

Brotherhood Thugs (4): hp 37; See *Appendix A*.

Brotherhood Priests (2): hp 52; See *Appendix A*.

Brotherhood Rogue (1): hp 37; See *Appendix A*.

APL 14 (EL 15)

Raxor, Master of Chains : hp 112; See *Appendix A*.

Callus the Necromancer: hp 46; See *Appendix A*.

Brotherhood Thugs (6): hp 37; See *Appendix A*.

Brotherhood Priests (2): hp 66; See *Appendix A*.

Brotherhood Rogues (2): hp 42; See *Appendix A*.

Tactics:

If the PCs find the secret door and follow Leufred directly:

The Brotherhood has not had much chance to prepare before the fight. Use the first set of stats provided in the Appendix [Unprepared]. Callus will begin the fight by casting *haste* on Raxor and the rest of the Brotherhood, then protecting himself with a *shield* spell and finally attacking, targeting the weakest looking PCs. Raxor will pick out the most martial looking PC and issue a guttural challenge before going into combat. The Priests will take a round to bolster their abilities with spells before entering hand to hand combat. The Thugs will attempt to block the PCs from entering the room. The Rogues will hide in the corners biding their time and only moving to make a Death Attack or Sneak Attack when appropriate.

If the PCs fail to find the secret door or fail to follow Leufred directly:

The Brotherhood has had a chance to prepare before the fight. Callus and the Priests should make the best use of their buffing and defensive spells. Use the second set of stats provided in the Appendix [Prepared]. The Thugs will be waiting in the shadows next to the door and will attack anyone that tries to enter the room. The Rogues will hide in the shadows in one of the far corners, waiting and moving to make a Sneak or Death Attack against the most troublesome opponent when appropriate. Callus

will cast *haste* on Raxor and the rest of the Brotherhood in the first round of combat and then begin to engage the rest of the PCs starting with the weakest looking. Raxor will pick out the most martial looking PC and issue a guttural challenge before going into combat. The Priests will exhaust their spells before physically entering combat.

Development:

Leufred has used his Cape of the Montebank to escape. He heads to the Jordanes Import Company warehouse on the docks to finish his fiendish plan.

There are a number of ways the PCs can proceed from here. Any number of divination spells cast on Remi Jordanes will direct the PCs to the warehouse. Leufred's protections should foil attempts to locate him.

If the PCs have captured any of the Brotherhood members alive they may be able to convince them to talk. This will require an Intimidate check (using the rules for the skill as outlined in the *Player's Handbook*). If a Brotherhood member is being interrogated while in sight of Raxor, base the attempt's DC as if it were against Raxor himself. (He has cowed his fellows and warned them of what he'll do to them should they wag their tongues). Diplomacy won't work on this murderous bunch; they know they are headed for the gallows, and only the threat of something *worse* will sway them to speak!

The Thugs: The thugs are pretty much just hired muscle and know very little about the situation at hand. A successful Intimidate check will get them to reveal (if asked) that they get their orders from Raxor or Callus who passes them down from a man who has only ever been seen in a black executioner's hood. They do not know who the man that was just here was. They were told that a very important operation was underway and that they should be ready to defend the hideout when the time came. They don't know where the man went or of what the operation consists.

The Rogues: The rogues are Leufred's secret police within his own organization. Getting them to talk is next to impossible (Intimidate check, with a bonus to the DC of the PCs check equal to the APL of the adventure). They know that the man in the executioner's hood as well as the man that was just here, are the same person - Leufred Jordanes (*not* Vitheris). They also state that Leufred frequently disguises himself as his brother. They also know that after this fight they were supposed to go Vitheris' house and keep a lookout for him.

The Priests: The priests are a relatively new addition to the Brotherhood. As the Brotherhood's power increased they sought out the priests to make contact with

creatures on the outer planes. Getting them to talk will not be easy (Intimidate check, with a bonus to the DC of the PCs check equal to half of the APL of the adventure). They have contact with the leader of the Brotherhood only in the presence of Raxor. They know that Kytons are in the service of the Brotherhood, and how many, but not where they are currently.

Raxor: Raxor is a hardcore loyalist to Leufred Jordanes. Getting him to squeal is for all intents and purposes impossible (cannot be Intimidated, Bluffed or otherwise coerced). If the PCs do so with magic, he knows the whole deal. He was supposed to meet with Leufred Jordanes at the Jordanes Imports warehouse on the docks after the PCs were dealt with. There he and Leufred would finish off Remi, and make certain that several of the folks along the docks saw a bloody [Vitheris Jordanes] madly setting fire to the warehouse. With Remi dead and Vitheris out of the way, all of the Jordanes' money could be used to fund Brotherhood activities. He knows how many Kyton guard the warehouse, as well as the presence of the Chain Golem.

Callus: Callus is the classic bully. Once captured, this Vecna-wannabe turns into a whimpering, sniveling, pile of mush. Getting him to talk requires little more than convincing him that if he doesn't he'll be turned over to the Darkwatch (the aforementioned "something worse than death!") This is an Intimidate check, with a bonus to the DC of the PCs check equal to half of the APL of the adventure. Reduce the DC by 5 if the Darkwatch is mentioned, or by 10 if a PC is Darkwatch or can fake it convincingly).

Leufred knows that Callus is a wimp and has purposefully misled him with regards to the plan. He has told Callus that the Brotherhood is only involved to help out his brother who is in dire financial peril. Callus does NOT know that the man who was just here was not actually [Vitheris]. He does know that [Vitheris] was supposed to come and take Remi to the Jordanes Import warehouse. He also knows the Priests were supposedly working on making contact with the Kytons but isn't aware that they have succeeded.

Where Next?

Where the PCs go from here is up to them. Keep an eye on how long the PCs roaming about town. If they spend *more than one hour* before they get to Leufred, it will be too late for Remi! If this happens, proceed to *Encounter Eight*.

They may want to visit one of Cryllor's temples for healing. There are temples to Cuthbert, Heironeous, Ehlonna, Fharlanghn, Zilchus, Trithereon, Xerbo, and Norebo in Cryllor. Adventurers may have spells cast

according to the LGCS rules. Depending on the services they are requesting, this may add up to a significant delay. If adventurers simply require healing it should not take too long. Having a PC *raised* would constitute a long delay as noted previously.

They may want to get a warrant from Constable Hennig to visit any number of places. With probable cause presented, Constable Hennig will issue the warrants as requested. Some warrants the PCs may request include warrants for the arrest of Vitheris or Leufred, a search warrant for either Vitheris or Leufred's home and office or the Jordanes Import Co. warehouse. This will not delay them significantly. Deputy Constable Hennig will also tell the PCs that Vitheris Jordanes only owns one warehouse in Cryllor, and can supply directions.

They may have figured out enough of the plan to head to the Jordanes Import warehouse to confront Leufred or Vitheris there. Proceed to *Encounter 8*.

They may head to Vitheris' office on their own hoping to confront him there or at least find out where he's taken Remi. Proceed to *Encounter Seven*.

They may seek the help of the guards with arresting Vitheris and/or Leufred. Constable Hennig will warn the PCs it will take some time to get a sizable group of guards together. If they proceed on their own, see below. If they wait for the guards and head to Vitheris' office, proceed to *Encounter Seven*. If they head to the warehouse with the guards proceed to *Encounter Eight*.

Encounter Seven – Meeting Vitheris & Baldrin

You head back to the Market Quarter and the office of Vitheris Jordanes, uncertain what you will find there. As you approach you notice a large flatbed wagon loaded with wooden crates parked outside the front of the office. A stout, bald, and bare-chested dwarf holds the door of the office, now completely separated from the building, at arms length staring at it quizzically. From within there are the sounds of cursing and furniture being shuffled heavily about.

Consult *DM Aid 1*. The PCs start at some point along the street. When they arrive, Vitheris and his small group of loyal retainers have just returned from Ravonnar to find that someone has broken into the office. Vitheris' most trusted henchman, a sturdy dwarf by the name of Baldrin, is busily trying to re-hang the door while a couple of other Dwarves try to clean up the mess left behind when Leufred spilled ink all over the place. Vitheris is upstairs checking into what may have been stolen from his personal chambers.

Adventurers may make a Knowledge: Local (Metaregion One) or Bardic Knowledge Check (DC 30) to recognize the bare-chested dwarf as Baldrin, known to be a protector of the downtrodden Dwarves that have come to Cryllor fleeing the giant invasion. Baldrin is known to be a charitable and compassionate sort that will defend his charges to the death.

If the PCs approach in a less-than-peaceful manner, Baldrin will toss the door to the side, step in front of the office giving a call in side to his "lads," wipe his hands on his pants, and prepare to fight. The two dwarves inside will join him one round later. It will take Vitheris three rounds to make it down the stairs and to the front of the building.

All APLs (EL 8)

Baldrin : hp 45; See Appendix A.

Dwarven Henchmen(2): hp 12; See Appendix A.

Vitheris Jordanes: hp 27; See Appendix A.

Tactics:

Baldrin will only attack those that attack him or his mates. He focuses on anyone attacking Vitheris. He'll attack only for subdual damage, again, unless the PCs use non-subdual attacks. The other two dwarves will pick up improvised weapons (chairs and stools) from within the shop and attack anyone that is fighting with Baldrin. When Vitheris arrives he will assume his shop is under attack and join in the defense with his dagger.

If the PCs approach in a peaceful manner, Baldrin will set the door to the side as they approach, step in front of the door into the office, wipe his hands on his pants, and ask if there is some way he can be of assistance. He'll be suspicious from the start, having dealt with several groups of Leufred's thugs in the past, but a writ from the constable will go a long way in convincing him that they're legitimate. Likewise hands on weapons will go a long way down the wrong road. The Adventurers will have to get past Baldrin to speak to Vitheris. Doing so requires a Diplomacy Check (DC 20 + APL). Apply the following circumstance modifiers:

Automatic Success, unless the PCs attack outright – Having the Watch arrive with them.

+10 - Having a writ from Constable Hennig to either search the premises or arrest Vitheris Jordanes.

+5 - Mentioning that they are investigating the kidnapping of Remi Jordanes.

+2 - For each Dwarf in the party willing to vouch for the rest of the party.

+2 - For each Noble, Knight, or Priest of a good-aligned deity in the party.

-4 - For each half-orc in the party.

-5 - For each member of the party with their weapon at the ready.

-10 - For mentioning that the party is associated with Leufred Jordanes.

Once inside, it will be obvious that the noise is from the a pair of dwarves attempting to clean up a large quantity of ink that has been spilled over several ledgers in the back portion of the office. Baldrin will ask the PCs to wait while he goes to get Vitheris. PCs can make a Listen check (DC 15+APL) to overhear the conversation from the floor above. Baldrin informs Vitheris if the PCs have a writ, and the dwarf makes a case for Vitheris to speak to the PCs. Vitheris says he “doesn’t have time for his brother’s nonsense.” It takes several minutes of convincing before Vitheris relents and finally Baldrin returns with him. If at any time the PCs decide to take matters into their own hands, Baldrin and the other dwarves will defend Vitheris to the death (see below).

If they wait, and have a writ from Constable Hennig, Vitheris will answer any questions they might have and fully cooperate with their search. If the party has mentioned that they are looking for Remi Jordanes, Vitheris will be quite specifically concerned about that matter to the exclusion of answering all other questions.

PCs with a warrant to search the offices will easily notice several ledgers have been left scattered about the office, many severely stained by a recently spilled inkpot. Given the condition of the ledgers it would take several hours to sift through them, but given enough time, a Forgery check opposed by Leufred’s Forgery skill reveals several of the entries signed off by Vitheris Jordanes are fake.

From here you’ll need to play it by ear. Vitheris and his henchmen will insist that they have not been in town for almost a week now. They were out of town trying to clear up a misunderstanding with another merchant in Ravonnar to the north. They have just returned with a shipment of food (on the flabed wagon) to be sent over to the dwarven enclave. They don’t know anything about Remi being kidnapped or the Brotherhood of the Chain, but Vitheris will verify that he did hire a woman, Alysette of Cryllor, to look into his brother’s shady business tactics. If the PCs come to the conclusion that Leufred is trying to frame Vitheris, there is only one place that Vitheris could recommend that they look for his father - the Import Company warehouse, the last warehouse he owns, down by the docks. He’ll give them a signed writ that they have the right to enter and search the place.

If the PCs arrest or kill Vitheris and do not investigate the warehouse, proceed to *Conclusion B*, where the conclusion notes, “If Vitheris has been arrested.”

If they get in a fight with Vitheris and his henchmen or spend too much time determining the ledgers are forged, but then manage to sort things out and proceed to the warehouse, proceed to *Encounter Eight*, first section, beginning with “If the PCs arrive in time to save Remi.”

If the PCs manage to find out that they need to go to the warehouse without a fight, then proceed to *Encounter 8*, but be sure to impress on the PCs that they have wasted valuable time and need to *hurry*. There is no time to stop for warrants, healing, or any thing else! If they do, proceed to *Encounter Eight*, second section, beginning with “If the PCs arrive too late to save Remi.”

Encounter Eight – Rescuing Remi / The Warehouse Battle

If the PCs arrive in time to save Remi:

When they arrive, Leufred (and possibly some rather foul allies) are in the process of constructing a Chain Golem. The PCs don’t have long before it’s too late to save Remi.

The far end of the Cryllor docks is barely outside the dismal squalor of the Refugee Quarter. At the very edge of the docks stands a rundown warehouse. A cracked and broken sign swings down over the entranceway, with only one end still secured to the building. The gold lettering of the sign is flaking away and a large crack runs down the middle nearly splitting it. Despite the damage you can still make out the writing – “Jordanes Import Company”

Rushing up the docks toward you are several human and dwarven dockworkers - white faced and scared out of their wits. Over their screams of the panic, you can make out a heavy hammering accompanied by a rhythmic chanting in some foul language. There is a howling wail, a loud crash, and a flash of light from the warehouse ahead. The fleeing commoners yell out to you as they pass, “Run! Run for your lives! Mad Vitheris is summoning Demons!”

Consult DM Aid 4. The PCs start at some point along the street outside. When the PCs make their way into the warehouse, continue:

The warehouse before you is a veritable abattoir. Strewn across the floor are the remains of an unknown number of humans and dwarves, their dismembered bodies hurled about the warehouse with reckless abandon. Chains of all manner of width and length hang from the ceiling overhead dripping

blood into growing puddles on the floor. The air is filled with the smell of the gore and death.

Two large crates, also filled with chains of a variety of sizes, have been spilled out across the middle of the warehouse floor. Towards the rear of the warehouse, suspended from the ceiling thirty feet above, Remi Jordanes struggles weakly to free himself from a cocoon of viciously barbed chains.

At the center of all the carnage is a blood-soaked and gore splattered Vitheris Jordanes, wildly gesturing and shouting in a language the very tone of which chills you to the bone.

The EL of this encounter has been increased due to a situational advantage on the part of Leufred and his allies (if such are present).

Creatures:

All APLs

Remi Jordanes : hp 14; See *Appendix A*.

APL 4 (EL 7)

Leufred Jordanes : hp 26; See *Appendix A*.

APL 6 (EL 9)

Leufred Jordanes : hp 34; See *Appendix A*.

APL 8 (EL 11)

Leufred Jordanes : hp 34; See *Appendix A*.

Kyton (1): hp 52; See *Monster Manual*, pg 53.

Chain Golem, Advanced (1): hp 91; See *Appendix A*.

APL 10 (EL 13)

Leufred Jordanes : hp 42; See *Appendix A*.

Kyton, Advanced (2): hp 65; See *Appendix A*.

Chain Golem, Advanced (1): hp 113; See *Appendix A*.

APL 12 (EL 15)

Leufred Jordanes : hp 50; See *Appendix A*.

Kyton, Advanced (2): hp 91; See *Appendix A*.

Chain Golem, Advanced (1): hp 135; See *Appendix A*.

APL 14 (EL 17)

Leufred Jordanes : hp 92; See *Appendix A*.

Kyton, Advanced (2): hp 104; See *Appendix A*.

Chain Golem, Advanced (1): hp 135; See *Appendix A*.

Tactics:

When the Adventurers arrive Leufred appears to be armed with only a dagger. Leufred will never admit that he is not [Vitheris]. He will attempt to bide his time, buying as much time with ranting and raving as possible to prepare his Death Attack. Once he has had his three rounds or the PCs attack he will shout for the Kyton (if present) and spring to the attack, using the Death Attack on whomever he deems the biggest threat. To do so, he will use the rules for *Feinting in Combat* as described in the *Player's Handbook*, page 68.

The Kyton(s) (if present) will also attack, moving to protect Leufred. The location of the Chain Golem is noted on the map, when the encounter begins it is inactive and appears to be a large pile of chain on the floor. Its orders are not to allow anyone to pass further into the warehouse then the crates. Once the fighting starts it will engage the person(s) that moved the furthest past the crates. If more then one person has moved past the crates it will split its attacks between them or activate its chain defense and then move to engage anyone that moves past it. The Kyton(s) will use their *Dancing Chains* ability to engage anyone threatening Leufred or attempting to destroy their prize possession, the Chain Golem. They especially enjoy beating people with their own weapons, should anyone be wielding a chain weapon. Leufred has no interest in escape; he needs to kill the PCs and complete his ritual.

Development:

If the Adventurers defeat Leufred and manage to save Remi, proceed to *Conclusion A*.

If Leufred defeats the Adventurers, but at least some of them are alive, proceed to *Conclusion C*.

.....

If the PCs arrive too late to save Remi: Leufred's Kyton allies have completed the construction the Chain Golem. Leufred has dismissed the Kytons and made his escape, leaving the golem behind as a parting gift for the PCs. Read the following:

As you make your way to the docks you begin to notice smoke rising in the distance. Before long you can see the source of the fire. The Jordanes Import Company warehouse is fully engulfed in flames. Surprisingly, none of the dockworkers are making any attempt at putting out the fire. Instead they are

running at top speed towards you and away from the docks. The wind shifts, pulling the smoke away from the warehouse, and suddenly you can see why. A howling mass of chains flails about within the burning building as if it was possessed of a life of its own.

The fleeing commoners yell out to you as they pass, "Run! Run for your lives! Mad Vitheris has summoned a Demon!"

PCs that close within thirty feet will see Remi Jordanes' tattered body is trapped within the Chain Golem. It's too late to save Remi!

The warehouse will burn down in ten minutes (one hundred rounds). If the PCs don't enter the warehouse to deal with the creature by then, it emerges and begins an orgy of killing through Cryllor until it is destroyed.

If the PCs enter the immolated warehouse:

The warehouse before you is a veritable abattoir. Strewn across the floor are the remains of an unknown number of humans and dwarves, their dismembered bodies hurled about the warehouse with reckless abandon. Chains of all manner of width and length hang from the ceiling overhead dripping blood into growing puddles on the floor. The air is filled with the smell of the gore and death.

Easily half of the warehouse is already engulfed in flames and the place may collapse at any minute. At the center of all the carnage is a blood-soaked and gore splattered swirling mass of chains.

The EL of this encounter has been increased due to a situational advantage on the part of Leufred and his allies (if such are present).

Creatures:

APL 4 (EL 7)

Chain Golem, Advanced (1): hp 91; See *Appendix A*.

APL 6 (EL 8)

Chain Golem, Advanced (1): hp 113; See *Appendix A*.

APL 8+ (EL 9)

Chain Golem, Advanced (1): hp 135; See *Appendix A*.

Tactics:

The location of the Chain Golem is noted on the map. Its orders are to kill anyone that enters the warehouse. Once the fighting starts it will activate its chain defense and then move to engage anyone that is within the

warehouse. Because the warehouse is on fire, everyone inside the warehouse takes fire damage equal to half the party's APL, in hit points, at the end of each round they are in the warehouse.

Development:

If the PCs decide to engage the Chain Golem and defeat it, proceed to *Conclusion B*.

If the PCs decide to engage the Chain Golem and lose, but some of them survive, or if the Adventurers decide against engaging the Chain Golem, proceed to *Conclusion C*.

Encounter Nine – Jumping the Gun

If you've made it to this point, then that means something has gone wrong with Leufred's plan and the PCs have forced him into a fight. Leufred will make use of his *bracelet of friends* (four charms) to call in as much help as possible. He will summon them in the order that they are listed below.

Creatures:

APL 4 (EL 7)

Leufred Jordanes: hp 26; See *Appendix A, Encounter 8*.

Brotherhood Master of Chains, Raxor: hp 12; See *Appendix A, Encounter 7*.

Brotherhood Necromancer, Callus: hp 22; See *Appendix A, Encounter 7*.

APL 6 (EL 9)

Leufred Jordanes: hp 34; See *Appendix A, Encounter 8*.

Brotherhood Master of Chains, Raxor: hp 30; See *Appendix A, Encounter 7*.

Brotherhood Necromancer, Callus: hp 32; See *Appendix A, Encounter 7*.

APL 8 (EL 11)

Leufred Jordanes: hp 34; See *Appendix A, Encounter 8*.

Brotherhood Master of Chains, Raxor: hp 51; See *Appendix A, Encounter 7*.

Brotherhood Necromancer, Callus: hp 32; See *Appendix A, Encounter 7*.

Kyton (1): hp 52; See *Monster Manual, pg 53*.

Chain Golem, Advanced (1): hp 91; See *Appendix A, Encounter 8*.

APL 10 (EL 12)

Leufred Jordanes: hp 42; See *Appendix A, Encounter 8*.

Brotherhood Master of Chains, Raxor: hp 67; See *Appendix A, Encounter 7*.

Brotherhood Necromancer, Callus: hp 42; See *Appendix A, Encounter 7*.

Kyton, Advanced (1): hp 65; See *Appendix A, Encounter 8*.

APL 12 (EL 14)

Leufred Jordanes: hp 50; See *Appendix A, Encounter 8*.

Brotherhood Master of Chains, Raxor: hp 85; See *Appendix A, Encounter 7*.

Brotherhood Necromancer, Callus: hp 42; See *Appendix A, Encounter 7*.

Kyton, Advanced (1): hp 91; See *Appendix A, Encounter 8*.

APL 14 (EL 16)

Leufred Jordanes: hp 92; See *Appendix A, Encounter 8*.

Brotherhood Master of Chains, Raxor: hp 112; See *Appendix A, Encounter 7*.

Brotherhood Necromancer, Callus: hp 52; See *Appendix A, Encounter 7*.

Kyton, Advanced (1): hp 104; See *Appendix A, Encounter 8*.

Tactics:

Leufred needs to kill off the adventurers if his plan has a chance of succeeding. He'll fight defensively until all of his allies have arrived then he'll make the most out of his Sneak and Death Attacks. Raxor's job is to keep people away from Leufred until he can get everyone called in, then he'll go after the most martial looking adventurer. Callus will immediately begin targeting the weakest characters in the party, trying to even out the odds. The Kyton(s) and Chain Golem will concentrate their attacks on anyone threatening Leufred.

Development:

If the PCs succeed at defeating Leufred and his gang they have managed to save themselves and possibly others a lot of anguish. Proceed to *Conclusion A*.

If Leufred defeats the PCs, but at least some of them are alive, proceed to *Conclusion C*. You will probably need to make some *ad hoc* changes to the boxed text there to account for PC actions.

Conclusion A

As the battle draws to an end there is the sound of many booted feet making their way toward you. Easily a score of the Cryllor militia approaches, following behind Constable Merla Hennig.

The locals wasted no time in summoning the watch and Merla has decided it was time to call out the guard. She'll be very happy to see that the PCs have already wrapped things up.

Merla will make her way over to the PCs and ask them what they have found out. By now they may have determined that Leufred has been impersonating Vitheris, that he is involved with the Brotherhood of the Chain, and that he (not Vitheris) is the guilty party.

The Deputy Constable takes careful note of your findings. Returning her quill to its case, she looks at each of you, "I cannot thank you enough for all of your help in this matter. Please, let me wrap things up here and then come and fill you in on what I have managed to find out." With that she turns on her heel and starts issuing orders to her constables.

It's only a few hours later that Constable Hennig visits your inn with Vitheris Jordanes standing at her side. Not far behind the two stands a bare-chested dwarf smiling from ear to ear. Merla and Vitheris approach your table and Merla is the first to speak.

"I don't know that you've actually had the pleasure," she says with a smile, "this is the REAL Vitheris Jordanes." Vitheris nods to each of you. "It turns out that kidnapping and murder are not the only crimes his brother is guilty of." Placing a stack of ledgers on the table Merla continues, "These documents also prove that Leufred has been understating his profits to the Royal Accountants and has been posing as Vitheris to undermine his brother's business for more than two years."

If Remi was rescued in *Encounter Eight* or the party jumped the gun to *Encounter Nine* (in which case the Constable will have found Remi abandoned at the warehouse, battered but still alive).

Vitheris speaks up, "My father and I owe you a great debt of gratitude. All this time I had my suspicions about Leufred's dealings, but even I could not have suspected him of being capable of this. You are, of

course, welcome to whatever you took from Leufred. In addition, my father and I would like to give you these items as tokens of our thanks. We would like to make it more, but with the coming investigations into both my brother's business and my own, we simply cannot afford any more. If ever you are in Cryllor again, please come and see us. We will do what we can for you."

Merla looks like she is about to say something when the burly dwarf elbows his way up to the table. "Aye, me name's Baldrin. Ya may not know me from any other dwar, and that's fine with me. But ya've done me a great favor by taking care of Ol' Remi. Me and him go back longer'n most of ya have prolly been walkin' this land. Like the lad here said, we got spit as all we kin offer ya as far as coin is concerned, but I have got this." With that the dwarf pulls his rope belt free of his pantaloons, threatening to send the Dwarf's sole piece of clothing to the floor, and tosses it up onto the table. "You're welcome to it as well."

Merla looks quizzically at the Dwarf before continuing, "You have all performed a great service for the City of Cryllor. You have my thanks and, through me, the thanks of the Lady Regent herself. Hopefully your next stay in Cryllor will not be so full of danger."

The items Vitheris places on the table are a *ring of sustenance*, a *stone of alarm*, and a full container of *stone salve*. Baldrin adds a *monk's belt*.

If Remi was not rescued in Encounter 8.

Vitheris speaks up, "I owe you a great debt of gratitude. All this time I had my suspicions about Leufred's dealings, but even I could not have suspected him of being capable of all of this. My father's last wish was that Leufred and I would reconcile. As a result, my father's will stipulated that his wealth should be turned over to the Church of Heironeous upon his death if Leufred and I could not resolve our differences. I cannot, even at that cost, forgive my brother for what he has done. You are, of course, welcome to whatever you took from Leufred. I wish I could offer you more."

"Regardless," Merla interjects, "you have all performed a great service for the City of Cryllor. You have my thanks and, through me, the thanks of the Lady Regent herself. Hopefully your next stay in Cryllor will not be so full of danger."

Conclusion B

As the battle draws to an end there is the sound of many booted feet making their way down the docks. Easily a score of the Cryllor militia make their way towards the warehouse led by Constable Hennig.

The local dockworkers wasted no time in summoning the watch and given their reports of demon-summoning Merla decided it was time to call out the guard. She'll be very happy to see that the PCs have already wrapped things up.

Merla will make her way over to the PCs and ask them what they have found out. The PCs may think either Vitheris or Leufred is the guilty party at this point. After getting the details on what they have discovered Merla will issue a warrant for the arrest of either Leufred or Vitheris, whichever of the two brothers the PCs suspect. The final question she will ask the PCs is which of the two brothers she should arrest for the murder of Remi Jordanes. Let the PCs decide amongst themselves, majority ruling. If they cannot reach a majority decision, Merla will decide to arrest Vitheris.

The Deputy Constable takes careful note of your findings. Returning her quill to its case, she looks at each of you, "I cannot thank you enough for all of your help in this matter. Please, let me wrap things up here and then come and fill you in on what I have managed to find out." With that she turns on her heel and starts issuing orders. Within minutes the fire is under control and she has gathered a dozen constables to head back into the city to serve the arrest warrant.

If Vitheris has been arrested:

It's several hours later before Constable Hennig visits your Inn with a smiling Leufred Jordanes walking at her side. Merla and Leufred approach your table and Merla is the first to speak.

"I wanted," she says with a weary smile, "to thank you once more for your help in this matter. I believe you have met Master Jordanes?" Leufred nods to each of you. "It turns out that kidnapping and murder are not the only crimes his brother is guilty of." Placing a stack of ledgers on the table Merla continues, "These documents prove that Vitheris has been secretly working with agents from the Yeomanry to undermine the Lady Regent's holdings across the Javan by increasing the level of discontent amongst the Refugees. His plans even go so far as to eventually lead to open revolt against her grace."

Leufred shakes his head and speaks, "While it is a pity that my father had to die, at least his death has served to expose such a great threat to the people of Cryllor. Without your invaluable help this could not have happened. I mentioned earlier that my father was, in his early years, an adventurer. Please take these items. They were my father's. Perhaps in you, my father's adventures can continue even if he is unable to be with us."

Merla agrees, "You have all performed a great service for the City of Cryllor. You have my thanks and, through me, the thanks of the Lady Regent herself. Hopefully your next stay in Cryllor will not be so full of danger."

The items Leufred places on the table are a *ring of sustenance*, a *stone of alarm*, and a full container of *stone salve*.

If Leufred has been arrested:

It's several hours later before Constable Hennig visits your Inn with a very tired looking Vitheris Jordanes walking at her side. Merla and Vitheris approach your table and Merla is the first to speak.

"I wanted," she says with a weary smile, "to thank you once more for your help in this matter. I don't know that you've actually had the pleasure, but this is the REAL Vitheris Jordanes." Vitheris nods to each of you. "It turns out that kidnapping and murder are not the only crimes his brother is guilty of." Placing a stack of ledgers on the table Merla continues, "These documents also prove that Leufred has been understating his profits to the Royal Accountants and has been posing as Vitheris to undermine his brother's business for more than two years."

Vitheris speaks up, "I owe you a great debt of gratitude. All this time I had my suspicions about Leufred's dealings, but even I could not have suspected him of being capable of all of this. My father's last wish was that Leufred and I would reconcile. As a result, my father's will stipulated that his wealth should be turned over to the Church of Heironeous upon his death if Leufred and I could not resolve our differences. I cannot, even at that cost, forgive my brother for what he has done. You are, of course, welcome to whatever you took from Leufred. I wish I could offer you more."

"Regardless," Merla interjects, "you have all performed a great service for the City of Cryllor. You have my thanks and, through me, the thanks of the Lady Regent herself. Hopefully your next stay in Cryllor will not be so full of danger."

Conclusion C

It's several days later and still you cannot get the horrific images and sounds of the scene at the warehouse out of your mind. As you are preparing to leave Cryllor, a tired Constable Hennig visits you.

"I wanted," she says with a heavy sadness in her eyes, "to thank you for your help in this matter. It turns out that kidnapping and murder are not the only crimes Vitheris Jordanes is guilty of." Placing a stack of ledgers on a table Merla continues, "These documents prove that Vitheris has been secretly working with agents from the Yeomanry to undermine the Lady Regent's holdings across the Javan by increasing the level of discontent amongst the Refugees. Apparently this chain demon was just the first in a series of attacks he had planned."

Merla sighs, "Unfortunately, by the time we managed to get to Vitheris, the Dwarven Enclave had apparently gotten to him first. Both he and his bodyguard, a Dwarf named Baldrin were found dead, their throats slit. It was a mistake for me to have underestimated such a threat to the City of Cryllor. I apologize for having put your lives at such risk. You have my thanks for what you were able to accomplish. Hopefully your next stay in Cryllor will not be so full of danger."

Conclusion D

As the last of the constables falls to the ground there is a shout and the blaring of a trumpet from the end of the street. Another group of constables rounds the corner and you can hear a trumpet sounding a reply in the distance.

Suddenly the weight of your actions hits you. You have just assaulted a group of the Lady Regent's Constables. What could you have been thinking? There's only one thing to do now... Run!

If the PCs choose to stay and fight they will eventually be cut down as larger and larger groups of militiamen arrive on the scene. You should collect those player's character sheet immediately as they are permanently dead. The DM should report the events of the table, and the names of the players (and their characters) to the Keoland Triad (chrisinpm@aol.com).

If they run, they'll be able to escape without much difficulty, as the militia will see to their own before attempting to pursue. Proceed to *Conclusion E*.

If the Adventurers stay and surrender to face up to the consequences of their actions, they will be arrested. See *Appendix D*.

Conclusion E

It's been several days since you put the City of Cyllor behind you when you notice the first poster at one of the Roadside Inns. There under the words "Wanted Dead or Alive" is a picture that sends a chill down your spine. You glance nervously about the Inn, but no one seems to have noticed that your face matches the drawing on the poster... yet.

Be sure to make note on the AR that this PC is now *Wanted* and *Banished from Cryllor* where appropriate.

The End

Experience Point Summary

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

Encounter Four

Avoiding or disabling the portcullis trap

All APLs - 60 xp

Defeating the Nerull cultists

APL4 - 180 xp

APL6 - 180 xp

APL8 - 240 xp

APL10 - 300 xp

APL12 - 360 xp

APL14 - 420 xp

Encounter Seven

Defeating the Brotherhood of the Chain

APL4 - 150 xp

APL6 - 210 xp

APL8 - 270 xp

APL10 - 330 xp

APL12 - 390 xp

APL14 - 450 xp

Encounter Seven

Defeating Vitheris & his henchmen

All APLs - 240 xp

Encounter Eight (PCs arrive in time to save Remi)

Defeating Leufred

APL4 - 210 xp

APL6 - 270 xp

APL8 - 330 xp

APL10 - 390 xp

APL12 - 450 xp

APL14 - 510 xp

Rescuing Remi Jordanes (alive)

APL4 - 20 xp

APL6 - 40 xp

APL8 - 60 xp

APL10 - 80 xp

APL12 - 100 xp

APL14 - 120 xp

Encounter Eight (PCs weren't in time to save Remi)

Defeating the Chain Golem

APL4 - 210 xp

APL6 - 240 xp

APL8+ - 270 xp

Encounter Nine

Defeating Leufred

APL4 - 210 xp

APL6 - 270 xp

APL8 - 330 xp

APL10 - 390 xp

APL12 - 450 xp

APL14 - 510 xp

Story Award

Exonerating Vitheris Jordanes of all charges:

APL4 - 85 xp

APL6 - 130 xp

APL8 - 175 xp

APL10 - 220 xp

APL12 - 265 xp

APL14 - 310 xp

Discretionary roleplaying award

All APLs - 0-50 xp

Total possible experience:

APL2 - 675 xp

APL4 - 900 xp

APL6 - 1125 xp

APL10 - 1350 xp

APL12 - 1575 xp

APL14 - 1800 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 A: L: 0 gp; C: 10 gp; M: 0 gp

Encounter Two:

APL A: L: 0 gp; C: 50 gp; M: 0 gp

Encounter Four:

APL 4: L: 70 gp; C: 0 gp; M: *Half plate* +1 (292 gp); *brooch of shielding* (250 gp); *potion of fly* (63 gp)

APL 6: L: 70 gp; C: 0 gp; M: *Half plate* +1 (292 gp); *brooch of shielding* (250 gp); *potion of fly* (63 gp)

APL 8: L: 3 gp; C: 0 gp; M: *Chain shirt* +1 (208 gp); *shortbow* +1 (194 gp); *banded mail* +1 (2 @ 117 gp each); *cloak of charisma* +2 (333 gp); *Half plate* +1 (292 gp); *brooch of shielding* (250 gp); *potion of fly* (63 gp)

APL 10: L: 3 gp; C: 0 gp; M: *Chain shirt* +1 (2 @ 208 gp each); *shortbow* +1 (2 @ 194 gp each); *banded mail* +1 (2 @ 117 gp each); *scythe* +1 (2 @ 193 gp each); *cloak of charisma* +2 (333 gp); *wand of magic missiles* (3rd level caster) (188 gp); *half plate* +1 (292 gp); *brooch of shielding* (250 gp); *potion of fly* (63 gp); *ring of protection* +1 (167 gp)

APL 12: L: 3 gp; C: 0 gp; M: *Chain shirt* +2 (2 @ 354 gp each); *shortbow* +1 (2 @ 194 gp each); *banded mail* +1 (4 @ 117 gp each); *scythe* +1 (4 @ 193 gp each); *cloak of charisma* +2 (333 gp); *wand of magic missiles* (5th level caster) (313 gp); *half plate* +1 (292 gp); *brooch of shielding* (250 gp); *potion of fly* (63 gp); *ring of protection* +1 (167 gp)

APL 14: L: 3 gp; C: 0 gp; M: *Chain shirt* +2 (2 @ 354 gp each); *shortbow* +2 (2 @ 694 gp each); *banded mail* +2 (4 @ 367 gp each); *scythe* +1 (4 @ 193 gp each); *cloak of charisma* +4 (1333 gp); *wand of magic missiles* (5th level caster) (313 gp); *half plate* +1 (292 gp); *brooch of shielding* (250 gp); *potion of fly* (63 gp); *ring of protection* +2 (667 gp)

Encounter Seven:

APL 4: L: 141 gp; C: 200 gp; M: *Raxor's Bite* (1527 gp); *ring of protection* +1 (167 gp)

APL 6: L: 141 gp; C: 200 gp; M: *Raxor's Bite* (1527 gp); *ring of protection* +1 (167 gp); *robe of bones* (200 gp)

APL 8: L: 158 gp; C: 200 gp; M: *Breastplate* +1 (2 @ 113 gp ea); *rapier* +1 (193 gp); *full plate* +1 (221 gp); *Raxor's Bite* (1527 gp); *ring of protection* +1 (167 gp); *robe of bones* (200 gp)

APL 10: L: 159 gp; C: 200 gp; M: *Breastplate* +1 (4 @ 113 gp ea); *rapier* +1 (193 gp); *full plate* +1 (221 gp); *flail* +1 (192 gp); *heavy steel shield* +1 (98 gp); *Raxor's Bite* (1527 gp); *ring of protection* +1 (167 gp); *robe of bones* (200 gp); *headband of intellect* +2 (333 gp)

APL 12: L: 159 gp; C: 200 gp; M: *Breastplate* +1 (4 @ 113 gp ea); *Keen rapier* +1 (693 gp); *full plate* +1 (2 @ 221 gp each); *flail* +1 (2 @ 192 gp each); *heavy steel shield* +2 (2 @ 348 gp); *full plate* +2 (471 gp); *Raxor's Bite* (1527 gp); *ring of protection* +1 (167 gp); *robe of bones* (200 gp); *headband of intellect* +2 (333 gp)

APL 14: L: 159 gp; C: 200 gp; M: *Breastplate* +1 (6 @ 113 gp ea); *Keen rapier* +1 (2 @ 693 gp each); *full plate* +1 (2 @ 221 gp each); *flail* +1 (2 @ 192 gp each); *heavy steel shield* +2 (2 @ 348 gp); *ring of counterspells* (2 @ 333 gp each); *full plate* +3 (888 gp); *Raxor's Bite* (1527 gp); *ring of protection* +1 (167 gp); *robe of bones* (200 gp); *headband of intellect* +4 (1333 gp)

Encounter Eight (PCs in time to save Remi):

APL 4: L: 15 gp; C: 0 gp; M: *Bracelet of friends* (1583 gp); *cape of the mountebank* (840 gp)

APL 6: L: 15 gp; C: 0 gp; M: *Bracelet of friends* (1583 gp); *cape of the mountebank* (840 gp)

APL 8: L: 15 gp; C: 0 gp; M: *Bracelet of friends* (1583 gp); *cape of the mountebank* (840 gp)

APL 10: L: 15 gp; C: 0 gp; M: *Bracelet of friends* (1583 gp); *cape of the mountebank* (840 gp)

APL 12: L: 15 gp; C: 0 gp; M: *Bracelet of friends* (1583 gp); *cape of the mountebank* (840 gp); *assassin's dagger* (1525 gp)

APL 14: L: 15 gp; C: 0 gp; M: *Bracelet of friends* (1583 gp); *cape of the mountebank* (840 gp); *assassin's dagger* (1525 gp); *amulet of health* +4 (1333 gp); *dust of illusion* (100 gp); *oil of keen edge* (63 gp); *ring of mind shielding* (667 gp); *vest of escape* (433 gp)

Encounter Nine:

All APLs: As per the summoned foe(s) listed in *Encounter Seven*

Conclusion A

All APLs: L: 0 gp; C: 0 gp; M: *Ring of sustenance* (208 gp); *stone of alarm* (225 gp); *stone salve* (333 gp); *monk's belt* (1083 gp)

Conclusion B

All APLs: L: 0 gp; C: 0 gp; M: *Ring of sustenance* (208 gp); *stone of alarm* (225 gp); *stone salve* (333 gp)

Total Possible Treasure (Maximum Possible by APL)

APL 4: 600 gp

APL 6: 800 gp

APL 8: L: 1250 gp

APL 10: L: 2100 gp

APL 12: L: 3000 gp

APL 14: L: 6000 gp

Special

Banished

You have been banished from the County of Cryllor. This PC may not take part in any adventure that takes place in the County of Cryllor. During adventures that take place partially in Cryllor you may not participate in the parts that occur in Cryllor.

Favor of the Jordanes Family

At the conclusion of an adventure set in the Sheldomar Valley, the character in possession of this favor may expend it to make the following items available for purchase:

- A single masterwork or +1 magic armor, shield or weapon listed on Tables 7-5 or 7-6 of the *Player's Handbook*. Ammunition may not be chosen. The chosen item may be crafted of adamantite, mithril or cold iron at the player's option. The item is purchased at its total book value.
- One potion or oil listed on table 7-17 of the *Dungeon Master's Guide*.

Cross off this favor once used.

☠ *Raxor's Bite*

This vicious-looking weapon is covered with razor-edged barbs and arcane sigils. To the untrained eye, *Raxor's Bite* appears to be an unwieldy mass of sharp metal. However, in the hands of a trained novice, it functions as a masterwork spiked chain. If the wielder possesses the feat Exotic Weapon Proficiency (spiked chain), it functions as a +1 *keen vicious spiked chain*.

Raxor's Bite was specifically crafted for the leader of a Cult called the Brotherhood of the Chain by the infamous kytons (chain devils). Any kyton spotting a character wielding *Raxor's Bite* has a 25% chance of recognizing the handiwork and immediately attacking that character in an attempt to recover the item from that character.

Strong necromancy; CL 12th; Craft Magic Arms & Armor, *keen edge*, *enervation*; Market Price 18,325 gp, Weight 10 lbs.

☠ *Wanted*

You have evaded the authorities of Cryllor for now. You are now considered Hunted in Keoland. There is a reward for your capture – Dead or Alive. See the Keoland Triad for details on the Hunted status.

Items for the Adventure Record

Item Access

APL 4:

Belt, Monk's

Masterwork Crossbow Bolts, Silvered (Regional)

Bracelet of Friends (Adventure)

Brooch of Shielding (Adventure)

Cape of the Montebank (Adventure)

Everburning Torch (Adventure)

Potion of Fly (Adventure)

Raxor's Bite (Adventure)

Ring of Sustenance (Adventure)

Stone of Alarm (Adventure)

Stone Salve (Adventure)

APL 6:

APL 4 Items

Robe of Bones (Adventure)

APL 8:

APL 4 & 6 Items

Cloak of Charisma +2 (Adventure)

+1 *Crossbow Bolts, Silvered* (Regional)

APL 10:

APL 4, 6 & 8 Items

Spiked Chain +1, Keen (Adventure)

Wand of Magic Missile (3rd Level) (Adventure)

APL 12:

APL 4, 6, 8 & 10 Items

Assassin's Dagger (Adventure)

+2 *Chain Shirt* (Adventure)

+2 *Crossbow Bolts, Silvered* (Regional)

+2 *Full Plate* (Adventure)

Headband of Intellect +2 (Adventure)

+1 *Keen Rapier* (Adventure)

+2 *Heavy steel shield* (Adventure)

Wand of Magic Missile, Level 5 (Adventure)

APL 14:

APL 4, 6, 8, 10 & 12 Items

Amulet of Health +4 (Adventure)

+2 *Banded Mail* (Adventure)

Cloak of Charisma +4 (Adventure)

Dust of Illusion (Adventure)

+3 *Full Plate* (Adventure)

Headband of Intellect +4 (Adventure)

Oil of Keen Edge (Adventure)

Ring of Counterspells (Adventure)

Ring of Mindshielding (Adventure)

Ring of Protection +2 (Adventure)

+2 *Shortbow* (Adventure)

+1 *Keen, Vicious Spiked Chain* (Adventure)

Vest of Escape (Adventure)

Appendix A - Monsters & NPCs

ALL APLs

Deputy Constable For Investigations, Merla Hennig: Female Half-elf Rog4/Ftr2; CR 6; Medium Humanoid (Elf); HD 4d6+2d10+6; hp 36; Init +2; Spd 20 ft.; AC 21, touch 12, flat-footed 19; Base Atk +5; Grp +6; Atk +8 melee (1d10+2/19-20, *bastard sword +1*); Full Atk +8 melee (1d10+2/19-20, *bastard sword +1*); AL LG; SV Fort +5, Ref +6, Will +2; Str 12, Dex 14, Con 12, Int 15, Wis 13, Cha 14.

Skills and Feats: Bluff +9, Decipher Script +10, Diplomacy +11, Forgery +10, Gather Information +11, Intimidate +9, Knowledge: Local (Metaregion One) +10, Listen +7, Search +12, Sense Motive +12, Spot +8; Exotic Weapon Proficiency – Bastard Sword, Investigator, Negotiator, Persuasive, Weapon Focus – Bastard Sword, Power Attack.

Possessions: Chainmail +1, heavy steel shield +1, bastard sword +1, tabard showing rank in constabulary.

Senior Patrol Constables (6): Male Human War3; CR 2; Medium Humanoid (Human); HD 3d8+3; hp 16 each; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +4; Atk +5 melee (1d10+1/19-20, bastard sword); Full Atk +5 melee (1d10+1/19-20, bastard sword); AL LN; SV Fort +4, Ref +1, Will +1; Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Listen +2, Spot +2; Exotic Weapon Proficiency – Bastard Sword, Weapon Focus – Bastard Sword, Power Attack.

Possessions: Chainmail, heavy steel shield, bastard sword, tabard showing rank in constabulary.

Remi Jordanes: Male Human Rog1/Ftr2/Exp5; hp 14.

Vitheris Jordanes: Male Human Exp5; CR 4; Medium Humanoid (Human); HD 5d6+5; hp 27; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +3; Grp1 +3; Atk +3 melee (1d4/19-20, dagger); Full Atk +3 melee (1d4/19-20, dagger); AL N; SV Fort +2, Ref +1, Will +5; Str 10, Dex 10, Con 12, Int 16, Wis 12, Cha 14.

Skills and Feats: Appraise +13, Diplomacy +16, Gather Information +12, Knowledge: Local (Core) +11, Knowledge: Local (Metaregion One) +11, Knowledge (Nobility & Royalty) +11, Listen +9, Profession (Merchant) +14, Sense Motive +11; Diligent, Negotiator, Persuasive, Skill Focus – Profession (Merchant).

Possessions: Dagger.

Baldrin the Brawler: Male Dwarf Mnk 6; CR 6; Medium Humanoid (Dwarf); HD 6d8+12; hp 45; Init +6; Spd 35 ft.; AC 15, touch 15, flat-footed 13; Base Atk +4; Grp +6; Atk +6 melee (1d8+2, unarmed strike); Full Atk +6 melee (1d8+2, unarmed strike); SA Flurry of Blows; SQ: Evasion, Purity of Body, Slow Fall 30', Still Mind; AL LN; SV Fort +7, Ref +7, Will +7; Str 14, Dex 14, Con 14, Int 13, Wis 14, Cha 8.

Skills and Feats: Balance +6, Climb +8, Diplomacy +8, Escape Artist +9, Jump +9, Listen +13, Spot +4, Tumble +11; Alertness, Blindfight, Deflect Arrows, Improved Initiative, Improved Trip, Stunning Fist.

Possessions: Pantaloons, monk's belt.

Dwarven Henchmen: Male Dwarf War1; CR 1; Medium Humanoid (Dwarf); HD 1d8+4; hp 12 each; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +4; Atk +5 melee (1d6+3, club); Full Atk +5 melee (1d6+3, club); AL N; SV Fort +6, Ref +0, Will +0; Str 16, Dex 10, Con 18, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +7, Handle Animal +3; Weapon Focus – Club.

Possessions: Improvised Weapon (club).

Appendix A – APL 4 Encounters

Encounter Four

Cultist Rogue (1): Male Half-Elf Rog 3; CR 3; Medium Humanoid (Elf); HD 3d6; hp 14; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20, dagger) or +5 ranged (1d6/x3, shortbow); Full Atk +2 melee (1d4/19-20, dagger) or +5 ranged (1d6/x3, shortbow); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL LE; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Escape Artist +5, Hide +7, Listen +7, Move Silently +7, Search +6, Spot +7, Tumble +7; Point Blank Shot, Rapid Shot.

Possessions: Masterwork chain shirt, dagger, shortbow, 20 arrows.

Cultist Fighters (2): Male Half-Orc Ftr1; CR 1; Medium Humanoid (Orc); HD 1d10+2; hp 12 each; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +1; Grp +5; Atk +6 melee (2d4+6/x4, scythe); Full Atk +6 melee (2d4+6/x4, scythe); AL LE; SV Fort +4, Ref +1, Will -1; Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +1; Power Attack, Weapon Focus – Scythe.

Possessions: Banded Mail, scythe.

Cultist Priest of Nerull, Norg: Male Half-Orc Clr5; CR 5; Medium Humanoid (Orc); HD 5d8+10; hp 38; Init +4; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +3; Grp +5; Atk +5 melee (1d4+2, dagger); Full Atk +5 melee (1d4+2, dagger); AL LE; SV Fort +6, Ref +1, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +10, Spellcraft +2; Combat Casting, Improved Initiative.

Possessions: Half plate +1, dagger, brooch of shielding, potion of fly, silver holy symbol (Erythnul).

Spells Prepared (5/4/3/1; base DC = 12 + spell level): 0—[Create Water, Cure Minor Wounds x2, Detect Poison, Purify Food and Drink]; 1st—[Disguise Self*, Cause Fear x2, Command, Cure Light Wounds]; 2nd—[Invisibility*, Bear's Endurance, Hold Person, Undetectable Alignment]; 3rd—[Nondetection*, Summon Monster III]. *Domain spell. *Domains:* [Evil (cast Evil spells at +1 caster level); Trickery (bluff, disguise, and hide are class skills)].

Encounter Seven

Brotherhood Thug (1): Male Half-Orc Rog1; CR1; Medium Humanoid (Orc); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +0, Grp +2, Atk +2 melee (1d6+2, short sword); Full Atk +2 melee (1d6+2, short sword); SA Sneak Attack +1d6; AL NE; SV Fort +1, Ref +5, Will -1; Str 14, Dex 16, Con 12, Int 12, Wis 8, Cha 8.

Skills and Feats: Escape Artist +2, Hide +5, Listen +1, Move Silently +5, Search +3, Spot +3, Tumble +5; Combat Reflexes.

Possessions: Studded Leather, Short Sword.

Brotherhood Master of Chains, Raxor: Male Human Ftr1; CR 1; Medium Humanoid (Human); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +1; Grp +3; Atk +5 melee (2d4+3, spiked chain); Full Atk +5 melee (2d4+3, spiked chain); AL NE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 15, Int 14, Wis 10, Cha 8.

Skills and Feats: Intimidate +1, Listen +2, Search +4, Spot +2; Combat Reflexes, Exotic Weapon Proficiency – Spiked Chain, Weapon Focus – Spiked Chain.

Possessions: Masterwork full plate, Raxor's Bite (masterwork spiked chain).

Brotherhood Necromancer, Callus: Male Human Wiz3; CR 3; Medium Humanoid (Human); HD 3d4+3; hp 22**; Init +6; Spd 30 ft.; AC 17, touch 13, flat-footed 15; Base Atk +1; Grp +0; Atk +0 melee (1d4-1/19-20, dagger); Full Atk +0 melee (1d4-1/19-20, dagger); AL N; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Craft (Alchemy) +9, Concentration +7, Spellcraft +9; Combat Casting, Improved Initiative, Spell Focus - Necromancy.

Possessions: Dagger, purple robes, ring of protection +1.

Spells Prepared (5/4/3; base DC = 13 + spell level): 0—[*Daze* x2, *Detect Magic*, ~~*Message* x2~~]; 1st—[*Chill Touch**, *Cause Fear**, *Magic Missile*, *Shield*]; 2nd—[*Control Undead**, ~~*False Life*~~*, ~~*Mage Armor (Extended)*~~]. *Necromancy Spell (add 1 to the base DC).

** Augmented by pre-cast spells (*False Life*, *Mage Armor (Extended)*)

Encounter Eight (PCs are in time to save Remi)

Leufred Jordanes: Male Human Rog5/Asn1; CR 6; Medium Humanoid (Human); HD 6d6; hp 26; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3, Grp +3; Atk +6 melee (1d4/19-20, dagger); Full Atk +6 melee (1d4/19-20, dagger); SA Death Attack (Fort DC13), Sneak Attack +4d6; SQ: Evasion, Uncanny Dodge; AL LE; SV Fort +1, Ref +9, Will +1; Str 10, Dex 16, Con 10, Int 15, Wis 10, Cha 14.

Skills and Feats: Appraise +10, Bluff +11, Diplomacy +13, Disguise +11, Escape Artist +6, Forgery +8, Gather Information +11, Hide +12, Intimidate +13, Move Silently +11, Open Lock +7, Sleight of Hand +9, Tumble +11; Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: Dagger, masterwork studded leather, *bracelet of friends*, *cape of the montebank*.

Spells Prepared (1; base DC = 12 + spell level): 1st—[*Obscuring Mist*].

Encounter Eight (PCs are too late to save Remi)

Chain Golem, Advanced (1): CR 6; Large Construct; HD 11d10+30; hp 91; Init +2; Spd 30 ft. (can't run); AC 21, touch 11, flat-footed 19; Base Atk +8; Grp +16; Atk +16 melee (1d8+8 plus wounding, chain rake); Full Atk +16/+16 melee (1d8+8 plus wounding, 2 chain rakes); Space/Reach 10'/15'; SA Chain Barrier, Wounding; SQ: Construct Traits, Magic Immunity, Resistance to Ranged Attacks; AL N; SV Fort +3, Ref +5, Will +3; Str 26, Dex 15, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: Combat Expertise, Dodge, Improved Disarm, Improved Trip.

Appendix A – APL 6 Encounters

Encounter Four

Cultist Rogue (1): Male Half-Elf Rog3; CR 3; Medium Humanoid (Elf); HD 3d6; hp 14; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20, dagger) or +5 ranged (1d6/x3, shortbow); Full Atk +2 melee (1d4/19-20, dagger) or +5 ranged (1d6/x3, shortbow); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL LE; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Escape Artist +5, Hide +7, Listen +7, Move Silently +7, Search +6, Spot +7, Tumble +7; Point Blank Shot, Rapid Shot.

Possessions: Masterwork chain shirt, dagger, shortbow, 20 arrows.

Cultist Fighters (2): Male Half-Orc Ftr1; CR 1; Medium Humanoid (Orc); HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +1; Grp +5; Atk +6 melee (2d4+6/x4, scythe); Full Atk +6 melee (2d4+6/x4, scythe); AL LE; SV Fort +4, Ref +1, Will -1; Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +1; Power Attack, Weapon Focus – Scythe.

Possessions: Banded mail, scythe.

Cultist Priest of Nerull, Norg: Male Half-Orc Clr5; CR 5; Medium Humanoid (Orc); HD 5d8+10; hp 38; Init +4; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +3; Grp +5; Atk +5 melee (1d4+2, dagger); Full Atk +5 melee (1d4+2, dagger); AL LE; SV Fort +6, Ref +1, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +10, Spellcraft +2; Combat Casting, Improved Initiative.

Possessions: Half plate + 1, dagger, brooch of shielding, potion of fly, silver holy symbol (Erythnul).

Spells Prepared (5/4/3/1; base DC = 12 + spell level): 0—[*Create Water, Cure Minor Wounds x2, Detect Poison, Purify Food and Drink*]; 1st—[*Disguise Self**, *Cause Fear*x2, *Command, Cure Light Wounds*]; 2nd—[*Invisibility**, *Bear's Endurance, Hold Person, Undetectable Alignment*]; 3rd—[*Nondetection**, *Summon Monster III*]. *Domain spell. *Domains:* [Evil (cast Evil spells at +1 caster level); Trickery (bluff, disguise, and hide are class skills)].

Encounter Seven: Reeling in the Fish

Brotherhood Thugs (2): Male Half-Orc Rog1; CR1; Medium Humanoid (Orc); HD 1d6+1; hp 7 each; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +2; Atk +2 melee (1d6+2/19-20, short sword); Full Atk +2 melee (1d6+2/19-20, short sword); SA Sneak Attack +1d6; AL NE; SV Fort +1, Ref +5, Will -1; Str 14, Dex 16, Con 12, Int 12, Wis 8, Cha 8.

Skills and Feats: Escape Artist +2, Hide +5, Listen +1, Move Silently +5, Search +3, Spot +3, Tumble +5; Combat Reflexes.

Possessions: Studded leather, short sword.

Brotherhood Master of Chains, Raxor: Male Human Bbn1/Ftr2; CR 3; Medium Humanoid (Human); HD 2d10+1d12+6; hp 30; Init +2; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3, Grp +5; Atk +7 melee (2d4+3, spiked chain); Full Atk +7 melee (2d4+3, spiked chain); SQ Barbarian Rage; AL NE; SV Fort +7, Ref +2, Will +0; Str 14, Dex 14, Con 15, Int 14, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Listen +6, Search +4, Spot +6; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency – Spiked Chain, Improved Trip, Weapon Focus – Spiked Chain.

Possessions: Masterwork full Plate, *Raxor's Bite* (masterwork spiked chain).

Brotherhood Necromancer, Callus: Male Human Wiz5; CR 5; Medium Humanoid (Human); HD 5d4+5; hp 32**; Init +6; Spd 30 ft.; AC 17**, touch 13, flat-footed 15; Base Atk +1; Grp +0; Atk +0 melee (1d4-1/19-20, dagger); Full Atk +0 melee (1d4-1/19-20, dagger); AL N; SV Fort +3, Ref +3, Will +5; Str 8, Dex 14, Con 12, Int 17, Wis 12, Cha 12.

Skills and Feats: Craft (Alchemy) +11, Concentration +9, Spellcraft +11; Combat Casting, Extend Spell, Improved Initiative, Spell Focus - Necromancy.

Possessions: Dagger, *ring of protection +1*, *robe of bones*.

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—[*Daze* x2, *Detect Magic*, , ~~*Message* x2~~]; 1st—[*Chill Touch**, *Cause Fear**, *Magic Missile* x2, *Shield*]; 2nd—[*Command Undead**, *Ghoul Touch**, ~~*Mage Armor* (Extended)~~, *Spectral Hand**]; 3rd—[~~*False Life* (Extended)~~*, *Haste*, *Vampiric Touch**]. *Necromancy Spell (add 1 to the base DC).

** Augmented by pre-cast spells (*False Life* (Extended), *Mage Armor* (Extended))

Zombie Wolf (may be summoned): Medium Undead; HD 2d12+4; hp 26; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, bite); Full Atk +4 melee (1d6+2, bite); SA Trip; AL NE; SV Fort +1, Ref +1, Will +4.

Encounter Eight: Slaughter at the Warehouse

Leufred Jordanes: Male Human Rog5/Asn3; CR 8; Medium Humanoid; HD 8d6; hp 34; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +5; Atk +8 melee (1d4/19-20, dagger); Full Atk +8 melee (1d4/19-20, dagger); SA Death Attack (Fort DC16), Sneak Attack +5d6; SQ: Evasion, Imprvoed Uncanny Dodge, Uncanny Dodge; AL LE; SV Fort +2, Ref +10, Will +2; Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 14.

Skills and Feats: Appraise +11, Bluff +13, Diplomacy +15, Disguise +13, Escape Artist +7, Forgery +10, Gather Information +13, Hide +14, Intimidate +15, Move Silently +11, Open Lock +7, Sleight of Hand +9, Tumble +11; Combat Reflexes, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: Dagger, masterwork studded leather, *bracelet of friends*, *cape of the montebank*.

Spells Prepared (2/1; base DC = 13 + spell level): 1st—[*Obscuring Mist*, *Spider Climb*]; 2nd—[~~*Undetectable Alignment*~~].

Encounter Eight: Too Late!

Chain Golem, Advanced: CR 7; Large Construct; HD 15d10+30; hp 113; Init +2; Spd 30 ft. (can't run); AC 21, touch 11, flat-footed 19; Base Atk +11; Grp +19; Atk +19 melee (1d8+8 plus wounding, chain rakes); Atk +19/+19 melee (1d8+8 plus wounding, 2 chain rakes); Space/Reach 10'/15'; SA Chain Barrier, Wounding; SQ: Construct Traits, Magic Immunity, Resistance to Ranged Attacks; AL N; SV Fort +5, Ref +7, Will +5; Str 26, Dex 15, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: Combat Expertise, Dodge, Improved Disarm, Improved Trip.

Appendix A – APL 8 Encounters

Encounter Four

Cultist Rogue (1): Male Half-Elf Rog5; CR 5; Medium Humanoid (Elf); HD 5d6; hp 22; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20, dagger) or +7 ranged (1d6+1/x3, *shortbow +1*); Full Atk +3 melee (1d4/19-20, dagger) or +7 ranged (1d6+1/x3, *shortbow +1*); SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge; AL LE; SV Fort +1, Ref +7, Will +1; Str 10, Dex 17, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Escape Artist +5, Hide +9, Listen +9, Move Silently +9, Search +8, Spot +9, Tumble +9; Point Blank Shot, Rapid Shot.

Possessions: *Chain shirt +1*, dagger, *shortbow +1*, 20 arrows.

Cultist Fighters (2): Male Half-Orc Bbn1/Ftr2; CR 3; Medium Humanoid (Orc); HD 1d12+2d10+6; hp 29 each; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +7; Atk +8 melee (2d4+6, scythe); Full Atk +8 melee (2d4+6, scythe); SQ Barbarian Rage; AL NE; SV Fort +7, Ref +1, Will -1; Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +4; Cleave, Great Cleave, Power Attack, Weapon Focus – Scythe.

Possessions: *Banded mail +1*, scythe.

Cultist Sorceress (1): Female Human Sor5; CR 5; Medium Humanoid (Human); HD 5d4+5; hp 21; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d3, unarmed strike); Full Atk +2 melee (1d3, unarmed strike); AL LE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 18.

Skills and Feats: Concentration +9, Spellcraft +9; Combat Casting, Improved Initiative, Improved Unarmed Strike.

Possessions: *Cloak of charisma +2*.

Spells Known (6/7/5; base DC = 14 + spell level): 0—[*Arcane Mark*, *Daze*, *Detect Magic*, *Mage Hand*, *Open/Close*, *Read Magic*]; 1st—[*Mage Armor*, *Magic Missile*, *Shield*, *Sleep*]; 2nd—[*Bull's Strength*, *Glitterdust*].

Cultist Priest of Nerull, Norg: Male Half-Orc Clr5; CR 5; Medium Humanoid (Orc); HD 5d8+10; hp 38; Init +4; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +3; Grp +5; Atk +5 melee (1d4+2/19-20, dagger); Full Atk +5 melee (1d4+2/19-20, dagger); AL LE; SV Fort +6, Ref +1, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +10, Spellcraft +2; Combat Casting, Improved Initiative.

Possessions: *Half plate +1*, dagger, *brooch of shielding*, *potion of fly*.

Spells Prepared (5/4/3/1; base DC = 12 + spell level): 0—[*Create Water*, *Cure Minor Wounds* x2, *Detect Poison*, *Purify Food and Drink*]; 1st—[*Disguise Self**, *Cause Fear* x2, *Command*, *Cure Light Wounds*]; 2nd—[*Invisibility**, *Bear's Endurance*, *Hold Person*, *Undetectable Alignment*]; 3rd—[*NonDetection**, *Summon Monster III*]. *Domain spell. Domains: [Evil (cast Evil spells at +1 caster level); Trickery (bluff, disguise, and hide are class skills)].

Encounter Seven

Brotherhood Thugs (2): Male Half-Orc Bbn1/Rog2; CR3; Medium Humanoid (Orc); HD 2d6+1d12+3; hp 20 each; Init +3; Spd 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (2d4+3, spiked chain); Full Atk +5 melee (2d4+3, spiked chain); SA Sneak Attack +1d6; SQ Barbarian Rage; AL NE; SV Fort +3, Ref +6, Will -1; Str 14, Dex 16, Con 12, Int 12, Wis 8, Cha 8.

Skills and Feats: Escape Artist +0, Hide +4, Intimidate +5, Listen +5, Move Silently +4, Search +3, Spot +3, Tumble +4; Combat Reflexes, Exotic Weapon Proficiency - Spiked Chain.

Possessions: *Breastplate +1*, spiked chain.

Brotherhood Rogue (1): Male Human Rog3; CR3; Medium Humanoid (human); HD 3d6+3; hp 17; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +4; Atk +6 melee (1d6+3/18-20, *rapier +1*); Full Atk +6 melee (1d6+3/18-20, *rapier +1*); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL NE; SV Fort +2, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Escape Artist +9, Hide +9, Move Silently +9, Search +7, Spot +7, Tumble +9; Dodge, Mobility, Weapon Finesse.

Possessions: Masterwork studded leather; *rapier +1*.

Brotherhood Priest of Hextor (1): Male Human Clr3; CR 3; Medium Humanoid (Human); HD 3d8+6; hp 24; Init +5; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +2; Grp +4; Atk +6 melee (1d8+2, flail); Full Atk +6 melee (1d8+2, flail); AL LE; SV Fort +5, Ref +2, Will +5; Str 14, Dex 12, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Concentration +8, Spellcraft +5; Combat Casting, Improved Initiative, Power Attack, Weapon Focus – Flail.

Possessions: Full plate +1, heavy steel shield, flail.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0—[*Create Water, Inflict Minor Wounds x3*]; 1st—[*Protection From Good**, *Bane, Cause Fear, Cure Light Wounds*]; 2nd—[*Spiritual Weapon**, *Bull's Strength, Hold Person*]. *Domain spell. *Domains:* [Evil (cast Evil spells at +1 caster level); War (free Martial Weapon & Focus)].

Brotherhood Master of Chains, Raxor: Male Human Bbn1/Ftr4; CR 5; Medium Humanoid (Human); HD 4d10+1d12+15; hp 51; Init +2; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +5; Grp +7; Atk +9 melee (2d4+5, *spiked chain +1*); Full Atk +9 melee (2d4+5, *spiked chain +1*); SQ Barbarian Rage; AL NE; SV Fort +9, Ref +3, Will +1; Str 14, Dex 14, Con 16, Int 14, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Listen +8, Search +4, Spot +6; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency – Spiked Chain, Improved Trip, Weapon Focus – Spiked Chain, Weapon Specialization – Spiked Chain.

Possessions: Masterwork full plate, *Raxor's Bite (spiked chain +1)*.

Brotherhood Necromancer, Callus: Male Human Wiz5; CR 5; Medium Humanoid (Human); HD 5d4+5; hp 32**; Init +6; Spd 30 ft.; AC 13**, touch 13, flat-footed 15; Base Atk +2; Grp +1; Atk +1 melee (1d4-1/19-20, dagger); Full Atk +1 melee (1d4-1/19-20, dagger); AL NE; SV Fort +3, Ref +3, Will +5; Str 8, Dex 14, Con 12, Int 17, Wis 12, Cha 12.

Skills and Feats: Craft (Alchemy) +11, Concentration +9, Spellcraft +11; Combat Casting, Extend Spell, Improved Initiative, Spell Focus - Necromancy.

Possessions: Dagger, *ring of protection +1*, *robe of bones*.

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—[*Daze x2, Detect Magic, ~~Message x2~~*]; 1st—[*Chill Touch**, *Cause Fear**, *Magic Missile x2, Shield*]; 2nd—[*Command Undead**, *Ghoul Touch**, ~~*Mage Armor (Extended)*~~, *Spectral Hand**]; 3rd—[~~*False Life (Extended)*~~, *Haste, Vampiric Touch**]. *Necromancy Spell (add 1 to the base DC).

** Augmented by pre-cast spells (False Life (Extended), Mage Armor (Extended))

Zombie Wolf (may be summoned): Medium Undead; HD 2d12+4; hp 26; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, bite); Full Atk +4 melee (1d6+2, bite); SA Trip; AL NE; SV Fort +1, Ref +1, Will +4.

Encounter Eight: Slaughter at the Warehouse

Leufred Jordanes: Male Human Rog5/Asn3; CR 8; Medium Humanoid (Human); HD 8d6; hp 34; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +5; Atk +8 melee (1d4/19-20, dagger); Full Atk +8 melee (1d4/19-20, dagger); SA Death Attack (Fort DC16), Sneak Attack +5d6; SQ: Evasion, Improved Uncanny Dodge, Uncanny Dodge; AL LE; SV Fort +2, Ref +10, Will +2; Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 14.

Skills and Feats: Appraise +11, Bluff +13, Diplomacy +15, Disguise +13, Escape Artist +7, Forgery +10, Gather Information +13, Hide +14, Intimidate +15, Move Silently +11, Open Lock +7, Sleight of Hand +9, Tumble +11; Combat Reflexes, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: Dagger, masterwork studded leather, *bracelet of friends*, *cape of the montebank*.

Spells Prepared (2/1; base DC = 13 + spell level): 1st—[*Obscuring Mist, Spider Climb*]; 2nd—[~~*Undetectable Alignment*~~].

Chain Golem, Advanced (1): CR 6; Large Construct; HD 11d10+30; hp 91; Init +2; Spd 30 ft. (can't run); AC 21, touch 11, flat-footed 19; Base Atk +8; Grp +16; Atk +16 melee (1d8+8 plus wounding, chain rake); Full Atk +16/+16 melee (1d8+8 plus wounding, 2 chain rakes); Space/Reach 10'/15'; SA Chain Barrier, Wounding; SQ: Construct Traits, Magic Immunity, Resistance to Ranged Attacks; AL N; SV Fort +3, Ref +5, Will +3; Str 26, Dex 15, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Combat Expertise, Dodge, Improved Disarm, Improved Trip.

Encounter Eight: Too Late!

Chain Golem, Advanced: CR 8; Large Construct; HD 19d10+30; hp 135; Init +2; Spd 30 ft. (can't run); AC 21, touch 11, flat-footed 19; Base Atk +14; Grp +22; Atk +22 melee (1d8+8 plus wounding, chain rakes); Full Atk +22/+22 melee (1d8+8 plus wounding, 2 chain rakes); Space/Reach 10'/15'; SA Chain Barrier, Wounding; SQ: Construct Traits, Magic Immunity, Resistance to Ranged Attacks; AL N; SV Fort +5, Ref +7, Will +5; Str 26, Dex 15, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Combat Expertise, Dodge, Improved Disarm, Improved Trip.

Appendix A – APL 10 Encounters

Encounter Four: Baiting the Trap

Cultist Rogues (2): Male Half-Elf Rog5; CR 5; Medium Humanoid (Elf); HD 5d6; hp 22 each; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20, dagger) or +7 ranged (1d6+1/x3, *shortbow +1*); Full Atk +3 melee (1d4/19-20, dagger) or +7 ranged (1d6+1/x3, *shortbow +1*); SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge; AL LE; SV Fort +1, Ref +7, Will +1; Str 10, Dex 17, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Escape Artist +5, Hide +9, Listen +9, Move Silently +9, Search +8, Spot +9, Tumble +9; Point Blank Shot, Rapid Shot.

Possessions: Chain shirt +1, dagger, shortbow +1, 20 arrows.

Cultist Fighters (2): Male Half-Orc Bbn1/Ftr4; CR 5; Medium Humanoid (Orc); HD 1d12+4d10+6; hp 45 each; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +5; Grp +9; Atk +11 melee (2d4+9, *scythe +1*); Full Atk +11 melee (2d4+9, *scythe +1*); SQ Barbarian Rage; AL NE; SV Fort +8, Ref +2, Will +0; Str 18, Dex 12, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +5; Cleave, Great Cleave, Power Attack, Weapon Focus – Scythe, Weapon Specialization – Scythe.

Possessions: Banded mail +1, scythe +1.

Cultist Sorceress (1): Female Human Sor7; CR 7; Medium Humanoid (Human); HD 7d4+7; hp 29; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +3; Grp +3; Atk +3 melee (1d3, unarmed strike); Full Atk +3 melee (1d3, unarmed strike); AL LE; SV Fort +3, Ref +4, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 18.

Skills and Feats: Concentration +11, Spellcraft +11; Combat Casting, Improved Initiative, Improved Unarmed Strike, Empower Spell.

Possessions: Cloak of charisma +2, wand of magic missiles (3rd level caster).

Spells Known (6/7/7/5; base DC = 14 + spell level): 0—[Arcane Mark, Daze, Detect Magic, Detect Poison, Mage Hand, Open/Close, Read Magic]; 1st—[Grease, Mage Armor, Magic Missile, Shield, Sleep]; 2nd—[Bull's Strength, Glitterdust, Melf's Acid Arrow]; 3rd—[Haste, Slow].

Cultist Priest of Nerull, Norg: Male Half-Orc Clr7; CR 7; Medium Humanoid (Orc); HD 7d8+14; hp 66; Init +4; Spd 20 ft.; AC 19, touch 11, flat-footed 19; Base Atk +5; Grp +7; Atk +7 melee (1d4+2/19-20, dagger); Full Atk +7 melee (1d4+2/19-20, dagger); AL LE; SV Fort +7, Ref +2, Will +7; Str 14, Dex 10, Con 18, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +12, Spellcraft +2; Combat Casting, Extend Spell, Improved Initiative.

Possessions: Half plate +1, dagger, brooch of shielding, potion of fly, ring of protection +1.

Spells Prepared (6/5/4/2/1; base DC = 12 + spell level): 0—[Create Water, Cure Minor Wounds x2, Inflict Minor Wounds x2, Purify Food and Drink]; 1st—[Disguise Self*, Cause Fear x2, Command, Cure Light Wounds, Inflict Light Wounds]; 2nd—[Invisibility*, Bear's Endurance, Hold Person x2, Undetectable Alignment]; 3rd—[Nondetection*, Blindness/Deafness, Dispel Magic]; 4th—[Unholy Blight*, ~~Summon Monster IV~~]. *Domain spell. Domains: [Evil (cast Evil spells at +1 caster level); Trickery (bluff, disguise, and hide are class skills)].

Encounter Seven: Reeling in the Fish

Brotherhood Thugs (4): Male Half-Orc Bbn1/Rog2; CR3; Medium Humanoid (Orc); HD 2d6+1d12+3; hp 20 each; Init +3; Spd 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (2d4+3, spiked chain); Atk +5 melee (2d4+3, spiked chain); SA Sneak Attack +1d6; SQ Barbarian Rage, Evasion; AL NE; SV Fort +3, Ref +6, Will -1; Str 14, Dex 16, Con 12, Int 12, Wis 8, Cha 8.

Skills and Feats: Escape Artist +0, Hide +4, Intimidate +5, Listen +5, Move Silently +4, Search +3, Spot +3, Tumble +4; Combat Reflexes, Exotic Weapon Proficiency - Spiked Chain.

Possessions: Breastplate +1, spiked chain.

Brotherhood Rogue (1): Male Human Rog5; CR5; Medium Humanoid (Human); HD 5d6+5; hp 27; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +5; Atk +7 melee (1d6+3/18-20, *rapier +1*); Full Atk +7 melee (1d6+3/18-20, *rapier +1*); SA Sneak Attack +3d6; AL NE; SV Fort +2, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Escape Artist +11, Hide +11, Move Silently +11, Search +9, Spot +9, Tumble +11; Dodge, Mobility, Weapon Finesse.

Possessions: Masterwork studded leather, *rapier +1*.

Brotherhood Priest of Hextor (1): Male Human Clr5; CR 5; Medium Humanoid (Human); HD 5d8+10; hp 38; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22; Base Atk +3; Grp +5; Atk +7 melee (1d8+3, *flail +1*); Full Atk +7 melee (1d8+3, *flail +1*); AL LE; SV Fort +6, Ref +2, Will +6; Str 14, Dex 12, Con 14, Int 12, Wis 15, Cha 10.

Skills and Feats: Concentration +10, Spellcraft +7; Combat Casting, Improved Initiative, Power Attack, Weapon Focus – Flail.

Possessions: Full plate +1, heavy steel shield +1, *flail +1*.

Spells Prepared (5/4/3/1; base DC = 12 + spell level): 0—[*Create Water*, *Inflict Minor Wounds x4*]; 1st—[*Protection From Good**, *Bane*, *Cause Fear*, *Cure Light Wounds*, *Inflict Light Wounds*]; 2nd—[*Spiritual Weapon**, *Aid*, *Hold Person x2*]; 3rd—[*Magic Vestment**, *Dispel Magic*]. *Domain spell. *Domains:* [Evil (cast Evil spells at +1 caster level); War (free Martial Weapon and Weapon Focus)].

Brotherhood Master of Chains, Raxor: Male Human Bbn1/Ftr4/Rog1/MoCI; CR 7; Medium Humanoid (Human); HD 5d10+1d12+1d6+21; hp 67; Init +2; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +6/+1; Atk +12 melee (2d4+9/19-20, *spiked chain +1*); Full Atk +12/+7 melee (2d4+9/19-20, *spiked chain +1*); SA Sneak Attack +1d6; SQ Barbarian Rage; AL NE; SV Fort +9, Ref +7, Will +1; Str 18*, Dex 14, Con 16, Int 14, Wis 10, Cha 8.

Skills and Feats: Escape Artist +2, Intimidate +4, Listen +10, Search +4, Spot +10; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency – Spiked Chain, Improved Disarm, Improved Trip, Weapon Focus – Spiked Chain, Weapon Specialization – Spiked Chain.

Possessions: Masterwork full plate, *Raxor's Bite (Keen spiked chain +1)*.

*Augmented by *Bull's Strength* (Extended) spell cast by Callus.

Brotherhood Necromancer, Callus: Male Human Wiz7; CR 7; Medium Humanoid (Human); HD 7d4+7; hp 42**; Init +6; Spd 30 ft.; AC 17**, touch 13, flat-footed 15; Base Atk +3; Grp +2; Atk +2 melee (1d4-1/19-20, dagger); Full Atk +2 melee (1d4-1/19-20, dagger); AL N; SV Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 12, Int 19, Wis 12, Cha 12.

Skills and Feats: Craft (Alchemy) +14, Concentration +11, Spellcraft +14; Combat Casting, Extend Spell, Greater Spell Focus - Necromancy, Improved Initiative, Spell Focus - Necromancy.

Possessions: Dagger, *headband of intellect +2*, *ring of protection +1*, *robe of bones*.

Spells Prepared (5/6/5/4/2; base DC = 14 + spell level): 0—[*Daze x2*, *Detect Magic*, ~~*Message x2*~~]; 1st—[*Chill Touch**, *Cause Fearx2**, *Magic Missile x2*, *Shield*]; 2nd—[*Command Undead x2*]*, *Ghoul Touch**, ~~*Mage Armor (Extended)*~~, *Spectral Hand**]; 3rd—[~~*Bull's Strength (Extended)*~~, ~~*False Life (Extended)*~~]*, *Haste*, *Vampiric Touch**]; 4th—[*Enervation x2**]. *Necromancy Spell (add 2 to the base DC).

** Augmented by pre-cast spells (*False Life* (Extended), *Mage Armor* (Extended))

Zombie Wolf (may be summoned): Medium Undead; HD 2d12+4; hp 26; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, bite); Full Atk +4 melee (1d6+2, bite); SA Trip; AL NE; SV Fort +1, Ref +1, Will +4.

Encounter Eight: Slaughter at the Warehouse

Leufred Jordanes: Male Human Rog5/Asn5; CR 10; Medium Humanoid; HD 10d6; hp 42; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +6/+1; Grp +6; Atk +9/+4 melee (1d4/19-20, dagger); Full Atk +9/+4 melee (1d4/19-20, dagger); SA Death Attack (Fort DC18), Sneak Attack +6d6; SQ: Evasion, Uncanny Dodge; AL LE; SV Fort +2, Ref +11, Will +2; Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 14.

Skills and Feats: Appraise +11, Bluff +15, Diplomacy +15, Disguise +17, Escape Artist +9, Forgery +15, Gather Information +15, Hide +16, Intimidate +15, Move Silently +11, Open Lock +7, Sleight of Hand +9, Tumble +13; Combat Expertise, Deceitful, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: Dagger, Masterwork studded leather, *bracelet of friends*, *cape of the mountebank*.

Spells Prepared (2/2/1/0; base DC = 13 + spell level): 1st—[*Obscuring Mist*, *Spider Climb*]; 2nd—[*Getaway*, ~~*Undetectable Alignment*~~]; 3rd—[*Invisibility*].

Kyton, Advanced (2): CR 7; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 10d8+20; hp 65 each; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +8; Grp +12; Atk +12 melee (2d4+2/19-20, chain); Full Atk +12/+12 melee (2d4+2/19-20, 2 chains); Space/Reach 5'/10'; SA Dancing Chains, Unnerving Gaze; SQ: Damage Reduction 5/silver or good, Darkvision 60', Immunity to Cold, Regeneration 2; Spell Resistance 18; AL LE; SV Fort +9, Ref +9, Will +7; Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12.

Skills and Feats: Climb +15, Craft (Blacksmithing) +19, Escape Artist +15, Intimidate +14, Listen +15, Spot +15, Use Rope +2; Alertness, Improved Critical - Chain, Improved Initiative, Power Attack.

Chain Golem, Advanced: CR 7; Large Construct; HD 15d10+30; hp 113; Init +2; Spd 30 ft. (can't run); AC 21, touch 11, flat-footed 19; Base Atk +11; Grp +19; Atk +19 melee (1d8+8 plus wounding, chain rakes); Atk +19/+19 melee (1d8+8 plus wounding, 2 chain rakes); Space/Reach 10'/15'; SA Chain Barrier, Wounding; SQ: Construct Traits, Magic Immunity, Resistance to Ranged Attacks; AL N; SV Fort +5, Ref +7, Will +5; Str 26, Dex 15, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: Combat Expertise, Dodge, Improved Disarm, Improved Trip.

Encounter Eight: Too Late!

Chain Golem, Advanced: CR 8; Large Construct; HD 19d10+30; hp 135; Init +2; Spd 30 ft. (can't run); AC 21, touch 11, flat-footed 19; Base Atk +14; Grp +22; Atk +22 melee (1d8+8 plus wounding, chain rakes); Full Atk +22/+22 melee (1d8+8 plus wounding, 2 chain rakes); Space/Reach 10'/15'; SA Chain Barrier, Wounding; SQ: Construct Traits, Magic Immunity, Resistance to Ranged Attacks; AL N; SV Fort +5, Ref +7, Will +5; Str 26, Dex 15, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: Combat Expertise, Dodge, Improved Disarm, Improved Trip.

Appendix A – APL 12 Encounters

Encounter Four: Baiting the Trap

Cultist Rogues (2): Male Half-Elf Rog5/Ftr2; CR 7; Medium Humanoid (Elf); HD 5d6+2d10; hp 34 each; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +5; Grp +5; Atk +5 melee (1d4/19-20, dagger) or +10 ranged (1d6+1/x3, *shortbow +1*); Full Atk +5 melee (1d4/19-20, dagger) or +10 ranged (1d6+1/x3, *shortbow +1*); SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge; AL LE; SV Fort +4, Ref +7, Will +1; Str 10, Dex 17, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Escape Artist +5, Hide +9, Listen +9, Move Silently +9, Search +8, Spot +9, Tumble +9; Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Weapon Focus – Shortbow.

Possessions: Chain shirt +2, dagger, *shortbow +1*, 20 arrows.

Cultist Fighters (4): Male Half-Orc Bbn1/Ftr4; CR 5; Medium Humanoid (Orc); HD 1d12+4d10+6; hp 45 each; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +5; Grp +9; Atk +11 melee (2d4+9, *scythe +1*); Full Atk +11 melee (2d4+9, *scythe +1*); SQ Barbarian Rage; AL NE; SV Fort +8, Ref +2, Will +0; Str 18, Dex 12, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +5; Cleave, Power Attack, Weapon Focus – Scythe, Weapon Specialization – Scythe.

Possessions: Banded mail +1, *scythe +1*.

Cultist Sorceress (1): Female Human Sor8; CR 8; Medium Humanoid (Human); HD 8d4+8; hp 33; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk +4 melee (1d3, unarmed strike); Full Atk +4 melee (1d3, unarmed strike); AL LE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 19.

Skills and Feats: Concentration +12, Spellcraft +12; Combat Casting, Empower Spell, Improved Initiative, Improved Unarmed Strike.

Possessions: Cloak of charisma +2, wand of magic missiles (5th level caster).

Spells Known (6/7/7/6/3; base DC = 14 + spell level): 0—[Arcane Mark, Daze, Detect Magic, Detect Poison, Mage Hand, Open/Close, Ray of Frost, Read Magic]; 1st—[Grease, Mage Armor, Magic Missile, Shield, Sleep]; 2nd—[Bull's Strength, Glitterdust, Melf's Acid Arrow]; 3rd—[Haste, Slow]; 4th—[Greater Invisibility].

Cultist Priest of Nerull, Norg: Male Half-Orc Clr7; CR 7; Medium Humanoid (Orc); HD 7d8+14; hp 52; Init +4; Spd 20 ft.; AC 19, touch 11, flat-footed 19; Base Atk +5; Grp +7; Atk +7 melee (1d4+2/19-20, dagger); Full Atk +7 melee (1d4+2/19-20, dagger); AL LE; SV Fort +7, Ref +2, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +12, Spellcraft +2; Combat Casting, Improved Initiative, Extend Spell.

Possessions: Half plate +1, dagger, brooch of shielding, potion of fly, ring of protection +1.

Spells Prepared (6/5/4/2/1; base DC = 12 + spell level): 0—[Create Water, Cure Minor Wounds x2, Inflict Minor Wounds x2, Purify Food and Drink]; 1st—[Disguise Self⁶, Cause Fear x2, Command, Cure Light Wounds, Inflict Light Wounds]; 2nd—[~~Invisibility~~^{*}, Bear's Endurance, Hold Person x2, Undetectable Alignment]; 3rd—[~~Nondetection~~^{*}, Blindness/Deafness, Magic Circle Against Good]; 4th—[Unholy Blight^{*}, ~~Summon Monster IV~~]. ^{*}Domain spell. *Domains:* [Evil (cast Evil spells at +1 caster level); Trickery (bluff, disguise, and hide are class skills)].

Encounter Seven: Reeling in the Fish

Brotherhood Thugs (4): Male Half-Orc Bbn1/Ftr2/Rog2; CR5; Medium Humanoid (Orc); HD 2d6+2d10+1d12+5; hp 37 each; Init +1; Spd 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +8; Atk +9 melee (2d4+6, spiked chain); Full Atk +9 melee (2d4+6, spiked chain); SA Sneak Attack +1d6; SQ Barbarian Rage; AL NE; SV Fort +7, Ref +3, Will +0; Str 18, Dex 12, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist -1, Intimidate +7, Listen +6; Combat Reflexes, Exotic Weapon Proficiency - Spiked Chain, Power Attack, Weapon Focus - Spiked Chain).

Possessions: Breastplate +1; spiked chain.

Brotherhood Rogue (1): Male Human Rog5/Asn2; CR7; Medium Humanoid (Human); HD 7d6+7; hp 37; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +6; Atk +9 melee (1d6+3/15-20, *rapier +1*); Full Atk +9 melee (1d6+3/15-20, *rapier +1*); SA Death Attack (Fort DC13), Sneak Attack +4d6; AL NE; SV Fort +2, Ref +10, Will +2; Str 14, Dex 17, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Escape Artist +11, Hide +13, Move Silently +13, Search +9, Spot +9, Tumble +13; Dodge, Mobility, Weapon Finesse, Weapon Focus - Rapier.

Possessions: Masterwork studded leather; +1 *Keen rapier*.

Brotherhood Priests of Hextor (2): Male Human Clr7; CR 7; Medium Humanoid (Human); HD 7d8+14; hp 52 each; Init +5; Spd 20 ft.; AC 24, touch 11, flat-footed 23; Base Atk +5; Grp +7; Atk +9 melee (1d8+2, *flail +1*); Full Atk +9 melee (1d8+2, *flail +1*); AL LE; SV Fort +7, Ref +3, Will +7; Str 14, Dex 12, Con 14, Int 12, Wis 15, Cha 10.

Skills and Feats: Concentration +12, Spellcraft +9; Cleave, Combat Casting, Improved Initiative, Power Attack, Weapon Focus – Flail.

Possessions: Full plate +1, heavy steel shield +2, flail +1.

Spells Prepared (6/5/4/2/1; base DC = 12 + spell level): 0—[*Create Water, Cure Minor Wounds, Inflict Minor Wounds x4*]; 1st—[*Protection From Good**, *Bane, Cause Fear x2, Cure Light Wounds, Inflict Light Wounds*]; 2nd—[*Spiritual Weapon**, *Bear's Endurance, Bull's Strength, Hold Person, Remove Paralysis*]; 3rd—[*Magic Vestment**, *Animate Dead, Dispel Magic*]; 4th—[*Unholy Blight**, *Divine Power*]. *Domain spell. *Domains:* [Evil (cast Evil spells at +1 caster level); War (free Martial Weapon and Weapon Focus)].

Brotherhood Master of Chains, Raxor: Male Human Bbn1/Ftr4/Rog1/MoC3; CR 9; Medium Humanoid (Human); HD 7d10+1d12+1d6+27; hp 85; Init +2; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +8/+3; Grp +12; Atk +15 melee (2d4+9/19-20, *spiked chain +1*); Full Atk +15/+10 melee (2d4+9/19-20, *spiked chain +1*); SA Climb Fighting, Greater Weapon Focus – Spiked Chain, Scare, Sneak Attack +1d6; SQ Barbarian Rage; AL NE; SV Fort +10, Ref +8, Will +2; Str 19*, Dex 14, Con 16, Int 14, Wis 10, Cha 8.

Skills and Feats: Escape Artist +2, Intimidate +10, Listen +12, Search +4, Spot +12; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency – Spiked Chain, Improved Disarm, Improved Trip, Power Attack, Weapon Focus – Spiked Chain, Weapon Specialization – Spiked Chain.

Possessions: Full plate +2, Raxor's Bite (*Keen +1 spiked chain*).

*Augmented by *Bull's Strength* (Extended) spell cast by Callus.

Brotherhood Necromancer, Callus: Male Human Wiz7; CR 7; Medium Humanoid (Human); HD 7d4+7; hp 42**; Init +6; Spd 30 ft.; AC 17**, touch 13, flat-footed 15; Base Atk +3; Grp +2; Atk +2 melee (1d4-1/19-20, dagger); Full Atk +2 melee (1d4-1/19-20, dagger); AL N; SV Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 12, Int 19, Wis 12, Cha 12.

Skills and Feats: Craft (Alchemy) +14, Concentration +11, Spellcraft +14; Combat Casting, Extend Spell, Greater Spell Focus - Necromancy, Improved Initiative, Spell Focus - Necromancy.

Possessions: Headband of intellect +2, ring of protection +1, robe of bones.

Spells Prepared (5/6/5/4/2; base DC = 13 + spell level): 0—[*Daze x2, Detect Magic, ~~Message x2~~*]; 1st—[*Chill Touch**, *Cause Fear x2**, *Magic Missile x2**, *Shield*]; 2nd—[*Command Undead x2**, *Ghoul Touch**, *~~Mage Armor (Extended)~~*, *Spectral Hand**]; 3rd—[*~~Bull's Strength (Extended)~~*, *~~False Life (Extended)~~**, *Haste, Vampiric Touch**]; 4th—[*Enervation x2**]. *Necromancy Spell (add 2 to the base DC).

** Augmented by pre-cast spells (*False Life* (Extended), *Mage Armor* (Extended))

Zombie Wolf (may be summoned): Medium Undead; HD 2d12+4; hp 26; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, bite); Full Atk +4 melee (1d6+2, bite); SA Trip; AL NE; SV Fort +1, Ref +1, Will +4.

Encounter Eight: Slaughter at the Warehouse

Leufred Jordanes: Male Human Rog5/Asn7; CR 12; Medium Humanoid; HD 12d6; hp 50; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +8/+3; Grp +8; Atk +13 melee (1d4+2/19-20, dagger +2); Full Atk +13/+8 melee (1d4+2/19-20, dagger +2); SA Death Attack (Fort DC22), Sneak Attack +7d6; SQ: Evasion, Uncanny Dodge; AL LE; SV Fort +3, Ref +12, Will +3; Str 10, Dex 17, Con 10, Int 16, Wis 10, Cha 14.

Skills and Feats: Appraise +11, Bluff +19, Diplomacy +17, Disguise +19, Escape Artist +11, Forgery +15, Gather Information +17, Hide +18, Intimidate +15, Move Silently +11, Open Lock +7, Sleight of Hand +9, Tumble +17; Blind Fight, Combat Expertise, Deceitful, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: Assassin's dagger, masterwork studded leather, *bracelet of friends*, *cape of the montebank*.

Spells Prepared (3/2/2/0; base DC = 13 + spell level): 1st—[*Obscuring Mist* x2, *Spider Climb*]; 2nd—[*Getaway*, *Undetectable Alignment*]; 3rd—[*Invisibility* x2].

Kyton, Advanced (2): CR 9; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 14d8+28; hp 91; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +12; Grp +16; Atk +16 melee (2d4+2/19-20, chain); Full Atk +16/+16 melee (2d4+2/19-20, 2 chains); Space/Reach 5'/10'; SA Dancing Chains, Unnerving Gaze; SQ: Damage Reduction 5/silver or good, Darkvision 60', Immunity to Cold, Regeneration 2; SR 18; AL LE; SV Fort +11, Ref +11, Will +9; Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12.

Skills and Feats: Climb +19, Craft (Blacksmithing) +23, Escape Artist +19, Intimidate +18, Listen +19, Spot +19, Use Rope +2; Alertness, Combat Reflexes, Improved Critical - Chain, Improved Initiative, Power Attack.

Chain Golem, Advanced: CR 8; Large Construct; HD 19d10+30; hp 135; Init +2; Spd 30 ft. (can't run); AC 21, touch 11, flat-footed 19; Base Atk +14; Grp +22; Atk +22 melee (1d8+8 plus wounding, chain rakes); Full Atk +22/+22 melee (1d8+8 plus wounding, 2 chain rakes); Space/Reach 10'/15'; SA Chain Barrier, Wounding; SQ: Construct Traits, Magic Immunity, Resistance to Ranged Attacks; AL N; SV Fort +5, Ref +7, Will +5; Str 26, Dex 15, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: Combat Expertise, Dodge, Improved Disarm, Improved Trip.

Encounter Eight: Too Late!

Chain Golem, Advanced: CR 8; Large Construct; HD 19d10+30; hp 135; Init +2; Spd 30 ft. (can't run); AC 21, touch 11, flat-footed 19; Base Atk +14; Grp +22; Atk +22 melee (1d8+8 plus wounding, chain rakes); Full Atk +22/+22 melee (1d8+8 plus wounding, 2 chain rakes); Space/Reach 10'/15'; SA Chain Barrier, Wounding; SQ: Construct Traits, Magic Immunity, Resistance to Ranged Attacks; AL N; SV Fort +5, Ref +7, Will +5; Str 26, Dex 15, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: Combat Expertise, Dodge, Improved Disarm, Improved Trip.

Appendix A – APL 14 Encounters

Encounter Four: Baiting the Trap

Cultist Rogues (2): Male Half-Elf Rog5/Ftr2/Snpr2; CR 9; Medium Humanoid (Elf); HD 5d6+2d10+2d8; hp 44 each; Init +4; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +7/+2; Grp +7; Atk +7 melee (1d4/19-20, dagger) or +14 ranged (1d6+2/19-20, x4, *shortbow* +2); Full Atk +7/+2 melee (1d4/19-20, dagger) or +14/+9 ranged (1d6+2/19-20, x4, *shortbow* +2); SA Keen Arrows, Projectile Improved Critical +1, Sneak Attack +3d6; SQ: Concealment Reduction 10%, Evasion, Magic Weapon, Range Increment Bonus, Uncanny Dodge; AL LE; SV Fort +4, Ref +7, Will +1; Str 10, Dex 17, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Escape Artist +7, Hide +15, Listen +9, Move Silently +15, Search +8, Spot +1 Tumble +11; Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Sharpshooting, Weapon Focus – Shortbow.

Possessions: Chain shirt +2, dagger, *shortbow* +2, 20 arrows.

Cultist Fighters (4): Male Half-Orc Bbn3/Ftr4; CR 7; Medium Humanoid (Orc); HD 3d12+4d10+6; hp 63 each; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +7/+2; Grp +11; Atk +13 melee (2d4+9, *scythe* +1); Full Atk +13/+8 melee (2d4+9, *scythe* +1); SQ Barbarian Rage, Uncanny Dodge; AL NE; SV Fort +9, Ref +3, Will +1; Str 18, Dex 12, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +8; Cleave, Great Cleave, Power Attack, Weapon Focus – Scythe, Weapon Specialization – Scythe.

Possessions: Banded mail +2, *scythe* +1.

Cultist Sorceress (1): Female Human Sor8, DgD (Black) 2; CR 10; Medium Humanoid (Human); HD 8d4+2d12+10; hp 48; Init +6; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +5; Grp +6; Atk +6 melee (1d3+1, unarmed strike) or +5 melee (1d6+1, bite); Full Atk +6 melee (1d3+1, unarmed strike) or +5 melee (1d6+1, bite) and +0/+0 melee (1d4, 2 claws); AL LE; SV Fort +4, Ref +6, Will +9; Str 12, Dex 14, Con 12, Int 12, Wis 10, Cha 21.

Skills and Feats: Concentration +14, Spellcraft +14; Combat Casting, Empower Spell, Improved Initiative, Improved Unarmed Strike, Silent Spell.

Possessions: Cloak of charisma +4, wand of magic missiles (5th level caster).

Spells Known (6/7/7/6/3; base DC = 15 + spell level): 0—[Arcane Mark, Daze, Detect Magic, Detect Poison, Mage Hand, Open/Close, Ray of Frost, Read Magic]; 1st—[Grease, Mage Armor, Magic Missile, Shield, Sleep]; 2nd—[Bull's Strength, Glitterdust, Melf's Acid Arrow]; 3rd—[Haste, Slow]; 4th—[Dimension Door, Fear, Greater Invisibility].

Cultist Priest of Nerull, Norg: Male Half-Orc Clr9; CR 9; Medium Humanoid (Orc); HD 9d8+18; hp 48; Init +4; Spd 20 ft.; AC 20, touch 12, flat-footed 20; Base Atk +6/+1; Grp +8; Atk +8 melee (1d4+2/19-20, dagger); Full Atk +8/+3 melee (1d4+2/19-20, dagger); AL LE; SV Fort +8, Ref +3, Will +9; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +14, Spellcraft +2; Combat Casting, Extend Spell, Improved Initiative, Scribe Scroll.

Possessions: Half plate + 1, dagger, brooch of shielding, potion of fly, ring of protection +2.

Spells Prepared (6/5/4/2/1; base DC = 13 + spell level): 0—[Create Water, Cure Minor Wounds x2, Inflict Minor Wounds x2, Purify Food and Drink]; 1st—[Disguise Self*, Cause Fear x2, Command, Cure Light Wounds, Inflict Light Wounds]; 2nd—[Invisibility*, Bull's Strength, Bear's Endurance, Hold Person x2, Undetectable Alignment]; 3rd—[Nondetection*, Blindness/Deafness, Contagion, Dispel Magic, Magic Circle Against Good]; 4th—[Unholy Blight*, Summon Monster IV, Unholy Blight]; 5th—[Dispel Good*, Slay Living]. *Domain spell. Domains: [Evil (cast Evil spells at +1 caster level); Trickery (bluff, disguise, and hide are class skills)].

Encounter Seven: Reeling in the Fish

Brotherhood Thugs (6): Male Half-Orc Bbn1/Ftr2/Rog2; CR5; Medium Humanoid (Orc); HD 2d6+2d10+1d12+5; hp 37 each; Init +1; Spd 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +8; Atk +9 melee (2d4+6, spiked chain); Full Atk +9 melee (2d4+6, spiked chain); SA Sneak Attack +1d6; SQ Barbarian Rage; AL NE; SV Fort +7, Ref +3, Will +0; Str 18, Dex 12, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist -1, Intimidate +7, Listen +6; Combat Reflexes, Exotic Weapon Proficiency - Spiked Chain, Power Attack, Weapon Focus - Spiked Chain).

Possessions: Breastplate +1; spiked chain.

Brotherhood Rogues (2): Male Human Rog5/Asn3; CR8; Medium Humanoid (Human); HD 8d6+8; hp 42 each; Init +4; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +7; Atk +11 melee (1d6+3/15-20, *rapier +1*); Full Atk +11 melee (1d6+3/15-20, *rapier +1*); SA Death Attack (Fort DC14), Sneak Attack +5d6; AL NE; SV Fort +3, Ref +11, Will +3; Str 14, Dex 18, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Escape Artist +12, Hide +15, Move Silently +14, Search +9, Spot +9, Tumble +14; Dodge, Mobility, Weapon Finesse, Weapon Focus - Rapier.

Possessions: Masterwork studded leather; +1 Keen rapier.

Brotherhood Priests of Hextor (2): Male Human Clr9; CR 9; Medium Humanoid (Human); HD 9d8+36; hp 84 each; Init +5; Spd 20 ft.; AC 25**, touch 11, flat-footed 24; Base Atk +6/+1; Grp +10; Atk +12 melee (1d8+5, *flail +1*); Full Atk +12/+7 melee (1d8+5, *flail +1*); AL NE; SV Fort +8, Ref +4, Will +9; Str 18**, Dex 12, Con 18**, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +14, Spellcraft +11; Cleave, Combat Casting, Extend Spell, Improved Initiative, Power Attack, Weapon Focus – Flail.

Possessions: Full plate +1, heavy steel shield +2, flail +1, ring of counterspells (*Dispel Magic*).

Spells Prepared (6/5/5/4/2/1; base DC = 13 + spell level): 0—[*Create Water*, *Cure Minor Wounds*, *Inflict Minor Wounds* x4]; 1st—[*Protection From Good**, *Bane*, *Cause Fear* x2, *Cure Light Wounds*, *Inflict Light Wounds*]; 2nd—[*Spiritual Weapon**, *Aid*, *Hold Person* x2, *Remove Paralysis*, *Silence*]; 3rd—[~~*Magic Vestment**~~, *Animate Dead*, ~~*Bear's Endurance (Extended)*~~, ~~*Bull's Strength (Extended)*~~, *Dispel Magic*]; 4th—[*Unholy Blight**, *Death Ward*, *Divine Power*]; 5th—[*Flame Strike**, *Righteous Might*]. *Domain spell. *Domains:* [Evil (cast Evil spells at +1 caster level); War (free Martial Weapon and Weapon Focus)].

** Augmented by pre-cast spells (*Bear's Endurance* (Extended), *Bull's Strength* (Extended), and *Magic Vestment*)

Brotherhood Master of Chains, Raxor: Male Human Bbn1/Ftr4/Rog1/MoC6; CR 12; Medium Humanoid (Human); HD 10d10+1d12+1d6+36; hp 112; Init +2; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +11; Grp +16; Atk +19 melee (2d4+10+2d6/19-20, spiked chain); Full Atk +19/+14/+9 melee (2d4+10+3d6/19-20, spiked chain); SA Chain Bind, Double Chain, Scare, Sneak Attack +1d6; SQ Barbarian Rage, Chain Armor, Climb Fighting, Deflect Attacks, DR 10/Adamantine**, Greater Weapon Focus – Spiked Chain; AL NE; SV Fort +11, Ref +10, Will +3; Str 20*, Dex 14, Con 16, Int 14, Wis 10, Cha 8.

Skills and Feats: Escape Artist +7, Intimidate +14, Listen +15, Search +4, Spot +15; Cleave, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency – Spiked Chain, Improved Disarm, Improved Trip, Power Attack, Weapon Focus – Spiked Chain, Weapon Specialization – Spiked Chain.

Possessions: Full Plate +3, Raxor's Bite (Keen Vicious spiked chain +1).

*Augmented by *Bull's Strength* (Extended) spell cast by Callus.

** *Stoneskin* (Extended) spell cast by Callus. **IMPORTANT DM NOTE:** The *stoneskin* spell does NOT prevent the damage caused by the *Vicious* property of *Raxor's Bite* (see *Appendix B*)

Brotherhood Necromancer, Callus: Male Human Wiz9; CR 9; Medium Humanoid (Human); HD 9d4+9; hp 52**; Init +6; Spd 30 ft.; AC 17**, touch 13, flat-footed 15; Base Atk +6/+1; Grp +5; Atk +5 melee (1d4-1/19-20, dagger); Full Atk +5/+0 melee (1d4-1/19-20, dagger); AL N; SV Fort +5, Ref +5, Will +7; Str 8, Dex 14, Con 12, Int 22, Wis 12, Cha 12.

Skills and Feats: Craft (Alchemy) +18, Concentration +13, Spellcraft +18; Combat Casting, Craft Wand, Extend Spell, Greater Spell Focus - Necromancy, Improved Initiative, Spell Focus - Necromancy.

Possessions: Dagger, headband of intellect +4, ring of protection +1, robe of bones.

Spells Prepared (5/6/6/5/4/2; base DC = 16 + spell level): 0—[*Daze* x2, *Detect Magic*, ~~*Message* x2~~]; 1st—[*Chill Touch**, *Cause Fear** x2, *Magic Missile* x2, *Shield*]; 2nd—[*Command Undead* x2*, *Ghoul Touch* x2*, ~~*Mage Armor (Extended)*~~, *Spectral Hand*]; 3rd—[~~*Bull's Strength (Extended)*~~, ~~*False Life (Extended)*~~*, *Haste*, *Slow*, *Vampiric Touch*];

4th—[*Enervation x2**, *Haste (Extended)*, *Minor Globe of Invulnerability*]; 5th—[*Animate Dead**, ~~*Stoneskin (Extended)*~~]. *Necromancy Spell (add 2 to the base DC).

** Augmented by pre-cast spells (*False Life* (Extended), *Mage Armor* (Extended))

Zombie Wolf (may be summoned): Medium Undead; HD 2d12+4; hp 26; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, bite); Full Atk +4 melee (1d6+2, bite); SA Trip; AL NE; SV Fort +1, Ref +1, Will +4.

Encounter Eight: Slaughter at the Warehouse

Leufred Jordanes: Male Human Rog5/Asn10; CR 15; Medium Humanoid (Human); HD 15d6+30; hp 92; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +10/+5; Grp +10; Atk +15 melee (1d4+2/17-20, *dagger +2*); Full Atk +15/+10 melee (1d4+2/17-20, *dagger +2*); SA Death Attack (Fort DC25), Sneak Attack +8d6; SQ: Evasion, Hide in Plain Sight, Improved Uncanny Dodge, Uncanny Dodge; AL LE; SV Fort +4, Ref +13, Will +4; Str 10, Dex 17, Con 14, Int 16, Wis 10, Cha 14.

Skills and Feats: Appraise +11, Bluff +20, Diplomacy +17, Disguise +22, Escape Artist +14, Forgery +20, Gather Information +20, Hide +21, Intimidate +19, Move Silently +11, Open Lock +7, Sleight of Hand +9, Tumble +21; Blind Fight, Combat Expertise, Deceitful, Improved Critical – Dagger, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: Assassin's dagger, masterwork studded leather, amulet of health +4, bracelet of friends, cape of the montebank, dust of illusion, oil of keen edge, ring of mind shielding, vest of escape.

Spells Prepared (3/3/3/1; base DC = 13 + spell level): 1st—[*Obscuring Mist x2*, *Spider Climb*]; 2nd—[*Getaway x2*, ~~*Undetectable Alignment*~~]; 3rd—[*Deeper Darkness*, *Misdirection*]; 4th—[*Greater Invisibility*].

Kyton, Advanced (2): CR 10; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 16d8+32; hp 104 each; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +16; Grp +18; Atk +18 melee (2d4+2/19-20, chain); Full Atk +18/+18 melee (2d4+2/19-20, 2 chains); Space/Reach 5'/10'; SA Dancing Chains, Unnerving Gaze; SQ: Damage Reduction 5/silver or good, Darkvision 60', Immunity to Cold, Regeneration 2; AL LE; SV Fort +12, Ref +12, Will +10; Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12.

Skills and Feats: Climb +21, Craft (Blacksmithing) +25, Escape Artist +21, Intimidate +20, Listen +21, Spot +21, Use Rope +2; Alertness, Cleave, Combat Reflexes, Improved Critical - Chain, Improved Initiative, Power Attack.

Chain Golem, Advanced: CR 8; Large Construct; HD 19d10+30; hp 135; Init +2; Spd 30 ft. (can't run); AC 21, touch 11, flat-footed 19; Base Atk +14; Grp +22; Atk +22 melee (1d8+8 plus wounding, chain rakes); Full Atk +22/+22 melee (1d8+8 plus wounding, 2 chain rakes); Space/Reach 10'/15'; SA Chain Barrier, Wounding; SQ: Construct Traits, Magic Immunity, Resistance to Ranged Attacks; AL N; SV Fort +5, Ref +7, Will +5; Str 26, Dex 15, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Combat Expertise, Dodge, Improved Disarm, Improved Trip.

Encounter Eight: Too Late!

Chain Golem, Advanced: CR 8; Large Construct; HD 19d10+30; hp 135; Init +2; Spd 30 ft. (can't run); AC 21, touch 11, flat-footed 19; Base Atk +14; Grp +22; Atk +22 melee (1d8+8 plus wounding, chain rakes); Full Atk +22/+22 melee (1d8+8 plus wounding, 2 chain rakes); Space/Reach 10'/15'; SA Chain Barrier, Wounding; SQ: Construct Traits, Magic Immunity, Resistance to Ranged Attacks; AL N; SV Fort +5, Ref +7, Will +5; Str 26, Dex 15, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Combat Expertise, Dodge, Improved Disarm, Improved Trip.

Appendix B – New Rules

New Classes

Deepwood Sniper (as presented in “Masters of the Wild”)

Hit Die: d8

<i>Lvl</i>	<i>BAB</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>
1	+1	+0	+2	+0	Keen arrows, Range increment bonus +10 ft./level,
2	+2	+0	+3	+0	Concealment reduction 10%, <i>magic weapon</i> , Projectile improved critical +1

Class Skills: Balance, Climb, Craft(bow-making), Escape Artist, Hide, Knowledge(nature), Listen, Move Silently, Profession, Search, Sense Motive, Spot, Survival, Swim

Class Features:

Weapon and Armor Proficiency: Deepwood snipers gain no weapon or armor proficiencies. All weapon related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus a normal arrow fired by a deepwood sniper has a threat range of 19-20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase +10 feet (added after all multipliers). Thus, a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet x 1.5 + 100 feet).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment. Her miss chance drops by an additional 10% per four deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by 1. Thus, an arrow that normally deals damage x3 on a critical hit instead does damage x4 in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Master of Chains (as presented in “Sword and Fist”)

Hit Die: d10

<i>Lvl</i>	<i>BAB</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>
1	+1	+0	+2	+0	Scare
2	+2	+0	+3	+0	Climb fighting
3	+3	+1	+3	+1	Greater weapon focus – spiked chain
4	+4	+1	+4	+1	Chain bind
5	+5	+1	+4	+1	Chain armor, double chain
6	+6	+2	+5	+2	Extra lash, Deflect attacks

Class Skills: Balance, Climb, Craft(metal-working), Escape Artist, Hide, Intimidate, Open Lock

Class Features:

Weapon and Armor Proficiency: The master of chains is proficient with no weapons, and no type of armor or shield.

Scare (Ex): By rattling his chains as a standard action, the master can induce *fear* in a creature as the spell of the same name, using his class level as the caster level (see the *Player's Handbook*). The master can use this extraordinary ability only once per day.

Climb Fighting (Ex): If master of chains is climbing on a rope or chain, he suffers no penalty to attacks and foes gain no bonus to attack him, rather than the master of chains losing his Dexterity modifier while climbing and his enemy gaining a +2 on attack rolls against the master of chains. If the master of chains is hanging from a chain that has the ability to swing more than five feet, he can use that to his advantage and gain a +2 dodge AC bonus.

Greater Weapon Focus: As per the feat in the *Player's Handbook*.

Chain Bind (Ex): At 4th level, the master of chains can use his weapon and a quick application of a lock (the whole process requiring a full-round action) to bind a single Small, Medium, or Large creature. This should be treated as an attack with a net, except that the Escape Artist check has a DC of 25, and the burst DC is 30. A chain at least 10 feet long is required to accomplish this. If it is a spiked chain, the entangled creature suffers 1 point of damage per round while entangled unless they remain motionless.

Chain Armor (Ex): At 5th level, a master of chains can wrap himself in chains (as long as he has at least 20 feet of chain) to provide him with a +5 armor bonus to AC. For him, there is only a –2 maneuver penalty, no max Dex modifier, and a 30% arcane spell failure chance. Speed is not affected.

Double Chain (Ex): At 5th level, the master of chains can choose to use a spiked chain as a double weapon instead of a weapon with reach. (Each round, he can switch how he uses it.)

Extra Lash (Ex): At 6th level, a master of chains inflicts an additional +1d6 points of damage with a spiked chain, slashing the foe with extra slack in the chain. He must use the full attack action to use this ability.

Deflect Attack (Ex): As a move-equivalent action, a 6th level master of chains can use a spinning chain to provide a +4 deflection AC bonus against all attacks coming in from a chosen 180-degree arc.

New Feats

Sharp-Shooting [Fighter, General] (As presented in *Sword and Fist*)

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisites: BAB +3, Point Blank Shot, Precise Shot

Benefit: You gain a +2 bonus to your ranged attack rolls against targets with some degree of cover. This feat provides no benefit against foes with no cover or total cover.

New Spells

Getaway (As presented in *Song and Silence*)

Enchantment (Mind-Affecting)

Level: Asn 2

Components: V, S, M

Casting Time: One standard action

Range: Personal

Area: Up to one city block/caster level

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell helps you elude pursuers by causing them to run down blind alleys, make wrong turns at intersections, and bypass obvious directional indicators during a chase. Any pursuers that lose sight of you and fails a Will save has a 50% chance of heading in the wrong direction, even in the face of physical evidence (such as a dangling rope or an open door) as your true path. *Material Component:* A fox's tail.

New Monsters

Chain Golem (as presented in *Monster Manual II*)

Medium-Size Construct

Hit Dice: 7d10 (38 hp)

Initiative: +3

Speed: 30 ft. (six squares) (can't run)

AC: 21 (+3 Dex, +8 natural) (touch 13, flat-footed 18)

Base Attack/Grapple: +9/+9

Attacks: Chain rake +11 melee (1d8+4 and wounding)

Full Attack: 2 chain rakes +9 melee (1d8+4 and wounding)

Face/Reach: 5 ft./10 ft.

Special Attacks: Chain barrier, wounding

Special Qualities: Construct traits, magic immunity, resistance to ranged attacks

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 18, Dex 17, Con –, Int –, Wis 11, Cha 1

Skills: None

Feats: Combat Expertise, Dodge, Improved Disarm, Improved Trip

Environment: Any land or underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 8-10 HD (Medium-size); 11-21 HD (Large)

Creations of the diabolical chain devils, chain golems serve as bodyguards for devils and guardians of unholy places. Occasionally, one of them is selected to carry out a special mission. When a chain golem appears on the Material Plane, it is usually delivering or retrieving an item of personal interest to its kytan master.

The body of a chain golem is composed entirely of chains that vary in size and shape, ranging from extremely thin and razor sharp to thick and mounted with barbs, spikes, and blades. A chain golem clanking screeches continuously as its chains slide around its body. Because it has a mostly humanoid shape, it is often mistaken for a chain devil.

A chain golem always obeys its master's commands to the letter, sacrificing itself in the execution of its duties if necessary. Should a chain golem's master die, the creature immediately becomes the servant of another kytan.

Combat

A chain golem typically uses its long reach to grab at foes and knock them to the ground. Then it activates its vicious chain barrier to shred the fallen creature's flesh.

Chain Barrier (Ex): As a full-round action, a Chain Golem can surround itself with a whirling, slicing shield of chains, exactly similar in effect to a Blade Barrier spell. Anyone adjacent to the Chain Golem must make a successful Reflex Save (DC 17) or take damage 15d6 damage. The chain barrier moves with the golem and serves as one-half cover for it (+4 bonus to AC, +2 bonus on Reflex saves). Maintaining the barrier once it has been activated is a standard action.

Wounding (Ex): A wound resulting from a Chain Golem's chain rake attack deals 2 points of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage.

Magic Immunity (Ex): A Chain Golem is immune to all spells, spell-like abilities, and supernatural effects that allow Spell Resistance. In addition, an electricity effect slows it (as the Slow spell) for 2 rounds (no saving throw). A fire effect breaks any slow effect on the Chain Golem and cures 1 point of damage for each 2 points of damage it would otherwise deal. A Chain Golem gets no saving throw against fire effects.

Resistance to Ranged Attacks (Su): A Chain Golem gains a +2 resistance bonus on saving throws against ranged spells or ranged magical attacks that specifically target it (except ranged touch attacks).

Appendix C – Talk of the Town

There are any number of reasons the **Adventurers** may want to make Gather Information checks throughout the course of this module. The information here should cover most eventualities.

General Information

DC Information Gained

- 1 The population of the City of Cryllor has nearly doubled since the Giant invasion of Geoff. The number of refugees now exceeds the normal population. The local townsfolk are not at all happy having to share their food, their homes, and especially their jobs with these new arrivals. Especially troublesome is the quantity of skilled craftsmen that have arrived. The situation has put a great deal of stress on the guild system within Cryllor.
- 5 Most recently Cryllor has served as a major launch point for the Keoish Royal Standards making their way into Geoff to do battle at Gorna. Many of the townsfolk seem rather upset that the Keoish armies are being sent to fight battles the Refugees should be sent to fight. “It’s their home after all.”
- 10 The Refugee Quarter has been hit with a string of bad luck for the past year. Disappearances and Crime are steadily on the rise. Even in the tightly run areas of the Dwarven Enclave have begun to suffer. The local constables simply don’t have enough manpower to protect the good citizens of Cryllor and solve the Refugee Quarter’s problems too.
- 15 Recently the talk in the Merchant’s Quarter has been about “Crazy Vitheris Jordanes” the operator of Jordanes Import Company. Seems the man’s gone completely mad! He’s apparently fallen afoul of the Dwarven Enclave in the Refugee Quarter as well.
- 20 Leufred Jordanes, on the other hand, has been making money hand over fist. His Export business is the mirror image of his younger brother’s Import business. Leufred’s ships leave so full they barely sit above the water.
- 25 Remi Jordanes, the father of Leufred and Vitheris is a retired adventurer and is rumored to be on his deathbed. Shouldn’t be too much of a surprise as to which he turns the company over to when he kicks the bucket.
- 30 Funny thing is, though, I heard there’s a little hidden stipulation in his will that if the two brothers haven’t reconciled their differences that the whole of Remi’s inheritance goes to the Church of Heironeous.

In the Refugee Quarter (reverse any Lifestyle bonus/penalty for this check)

DC Information Gained

- 10 The Refugee Quarter has been hit with a string of bad luck for the past year. Disappearances and Crime are steadily on the rise. Even in the tightly run areas of the Dwarven Enclave have begun to suffer. The local constables simply don’t have enough manpower to protect the good citizens of Cryllor and solve the Refugee Quarter’s problems too.
- 15 The Dwarven Enclave never should have trusted Vitheris Jordanes to bring in the food for the winter. If the Humans won’t trust one of their own, why should the Dwarves?
- 20 You would have thought they’d learn their lesson when the first load of food he brought in showed up half rotten, only makes sense that the next one in would be fully ruined.
- 25 Rumor has it that a dwarf named Baldrin convinced the Enclave to give Vitheris another chance. Must have made some kind of an oath to get Dwarves that had already lost a shipment of ore and half their first shipment of food to trust a man that had already let them down.
- 30 Only Thorngar the Red was willing to argue against Baldrin and look what that got him. No one’s seen him or his mates since Baldrin laid him out on the docks.

With Regards to Vitheris Jordanes specifically

DC Information Gained

- 10 Recently the talk in the Merchant's Quarter has been about "Crazy Vitheris Jordanes" the operator of Jordanes Import Company. Seems the man's gone completely mad! He's apparently fallen afoul of the Dwarven Enclave in the Refugee Quarter as well.
- 15 Vitheris has been making all kinds of absolutely horrendous trade deals recently. Just a couple of weeks ago he brought in two enormous crates of boat anchor chain all the way from Niole Dra. What the heck is he going to do with that?
- 20 Then he shafted the Dwarven Enclave three times in a row. Maybe it wasn't his fault the ore shipment was hit by pirates (or so he says), but any merchant worth his salt knows when food's going to go bad before it makes it to the docks.
- 25 If it wasn't for that dwarven bodyguard of his, Baldrin, I think the Enclave would have strung him up. At it was I hear they pretty much gutted his warehouse on the docks.
- 30 Sometimes I think maybe the poor lads possessed. One minute he says he's broke and ruined, the next he's cavorting around the Merchant's Quarter with a woman on each arm. The man's going to get himself killed.
- 35 I'm pretty sure he left town just under a week ago, headed to Ravonnar with that Dwarven bodyguard of his. I heard he's hoping to make some sort of a deal to get some food for the Dwarven Enclave before they string him up.

With Regards to Leufred Jordanes specifically

DC Information Gained

- 10 Leufred Jordanes has been making money hand over fist recently. His Export business is the exact opposite of his younger brother's Import business. Leufred's ships leave so full they barely sit above the water.
- 15 Leufred should be a shoe in to inherit his Father's fortune when he finally kicks the bucket.
- 20 Remi, Leufred and Vitheris' father has been pressing Leufred to help bail his brother's failing business out. Leufred has been grudgingly willing to help out, but how long can that be expected to continue. The two brothers have actually gotten into fistfights at times of the money that is owed.
- 25 Leufred is what some people might call a shrewd businessman. Others might use less pleasant terms. More than a couple of Leufred's rivals have suddenly closed up shop or decided to leave Cryllor on short notice.
- 30 I heard that Vitheris hired a Private Investigator because he thinks Leufred is involved in illegal trade. It would certainly explain why his boats leave so low in the water in the morning when they've plenty of room left when the sunsets.

With Regards to the Catacombs

DC Information Gained

- 20 The Catacombs are a haven of cutthroats and villains of all sort and manner. The watch never goes in, and neither do many of the folks from the Quarter.
- 25 There's rumored to be a secret Thieves Highway through the Catacombs, an above ground road that crisscrosses the Refugee Quarter without ever being exposed to the light of day.
- 30 Lately there's been an almost albino-looking Suel man passing in and out of the Catacombs at night. Has even the 'ghouls' of the Catacombs on edge.
- 35 Even rumors that once a week he comes out with a line of folks strung out behind him on a chain. Takes 'em off to the docks and puts 'em on a boat. But I don't know where they go from there.

Appendix D – Crime & Punishment

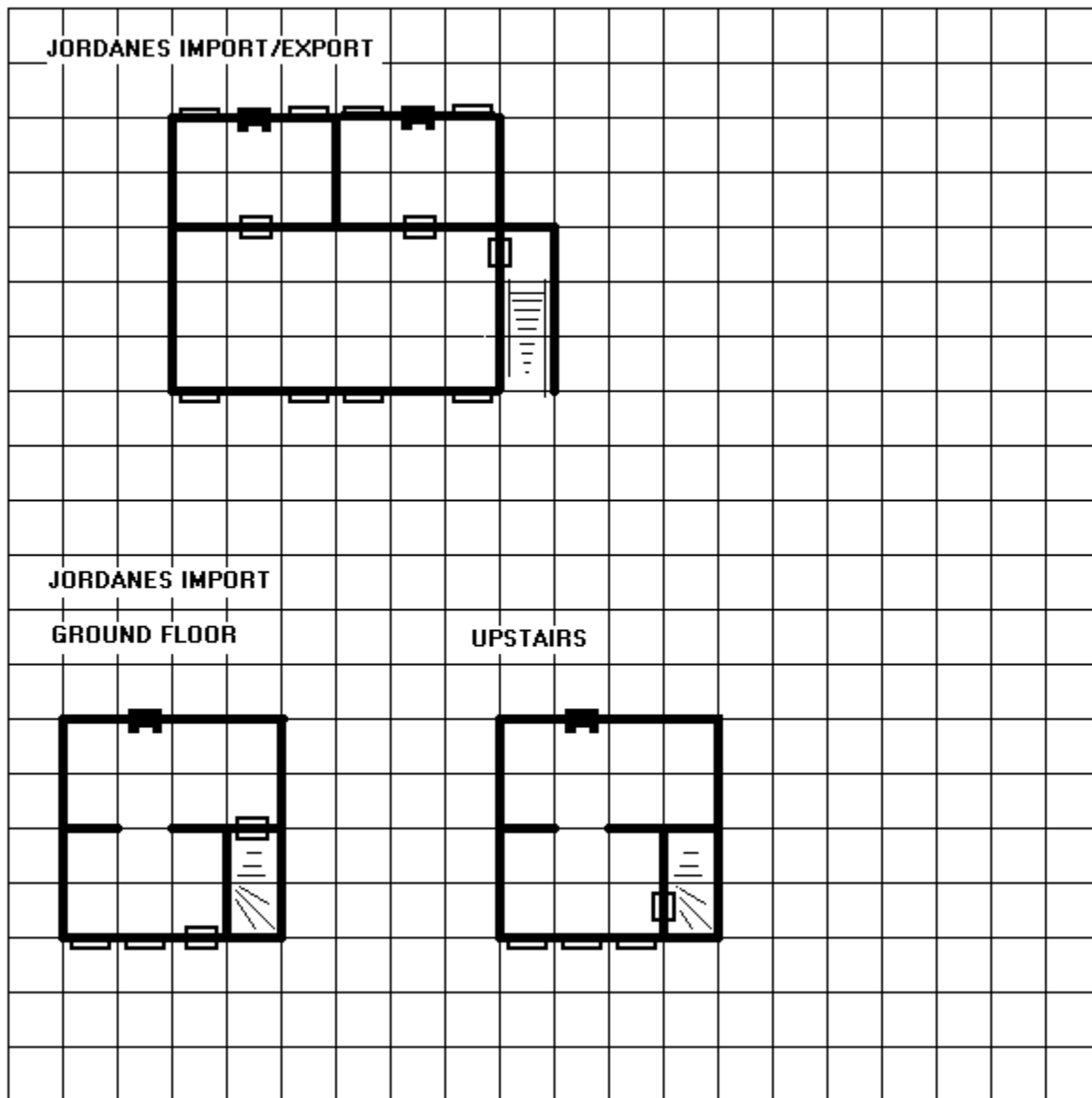
In any city-adventure the path of the Adventurer is not always necessarily the path that local law-enforcement official recommend. Below is a list of offenses that, hopefully, will not need to be enforced on the Adventurers throughout the course of this module. In cases where there is a range of possible punishments, allow the Adventurer (or his appointed representative) to make a Diplomacy check. For every 5 points over 25, reduce the sentence by one step to the minimum sentence. An Adventurer with the skill Profession (Barrister) may reduce the sentence by 1 step for every 5 points over 15. Lifestyle modifiers of both the guilty party and/or the representative apply to this check. Adventurers can also cash in Favors to reduce the sentence at one step per favor. Appropriate Favors would include favors from Deputy Constable Hennig, the Secretary to the Lady Regent, and the Lady Regent herself (which should count as 2 favors).

Crime	Punishment
Fleeing the Scene of a Crime	Imprisonment (4/2/1/Warning TU)
Assaulting a Constable	Imprisonment (26/12/4/1/Warning TU)
Killing a Constable	Death* / Imprisonment and Banished (156/104/52/26/12/4 TU)
Killing a Government Official	Death**
Murder of a Citizen of Cryllor	Death* / Imprisonment (104/52/26/12/4 TU)
(note: this does not apply to refugees)	
Obstructing an Official Investigation	Imprisonment (52/26/12/4/1/Warning TU)
Defrauding the Count's Officials	Imprisonment (26/12/4/1 TU) and Fine of 3xDefrauded amount
Jumping Bail	Double Maximum Sentence, no Diplomacy Check
Accomplice to any of the Above	Half the Sentence of the Guilty Party, Warning if sentence reduced to 1 TU or less.

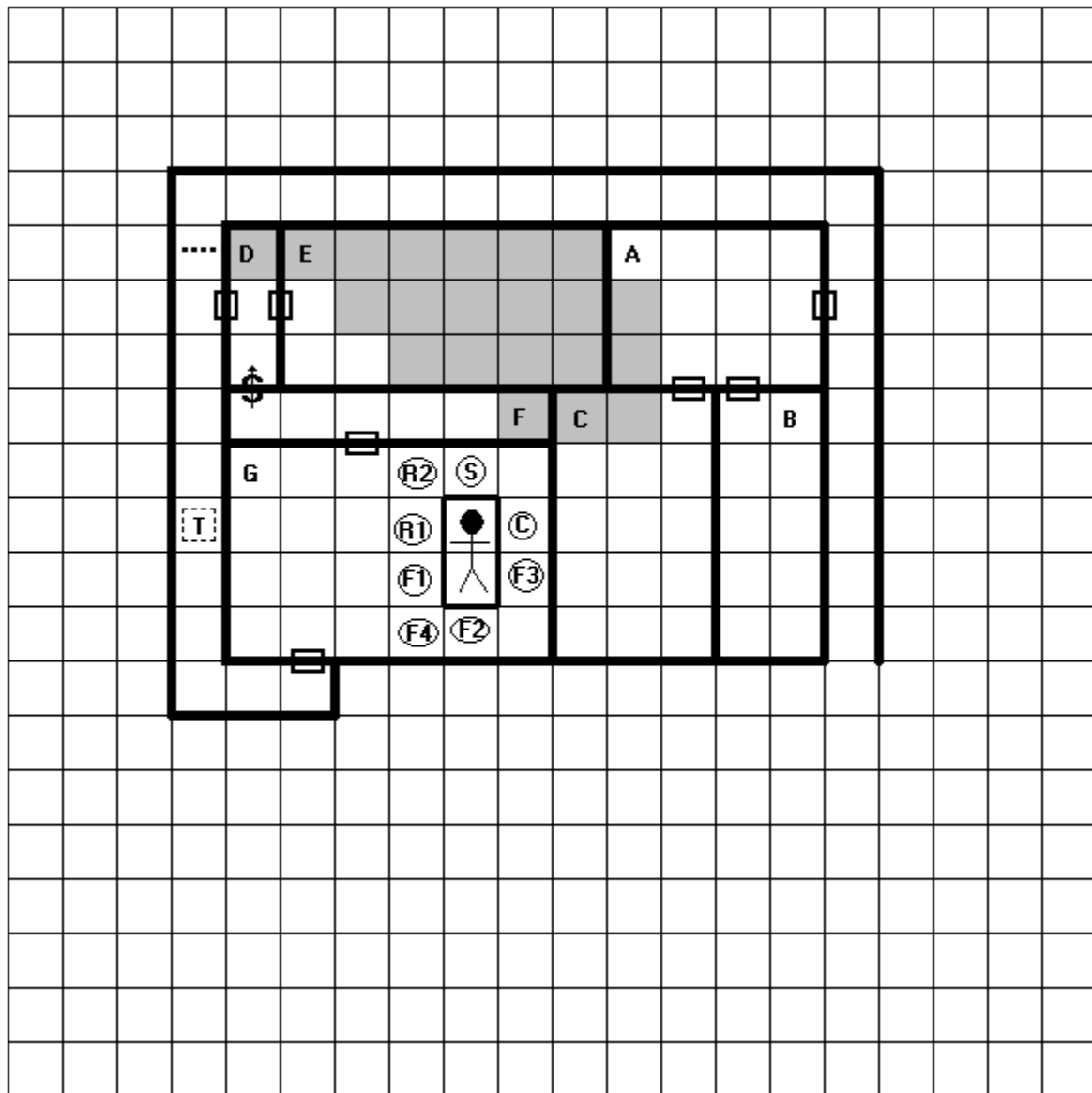
* The Guilty Party may be raised, but is banished from Cryllor.

** The Guilty Party is branded and will not be raised by any NPC in Keoland. Unless the Adventurers are able to raise them, the Guilty party is permanently dead. If the PCs can raise the Guilty Party, the brand marks them as banished from Cryllor.

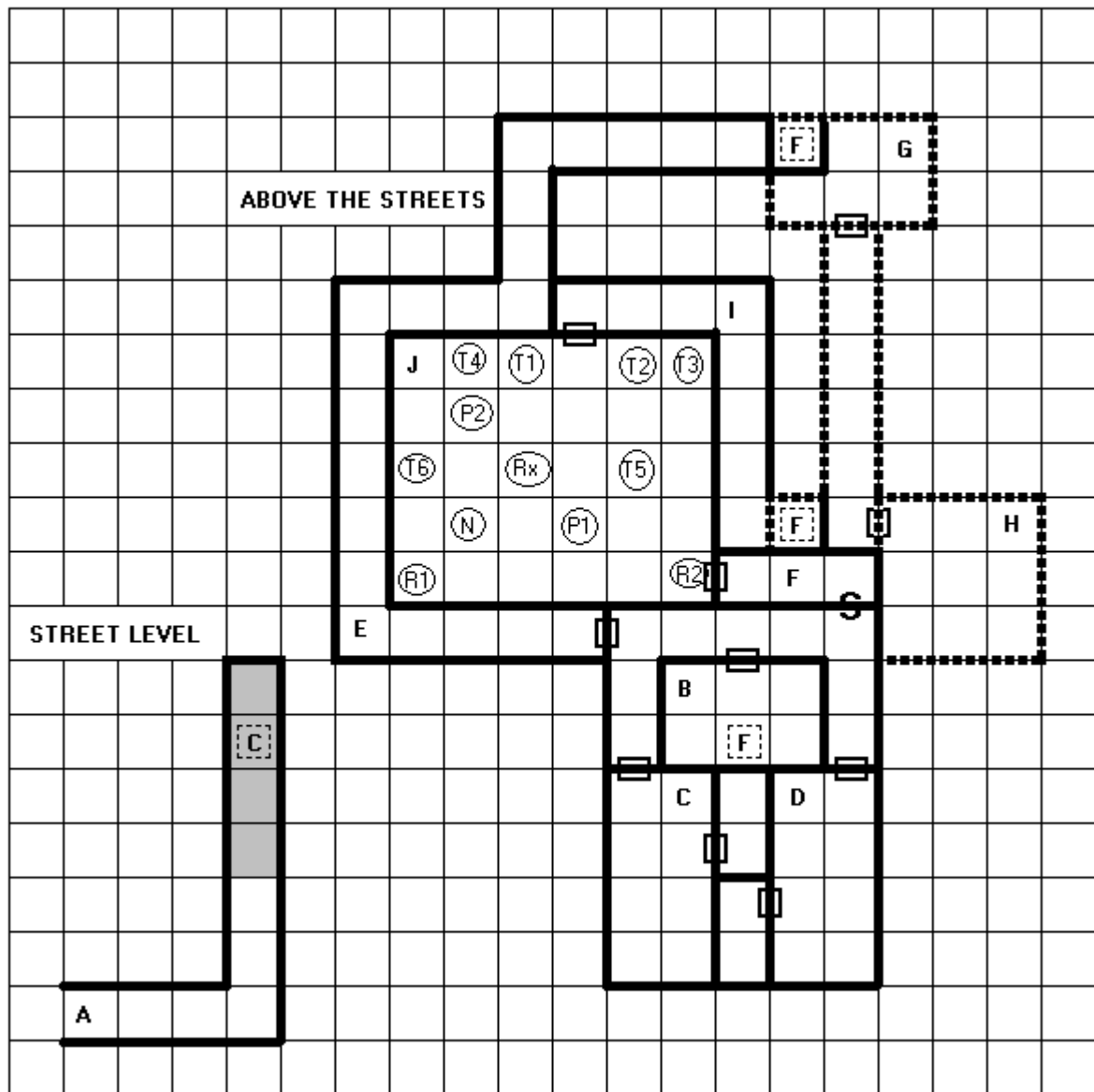
DM Aid One – Jordanes Import & Export



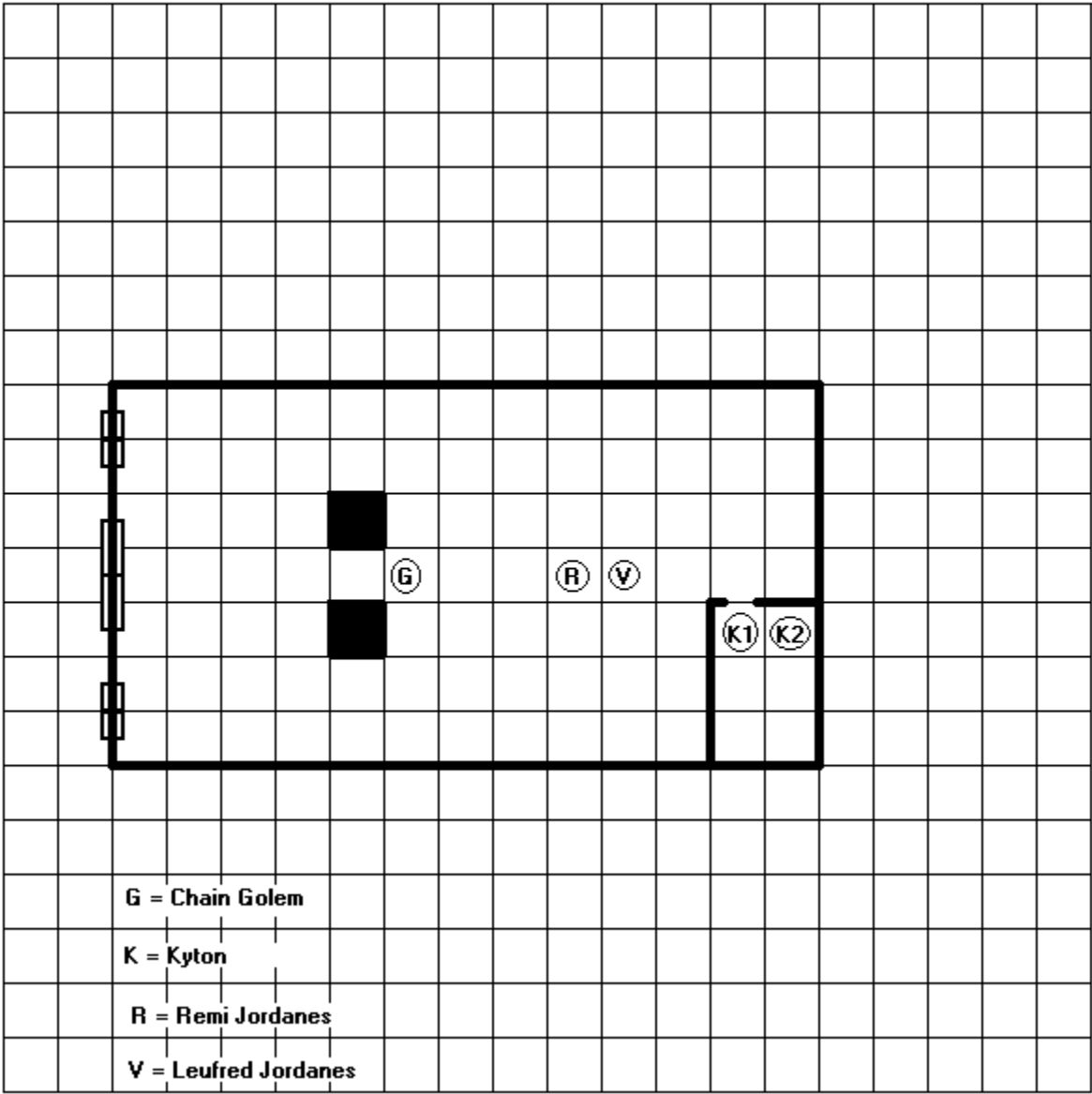
DM Aid 2 – Cult Hideout in the Catacombs



DM Aid 3



DM Aid 4



Player Handout #1: The Gnome's Letter

Master Beldere,

My father and I would be most interested in hearing what you have to discuss about my brother Leufred Jordanes. Please feel free to stop by anytime this evening. If what you mentioned in your note is true then my father will need to hear it directly from you.

May the gods watch over and protect you,

Vitheris Jordanes

Player Handout #2: Note under the door

(A hastily scribed note)

Esteemed Adventurer,

My humblest apologies for trespassing on your morning's activities, but I fear I have a matter of much urgency to discuss with you. I will await your arrival in the common room.

Sincerely,

Leufred Jordanes, Master of Jordanes Export Company

Player Handout #3: Ransom Note

We have your precious Father. If you want to seem him again before he dies, you'd best deliver 50,000 Lions to the warehouse before the sun sets. If you try to find him, He dies. If we see the guards, He dies. You don't bring the money, He dies.

We're watching you.

-The Brotherhood of the Chain

Player Handout #4: Warrant

Because of reputable evidence of sufficient weight, the bearers of this warrant are authorized to:

(check one or more)

☐ *Demand the presentation of papers, to wit _____.*

☐ *Search a location, specifically _____, for _____.*

☐ *Question an individual, specifically _____, with regards to _____.*

☐ *Arrest an individual, specifically _____, on suspicion of the crime of _____.*

Let none bar the passage of those who lawfully execute this warrant nor let any property within the County be considered sealed against them.

By order of Count Ignas Manz of the House of Bazrial, the most notable Count of Cryllor, acting through his daughter, the Lady Lora Manz, Lady Regent of Cryllor, as verified by Justice of the Peace Merla Hennig.

Merla Hennig.

Merla Hennig, Deputy Counstable for Investigations