

NAE3-01

Daughter of Idee

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

Version 1

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The old countly line may not be as extinct as once thought. What effect will this have on the tumultuous politics of Naerie?

An adventure for APLs 2-8

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-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. 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.

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in the Principality of Naerie. Characters native to Naerie pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

First, a guide to the organizations and NPCs who have a role in this story.

Organizations

House Haxx: A noble house in the Principality of Naerie. The ruler of Naerie, Prince Barzhaan, belongs to this house.

House Arxx: A noble house in the Principality of Naerie, frequently a rival to House Haxx. There are numerous other noble houses in Naerie, but only these two play a significant role in the story.

The Advisory Council: A group of nobles from various houses who discuss matters of policy with Prince Barzhaan. Critics say these nobles are just political

hostages to give the Prince's edicts some political legitimacy.

The Greyhawk Wars: a series of conflicts that spread across the subcontinent of the Flanaess less than twenty years ago and overturned much of the status quo.

The United Kingdom of Ahlissa: A successor state to the vast empire known as the Great Kingdom of Aerdy. Its capital is Kalstrand. The United Kingdom of Ahlissa arose after the Greyhawk Wars, and in many people's minds, inherited not only the lands of the Great Kingdom, but also the Great Kingdom's legacy of evil and corruption. Ahlissa annexed Naerie after freeing it from the Scarlet Brotherhood.

The Idee Volunteers: An underground organization seeking to re-establish the independence of Naerie, under its former name of Idee.

NPCs

Count Fedoric: One of the last rulers of Idee when it was independent. Count Fedoric is dead.

Lord Euric: A member of House Arxx; also a member of the Advisory Council. Other NPCs may refer to him, but he does not actually appear in the scenario.

Gauterit: A young naïve man who works for Lord Euric; the players' liaison with the Council.

Remismund: A priest of Heironeous; secretly, a supporter of the Idee Volunteers.

Fara: A zealot; a member of the Idee Volunteers.

Pepin: A sinister man who breeds beasts tainted with infernal blood. Other NPCs may refer to him, but he does not actually appear in the scenario.

Liara: An agent of the Scarlet Brotherhood who has invisibly snuck into the city looking for Remismund.

Gusto: Liara's hobgoblin slave. She condescendingly calls him her "pet".

Achila: A member of the Thieves' Guild and a thug-for-hire.

Cyricus: A member of the Thieves' Guild and a thug-for-hire; a colleague of Achila. Other NPCs may refer to him, but he does not actually appear in the scenario.

Theodora Hubald: A woman from Naerie who is being sought by many people to further their own ends.

Background Story

A wing of House Haxx, relatives of Prince Barzhaan, concocted a scheme to strengthen their House's political position in both Naerie and Kalstrand. A woman named Theodora Hubald loyal to, but not a member of, their House, agreed to help. The plan was to present her as the long-lost daughter of Count Fedoric of Idee, born out of wedlock and only recently discovered to be the last heir of the old countly line. She would then marry a prominent member of House Haxx, perhaps even the

Prince himself, thereby strengthening Ahlissa's claim to the principality and entrenching House Haxx as rulers of it.

To establish the legitimacy of Theodora's claim, her backers used Remismund, a Heironean priest in Naerie, as their pawn. Remismund was known to favour the independence movement, the Idee Volunteers, and had in the past spoken out on their behalf. His word would be powerfully persuasive to those who doubted the honesty of the Ahlissan government. Secretly, Remismund had been embezzling funds from the Church of Heironeous for many years and funneling them to the Volunteers. Theodora's allies knew this and turned it to their advantage. They contacted him and threatened to expose him unless he proclaimed Theodora to be the late Count's daughter. They said no more than that; Remismund wondered about their purpose, but was desperate to avoid exposure and certain excommunication, as well as the damage such exposure would do to the Volunteers' cause. House Haxx arranged a method of discreet communication: during the night, Remismund would leave his bedroom window slightly ajar. House Haxx hired a breeder of infernal beasts to kill him after he issued his announcement, in order to ensure that no change of heart would lead Remismund to reveal his fraud. The breeder, Pepin, used the open window to get his beasts inside.

From there, the plan went awry. A political rival, House Arxx, discovered the plan through a household spy. They kidnapped Theodora, planning to reveal her role and humiliate House Haxx. They also acquired documents in which members of House Haxx discussed the fraud. Before they could publicize it, however, the kidnappers quarreled over what to do with Theodora. Three wanted to follow their original course, publicizing the fraud, while the other two, Achila and Cyricus, wanted to take advantage of her new status as an heir by selling her to the Scarlet Brotherhood. The two slew their cohorts and took off with both Theodora and the documents, later contacting the Scarlet Brotherhood to arrange a meeting. Achila and Cyricus have an elemental guardian who assisted them with the kidnapping; Cyricus has gone to arrange swift passage out of Naerie while Achila meets the Brotherhood for the exchange, with the elemental as insurance in case they try to betray him.

When Achila and Cyricus approached the Scarlet Brotherhood with their offer to sell Theodora, the Brotherhood immediately recognized the opportunity and agreed to the deal. Of course, the Brotherhood had no intention of leaving the pair alive to tell anyone of Haxx's plot; One of their agents, a Suel woman named Liara, was sent to silence them and collect Theodora. Naturally, a Suel, especially a Suel with a hobgoblin slave,

would stand out like a sore thumb in the city, so she and her slave used potions of *invisibility* to sneak around; the potions lasted only a short time, but long enough to get inside and reach a Brotherhood safe house unseen. Before meeting Achila, Liara plans to interrogate Remismund to see if he has any important information about Theodora.

Now many parties seek Theodora. Although Haxx knows she has been kidnapped, they do not know by whom, and House Arxx has generously offered to assist in finding her. To this end, Councillor Euric of House Arxx has dispatched his aide Gauterit. However, Euric has not informed him of Arxx's role in the kidnapping, nor of the fraud; Gauterit knows only that the Councillor seeks the missing heir. The Scarlet Brotherhood has of course sent its own agents to the arranged meeting, with no intention of making good on their purchase offer. The Idee Volunteers have no idea that Theodora is a fraud, and want to find her and make her a figurehead for the independence movement.

Adventure Summary

The PCs meet some NPCs who give them background on the Principality of Naerie. One of them, Wulfric, introduces them to a government official, Gauterit, who in turn seeks to hire the PCs to find a missing woman. This woman is purportedly the daughter of the last ruler of independent Naerie (then called Idee), and the last in the county line.

Other factions seek the woman as well. There are the Idee Volunteers, who strive to reestablish the country's independence. There is also the Scarlet Brotherhood, who briefly controlled Naerie before its current owner, the United Kingdom of Ahlissa.

The PCs first are sent to talk to a Heironean priest, Remismund, who announced the discovery that there was an heir to the last Count. Remismund, however, is found dead at his church. The PCs then talk to an agent of the Idee Volunteers, who implores them to help her faction instead of the government.

After leaving the church, the PCs encounter a member of the Scarlet Brotherhood, who also seeks the heir but is somewhat further along in her investigation. Upon defeating her, the PCs find a map which takes them to the hideout of the missing woman's kidnappers.

Along with the missing woman, named Theodora, the PCs also find evidence that Remismund's announcement was part of a hoax to name Theodora heir and cement the Ahlissans' authority by marrying her into Ahlissan nobility. The PCs must then decide what to do with this information and whether to expose the hoax.

If you run into difficulties as the DM, there is a troubleshooting section following the various conclusions.

DM Notes on Playing in Naerie

In general, as long as the PCs are defending themselves, do not bring in the gendarmerie. If, however, the PCs are reckless with their fights, give them a reminder if an action is going to harm or kill innocent bystanders (e.g. casting *fireball* into a crowd of people). If the PC insists on taking that action, the gendarmerie will show up in 5 rounds and arrest that PC.

Any PC who is arrested is finished with the module, and in addition must pay additional TUs: 26 TUs for harming a civilian, or 52 TUs for killing one. A PC who kills a guard is arrested and executed, and all that character's possessions are confiscated; no *raise dead* is possible.

A PC who hides from the guards may continue playing until spotted. If the PC finishes the adventure without being spotted, that character is considered hunted within the city and for the next 52 TUs, may not play any adventure set in the city of Naerie.

A PC who recklessly or deliberately destroys property is imprisoned for 10 additional TUs after the adventure is over.

People in Naerie are wary of those who remind them of the Scarlet Brotherhood. A PC of pure Suel blood receives a -4 circumstance penalty to the following skills when used with human or humanoid NPCs: Bluff, Diplomacy, Disguise, Gather Information, Intimidate and Sense Motive.

Note: PCs may not begin this adventure with any pre-cast spells.

Introduction

Once the players have seated themselves, introductions have been made and you have answered any initial questions they might have read or paraphrase the following:

News has spread through the city of Naerie: an heir to the late Count Fedoric Eddri has been found! Remismund, a prominent priest of Heironeous, has announced that there is a woman in Naerie who is the Count's daughter, born out of wedlock to a chambermaid from the palace.

If any PC wishes to make a Gather information check (whether now, or later in the adventure) use the results below to gauge their success.

DC 20: Remismund is an ally of the independence movement.

DC 25: Remismund has occasionally, in his church, hidden members of the independence movement who needed to flee the country, and has arranged for them to travel thereafter to Irongate.

Once any Gather Information checks have been made read or paraphrase the following:

The Star of Aerdy tavern is crowded this evening. Everyone, it seems, is talking about Remismund's announcement. You have had to squeeze together at your table, sharing it with some others who may be unfamiliar to you but who look like adventuring types.

Give the PCs this opportunity to make introductions, if they don't already know each other. A DC 15 Gather Information check yields the following information: The Star of Aerdy was formerly named the Beehive, during the brief period that the Scarlet Brotherhood controlled the city. Before that time it was called the Iron Flagon.

Continue:

The waiter who brings your order sets down your glasses and remarks, "You hear about Count Fedoric's heir? It's pretty exciting, isn't it? When I was little, my pa used to tell me the story of how the Count personally capture the famous pirate Calico Annie, who had sunk two dozen of our merchant ships! It was terrible when the redcloaks took over the country; my pa was killed fighting them, you know. He was a real patriot and always believed in the importance of the Iron League. It really meant something when the County of Idee was a member of the League. Now we're just another province of Ahlissa. Maybe it wouldn't have been so easy for them to annex us if Count Coriell had tried harder to rally the resistance to the Scarlet Brotherhood. He's not the man his father was, that's for sure. Much good he does anyone hiding in Irongate now."

DM's Note: Before the Greyhawk Wars about 10 years ago, the Iron League was an alliance of small countries on the southern rim of Ahlissa: Onnwal, Irongate, Idee, Sunndi, the Lordship of the Isles and the dwarves of the Iron Hills. Now Onnwal is partially occupied by the Scarlet Brotherhood, the Lordship of the Isles is a Brotherhood ally, and Idee has been absorbed into Ahlissa as the Principality of Naerie. Players may gain this information with a DC 15 Knowledge (local

[Splintered Suns]), or a DC 10 Knowledge (history) check.

DM's Note: Coriell was the last Count of Idee, overthrown by the Scarlet Brotherhood during the Greyhawk Wars. Count Fedoric Eddri was Coriell's father. Player's may gain this information through a DC 8 Knowledge (local [Splintered Suns]) check, or a DC 12 Knowledge (history) check.

When the PCs have digested this news read or paraphrase the following:

A well-dressed merchant enters the tavern. She looks plump and prosperous, striding confidently across the room to the bar, where she announces, "Drinks for everyone!" A great cheer erupts from the room.

Ludmila is friendly but self-absorbed; she talks fast and rarely lets others get a word in edgewise.

She comes over to your table and appraises you.

"You lot look like you have some interesting stories to tell. Care to trade tales over a drink? Let me go first, as I've got some celebrating to do. I just sold a full caravan of Ratikan furs to House Arxx. They're so competitive, those Arxxi! Always trying to look the richest, the chicest, the most up-to-date. Sometimes I think they have an inferiority complex because House Haxx is in charge of Naerie and they aren't. Not that the Haxxi are guileless, but when the Prince himself is a member of your house, it's a lot easier to scheme without getting caught. All their plotting makes them paranoid, too; it took me weeks to convince them I wasn't trying to pull a fast one on them. Weeks!"

"Nobles, I tell ya. They're a pain in the you-know-what, but they're damn good for business. Now if you'll excuse me, I've some friends to meet for dinner. My name's Ludmila, by the way. A pleasure to meet you all."

She rises to go, then turns to face you again.

"A piece of advice, dearies. In Naerie, everyone's got an agenda. Probably even me."

She winks at you.

Shortly after Ludmila leaves, the barkeep comes over to you.

Wulfric is also, friendly, but obsequious.

"Gentlefolk, my name is Wulfric. I apologize if Ludmila was disturbing you. She doesn't know when to mind her own business. I would have come over to you sooner, but I had to interrupt a discussion before

it turned into an argument. I want no fights in my bar! They never should have brought up the subject of the Idee Volunteers: you know, the so-called independence movement. All the Volunteers do is complain about the Ahlissans. They're ungrateful wretches, if you ask me. If it hadn't been for the Ahlissan army, we'd never have gotten rid of those Scarlet Brotherhood invaders. Ever since we were incorporated into the United Kingdom of Ahlissa, life here in Naerie has been much calmer. If the Ahlissans get a little heavy-handed at times, that's a small price to pay for being free of the redcloaks.

"Speaking of the Ahlissans, one of my regular customers is looking for a group of discreet investigators. You look like capable adventurers. Perhaps you would be interested. He'll be here later if you wish to speak to him. I'll send him over to you. His name is Gauterit."

Encounter 1: An Offer

Summary: Gauterit asks the players to find Count Fedoric's heir.

This encounter follows directly on from the Introduction. Read or paraphrase the following:

A tall man in fine clothing enters the tavern. He speaks for a moment to the bartender, and then approaches your table. He wears blue and maroon livery, and a badge decorated with a round field striped alternating yellow and green, four stripes of each, top stripe is yellow. The border is a stylised chain in yellow. In the middle is a green ship and underneath that a yellow scroll. To the top left of the ship is a small shield with a blue bull on a red field.

PCs who wish may make several skill points at this juncture to discover more information about this man.

The Livery: A DC 15 Knowledge (nobility) check or a DC 20 Knowledge (local [Splintered Sun]) check reveals that blue and maroon are the colours of House Arxx.

The Badge: A DC 15 Knowledge (nobility) check or a DC 10 Knowledge (local [Splintered Sun]) check reveals the decoration on the badge is the symbol of the Advisory Council, a group that assists Prince Barzhaan in ruling Naerie. An additional DC 20 Knowledge (nobility) check or a DC 15 Knowledge (local [Splintered Sun]) check reveals that the Council comprises a mix of prominent citizens and Ahlissan nobles.

When the stranger is allowed to start read the following:

"Greetings, adventurers," he says. "Allow me to introduce myself. I am Gauterit; I work for Councillor Euric. Wulfric told me you might be interested in a job. I'd like to speak to you in private."

If the PCs agree, he takes them to a private dining room. If they do not agree, he asks again; if they decline a second time, the adventure is over for them. Once the PCs have accepted his invitation, continue:

"I need your help. You've heard Remismund's news, no doubt. Unfortunately, the situation is complicated. Remismund has not revealed the name of the Count's heir. The Council doesn't know where she is, much less who she is. Furthermore," he lowers his voice, "the Council fears that agents of the Scarlet Brotherhood will find this woman and kidnap her, taking her south for indoctrination. In their hands, the Count's sole heir would be a potent weapon against our legitimate government. Will you find her and bring her to the Council, so that we may protect her? If you find her, Lord Euric will pay you each a reward of [APL x 50] gp and he will help you out when you need a favour in the future."

Allow the PCs to respond, but do not address their questions yet. After a few moments, Gauterit will continue:

"Now, the Council has learned that the Scarlet Brotherhood has arranged to transport her out of Naerie at dawn tomorrow on one of the ships in harbour. We don't know which one, and we don't have time to question the crew of each one, so our best hope is to find this woman before the Brotherhood does. As you can tell, time is of the essence."

Any PC who made a Knowledge check as described above will recognize Euric as one of the Ahlissan nobles who sits on the Council, a member of House Arxx.

Additionally, a DC 20 Knowledge (local [Splintered Sun]) check or a DC 25 Knowledge (nobility) check will reveal that Euric is also a follower of Zilchus and a member of the Golden Capons, a merchant clique.

Gauterit will answer a few questions. Here are some possible inquiries the PCs may make. These questions and answers can be given in any order; you need not follow the order listed here.

Q: Why can't you find her yourself?

A: *I am busy with Council work; we are always short staffed and underfunded. Besides, I have no idea where to look.*

Q: Why us?

A: *We need brave adventurers. Our gendarmerie is no match for the Brotherhood.*

Q: Do you have any suggestions on where we begin looking?

A: *I recommend speaking to Remismund. He may have more information that he has not publicly released.*

Q: Where might we find Remismund?

A: *He works and resides at the Righteous Temple of Heironeous on Shepherd Street.*

Q: Why haven't you gotten that information from Remismund yourself?

A: *He doesn't get along very well with the Council.*

Q: Why not?

A: *We share some... political differences. It wouldn't be appropriate for me to say more.*

Gauteric will provide a description of Remismund if the PCs ask for it, but will not volunteer it. (He assumes they already know what Remismund looks like.)

Q: How do you know the Scarlet Brotherhood hasn't already found this heir?

A: *We don't, of course. However, they probably did not start with any more information than we did, so we hope that it will take them time to find her. Of course, they might begin by talking to Remismund themselves; or doing worse than talking.*

Q: Who the heck is this Count you speak of?

A: *You're not from around here, are you? Fedorick Eddri was Count of Idee about twenty years ago; he died without any direct heirs, and was followed by his cousin, Count Coriell. Coriell, of course, was the last ruler of free Idee, back before the Greyhawk Wars. Coriell's in exile in Irongate now, and refuses to see anyone.*

Q: Who is Councillor Euric?

A: *The Honorable Lord Euric is a member of House Arxx and one of the most powerful members of the Council.*

Note: Any PCs who succeeds at a DC 20 Sense Motive check will understand that Gauteric is inflating Euric's level of prestige.

A DC 15 Knowledge (local [Splintered Sun]) or a DC 15 Knowledge (nobility) check or a DC 25 Knowledge (history) check or, later, a DC 15 Gather Information check will tell the players that the Advisory Council is a group of nobles and other prominent figures who discuss matters of policy with Prince Barzhaan. Some critics have charged that they are just political hostages to give the illegal edicts of the Prince some legitimacy.

Q: Which House does Councillor Euric belong to?

A: **House Arxx.**

Q: May we speak with Councillor Euric?

A: *Unfortunately the Councillor has been very busy lately, but I can schedule a meeting with him in... [pulls out a small book and checks it] three days.*

Q: What is the relationship between House Arxx and House Haxx?

A: *Although the two Houses do not always get along, Arxx is no enemy of Haxx, unlike some other Houses I might name. But I've already said too much and this is not really on topic.*

A DC 20 Sense Motive check will determine that the first sentence, about the relationship between Houses Haxx and Arxx, is basically sincere but is also glib, as if Gauteric has repeated it many times. Gauteric will not discuss this matter further, but a DC 18 Knowledge (nobility) check will reveal that House Oedil and House Lyrthi have a history of opposing the interests of House Haxx.

A further DC 18 Knowledge (nobility) check will reveal further information about House Arxx: House Arxx has been networking in Kalstrand, the Ahlissan capital, trying to gain more power in Naerie. House Arxx is most prominent in the province of Menst and its capital city, Minetha. House Arxx was the first noble house to take an oath of loyalty to Prince Barzhaan, the ruler of Naerie.

If the PCs look for information about Remismund, have them make a Gather Information check, giving them information according to the table below.

DC 10: Remismund is a priest of Heironeous.

DC 12: Remismund works at the Righteous Temple of Heironeous on Shepherd Street

DC 15: Remismund also lives there.

DC 20: Remismund is in disfavour with the upper levels of the hierarchy of the Church of Heironeous.

DC 22: Since the Church would have removed him from his position if he was not good and virtuous, his disfavour must be political in nature.

DC 25: For a brief period after the Brotherhood was driven out of Naerie in CY 586, the leaders of the Church of Heironeous debated the validity of Ahlissan rule. They eventually concluded there was sufficient evidence supporting the legitimacy of the Ahlissan government; furthermore, despite lingering questions about that legitimacy, the current government is by far the most likely means to ensure the citizenry are safe and prosperous. Sometime during the following year, Remismund fell out of favor.

DM's Note: Some parties may try to use divination spells to locate the heir. Do not suggest their use, but if the PCs think of the idea on their own, you may use the following guidelines to handle them:

Arcane eye. The spell is not practical because searching an entire city would take days, if not longer. If the PC insists on casting it, the spell works normally but finds nothing, no matter how long the PC waits.

Augury. The spell can only see into the future for about half an hour, so is unlikely to provide any long-term help.

Commune. This spell works normally. Remember that the caster must subtract the XP cost off the AR at the end of the adventure.

Divination. If the dice result indicates a success, the answer will be along the lines of "Visit Remismund," or, if the PCs have already done so, "Follow the map." The same answer is given if the caster asks anything touching on the missing heir, e.g. "What is the best way to find the heir?", "Is the heir really the daughter of the late Count?" etc.

Locate creature. The spell only finds a familiar creature; the heir is not familiar to the PCs.

Locate object. Given the lack of information the PCs have about the heir, there is no object that will help them find her.

Prying eyes. As *arcane eye*.

Scry. If the spell caster succeeds at a Scry check, he will see the heir indoors, either sleeping or reading at a desk. The room is nondescript. The magical sensor created by the spell cannot be moved, so there is no way to determine the heir's location, although the spellcaster will be able to recognize the heir if he sees her again.

Once the players go to Remismund's temple, proceed to Encounter 2.

Encounter 2: Remismund

Summary: Investigating the announcement of the newly discovered heir (Encounter 1), the players seek the person who made the announcement, the Heironean priest Remismund. They discover him dead, killed by fiendish creatures which the players may then fight.

Once the players have reached this area, read or paraphrase the following:

As you enter the church you immediately hear a clamor from towards the back, from behind a door.

Give the PCs a few moments to decide what to do; they will presumably investigate the clamour.

As you open the door, you see half a dozen people banging on a closed wooden door. They are standing in some type of parlor, which has an open side door leading to a small study. The people are calling out, "Remismund! Are you in there? We want to see you! Remismund!"

If the PCs ask about what's going on, the people will all reply at once.

One woman says, "We're here to see the priest!" An old man says, "My granddaughter is very ill. I need to find healing for her."

If the PCs try to calm the people down, have one of them make a DC 15 + APL Diplomacy check. If they succeed in quieting the crowd, they might think to listen at the door. A DC 25 +APL Listen check at the door reveals that something is moving softly inside. A second successful DC 20+ APL Diplomacy check will persuade the people to leave; give a +2 circumstance bonus if the PCs tell the crowd they are on official business, and an additional +4 if they have any sort of writ, badge, etc. The door is locked requiring a DC 15 Open Lock check or a DC 15 Strength check to open. Once the PCs have succeeded in opening the door read or paraphrase the following:

Upon entering Remismund's bedroom, you discover a horrible sight: a man lies sprawled on the floor, with disgusting creatures crawling over him.

DM's Note: The creatures are all dark red instead of their usual colour. Anyone asking about the significance of the colour may make a DC 15 Knowledge (planes) check to recognize it as a possible sign that the creatures are fiendish or half-fiendish in nature.

The people outside flee screaming when they see the monsters, and will be gone by the time the battle is over.

The door creaks when it opens, so there is no surprise round for either side. The room is 30 ft. by 30 ft. (6 squares x 6 squares). Remismund's body is in the centre of the room, with the creatures adjacent to it.

Creatures: The following creatures are present in the room:

APL 2 (EL 3)

➤ **Medium-sized Fiendish Monstrous Scorpions (2):** hp 15, 14; see Appendix 1.

APL 4 (EL 6)

➤ **Fiendish Giant Wasps (2):** hp 37, 35; see Appendix 1.

APL 6 (EL 7)

➤ **Half-fiend/Half-boggle, advanced:** hp 70; see Appendix 1. See Appendix 1.

APL 8 (EL 9)

➤ **Half-fiend/Half-boggles, advanced (2):** hp 70, 67; see Appendix 1. See Appendix 1.

DM's Note: at APL 6 and APL 8, the creature has already used one of its three *poison* abilities while killing Remismund. Also at those APLs, the PCs will notice huge scars on the creature's back, where, they may surmise, its wings were cut off.

Tactics: These creatures are not smart and will not attack intelligently. At APLs 2 and 4, they will attack whoever most recently injured them, or the closest creature if they have not been injured. The boggles at APLs 6 and 8 are slightly more intelligent and may use their supernatural and spell-like abilities, in addition to normal combat; if a boggle is in danger of dying, it will use *dimension door* to flee, casting defensively if necessary, and will not return. Driving off the creatures in this manner counts as defeating them.

Treasure: none.

Development: After defeating the creatures, the PCs may examine the body; the man is dead. A DC 18 Heal check reveals that he died from poison. He wears a holy symbol of Heironeous around his neck; PCs who were smart enough to ask for a description of the priest will easily see that this man matches it. Any attempt to cast *raise dead* on Remismund will be unsuccessful; his soul will refuse to return because of the deep shame he feels at his role in the plot.

A successful DC 10 Search check discovers a book lying on the desk, open to the first page, with a quill pen lying on top and a bottle of ink which has overturned and

spilled its contents onto the surface of the desk. Give the players Players' Handout: Journal.

A DC 15 Search check reveals that one of the tall windows is closed, but unlocked; the rest are locked. The windows lock from the inside, and there is a drop of about four feet from the window ledge to the alley outside.

A DC 24 + APL Search check indicates that the PCs additionally discover a thick, leather-bound book, locked with a steel clasp. (A DC 20 +APL Open Lock check is required to open it. Alternatively, a DC 15 + APL Strength check allows a PC to smash it open. Upon inspection it proves to be a ledger, with entries detailing amounts of money accrued by and spent by the church. Several recent pages have been torn out.

DM's Note: Remismund used the ledger to conceal his embezzlement. Anyone looking through it can make a DC 10 Appraise or Forgery check to determine that the ledger entries seem wrong somehow. A successful DC 18 Appraise or Forgery check reveals that the ledger contains financial irregularities.

The PCs may decide to make Track checks (i.e. Survival checks by someone with the Track feat) or Search checks outside the windows. Use the following table to determine what they find:

DC 12: There is a single set of footprints in the dirt outside the windows. It is impossible to tell where it went or came from, as the trail immediately gets lost among the dozens of other prints in the alley. The single set of prints is consistent with someone standing outside the window.

DC 16: There recent scratches on the side of the wall; there are no footprints on the wall and it seems unlikely that anyone climbed in through the window.

DC 22: The scratches are consistent with a metal cage hitting the wall.

DM's Note: although there is no way for the PCs to figure out how Remismund's killers got inside, they may wonder about it. There is an explanation, though the DM should not inform the PCs: one of the villains met earlier in the evening with Remismund and left a window ajar; later in the evening, he brought the creatures to the church, opened the window and thrust them inside, and then closed the window fully and departed.

Once the players have done all they wish to here have them make DC 15 Listen checks. Those who succeed hear soft, regular footsteps coming from the church. If no one makes the check then whoever got the highest result hears the footsteps. If the PCs wait, the footsteps repeat in a regular pattern, never coming closer. (Fara is pacing the floor in the main hall of the church.)

Once the PCs indicate they wish to investigate these sounds proceed to Encounter 3.

Encounter 3: Another Offer

Summary: After leaving Remismund's quarters (Encounter 2), the players speak to Fara, a member of the Idee Volunteers, who seek the independence of Naerie. She gives them another perspective on that issue.

This encounter follows directly on from Encounter 2. Read or paraphrase the following:

As you step into the main hall of the church, you notice a short woman in a brown cloak pacing back and forth. She lifts her head to look at you, and you recognize her as one of the people who was banging on the priest's door. The church is otherwise empty now; presumably the rest of the parishioners have fled.

The short woman comes up to you and bows. "Hail and well met, heroes," she says. "What news of Remismund?"

If the PCs tell her of Remismund's death, proceed as below. If they conceal that information, she is not distressed, of course, so adjust Fara's comments accordingly.

She is obviously distressed; she staggers and seats herself on a pew, but continues, "I am Fara. You don't seem like the type of people who'd work for the Ahlissan overlords. Can I trust you?"

She leads the PCs to a back corner. If the PCs tell her that they have agreed to work for the Council, she will say:

"Please, I beg you to reconsider! You clearly don't know as much about the political situation as you should. Hear me out."

Either way, proceed:

"Do you know the truth about the Ahlissans? They are corrupt and evil. The current Overking of Ahlissa, Xavener, has assassinated his political opponents from House Naelax, has ordered massacres of children in Kalstrand, and continues to commit atrocities against his people. Xavener's predecessor, Ivid, used a dark, horrific ritual to turn himself into an undead so he could be immortal. Then he savagely abused those who served him by turning them into undead as well.

"Have you heard of Medegia? During the Greyhawk wars, the Ahlissans completely eradicated

it. When their armies were done with it, not a man, woman or child was left alive in that poor nation. They'll do the same to us for any imagined slight. They would even trade us to the Brotherhood if it suited their purposes.

"This kind of legacy will destroy Naerie unless something is done about it."

She looks around nervously and leans in more closely. "I work with those who support the independence of Idee. When Ahlissan soldiers came to my family's cottage, looking for so-called rebels, they beat us viciously. They'd have violated my mother and me if my brother Fallon hadn't stopped them. Now, for protecting us, Fallon languishes in an Ahlissan prison with his eyes gouged out. This is what every citizen of Idee will face unless we win our independence from the Ahlissans.

"Remismund was a staunch ally of myself and my comrades, no matter how much his superiors disapproved. He was extraordinarily generous with his donations. Indeed, some might say surprisingly generous for a simple priest, but then, in our line of work, one can't look a gift horse in the mouth. Even after that terrible day when the Heironean leaders declared the legitimacy of the Ahlissans' claim to our country, Remismund was willing to aid us – healing our injured, secretly passing information, looking the other way when we used this church as a clandestine meeting place, and so forth. The church elders disapproved, but as long as he remained faithful to the tenets of Heironeous, there wasn't much they could do. His death is a terrible tragedy, and I smell the hand of the Ahlissans behind it.

"But there will be time for tears later. We need your aid in finding the Count's heir. She would be an invaluable rallying point for us. We fear that the government will find her first and marry her off to one of the Ahlissan nobles in order to cement Ahlissa's claim to the Principality. At all costs we must prevent that; so many citizens still feel loyal to the old Count that it would be a death blow to the independence movement. We must find her before they do! Will you help us? I'll match any offer the Ahlissans made.

"In fact, if you find proof that the Ahlissans are responsible for Remismund's death, I'll double your reward. Once the citizens realize how far the Ahlissans are willing to go to suppress dissent, they will distrust the Ahlissans more than ever. Many more will support us. The Prince and his entire house will be humiliated."

Allow the PCs time to discuss this second offer and decide how to handle it. If they decline to help Fara, she

will be disappointed, but will take no further action. The party may have some questions for Fara. These questions and answers can be given in any order; you need not follow the order listed here.

Q: Why should we help you instead of helping the legitimate government of Naerie?

A: *Ahlissa is not the legitimate ruler of Idee! When they took over from the Scarlet Brotherhood we merely exchanged one set of masters for another. We want is the right to govern ourselves, to control our own destiny. Don't all people deserve that?*

Q: The Ahlissans are necessary to protect the country from the Scarlet Brotherhood.

A: *Bah! Another Ahlissan exaggeration. A free Idee will be well-placed to defend itself from those red-garbed tyrants. After all, we'll have the help of the Iron League. Irongate never fell to the Brotherhood and with their knowhow and advice, neither will we! They were only able to conquer us because they took us totally by surprise; we didn't even know they existed. Now that we know, they won't be able to subjugate us again. But we must get the Ahlissan oppressors off our backs first!*

Q: Do you really expect this heir to fight the Overking himself?

A: *Of course not. But she will attract people to our cause and show the Ahlissans that we want to be free.*

Q: How will we find you?

A: *Meet me here at the church. I'll wait for you each day.*

When they are done asking questions, Fara says:

"Now go! The gendarmerie will have been alerted by now and are on their way to investigate. You surely don't want to waste time answering awkward questions."

When the players leave, proceed to Encounter 4.

Encounter 4: The Brotherhood Appears

Summary: The players leave Remismund's church (the location of Encounters 2 and 3) and discover agents of the Scarlet Brotherhood. Unbeknownst to the players, these agents are also seeking the heir, and plan to question Remismund. Since the agents cannot afford to be discovered within the city, they attack the players on sight.

This encounter follows directly on from Encounter 3.

Upon leaving the building, you turn a corner and come upon a pale woman dressed all in leather, leading a hooded humanoid by a leash composed of a metal chain. She looks startled but quickly recovers and snarls something, whether at you or at her companion is not clear.

PCs who speak Suloise or Ancient Suloise (which are actually the same language) will understand it as, "Attack, my pet!"

Unless a PC has chosen to Hide (without any prompting from the DM), there is no surprise round. Any PC who is Hiding, however, will get a surprise round, as will Liara if she succeeds at her Spot check.

Liara and Gusto begin combat 25 feet (5 squares) apart from each other and 60 feet (12 squares) from the PCs.

APL 2 (EL 3)

☛ Liara, female human Mnk1: hp 10; see Appendix 1.

☛ Gusto, male hobgoblin Mnk1: hp 11; see Appendix 1.

APL 4 (EL 6)

☛ Liara, female human Sor1/Mnk3: hp 27; see Appendix 1.

☛ Gusto, male hobgoblin Mnk4: hp 35; see Appendix 1.

APL 6 (EL 8)

☛ Liara, female human Sor1/Mnk5: hp 41; see Appendix 1.

☛ Gusto, male hobgoblin Mnk6: hp 51; see Appendix 1.

APL 8 (EL 10)

☛ Liara, female human Sor1/Mnk7: hp 55; see Appendix 1.

☛ Gusto, male hobgoblin Mnk8: hp 67; see Appendix 1.

Tactics: Liara and Gusto will do their best to first attack anyone who looks like a spellcaster, using Tumble as necessary to move around. They will try to remain near each other to get flanking bonuses. They will use stunning fist every round until they run out of uses, and will prefer to attack stunned characters over any other targets (but will not attempt a coup de grace). They will always take a full attack when they are adjacent to a conscious opponent, and will use flurry of blows whenever they get to use the full attack action. Under no circumstances will Liara surrender or flee.

At APL 4, Liara has cast *mage armour* on herself and on Gusto, and each has drunk a potion of bull's strength.

In the first round of combat she will attempt to cast *shield* before wading into melee.

DM's Note: the *mage armour* and *bull's strength* bonuses are included in the stat blocks because they are pre-cast, but the *shield* bonus is not.

At APL 6, as above, except that at this APL the two have the Dual Strike feat and if they flank with each other, they get a +4 bonus to attack rolls instead of a +2.

At APL 8, as above, except that Liara has imbibed a *potion of eagle's splendour*; she will attempt to make the caster level check on a scroll of *greater invisibility* for herself, followed by a 5-foot step so the PCs don't know what square she's in. Thereafter she will use her *sandals of the tiger's leap* to make a flying kick on any spellcaster (if possible), tumbling if necessary, followed in subsequent rounds by a flurry of blows. If she is *invisible*, she will also get an extra attack from the Expert Tactician feat. The *greater invisibility* does not wear off when she dies, but it only lasts 7 rounds.

Treasure: The following treasure can be found here:

APL 2: C: 20 gp; M: *wand of cure light wounds* (63 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp).

APL 4: C: (40 gp); M: *wand of cure light wounds* (63 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *ring of protection +1* (167 gp).

APL 6: C: (60 gp); M: *wand of cure light wounds* (63 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *ring of protection +1* (167 gp), *ring of protection +1* (167 gp).

APL 8: C: (80 gp); M: *wand of cure light wounds* (63 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *ring of protection +1* (167 gp), *ring of protection +1* (167 gp), *sandals of the tiger's leap* (293 gp), *scroll of greater invisibility* (58 gp).

Development: After the combat, if the PCs Search the bodies, a DC 15 Search check reveals in Liara's belt pouch two empty vials with traces of liquid in them; a *detect magic* reveals that the liquid radiates a dim aura (DC 17 Spellcraft to determine that the dim aura is from the Illusion school.)

In addition, there is a single parchment: a crude map with directions to an address.

If Liara is subdued and interrogated (DC 10+ Liara's level Intimidate check or a DC 15+ Liara's level Diplomacy check), she will reveal that she was seeking the Count's daughter and was on her way to kidnap Remismund. She does not know that Remismund is dead and will be surprised if informed about it. She will not tell the PCs about the parchment with the address unless they ask her if she knows where the daughter is; however, the PCs will find it if they search her (as above).

The hobgoblin, who speaks only Goblin and Ancient Suloise, knows nothing; he went where Liara told him to, and followed her orders.

If, instead of searching her, the PCs seek out town guards to take Liara or her corpse, the guards will find the parchment in the street under her body and ask the PCs, "Is this yours? It was lying underneath her body."

When the players head to the address on the parchment, proceed to Encounter 5.

Encounter 5: The Secret Cottage

Summary: The players follow the map from Encounter 4 to a cottage, which turns out to be the hideout of a man named Achila. Before they can deal with Achila, they must get inside.

This encounter follows on from Encounter 4. read or paraphrase the following:

Following the map, you arrive at a small cottage on a dark street in the merchant district. It appears unoccupied. Stairs lead up to a front door, but the building's windows are all boarded over and are 10 feet above the ground. Yet this is definitely the address listed on the parchment.

If the PCs think to pry off the boards to climb in, allow them to do so, but it will take at least a minute and it will make a lot of noise. There is no access through the roof. Stairs in front lead up to a door, which is locked and trapped. The trap will trigger when anyone tries to open the door or touch the handle. Searching for traps will not trigger the trap. The trap does not reset, although at APLs 4-8 its function is to alert the guardians inside the cottage rather than harm the PCs. A DC 18 + APL Listen check at the door reveals the occasional "clank" of metal.

If the PCs have no one with the Open Lock skill, do not suggest ways to get through the door unless they are really floundering. There are two ways to get through: breaking the door with a Strength check (a maximum of 1 other character may assist) or hacking through it with weapons. Both, of course, will alert the guardian(s) inside.

APL 2 (EL 2)

☞ **Poisoned Needle Trap:** CR 2; +8 ranged (1 damage) plus greenblood oil poison (1 Con / 1d2 Con); DC 13 Fort save resists; DC 22 Search; DC 20 Disable Device.

☛ **Locked Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; DC 22 Open Lock; DC 23 Break.

APL 4 (EL 0)

🔊 **Alarm Trap:** CR 0; loud siren; DC 24 Search; DC 22 Disable Device.

🔒 **Locked Wooden Door:** 3 in. thick; hardness 5; hp 30; AC 5; DC 24 Open Lock; DC 24 Break.

APL 6 (EL 0)

🔊 **Alarm Trap:** CR 1; loud siren; DC 26 Search; DC 24 Disable Device.

🔒 **Locked Stone Door:** 3 in. thick; hardness 8; hp 45; AC 5; DC 26 Open Lock; DC 26 Break.

APL 8 (EL 0)

🔊 **Alarm Trap:** CR 2; loud siren; DC 28 Search; DC 26 Disable Device.

🔒 **Locked Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; DC 28 Open Lock; DC 28 Break.

Encounter 6: Inside the Cottage

Summary: After getting past the trap (Encounter 5), the players are now inside the hideout. With the assistance of an elemental, Achila is guarding the woman he helped to kidnap. When the players enter the hideout he will assume them to be agents of the noble House, which he betrayed, and he will attack.

This encounter follows directly on from Encounter 5. Read or paraphrase the following:

As you enter the cottage, you see a man in plate mail. He looks hostile and is moving to attack you.

How this combat begins depends on how the PCs entered the cottage.

Case 1: If the PCs enter through the front door by opening the lock and without setting off the trap, the guardian(s) inside will be unaware of their presence and the PCs will get a surprise round.

Case 2: If the trap is set off but the PCs open the lock, neither side gets a surprise round.

Case 3: If the PCs bash their way in through the door or climb in through a window, the time it takes to do so will allow the guardian(s) to hide behind doors and furniture, and each PC must make a Spot check or be surprised.

In cases 1 and 3, on the surprise round, anyone who is not surprised may take a partial action. It is possible in case 3 that no one is surprised; nonetheless, only a partial action is allowed.

The room is 40 feet by 40 feet (8 squares by 8 squares). The elemental is in the middle of the room. Achila is on the far wall from the front door, next to the door that leads to Theodora's room.

APL 2 (EL 4)

🌀 **Air Elemental, Medium:** hp 26; see *Monster Manual*, page 95-96.

👤 **Achila, Ftr 1:** hp 12; see Appendix 1.

APL 4 (EL 6)

🌀 **Air Elemental, Large:** hp 60; see *Monster Manual*, page 95-96.

👤 **Achila, Ftr 3:** hp 28; see Appendix 1.

APL 6 (EL 8)

🌀 **Invisible Stalker:** hp 52; see *Monster Manual*, page 160.

👤 **Achila, Ftr 5:** hp 44; see Appendix 1.

APL 8 (EL 10)

🌀 **Invisible Stalker, advanced:** hp 136; see Appendix 1.

👤 **Achila, Ftr 7:** hp 60; see Appendix 1.

Tactics: At APL 2, Achila will always attack whichever opponent damaged him last. At APL 4 and 6, Achila will try to attack injured opponents and, if facing multiple opponents in melee, will use full Expertise (at APL 4, -3 to hit and +3 to AC; at APL 6, -5 to hit and +5 to AC). At APL 8, Achila will position himself so as to take a full attack action whenever possible, and if facing multiple opponents, will use Whirlwind Attack to attack all of them at +11 to hit.

The elemental or invisible stalker will stay near Achila, flanking with him if possible, and will attack whomever Achila attacked last. Note that the invisible stalker gets a +2 to hit for being invisible (and the opponent loses her Dex bonus to AC) and an additional +2 to hit for flanking. Note that because the stalker is invisible, any PC it attacks is denied her Dex bonus to AC, unless she has Uncanny Dodge or the Blind-Fight feat. At APL 8, the stalker has Expert Tactician and gets one extra attack each round against a PC who is denied her Dex bonus.

Treasure: The following treasure is available here:

APL 2: L: 138 gp; C: 10 gp.

APL 4: L: 188 gp; C: 20 gp.

APL 6: L: 213 gp; C: 30 gp.

APL 8: L: 213 gp; C: 40 gp.

Development: After combat, if the PCs look around, they will see what appears to be an ordinary cottage. There is

food in the pantry; a painting on the wall (which isn't very good); knick-knacks on small tables (which were probably knocked over during combat); etc. Additionally, anyone who succeeds at a DC 20 + APL Search check discovers a small chest stuffed with papers. Give the players Player's Handouts: Documents.

The documents do not give any indication as to whether Remismund or Theodora were part of the scheme or merely pawns.

If the players capture Achila alive, they may interrogate him with a successful DC 9 + APL Intimidate check, or a successful DC 15 + APL Diplomacy check. They may try each skill once; but do not allow them any retries.

If successfully interrogated, Achila will provide the following information:

- His orders were to guard Theodora.
- He worked with a man named Cyricus. They had originally been recruited, along with three others, to kidnap Theodora from a house on Caravel Street. After taking her, the group quarreled, and the other three died. [Achila is initially evasive on this issue, but if pressed, he will admit that he and Cyricus killed them.]
- Their leader, Sigismund, was among those killed. Sigismund worked for one of the noble houses, though Achila doesn't know which. The noble house gave the elemental to Sigismund to use in the kidnapping.
- Achila doesn't know which house Sigismund worked for, but thinks it ended in the letter "x".
- After the fight, Achila and Cyricus took Theodora to this safe house and arranged to sell her to the Scarlet Brotherhood for 1000 gp.
- Cyricus was arranging their escape from the city while Achila met the Scarlet Brotherhood to complete the exchange. They were going to meet at the docks at noon the following day.

Achila will beg to be released:

"Please let me go! I'll be executed for sure for double-crossing the nobles. Please! I have some contacts who could help you out in the future."

If asked what kind of contacts, he'll reply:

"People who know things – who know how this city really works. I can't say any more than that."

Achila will indeed say no more about his contacts, even if threatened or intimidated; he knows how little his life would be worth.

Should the PCs attempt to look for Cyricus, he is not currently located within the city. No one they talk to will admit to having heard of him.

In the bedroom the PCs find a young Oeridian woman. She is manacled to the bed. If the fight lasted more than a round, she is awake and cowering; otherwise she is asleep. It is, in fact, Theodora Hubald.

When the players discover the Oeridian woman, proceed to Encounter 7.

Encounter 7: Theodora

Summary: After defeating Achila (Encounter 6), the players finally discover the woman they have been seeking. The documents they found in the previous encounter, however, may cause them to look at her in a new light.

This encounter follows directly on from Encounter 6. As soon as Theodora sees the PCs, she speaks to them. Read or paraphrase the following:

"Praise Zilchus! I feared no one would rescue me. They were going to sell me to the Scarlet Brotherhood!"

The PCs are likely to have many questions they want to ask her. She is scared but is not injured and has not been mistreated. A DC 15 + APL Diplomacy check, or a DC 12 Intimidate check, will persuade her to answer questions. These questions and answers can be given in any order; you need not follow the order listed here.

Except where noted, a Sense Motive check will always reveal that Theodora is telling the truth.

Q: Who are you?

A: ***I am Theodora Hubald. Who are you?***

Q: What are you doing here?

A: ***Two men kidnapped me and brought me here. They told me I'd be spending the rest of my days as a slave of the evil Suel. Thank you so much for rescuing me!*** [She hugs one of the PCs.]

Q: How long have you been here?

A: ***Two days, I think. They never allowed me outside.***

Q: Why were you kidnapped?

A: ***Lord Wulfric of House Haxx recently discovered that I am actually the daughter of Count Fedoric. I***

think he might plan to marry me! My kidnapping was a way for his enemies to strike out at him.

Q: Do you know a priest named Remismund?

A – if not yet confronted with the fraud: *I've heard of him. I've never met him.*

A – if already confronted with the fraud: *I've never met him, but I know he agreed to help out with our plan. He is a true patriot of Idee!*

Q: Tell us about your parents.

A: *My mother died over ten years ago. She raised me alone; I never knew my father. But she told me that he was the Count.*

[The last sentence is false; DC 10+APL Sense Motive.]

Q: That is not correct. We have proof that your paternity is a fraud.

A: (wails) *It's true. I helped create this plan along with some other true patriots of Naerie. But you mustn't tell anyone! I am doing this for the sake of Naerie. Not everyone accepts Ahlissan control. Yet Prince Barzhaan has done all he can to protect all citizens, despite the disloyalty of some. Ahlissa is the best chance Naerie has of withstanding the assault from the Scarlet Brotherhood. The Prince must solidify his rule or the Scarlet Brotherhood will capitalize on the unrest and be able to reconquer the country. The Scarlet Brotherhood murdered thousands of people when they controlled Naerie, and sent their evil humanoid troops to rape and pillage everywhere. We must never return to that horrific time. Never! The Brotherhood still has agents within the city – those fiends that kidnapped me were going to turn me over to them.*

Q: The Ahlissans aren't so nice themselves. (or, The Ahlissans have committed atrocities, too. Or any similar statement.)

A: *The Ahlissans have given Prince Barzhaan a great degree of autonomy. As long as there is no violent rebellion, they pretty much leave us alone.*

Q: What's this ledger we found?

A: *Remismund was embezzling from his own church, that hypocrite! We used the ledger as leverage to ensure he'd say what we wanted him to.*

Q: And then you had him killed!

A: *What? Is he dead? I never planned for that. You must believe me!*

Q: Who are your coconspirators?

A: *Lord Wulfric and his cousins.*

Q: What role did the Prince play in this?

A: *I don't know. I didn't know everyone who was involved. I was kept out of the loop deliberately.*

After the PCs are finished with their questions, Theodora will say:

"Please bring me to Lord Wulfric. He is my patron, and will want to know that I am safe."

Lord Wulfric is a minor Ahlissan noble who is a member of House Haxx.

Regardless of what the players do, proceed to Encounter 8.

Encounter 8: Dilemma

Summary: After finding and possibly rescuing Theodora (Encounter 7), the players should now have all the pieces of the puzzle and must decide on a solution to their, and Naerie's, dilemma.

The PCs must now decide what to do with the documents: destroy them, give them to Fara, or give them to Gauterit. Gauterit's office is easy to find, should they decide to do so. If they give the documents to Fara, go to Conclusion A. If Theodora is dead and the documents are not made public, go to Conclusion B. If the PCs release Theodora and destroy the documents, go to Conclusion C. If they turn the documents into Prince Barzhaan, go to Conclusion D. What they do with Theodora doesn't really matter; if taken into custody, she could be set free afterwards (according to the conclusion), or if set free she could be subsequently captured by the authorities.

If the PCs give the documents to Gauterit, he says:

"This information could completely upset the political status quo. I would greatly appreciate it if you would swear to say nothing to anyone about this, and give me the documents so that Councillor Euric may decide how this matter should best be handled."

If the PCs agree, go to Conclusion E. If they decline, go to conclusion A, C or D, as appropriate.

Allow the PCs plenty of time to discuss the decision. Regardless of what the PCs decide to do, there are no personal ramifications: they are not subject to arrest, paladins are not in danger of violating their Code of Conduct, etc.

Treasure: Depending on the fashion in which the module is resolved Lord Euric may pay the PCs the reward that he promised them.

APL 2: C: 100 gp.

APL 4: C: 200 gp.

APL 6: C: 300 gp.

APL 8: C: 400 gp.

Conclusions

Conclusion A: The PCs Give Fara The Documents

Fara exposes the fraud and Theodora, if alive, is arrested for treason. Although the Prince is not personally implicated, public opinion on both the Prince and House Haxx drops; many citizens no longer trust them to rule honestly and honourably.

DM's Note: With any other conclusion, Fara will not wait for the PCs and they will be unable to find her.

The PCs receive: Disfavour of House Haxx, Disfavour of House Arxx, and Favour of the Idee Volunteers.

Conclusion B: Theodora Is Dead And The Documents Are Not Made Public

Funerals are held both for Remismund and for Theodora. Prince Barzhaan uses this opportunity to declare a new era for Naerie, an era of peace and prosperity under Ahlissan protection, but many do not entirely trust his words.

The PCs receive: Disfavour of House Arxx, Disfavour of the Idee Volunteers. (They don't receive the Favour of House Haxx since no one from that House ever discovers the PCs role in the events of the module.)

Conclusion C: Theodora Is Released; The Documents Are Destroyed

Theodora marries the Prince's cousin, a member of the House of Haxx. The Prince holds a grand festival celebrating the cementing of ties between Ahlissa and old countly line of Idee.

The PCs receive: Favour of House Haxx, Disfavour of House Arxx, and Disfavour of Idee Volunteers.

Conclusion D: Prince Barzhann Receives the Documents

Theodora marries the Prince's cousin, a member of the House of Haxx. The Prince holds a grand festival celebrating the cementing of ties between Ahlissa and old countly line of Idee.

The PCs receive: Favour of House Haxx, Disfavour of House Arxx, and Disfavour of Idee Volunteers.

Conclusion E: Gauterit Receives The Documents

If Theodora is alive, she marries a noble from House Arxx instead of a noble from House Haxx, and House Arxx is

well placed to claim rulership of Naerie should Prince Barzhaan die or be unable to carry out his duties.

If Theodora is dead, House Arxx makes the documents public and takes advantage of the ensuing scandal to strengthen their position in Kalstrand. Prince Barzhaan and House Haxx are humiliated in the forum of public opinion.

The PCs receive: Favour of House Arxx, Disfavour of House Haxx, and Disfavour of Idee Volunteers.

For all conclusions, if the PCs released Achila, they each receive 1 influence point with the Thieves' Guild of Naerie.

The End

Rewards

Any PC who earned a Favour in this adventure may trade in favours of that type for access to a weapon or armour enhancement as outlined below. Each disfavour of the same type raises the cost of access by one favour. For example, a PC with three disfavours of the Idee Volunteers must trade in five favours for access: two favours as outlined below, plus three additional favours to negate the three disfavours.

Two favours of House Haxx grants access to the Light Fortification armour or shield enhancement. (Frequency: any)

Two favours of House Arxx grants access to the Shock weapon enhancement. (Frequency: any)

Two favours of the Idee Volunteers grants access to the Keen Weapon enhancement. (Frequency: any)

Troubleshooting

If the PCs head down the wrong path or insist on following a lead, which you, as the DM, know to be unhelpful, try to bring them to next encounter in sequence. The general sequence is:

Gauterit -> Remismund's church -> Fara -> the Brotherhood -> the cottage -> Theodora

Some encounters, such as the Brotherhood, can be located anywhere, as long as they do happen. Others, such as Remismund's church, may require gentle reminders on your part. Try to let the players reach their own conclusions and only as a last resort should you give them a nudge in the right direction.

If the PCs insist on a conclusion not outlined in the adventure, such as keeping all the information to themselves, they are likely to receive all the disfavours and no favours, although you should use your judgment; if their decision obviously helps one of the factions in some way, they might earn that favor anyway.

While the PCs are filling out their paperwork, please complete the Critical Event summary and mail or email it to the Naerie Triad POC at darknessgm@yahoo.se; the author would also appreciate hearing the results and you can email him at szwanger@fragment.com

Critical Event Summary

- 1) Did the PCs agree to find the heir for Gauterit?
- 2) Did the PCs tell Fara that Gauterit hired them?
- 3) Did the PCs agree to help Fara?
- 4) Did Liara escape?
- 5) What did the PCs do with Theodora?
- 6) Which conclusion happened?

Additional comments?

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 2: Remismund

Defeating the monsters

APL2	90 XP
APL4	180 XP
APL6	210 XP
APL8	270 XP

Encounter 4: the Brotherhood Appears

Defeating Liara and her hobgoblin

APL2	90 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP

Encounter 5: The Secret Cottage

Disabling, avoiding or setting off the trap (going through by an alternate route such as the windows earns no XP unless the PCs have detected the trap and are purposefully avoiding it)

APL2	60 XP
APL4	0 XP
APL6	0 XP
APL8	0 XP

Encounter 6: Inside the Cottage

Defeating Achila and the elemental

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP

Story Award (Encounter 8: Dilemma)

Reaching a decision on the dilemma

APL2	90 XP
APL4	135 XP
APL6	185 XP
APL8	230 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	875 XP
APL8	1100 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 4: the Brotherhood Appears

APL 2: C: 20 gp; M: *wand of cure light wounds* (63 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp).

APL 4: C: 40 gp; M: *wand of cure light wounds* (63 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *ring of protection +1* (167 gp).

APL 6: C: 60 gp; M: *wand of cure light wounds* (63 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *ring of protection +1* (167 gp), *ring of protection +1* (167 gp).

APL 8: C: 80 gp; M: *wand of cure light wounds* (63 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *ring of protection +1* (167 gp), *ring of protection +1* (167 gp), *sandals of the tiger's leap* (293 gp), *scroll of greater invisibility* (58 gp).

Encounter 6: Inside the Cottage

APL 2: L: 138 gp; C: 10 gp.

APL 4: L: 188 gp; C: 20 gp.

APL 6: L: 213 gp; C: 30 gp.

APL 8: L: 213 gp; C: 40 gp.

Encounter 8: Dilemma

APL 2: C: 100 gp.

APL 4: C: 200 gp.

APL 6: C: 300 gp.

APL 8: C: 400 gp.

Total Possible Treasure

APL 2: L: 138 gp; C: 130 gp; M: 92 gp - Total: 360 gp (Maximum allowed: 400 gp)

APL 4: L: 188 gp; C: 260 gp; M: 259 gp - Total: 707 gp (Maximum allowed: 600 gp)

APL 6: L: 213 gp; C: 390 gp; M: 426 gp - Total: 1,029 gp (Maximum allowed: 800 gp)

APL 8: L: 213 gp; C: 520 gp; M: 777 gp - Total: 1,510 gp (Maximum allowed: 1,250 gp)

Special

Any PC who earned a Favour in this adventure may trade in favours of that type for access to a weapon or armour enhancement as outlined below.

Each disfavour of the same type raises the cost of access by one favour. For example, a PC with three disfavours of the Idee Volunteers must trade in five favours for access: two favours as outlined below, plus three additional favours to negate the three disfavours.

Two favours of House Haxx grants access to the *light fortification* armour or shield enhancement. (Frequency: any)

Two favours of House Arxx grants access to the *shock* weapon enhancement. (Frequency: any)

Two favours of the Idee Volunteers grants access to the *keen* weapon enhancement. (Frequency: any)

The Naerie Triad may determine other uses for Favours in the future.

Items for the Adventure Record

Sandals of the tiger's leap (APL 8 only). These sandals allow the wearer to make devastating flying kicks. The wearer must have 5 ranks in Jump or Tumble to use them. On a charge, she can perform a flying kick. Treat this as an unarmed attack that deals an extra 2d6 damage. (Frequency: adventure)

Caster level: 9th; Prerequisites: Craft Wondrous Item, *jump*. Market price: 3500 gp.

Item Access

APLs 2-6:

Wand of cure light wounds, 750 gp (Frequency: Adventure)

APL 8 (APLs 2-6 items plus):

Scroll of greater invisibility, 700 gp (Frequency: Adventure)

Sandals of the tiger's leap, 3500 gp (Frequency: Adventure)

Appendix 1

Encounter 2

APL 2 (EL 3)

🦂 **Medium-sized Fiendish Monstrous Scorpions (2):** CR 1; Medium-sized Magical Beasts; HD 2d10+4; hp 15, 14; Init +0; Spd 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d4+1, claw); Full Atk +2 melee (1d4+1, claws x2), -3 melee (1d4 and poison, sting); Space/Reach 5 ft. / 5 ft.; SA Constrict 1d4+1, Improved Grab, poison, smite good; SQ Darkvision 60 ft., tremorsense 60 ft., cold resistance 5, fire resistance 5, SR 7; AL NE; SV Fort +5, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +5, Hide +4, Spot +4; none.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, the monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

If a claw hits, the scorpion deals normal claw damage and attempts to start a grapple (Grapple bonus +2) as a free action without provoking an attack of opportunity. No initial touch attack is required. The scorpion has the option to conduct the grapple normally, or simply use its claw; if it chooses to do the latter, it suffers a -20 penalty to grapple checks, but is not considered grappled itself; it does not lose its Dex bonus to AC, still threatens an area, and can use its remaining attacks on other opponents.

Poison (Ex): Sting: DC 13 Fort save, Initial damage 1d3 Con, Secondary damage 1d3 Con.

Smite Good (Su): Once per day the creature can make a normal attack to deal an additional +2 damage against a good foe.

Possessions: none.

APL 4 (EL 6)

🦂 **Fiendish Giant Wasps (2):** CR 4; Large Magical Beasts; HD 5d10+10; hp 37, 35; Init +1; Spd 20 ft., Fly 60 ft. (good); AC 14, touch 10, flat-footed 13; Base Atk +3, Grp +11; Atk +6 melee (1d3+6 and poison, sting); Full Atk +6 melee (1d3+6 and poison, sting); Space/Reach 10 ft./5 ft.; SA Poison, smite good; SQ DR 5/magic, darkvision 60 ft., cold resistance 5, fire resistance 5, SR 10; AL NE; SV Fort +6, Ref +2, Will +2; Str 18, Dex 12, Con 14, Int 3, Wis 13, Cha 11.

Skills and Feats: Spot +9, Survival +1.

Poison (Ex): Sting: DC 14 Fort save, Initial Damage 1d6 Dex, Secondary damage 1d6 Dex.

Smite Good (Su): Once per day the creature can make a normal attack to deal an additional +5 damage against a good foe.

Possessions: none.

APL 6 (EL 7)

🦂 **Half-fiend/Half-boggle, Advanced:** CR 7; Medium-sized Outsider (native); HD 10d8+20; hp 70; Init +10; Spd 40 ft., climb 30 ft.; AC 20, touch 16, flat-footed 14; Base Atk +10; Grp +14; Atk +14 melee (1d6+4, claw); Full Atk +14 melee (1d6+4, claws x2), +12 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Improved Grab, rend 2d6+6; SQ Reach 15 ft., *dimension door*, grease, scent, darkvision 60 ft., DR 5/magic, poison immunity, acid, cold, electricity and fire resistance 10, *darkness* 3/day, *desecrate* 1/day, *unholy blight* 1/day, *poison* 3/day, *contagion* 1/day, SR 20; AL CE; SV Fort +5, Ref +13, Will +6; Str 18, Dex 23, Con 15, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +17, Concentration +11, Escape Artist +29, Hide +19, Move Silently +19, Pick Pocket +19, Spot +8, Listen +7; Blind-Fight, Improved Initiative, Improved Natural Armour, Multiattack.

Improved Grab (Ex): If a boggle hits an opponent up to one size category larger than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it hits with both claws, it can also rend on the same round. The boggle has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 to grapple check, but the boggle is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Dimension Door (Sp): A boggle can use *dimension door* up to 6 times per day, caster level 7th.

Spell-like Abilities (*darkness* et al.) (Sp): The caster level is 11. The save DC is 9 + the spell level. For example, the Will save DC for Unholy Blight is 13.

Grease (Su): At will, a boggle can secrete an oily, viscous, non-flammable substance from its skin. This ability functions like the spell grease except that the range is touch, the duration is 11 rounds, and there is a DC 12 Reflex save against it. Typically, a boggle uses this ability to grease a section of floor or wall, though it can use the ability in any of the ways that the spell can be used. This oily fluid also makes the boggle tougher to hold onto (i.e. Escape Artist skill bonus). Boggles are immune to the effects of this substance.

Rend (Ex): If a boggle hits a single target with both claws, it latches onto the opponent's body and

tears the flesh. This attack deals an extra 2d6+6 points of damage.

Scent (Ex): A boggle can detect approaching enemies, sniff out hidden foes, and track by sense of smell (although it can't use scent through a solid wall).

Smite Good (Su): Once per day the creature can make a normal attack to deal an additional +10 damage against a good foe.

Description: a boggle is a 5-foot-tall, hairless humanoid with a rubbery hide. It has a large, bulbous, baldhead, huge ears and disproportionate body parts, though the exact details vary from one individual to another. Arms, legs, hands, feet, torso and abdomen vary from spindly to oversized but are almost always misshapen. Its hue is a dark purple. A boggle can stretch and compress its body and limbs to a remarkable degree, which accounts for its impressive reach. Boggles have their own rudimentary language of grunts and whistles.

Possessions: none.

APL 8 (EL 9)

➤ **Half-fiend/Half-boggle, advanced (2):** CR 7; Medium-sized Outsiders; HD 10d8+20; hp 70, 67; Init +10; Spd 40 ft., climb 30 ft.; AC 20, touch 16, flat-footed 14; Base Atk +10; Grp +14; Atk +14 melee (1d6+4, claw); Full Atk +14 melee (1d6+4, claws x2), +12 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Improved Grab, rend 2d6+6; SQ Reach 15 ft., *dimension door*, grease, scent, darkvision 60 ft., DR 5/magic, poison immunity, acid, cold, electricity and fire resistance 10, *darkness* 3/day, *deseccate* 1/day, *unholy blight* 1/day, *poison* 3/day, *contagion* 1/day, SR 20; AL CE; SV Fort +5, Ref +13, Will +6; Str 18, Dex 23, Con 15, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +17, Concentration +11, Escape Artist +29, Hide +19, Move Silently +19, Pick Pocket +19, Spot +8, Listen +7; Blind-Fight, Improved Initiative, Improved Natural Armour, Multiattack.

Improved Grab (Ex): If a boggle hits an opponent up to one size category larger than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it hits with both claws, it can also rend on the same round. The boggle has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 to grapple check, but the boggle is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Dimension Door (Sp): A boggle can use *dimension door* up to 6 times per day, caster level 7th.

Spell-like abilities (*Darkness* et al.) (Sp): The caster level is 11. The save DC is 9 + the spell level. For example, the Will save DC for *Unholy Blight* is 13.

Grease (Su): At will, a boggle can secrete an oily, viscous, nonflammable substance from its skin. This ability functions like the spell grease except that the range is touch, the duration is 11 rounds, and there is a DC 12 Reflex save against it. Typically, a boggle uses this ability to grease a section of floor or wall, though it can use the ability in any of the ways that the spell can be used. This oily fluid also makes the boggle tougher to hold onto (i.e. Escape Artist skill bonus). Boggles are immune to the effects of this substance.

Rend (Ex): If a boggle hits a single target with both claws, it latches onto the opponent's body and tears the flesh. This attack deals an extra 2d6+6 points of damage.

Scent (Ex): A boggle can detect approaching enemies, sniff out hidden foes, and track by sense of smell (although it can't use scent through a solid wall).

Smite Good (Su): Once per day the creature can make a normal attack to deal an additional +10 damage against a good foe.

Description: a boggle is a 5-foot-tall, hairless humanoid with a rubbery hide. It has a large, bulbous, baldhead, huge ears and disproportionate body parts, though the exact details vary from one individual to another. Arms, legs, hands, feet, torso and abdomen vary from spindly to oversized but are almost always misshapen. Its hue is a dark purple. A boggle can stretch and compress its body and limbs to a remarkable degree, which accounts for its impressive reach. Boggles have their own rudimentary language of grunts and whistles.

Possessions: none.

Encounter 4

APL 2 (EL 3)

➤ **Liara, Female Human Mnkr:** CR 1; Medium Humanoid; HD 1d8+2; hp 10; Init +6; Spd 30 ft.; AC 14, touch 14, flat-footed 13; Base Atk +0; Grp +2; Atk +2 melee (1d6+2, unarmed strike); Full Atk +2 melee (1d6+2, unarmed strike) or +0/+0 melee (1d6+2, unarmed strike); Space/Reach 5 ft./5 ft.; SA Flurry of blows, stunning attack 1/day (DC 12 Fort save); SQ Evasion; AL LE; SV Fort +4, Ref +4, Will +4; Str 14, Dex 14, Con 14, Int 8, Wis 14, Cha 12.

Skills and Feats: Balance +4, Jump +6, Listen +6, Tumble +6; Combat Reflexes, Improved Initiative;

Possessions: *potion of cure light wounds*, *potion of cure moderate wounds*, *wand of cure light wounds*, 20 gp.

☛**Gusto, Male Hobgoblin Mnk1:** CR 1; Medium Humanoid; HD 1d8+3; hp 11; Init +3; Spd 30 ft.; AC 15, touch 15, flat-footed 12; Base Atk +0; Grp +3; Atk +3 melee (1d6+3, unarmed strike); Full Atk +3 melee (1d6+3, unarmed strike) or +1/+1 melee (1d6+3, unarmed strike); Space / Reach 5 ft./5 ft.; SA Flurry of blows, stunning attack 1/day (DC 12 Fort save); SQ Evasion; AL LE; SV Fort +5, Ref +5, Will +4; Str 16, Dex 16, Con 16, Int 8, Wis 14, Cha 8.

Skills and Feats: Jump +5, Listen +6, Tumble +7; Combat Reflexes.

Possessions: none.

APL 4 (EL 6)

☛**Liara, Female Human Sor1/Mnk3:** CR 4; Medium Humanoid; HD 3d8+8; hp 27; Init +6; Spd 40 ft.; AC 19, touch +15, flat-footed 17; Base Atk +2; Grp +6; Atk +6 melee (1d6+4, unarmed strike); Full Atk +6 melee (1d6+4, unarmed strike) or +4/+4 melee (1d6+4, unarmed strike); Space/Reach 5 ft./5 ft.; SA Flurry of blows, stunning attack 3/day (DC 13 Fort save); SQ Evasion, Deflect Arrows, still mind; AL LE; SV Fort +5, Ref +5, Will +7; Str 18, Dex 14, Con 14, Int 8, Wis 15, Cha 12.

Skills and Feats: Concentration +9, Jump +7, Tumble +9; Combat Reflexes, Improved Initiative, Expert Tactician.

Note: Liara has gained +4 Str from a *potion of bull's strength*.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Expert Tactician: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied their Dexterity bonuses against your attacks, you can use this feat against only one of them.

Spells Known (5/4; Base DC 11 + spell level) 0—*daze, detect magic, read magic, resistance, 1st—mage armour, shield*

Possessions: Ring of protection +1, *potion of cure light wounds*, *potion of cure moderate wounds*, *wand of cure light wounds*, 40 gp.

☛**Gusto, Male Hobgoblin Mnk4:** CR 4; Medium Humanoid; HD 4d8+12; hp 35; Init +3; Spd 40 ft.; AC 19, touch +15, flat-footed 16; Base Atk +3; Grp +8; Atk +8 melee (1d8+5, unarmed strike); Full Atk +8 melee (1d8+5, unarmed strike) or +6/+6 melee (1d8+5, unarmed strike); Space / Reach 5 ft./5 ft.; SA Flurry of blows, stunning attack 4/day (DC 14 Fort save); SQ Evasion, Deflect Arrows, still mind, *ki* strike (magic), slow fall (20 ft.); AL LE; SV Fort +7, Ref +7, Will +6; Str 21, Dex 16, Con 16, Int 8, Wis 14, Cha 8.

Skills and Feats: Jump +11, Listen +9, Tumble +12; Blind-Fight, Combat Reflexes.

Note: Gusto has gained +4 Str from a *potion of bull's strength*.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first using this ability, he takes damage as if the fall were 20 feet shorter than it actually is.

Possessions: none.

APL 6 (EL 8)

☛**Liara, Female Human Sor1/Mnk5:** CR 6; Medium Humanoid; HD 5d8+12; hp 41; Init +6; Spd 40 ft.; AC 20, touch 16, flat-footed 18; Base Atk +3; Grp +7; Atk +7 melee (1d8+4, unarmed strike); Full Atk +7 melee (1d8+4, unarmed strike) or +6/+6 melee (1d8+4, unarmed strike); Space/Reach 5 ft./5 ft.; SA Flurry of blows, stunning attack 5/day (DC 14 Fort save); SQ Evasion, Deflect Arrows, still mind, *ki* strike (magic), slow fall (20 ft.), purity of body; AL LE; SV Fort +6, Ref +6, Will +8; Str 18, Dex 14, Con 14, Int 8, Wis 15, Cha 12.

Skills and Feats: Concentration +11, Jump +9, Listen +3, Tumble +13; Combat Reflexes, Improved Initiative, Dual Strike, Expert Tactician.

Note: Liara has gained +4 Str from a *potion of bull's strength*.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 30 feet shorter than it actually is.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Dual Strike: When flanking with Gusto, Liara gets a +4 flanking bonus instead of +2.

Expert Tactician: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied their Dexterity bonuses against your attacks, you can use this feat against only one of them.

Spells Known (5/4; Base DC 11 + spell level) *o-daze, detect magic, read magic, resistance, 1st mage armour, shield*

Possessions: *Ring of protection +1, potion of cure light wounds, potion of cure moderate wounds, wand of cure light wounds*, 60 gp.

➤ **Gusto, Male Hobgoblin Mnk6;** CR 6; Medium Humanoid; HD 6d8+18; hp 51; Init +3; Spd 50 ft.; AC 21, touch 16, flat-footed 17; Base Atk +4; Grp +9; Atk +9 melee (1d8+5, unarmed strike); Full Atk +9 melee (1d8+5, unarmed strike) or +8/+8 melee (1d8+5, unarmed strike); Space / Reach 5 ft./5 ft.; SA Flurry of blows, stunning attack 6/day (DC 15 Fort save), Improved Disarm; SQ Evasion, Deflect Arrows, still mind, *ki* strike (magic), slow fall (30 ft.), purity of body; AL LE; SV Fort +8, Ref +8, Will +7; Str 21, Dex 16, Con 16, Int 8, Wis 14, Cha 8.

Skills and Feats: Balance +7, Jump +10, Listen +11, Tumble +14; Blind-Fight, Combat Reflexes, Dual Strike.

Note: Gusto has gained +4 Str from a *potion of bull's strength*.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first using this ability, he takes damage as if the fall were 30 feet shorter than it actually is.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Dual Strike: When flanking with Liara, Gusto gets a +4 flanking bonus instead of +2.

Possessions: *Ring of protection +1.*

APL 8 (EL 10)

➤ **Liara, Female Human Sor1/Mnk7;** CR 8; Medium Humanoid; HD 7d8+16; hp 55; Init +6; Spd 50 ft.; AC 21, touch 17, flat-footed 19; Base Atk +5; Grp +9; Atk +9 melee (1d8+4, unarmed strike); Full Atk +9 melee (1d8+4, unarmed strike) or +8/+8 melee (1d8+4, unarmed strike); Space/Reach 5 ft./5 ft.; SA Flurry of blows, stunning attack 7/day (DC 16 Fort save), Improved Disarm, flying kick; SQ Evasion; Deflect Arrows, still mind, *ki* strike (magic), slow fall (30 ft.), purity of body, wholeness of body, leap of the clouds; AL LE; SV Fort +7, Ref +7, Will +10; Str 14, Dex 14, Con 14, Int 8, Wis 16, Cha 16.

Skills and Feats: Concentration +13, Jump +9, Listen +8, Tumble +15; Combat Reflexes, Improved Initiative, Dual Strike, Expert Tactician.

Note: Liara has gained +4 Str from a *potion of bull's strength* and +4 Cha from a *potion of eagle's splendor*.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used

only if a monk is wearing light armour or no armour. A helpless monk does not gain the benefit of evasion.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 30 feet shorter than it actually is.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. Liara can heal 14 hit points of damage, and she can spread this healing out among several uses.

Dual Strike: When flanking with Gusto, Liara gets a +4 flanking bonus instead of +2.

Expert Tactician: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied their Dexterity bonuses against your attacks, you can use this feat against only one of them.

Spells Known (5/4; Base DC 11 + spell level) 0—*daze, detect magic, read magic, resistance, 1st—mage armour, shield*

Possessions: *Ring of protection +1, sandals of the tiger's leap, scroll of greater invisibility* (probably used), *potion of cure light wounds, potion of cure moderate wounds, wand of cure light wounds*, 80 gp.

➤ **Gusto, Male Hobgoblin Mnk8;** CR 8; Medium Humanoid; HD 8d8+24; hp 67; Init +3; Spd 50 ft.; AC 21, touch 16, flat-footed 17; Base Atk +6; Grp +12; Atk +12 melee (1d10+6, unarmed strike); Full Atk +12/+7 melee (1d10+6, unarmed strike) or +11/+11/+6 melee (1d10+6, unarmed strike); Space/Reach 5 ft./5 ft.; SA Flurry of blows, stunning attack 8/day (DC 16 Fort save), Improved Disarm, flying kick; SQ Evasion; Deflect Arrows, still mind, *ki* strike (magic), slow fall (40 ft.), purity of body, wholeness of body, leap of the clouds; AL LE; SV Fort +9, Ref +9, Will +8; Str 22, Dex 16, Con 16, Int 8, Wis 14, Cha 8.

Skills and Feats: Balance +9, Jump +11, Listen +13, Tumble +16; Blind-Fight, Combat Reflexes, Dual Strike.

Note: Gusto has gained +4 Str from *bull's strength*.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first using this ability, he takes damage as if the fall were 40 feet shorter than it actually is.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): At 7th level or higher, a monk can heal his own wounds. Gusto can heal 16 hit points of damage, and he can spread this healing out among several uses.

Dual Strike: When flanking with Liara, Gusto gets a +4 flanking bonus instead of +2.

Possessions: *Ring of protection +1.*

Encounter 6

APL 2

➤ **Achila, Male Human Ftr1;** CR 1; Medium-sized Humanoid (Human); HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +1; Grp +4; Atk +4 melee (1d10+3, 19-20/x2, bastard sword) or +2 ranged (1d8, x3, composite longbow); Full Atk +4 melee (1d10+3, 19-20/x2, bastard sword) or +2 ranged (1d8, x3, composite longbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Jump -1, Listen +2, Sense Motive +2, Spot +2; Dodge, Exotic Weapon Proficiency (bastard sword), Mobility.

Possessions: Medium bastard sword, medium composite longbow, 20 arrows, full plate armour, heavy steel shield, 10 gp.

APL 4

➤ **Achila, Male Human Ftr3;** CR 3; Medium-sized Humanoid (Human); HD 3d10+6; hp 28; Init +1; Spd

20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +3; Grp +6; Atk +8 melee (1d10+3, 19-20/x2, bastard sword) or +4 ranged (1d8, x3, composite longbow); Full Atk +8 melee (1d10+3, 19-20/x2, bastard sword) or +4 ranged (1d8, x3, composite longbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Jump +3, Listen +3, Sense Motive +3, Spot +3; Dodge, Exotic Weapon Proficiency (bastard sword), Expertise, Mobility, Weapon Focus (bastard sword).

Possessions: Masterwork medium bastard sword, medium composite longbow, 20 arrows, masterwork full plate armour, masterwork heavy steel shield, 20 gp.

APL 6

☛ **Achila, Male Human Ftr5;** CR 5; Medium-sized Humanoid (Human); HD 5d10+10; hp 44; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +5; Grp +8; Atk +10 melee (1d10+5, 19-20/x2, bastard sword) or +7 ranged (1d8, x3, composite longbow); Full Atk +10 melee (1d10+5, 19-20/x2, bastard sword) or +7 ranged (1d8, x3, composite longbow); Space/Reach 5 ft. /5 ft.; AL LE; SV Fort +6, Ref +2, Will +1; Str 17, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Jump +5, Listen +4, Sense Motive +4, Spot +4; Dodge, Mobility, Exotic Weapon Proficiency (bastard sword), Expertise, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Masterwork medium bastard sword, masterwork medium composite longbow, 20 arrows, masterwork full plate armour, masterwork heavy steel shield, 30 gp.

APL 8

☛ **Achila, Male Human Ftr7;** CR 7; Medium Humanoid; HD 7d10+14; hp 60; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +7; Grp +10; Atk +12 melee (1d10+5, 19-20/x2, bastard sword) or +9 ranged (1d8, x3, composite longbow); Full Atk +12/+7 melee (1d10+5, 19-20/x2, bastard sword) or +12 melee Whirlwind Attack (1d10+5, 19-20/x2, bastard sword) or +9/+4 ranged (1d8, x3, composite longbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +7, Ref +3, Will +2; Str 17, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Jump +7, Listen +5, Sense Motive +5, Spot +5; Dodge, Mobility, Exotic Weapon Proficiency (bastard sword), Expertise, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack.

Possessions: Masterwork medium bastard sword, masterwork medium composite longbow, 20 arrows,

masterwork full plate armour, masterwork heavy steel shield, 40 gp.

☛ **Invisible Stalker, advanced;** CR 9; Huge Elemental (Air); HD 16d8+64; hp 136; Init +7; Spd 30 ft., fly 30 ft. (perfect); AC 18, touch 11, flat-footed 15; Base Atk +12 Grp +28; Atk +19 melee, (2d8+8, slam); Full Atk +19 melee (2d8+8, slams x2); Space/Reach 15 ft./15 ft.; SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL N; SV Fort +9, Ref +13, Will +7; Str 26, Dex 17, Con 18, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +21, Move Silently +14, Search +13, Spot +21, Survival +2, Tumble +19; Close-Quarters Fighting, Combat Reflexes, Expert Tactician, Hold the Line, Improved Initiative, Weapon Focus (slam).

Close-Quarters Fighting: When an enemy attempts to grapple you, any damage you inflict with a successful attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled. Further, you are entitled to make an attack of opportunity even if the attacking creature has the improved grab ability.

Expert Tactician: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied their Dexterity bonuses against your attacks, you can use this feat against only one of them.

Hold the Line: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved. Note that because the stalker has reach, against an enemy that charges it, it will get two attacks of opportunity: one for the attacker moving out of a threatened square, and one for Hold the Line.

Appendix 2: New Feats

Close-Quarters Fighting [General]

You are skilled at fighting close range and resisting grapple attacks.

Prerequisite: Base attack bonus +3

Benefit: When an enemy attempts to grapple you, any damage you inflict with a successful attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled. Further, you are entitled to make an attack of opportunity even if the attacking creature has the improved grab ability.

This feat does not provide you with additional attacks of opportunity in a round, so if you do not have an attack of opportunity available when your enemy attempts to grapple you, you do not get any benefit from Close-Quarters Fighting.

For example, a dire bear strikes you with a claw attack. If you don't have this feat, the dire bear's improved grab ability allows it to immediately attempt a grapple check, provoking no attack of opportunity from you. However, with Close-Quarters Fighting, you are entitled to an attack of opportunity. If you hit and score 8 points of damage, you may add +8 (plus your attack bonus, Strength bonus, and size modifier) to your grapple check to resist the dire bear's grapple attempt.

Source: *Sword and Fist*, p. 6.

Dual Strike [General]

Your combat teamwork makes you a more dangerous foe.

Prerequisites: Base attack bonus +3, Combat Reflexes.

Benefit: If you and an ally both have this feat and are flanking an opponent, you both get a +4 bonus on your attack roll.

Normal: The standard flanking attack roll bonus is +2.

Source: *Sword and Fist*, p. 6

Expert Tactician [General]

Your tactical skills work to your advantage.

Prerequisites: Dex 13+, base attack bonus +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take

your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied their Dexterity bonuses against your attacks, you can use this feat against only one of them.

Source: *Song and Silence*, p. 38.

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2, Combat Reflexes.

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

Source: *Sword and Fist*, p. 7.

Sandals of the tiger's leap: These sandals allow the wearer to make devastating flying kicks. The wearer must have 5 ranks in Jump or Tumble to use them. On a charge, she can perform a flying kick. Treat this as an unarmed attack that deals an extra 2d6 damage. (Frequency: adventure)

Caster level: 9th; Prerequisites: Craft Wondrous Item, *jump*. Market price: 3500 gp.

Source: *Sword and Fist*, p. x; Living Greyhawk 3.5 Conversion Guidelines, p. 14.

Player Handout: Journal

"What have I done? I never"

Player Handout: Documents

Document 1:

My esteemed Lord of Haxx,

I have received your payment for the specially bred creatures and for the use of a handler for two weeks. He will call on you in two days' time. Should you wish to do business again in the future, you know how to contact me.

Pepin

Document 2:

All the pieces are in place. R. will make his announcement in three days' time. We should wait a short while before "discovering" Theodora so it does not appear too convenient. She is a marvelous find; my complements to W. The entire plan would fall apart without a willing actress. The marriage will do much to strengthen our position, of course, so it will be worth all the risk and expense. Not that there is much risk; if I had not helped to conceit the entire plan, I would actually believe she is Count Fedoric's daughter!

[the document is unsigned, but the bottom of the page is imprinted with the seal of House Haxx]

Document 3:

My lord,

I have agreed to help you, though I do not see to what purpose. Remember, you have agreed to return the missing pages once I have done as you asked.

With humility and sincerity,

Remismund

Document 4

[There are several pages that have been torn out of a ledger, and appear to detail numerous financial transactions. The handwriting matches that of Document 3.]

Maps



