

NAE4-04

# The Prince of Idee

A One-Round D&D LIVING GREYHAWK<sup>®</sup>

Naerie Regional Adventure

Version 2.0

Round 1

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There is anarchy on the borders of the Barony of Menst: bandits on the highways, humanoids raiding mining settlements, peasants planning revolt. Can heroes be found to restore order and root out the source of the unrest before the Barony's eastern-most county is lost?

A one round Dungeons and Dragons®adventure for APLs 2-8

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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. 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.

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 Website, 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*.

### Preparation

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

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

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

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

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

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

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

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

### 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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

## 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.

- 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. Four, or sometimes even five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
- 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 DC 10 Handle Animal or Charisma check. Failure indicates that the animal will not attack that round. This is a free

each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

## Time Units and Upkeep

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

## Travel In The United Kingdom Of Ahlissa

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

**Free Travel Throughout the Kingdom of Ahlissa:** The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

**Wanted!** The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

**Wanted In Ahlissa:** This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

| 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 |

action (spoken command) that may be attempted

## Adventure Background

The small County of Copperfeld sits where the barony of Menst meets the Stark Hills. The fief has very productive copper mines, and a few small gold mines. In the aftermath of the 588 CY campaign, which saw Idee liberated from the yoke of the Scarlet Brotherhood, House Arxx's patriarch awarded Copperfeld as a fief to Count Gastor. Gastor had experience in mining administration as well as quelling peasant unrest, however Gastor was not a young man, and died in 593 CY, leaving no heir.

The fief was recently presented to the charismatic, but inexperienced Count Zaran. It was awarded more as a matter of politics than a reward for competence. At court, Zaran was involved in multiple romantic escapades that caused embarrassment for House Arxx's patriarch and sending him to the most remote part of the barony seemed a good idea. In the months after Count Gastor's passing, his former captain of the guard, Sir Knost, ably oversaw the fief. Within weeks of Count Zaran's takeover, Sir Knost, and the majority of the guard officers and sergeants left their posts rather than serve under the insufferable Zaran.

The guards' departure left a void in eastern Menst, which rebel and renegade units quickly exploited. The Scarlet Brotherhood had an instigator in the area (Selnor Gilmane) to raise local resistance. Fostering resentment among the Idee loyalists in the region, he found an Idee of questionable background (Uram) and set him up as the new "Prince of Idee", convincing the somewhat slow-witted Uram that he is a lost scion of the House of Eddri, the former rulers of the County of Idee. The "Prince" and his followers have begun "taxing" caravans to and from Minetha, the primary trade route into the county.

Then a twist of fate...

With his senior advisers gone and his fief in almost complete anarchy, Count Zaran was overwhelmed. Floundering, he noticed the poised and wise Selnor Gilmane among the locals populace, and adopted him as his chief adviser.

Selnor's plans changed immediately. He intends to help the vain and easily manipulated Zaran rise within Naerie politics, but currently Zaran looks incompetent and is on the verge of having his fief taken from him because he doesn't have the funds or troops to fulfill his feudal obligations to House Arxx. As word of the "Prince of Idee" has escaped the county and disparate groups of Idee refugees are arriving in Copperfeld to join "the movement", Selnor needs to get rid of the now troublesome Uram and his cohorts.

As Uram is a dupe and unaware of Selnor's true allegiance, Selnor cannot easily order the "Prince" out of Copperfeld. Nor can he directly negotiate with him in his current capacity as Zaran's adviser.

The prince is not the only problem that Selnor faces. At h's behest, the Bloody Blades goblin tribe moved out of the deeper recesses of the Stark Hills and raided the mining settlements in Copperfeld. Selnor needs to restore order quickly and the goblins, their pride swollen by easy plunder and treacherous by nature, are none too eager to listen to his command.

Enter the PCs, who Selnor plans to use to tie up his loose ends...

## Adventure Summary

**Introduction:** The PCs reach the village of Copperfeld Keep, the seat of the Count of Copperfeld. Some encounters may be played out of sequence depending on circumstances.

**Encounter 1: The Village of Copperfeld Keep.** The PCs can discover the troubles the county faces. They will be approached by Selnor, who attempts to enlist them as his agents to deal with the county's many problems, including stemming the influx of rebels to Copperfeld and ridding the county of goblin raiders.

**Encounter 2: The Rebels.** The PCs are sent to intercept a group of Ideean rebels from Minetha who are seeking the "Prince of Idee", agents of Kerish the Bard, another rebel leader. She has dispatched a band to evaluate the "Prince" and the truth of his claim. The PCs have an opportunity to discover that there are underground organizations in Minetha, which can truly aid Idee rebels.

**Encounter 3: Successful Return.** If the PCs successfully turn back the Ideens from Minetha, Selnor offers them another mission: act as his emissaries to the "Prince of Idee".

**Encounter 4: The "Prince's" Court.** The PCs have an opportunity to meet Uram and his entourage, as debauched a group of misfits as any the PCs are likely to meet.

**Encounter 5: The "Prince's" Followers.** The PCs have an opportunity interact with some Idee Volunteers, who have flocked to Uram's banner and perhaps convince them Uram is not their prince. However, the deluded patriots are likely to attack the PCs for their insolence.

**Encounter 6: The "Prince's" True Colors.** A secret message from Selnor provokes Uram and his followers to attack the PCs. Selnor has little to lose. If the PCs prevail,

Uram will be eliminated. If Uram wins, there are always more freeswords to hire.

**Encounter 7: Bloody Blades.** The PCs have the chance to rescue the Aishiak miners from goblins.

**Conclusion:** Possible consequences and outcomes are summarized.

## Introduction

When the players are settled and ready to begin, read aloud or paraphrase the following:

*Dire rumors circulate through the towns along the coast: the County of Copperfeld, historically one of Naerie's most productive mining regions is in chaos. Just the place for an adventurer! The road from Minetha to Copperfeld Keep, the sear of the count, is well traveled, but every passerby on the 45 mile stretch has eyed you suspiciously, except for a motley group that seems to be heading toward Copperfeld as well.*

The PCs are on the well-traveled road between Minetha and Copperfeld Keep. They are approximately three miles from the Keep. This is their opportunity to introduce themselves if they have not been adventuring together (they are the motley group).

PCs with various knowledge skills may make appropriate knowledge checks against the following DCs. Knowledge (Splintered Sun) or Bardic Knowledge (at DC +5) will reveal the entire block below. Other skills such as Knowledge (history) or Knowledge (nobility) will reveal only the portion relevant to the skill used. All information bullets are cumulative except for the first (false) bullet.

- **Less than 5:** (false) Copperfeld is ruled by a vampire cleric who populates the area with various undead.
- **DC 5:** Copperfeld is a mining district in Eastern Menst where the Stark Hills begin.
- **DC 10:** Count Zaran of House Arxx governs Copperfeld. Copper and some gold mining are it's primary enterprises.
- **DC 15:** Count Zaran is a young and charismatic noble. He was entrusted with the county a few months ago as an opportunity to prove his abilities.
- **DC 20:** Count Zaran's rule has thus far been lax and ineffectual. Brigands roam the county and

humanoids have begun openly raiding the mining settlements.

- **DC 25+:** Allow the PC to read Appendix A: Copperfeld – A Brief Gazetteer. Additionally, the PC knows that the Bloody Blade goblins have begun raiding the mining settlements in Copperfeld, and that a vagabond Ideean has begun calling himself the “Returned Prince of Idee” and is “taxing” caravans in and out of the county. Finally, Count Zaran is reputed to be a vain ladies’ man.

**Development:** If the PCs enter the village, move on to Encounter One: The Village of Copperfeld Keep. If the PCs do not enter the village, Selnor hears of their presence and approaches them late in the afternoon. Adapt Encounter One to fit the PCs locale.

## Encounter 1: The Village of Copperfeld Keep

The PCs reach this encounter the first time they enter the village of Copperfeld Keep. This gives the PCs an opportunity to explore the hamlet, but the real meat of the encounter is the PCs first contact with Selnor.

Read aloud or paraphrase the following:

*In most rural villages, a commons occupies the center of the settlement. However in Copperfeld Keep, a large and grimy building that belches black acrid smoke squats amid the houses of the village. Immediately to the west is a sturdy, well-kept castle – “The Keep”, as the locals call it. Slightly to the north, sits a large wooden structure painted in bright, welcoming colors. To the south are the smithy and the village store. The remainder of the village is filled with hovels of various stone, earthen, and wood construction.*

### DM's Notes regarding Copperfeld Keep:

- A character with ranks in Craft (alchemy or any type of smithying) recognizes the industrial site as a smelter. Other characters gain this insight on a successful DC 15 Intelligence check. Noniz (gnomes) receive a +2 racial bonus to this check.
- During the day (barring lunchtime – around the noon bell) the smelter is the focus of activity as it is the primary employer in the village. During lunch or evening, the brightly lit tavern is the center of activity. Activity steadily decreases in the village until the midnight hour by which time the village is generally asleep until the next morning.

- The Keep is well maintained. Watches are casual, but alert at various posts around the walls.
- Between the smithy and general store any item from the PHB can be found for purchase, however due to the disruption in trade there is a 20% premium. A successful DC 15 Diplomacy check eliminates this premium.
- The tavern, "The Copper Well" serves as an inn for travelers with a few coins to spare.
- As the PCs make their way through the town a successful DC 12 Spot check notices that the locals keep their distance from the PCs on the street. A successful DC 12 Sense Motive check reveals suspicion and fear from the natives.
- If the PCs attempt to gather information, use the DC table in the introduction as a guide to what is revealed. Additionally, a successful DC 15 Gather Information check reveals that six months ago, the senior military staff (officers and sergeants) of the Keep's Household Guard left in protest at Count Zaran's ineffectiveness. A few weeks ago, Selnor (who has a reputation in the Keep as a capable and amiable member of the community) was named as Zaran's chief counselor.
- Selnor has an extensive network of informal contacts throughout the village that immediately report the adventurers' presence to him. In a friendly and welcoming manner, Selnor will approach the PCs at the first appropriate opportunity.

After the group has been in Copperfeld for a while and is enjoying some refreshments in the Copper Well, a man in fine robes approaches them.

***"Greetings travellers. Welcome to Copperfeld Keep. My name is Selnor, Seneschal to Count Zaran. I was wondering if I might intrude upon your time?"***

If the players agree, Selnor sits with them.

***"Thank you for your indulgence. I am a blunt man, so I'll get straight to the point. I am sure you are aware that these are not the best of times in Copperfeld. In fact we have rarely seen worse times. You have heard tell of this so-called "Prince of Idee" who has raised his banner here?"***

If the PCs are not aware – then Selnor will fill them in:

***"This man Uram claims that he is the last scion of the House of Eddri, who ruled here before the Scarlet Sign snuffed them out. All know the lie of it though – he is a local boy, local born, local bred. The only thing he has in his favour is a passing resemblance to old Count Fedorik. Now he justifies robbing travelers by calling it Road Tithe, his by right of law and blood as Prince of Idee."***

Once the PCs are up to speed, Selnor will continue.

***"It was brought to my attention this morning that a group of Idee rebels are traveling here from Mineth and will be arriving later today or early tomorrow. Their purpose is unclear, but I cannot risk them making contact with this "Prince" and maybe strengthening his cause. It would be for the good of the county, and Naerie as a whole, if they were not to meet with him. As a sign of my appreciation, I can pay each of you (200 x APL) gp."***

**Selnor's Plans:** In fact, Selnor is a member of the Scarlet Brotherhood who infiltrated Naerie many years ago to undermine the nation in preparation for the eventual Brotherhood invasion. He kept his cover during the Occupation and so survived the Ahlissan liberation. He destabilized Copperfeld using Uram and his cohorts and goblin tribes, enticed from the hills with stories of easy pickings. Selnor shrewdly used the ensuing chaos to work his way into the confidence of the young and malleable Count Zaran. The long-term goal is to groom Zaran for greatness and increase the count's influence (and thereby, Selnor's own), not only within House Arxx, but within the Principality as a whole. He hopes to use that influence to the Brotherhood's advantage. However, to do so, Selnor needs a stable and successful Copperfeld, to enhance Zaran's reputation (and his own). So, having served their purpose, Uram and the goblins need to be eliminated. Selnor plans to use the PCs to unwittingly do his dirty work for him.

#### **Notes for roleplaying Selnor:**

- --Selnor is a very smooth operator. He has a high Charisma, Diplomacy and Bluff. In role-playing him, the DM should try to instill a sincere belief in the PCs that he is a trusted ally.
- --The PCs will find it very difficult to detect Selnor's lies. Selnor has maxed out his Bluff skill and used *scrolls of greater heroism* and *glibness* in preparation for this meeting. PCs can still attempt Sense Motive checks, but only roll Selnor's Bluff check (in secret behind the screen so the players don't see that he's lying) if the

PC's result exceeds his Bluff bonus by more than 1.

- --Using his Sense Motive, and precast *detect thoughts*, Selnor will begin by trying to understand the PCs personalities and motivations by engaging them in conversation and friendly queries. Once he has a feeling for what makes the PCs tick, he will begin trying to persuade them.
- He will try to convince the PCs that Count Zaran is a noble worthy of their respect (a lie).
- If the PCs attempt to use magic to discover his lies, he will feign insult that the PCs would question his integrity so greatly that they would submit him to magical interrogation tactics. If the PCs insist on magical means, he will submit until he gets the sense that he has been discovered, at which time he will politely excuse himself and opt to look for a more gullible group.
- He will explain that House Arxx's patriarch is on the verge of seizing the fief from Zaran and sending in troops to restore order (exaggeration).
- He will make the argument that the source of unrest is groups of Idee insurgents who have been flocking into Copperfeld to reestablish the County of Idee under Uram's banner (partial lie).
- One such group of such insurgents is reportedly heading to from Minetha to Copperfeld Keep as they speak (true). (This is Encounter 2: The Refugees.)
- Uram's followers are camped a few miles to the north (truth). (This is Encounter 4: The Prince's Followers.)
- Moreover, goblins have taken advantage of the chaos and have poured out of the hills and are threatening the mining settlements to the east (true).
- Selnor speaks with the full authority of Count Zaran (slight exaggeration).
- He has been empowered to commission a small group of "constables" to rid Copperfeld of these two groups of insurgents (true).

Selnor will try to use the natural inclinations of the PCs to persuade them. If they appear peace loving, he will play up the fact that if he can't find a peaceful constabulary, he'll be forced to turn to the more violent members of the Keep's militia to fill the mission. If the PCs appear money driven, he will offer 50 gp x APL per person, and he will play up the

fact that the constables are empowered to confiscate the possessions of resistors. If the PCs seem combat hungry, he will play up the likelihood that the Idee insurgents have proven themselves to be violent and combat is likely. If any of the PCs are Idee Volunteers or sympathisers, he will play on the fact that these violent Idee rebels taint the cause of Idee with their indiscriminate marauding.

- If the PCs accept his commission, Selnor will suggest they act immediately to head off and, if possible turn back the rebels arriving from the west, since it's easier to turn back a group, than uproot them once they are settled in. Selnor will asked that the PCs try to deal with the rebels peacefully if possible, since he does not want the blood of his countrymen on his hands. However, if they will not listen to reason and continue to defy the Prince's rule, he authorizes the PCs to use force to subdue or slay the rebels, as necessary.
- If at any time, the PCs turn aggressive or violent toward Selnor, he will politely excuse himself, and return to the Keep, where he has the protection of the Count's Guard.

**Attacking Selnor:** If the PCs for any reason attack Selnor, he will call for the Count's Guard and make efforts to defend himself, surrendering if the PCs look likely to kill him. A company of Guardsmen, led by Selnor's aide Kadel, will arrive in 4 rounds and, unless the PCs can produce tangible and overwhelming proof that Selnor is a danger to the country (which should be next to impossible), will attempt to arrest the PCs, using lethal force if they resist.

If the PCs kill Selnor without providing proof of his guilt, or any of the Guardsmen, they will be become outlaws, Wanted for Murder and Affray under the Ahlissan Code of Laws.

If the PCs surrender without killing anyone, Selnor will persuade the count to banish the PCs from the County of Copperfeld on pain of death.

## APL2 (EL 6)

☛ **Selnor:** male human (Suel) Clr3 – Wee Jas; hp 23; see Appendix 1.

☛ **Count's Guardsmen (6):** male human (Oeridian) Ftr1; hp 12; see Appendix 1.

## APL4 (EL 9)

☛ **Selnor:** male human (Suel) Clr5 - Wee Jas; hp 33; see Appendix 2.

☛ **Count's Guardsmen (6):** male human (Oeridian) Ftr3; hp 28; see Appendix 2.

### APL6 (EL 13)

☛ **Selnor:** male human (Suel) Clr7 - Wee Jas; hp 55; see Appendix 3.

☛ **Count's Guardsmen (8):** male human (Oeridian) Ftr7; hp 71; see Appendix 4.

### APL8 (EL 16)

☛ **Selnor:** male human (Suel) Clr9 – Wee Jas; hp 70; see Appendix 4.

☛ **Count's Guardsmen (20):** male human (Oeridian) Ftr7; hp 71; see Appendix 4.

**Tactics:** The sheer number and skill of the Guardsmen is most likely going to be overwhelming for the PCs. Try to encourage them to surrender, emphasizing the hopelessness of their situation. If he is still alive, Selnor will plead with the PCs to surrender for their own sakes, saying he will plead with the Count for mercy for them if they will give themselves up.

For their part, the Guardsmen will move to protect Selnor and surround and overwhelm the PCs. If the PCs have drawn blood, they will strike to wound and kill.

### **Development:**

**If the PCs accept Selnor's commission:** He will send them west to intercept the scouts of Karish the bard from Minetha. Move to Encounter 2.

**If the PCs do not accept Selnor's commission:** The scouts will enter Copperfeld Keep and take up residence at the inn. If the encounter occurs at all, the DM should adapt the encounter between the PCs and scouts to reflect appropriate circumstances. After a night at the inn, the scouts seek out the “Prince”, confront him and then return to Minetha. At that point, Encounter 2 is lost to the PCs.

**If the PCs do not make it to Encounter 2:** The PCs may still make it to Encounter 4 by scouting the surrounding area. However, by the third day of this adventure, if the PCs have not disrupted the prince and his followers, news of Selnor's replacement arrives and Uram and his followers leave for a different county.

**If the PCs do not make it to Encounter 2 or 4:** If the PCs have languished for more than three days without stumbling upon Encounter 2 or Encounter 4, the “Idee Resistance” has left Copperfeld, and Selnor will have grown suspicious of the PCs. He will at that point attempt to eliminate them. Move to Encounter 5.

**If the PCs have been banished or outlawed:** The PCs can still meet with “Prince” Uram if they wish (**go to Encounter 4**), though they will not have aid from Selnor and will not gain any rewards from the seneschal or the Count of Copperfeld for the deed.

If the PCs defeated the guardsmen, they will **not** be able to intercept the Minethan rebels or deal with Goblins, however and thus will be unable to gain XP from those encounters. They also will not have the opportunity to loot the dead, as this takes time and the hue and cry the murder of the count's seneschal is going to raise will afford the PCs little time for corpse picking.

If the PCs surrendered, allow them to run through the rest of the module, though they will gain no rewards from Selnor. Obviously they will have no interactions with Selnor in this case, so modify the encounters appropriately, using local people to direct the PCs (go to Encounter 2, Encounter 3 or Encounter 7 as appropriate).

☛ **Wanted In Ahlissa:** This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

☛ **Banished from the County of Copperfeld:** For an unwarranted assault on the person of Selnor, Seneschal of Copperfeld Keep, the bearer has been banished from the County of Copperfeld on pain of death, by order of Count Zaran Arxx of Copperfeld. PCs defying this order are likely to be arrested and executed, if recognized by the count's guard.



## Encounter 2: The Rebels

Kerish the Bard, a leader of the Ideean Resistance, has heard about “the Returned Prince of Idee”, and has dispatched a company to investigate under the guise of refugees considering joining “the movement”. Unfortunately for Kerish’s party, Selnor’s network of contacts in Minetha and Woodlet has gotten word to him, and he will try to stop the meddlesome bard’s followers. He has dispatched the PCs to either turn back or eliminate the outsiders.

If the PCs are entering this encounter at the behest of Selnor, they will find the rebel group approaching Copperfeld Keep as evening approaches.

If the PCs are operating on their own, this encounter could take place anywhere over the course of Kerish’s agents’ path. Unless intercepted, the rebels enter Copperfeld and spend the night at the inn. They spend the next morning gathering information in the village, have lunch at the inn and then begin scouting the area north of the road to Minetha. They find Uram’s encampment as night approaches and, seeing him for the ignoble imposter he is, will have a heated, but non-combative encounter with Uram, before departing for Minetha to report their disappointment to Kerish.

The rebels are not looking for a fight, but they won’t run from one either. They are Ideean nationalists and resent House Arxx’s rule of the Barony of Menst. They form one of many cells of Ideean sympathizers in Menst who work with varying degrees of aggression to free Idee of both the Scarlet Brotherhood and Ahlissa. They will happily strike a violent blow against the current rulers if they have the opportunity. However, they do not believe that resorting to raw banditry does “the cause” any good, and they resent the reports of the “Prince’s” ad hoc “taxation” of various settlements and caravans.

Their initial attitude towards the PCs will be indifferent. Their mission is to scout out the “Prince” and return to Minetha to inform Kerish. The following modifiers to Diplomacy checks apply;

- +4 if any PC has Favour of the Idee Volunteers.
- -4 if the PCs state that they are working for Selnor (this is ignored if any PCs has Favour of the Idee Volunteers, and is trying to warn the scouts of Selnor’s interest in them).

### Tips for roleplaying the rebels:

- --Unless their attitude is changed to friendly, the scouts will say they are refugees intent on seeing safety in Copperfeld. All references to the Idee Volunteers are full of innuendo, and no direct admission of membership is forthcoming from any of them.
- --Ardl will do most of the talking.

### *If friendly*

- --Ardl can outline the nature of “the movement” in Minetha. There is a cell of over a score of patriots there working under the leadership of Kerish to free Idee from the Ahlissan yolk.
- --There is no overarching “organization”. Free Ideeans group together to form independent cells. Each cell operates to resist House Arxx in various ways.
- --Each cell is self-sufficient, but if a cell runs into trouble (with authorities or financially) other cells tend to help out.
- --Kerish is friendly to the “movement”, but is careful to keep herself distanced from actual members of the resistance.
- --None of the cell will admit that Kerish steered Ardl’s cell towards Copperfeld to get information on the “Prince”, but she did as she is very suspicious of the “Prince” and his claims.
- --Ardl has heard that Copperfeld County is in chaos, and he is concerned that his party may be underpowered for the county. If he is convinced the PCs can be trusted, he can be persuaded to hand his scouting duty off to the PCs. He and his party will return to Minetha and await a report from the PCs there. They have no formal payment for favors from the PCs, but they do have influence in Minetha that could be of value to the PCs.

☛ **Favor of Kerish the Bard:** You have found an ally in Kerish the Bard. She will use her network of allies to assist you. After any Naerie Regional event, you may purchase a *wand of cure light wounds*. You may also use this favor a single time to upgrade any weapon to +2 and/or add the *flaming* special ability to a weapon. When used for this purpose cross through this favor.

### *If hostile*

- --Ardl will insist they are peaceful peasants simply looking to find work and shelter.
- --They will promise to honor the current authority and behave peacefully. (As already stated, this is a flat out lie.)

If attacked, the rebels will defend themselves:

### APL2 (EL 2):

- ☛ **Ardl:** male human War1; hp 13; see Appendix 1.
- ☛ **Zassle:** male human Adp1; hp 10; see Appendix 1.
- ☛ **Stran:** male human Adp1; hp 7; see Appendix 1.
- ☛ **Evasel:** male human War1; hp 10; see Appendix 1.

### APL4 (EL 3):

- ☛ **Ardl:** male human War2; hp 20; see Appendix 2.
- ☛ **Zassle:** male human Adp1; hp 10; see Appendix 2.
- ☛ **Stran:** male human Adp1; hp 7; see Appendix 2.
- ☛ **Evasel:** male human War2; hp 17; see Appendix 2.

### APL6 (EL 5):

- ☛ **Ardl:** male human War2; hp 20; see Appendix 3.
- ☛ **Zassle:** male human Sor2; hp 14; see Appendix 3.
- ☛ **Stran:** male human Clr2; hp 20; see Appendix 3.
- ☛ **Evasel:** male human War2; hp 17; see Appendix 3.

### APL8 (EL 6):

- ☛ **Ardl:** male human Rog2; hp 12; see Appendix 4.
- ☛ **Zassle:** male human Sor2; hp 14; see Appendix 4.
- ☛ **Stran:** male human Clr2; hp 20; see Appendix 4.
- ☛ **Evasel:** male human Ftr2; hp 23; see Appendix 4.

**Tactics:** If combat breaks out, the rebels will fight only as long as they can hope for a victory. If circumstances appear hopeless, they will attempt to withdraw and return to Minetha.

The rebels are missing a true tank (front-line fighter), and they will attempt to make up for this (at APLs 6 & 8) by summoning a monster on the first turn. At APL 8, Ardl will flank if possible, but can use his Improved Feint to get his sneak attack. Evasel will try to keep the PCs off Zassle and Stran so that they can use their spells and scrolls.

#### **Treasure:**

**APL 2:** L: 243 gp; C: 40 gp; M: *potion of cure light wounds* (4) (16 gp); *potion of bull's strength* (25 gp); *potion of enlarge person* (20 gp); *pearl of power 1<sup>st</sup> level* (83 gp)

**APL 4:** L: 243 gp; C: 40 gp; M: *potion of cure light wounds* (4) (16 gp); *potion of bull's strength* (25 gp);

*potion of enlarge person* (20 gp), *pearl of power 1<sup>st</sup> level* (83 gp)

**APL 6:** L: 243 gp; C: 40 gp; M: *potion of cure light wounds* (4) (16 gp); *potion of bull's strength* (25 gp); *potion of enlarge person* (20 gp); *pearl of power 1<sup>st</sup> level* (83 gp), *scroll of lightning bolt* (31 gp)

**APL 8:** L: 274 gp; C: 40 gp; M: *potion of cure light wounds* (4) (16 gp); *potion of bull's strength* (25 gp); *potion of cat's grace* (25 gp); *potion of enlarge person* (20 gp); *pearl of power 1<sup>st</sup> level* (83 gp); *scroll of lightning bolt* (31 gp)

**Development:** There are two possible outcomes, assuming the PCs prevail. Either they have (a) gained the trust of the rebels and persuaded them to return to Minetha or (b) they have come to blows and either killed or captured the rebels.

In either case, proceed on to Encounter 3.

## Encounter 3: Successful Return

The PCs were working at the behest of Selnor, even though they may be returning to the village very late, he will approach them as they prepare to rest for the night. If Selnor did his job in Encounter 1, he should be viewed as a trusted ally by the PCs at this point.

- --If he promised the PCs a reward, he will deliver up to 50 gp per PC of it, and explain that he'll have the rest shortly.
- --He'll try to extract as much information from the PCs as possible about the Minetha rebels.
- --Perceptive PCs, on a successful DC 15 Spot check, will notice that he seems somewhat less effusive, fluent and articulate than he was before. His magical enhancements have worn off, and detecting his lies may now be somewhat easier.
- --If Selnor is asked what is the matter with him, he will insinuate that he is just tired and preoccupied by the many troubles of the county. News has just reached him that goblin raiders have sacked the mines of the Aishiak clan (true – though preoccupied for different reasons than a true patriot of Naerie would be).
- -- Selnor has another mission that he needs the PCs for. He will employ the same persuasive tactics that were successful in Encounter 1 to enlist their aid.
- He will explain that he has located the general area of the "Prince's" camp. He requests that the PCs act as his emissary to the "Prince" and

negotiate a temporary cease-fire for “a few days” (true).

- He will relate that he is awaiting a skilled diplomat from Naerie City who will negotiate a permanent settlement between Zaran and the “Prince”. (lie)
- He will provide the PCs with a missive (Appendix E: Players' Handout 1) explaining himself to the “Prince”.
- He has the general area where the “Prince's” camp located, but it will probably take the PCs several hours to pinpoint it. He suggests they leave after breakfast tomorrow.

#### Treasure:

**APL 2:** C: 50 gp;

**APL 4:** C: 50 gp;

**APL 6:** C: 50 gp;

**APL 8:** C: 50 gp;

#### Development:

**If the PCs accept Selnor's commission...** They will spend the next day exploring the area north of the road to Minetha and find Uram's camp at dusk the next day. Proceed to Encounter 4: The Prince's Court.

**If the PCs do not accept Selnor's commission.** If the PCs seem suspicious of Selnor, the seneschal will retreat to the Keep where he can use his influence with Count Zaran to protect himself. If the PCs make any move against him, he will denounce the PCs as troublemakers and manipulate the count into banishing them from Copperfeld.

**If the PCs try exploring on their own.** The PCs still arrive at Encounter 4: The Prince's Court after searching through the day, but they do so without Selnor's information and missive. Alternatively they may wish to deal with the goblins (Encounter 7)

## Encounter 4: The “Prince's” Court

After a day of searching, the PCs find Uram's camp. See Appendix 8 for a diagram of the camp. They are invited to stay for a victory celebration, and they have a chance to glean the nature of the prince and his entourage.

Read aloud or paraphrase the following:

*Pelor's fading rays illuminate a shallow canyon tucked between two foothills of the Starks. Erected in the center of the camp are two spacious tents. Before the slightly larger of these, seated on a rather elaborate wooden chair, is a man wearing a purple cape and a makeshift crown. His classically Oeridian features with just a hint of fair Suloise blood mark him as Ideean. A woman in robes and a man and woman in armor gather around the sitting figure, engaged in a raucous discussion.*

*Approximately one hundred yards beyond the tents sprawls a distinctly separate campsite. This one is populated by a handful of colorfully dressed humans huddled around a small cooking fire. Their tenor is considerably less light-hearted, as they scowl into the flames.*

**“The Prince of Idee”:** “Prince” Uram has let his title go to his head and thanks to the Selnor and Shia's fawning adoration, has become vain and conceited. He is hedonistic, boorish and indiscriminate.

Shia, the robed sorcerer, is the real brain behind the “throne”. Vicious, cruel and manipulative, she acts as “royal consort”, but she has a curious (and not quite platonic) relationship with Barshee, the female warrior. Kail is Shia's brother, and equally cruel and brutal in his appetites. Kail and Barshee profess loyalty to Uram, but in reality, they are both loyal to Shia.

The second campsite is occupied by a group of former Idee Volunteers who have survived that group's decimation. They are outlined in Encounter 5.

#### Role playing Uram and his entourage:

- –Uram expects to be addressed as “Your Highness” or “Prince”, and will grow petulant and angry, if the PCs refuse.
- –Uram and his entourage will not attack the PCs unless provoked. However, they are not hard to provoke.
- –If the PCs discuss the proposed truce and/or deliver Selnor's missive, Uram will at first be confused by it, but he will attempt pass this off by assuming a look of contemplation. Shia will discretely explain the implications of Selnor's arrangement, and Uram will become extremely happy.
- –Uram will attempt to rush through the official business, putting off any decision to get onto the drinking and celebrations, especially if one or more PCs have high Charisma and he believes he may be able to lure one or more into his nightly debauchery (regardless of gender).
- –The second camp is a group of recently arrived (two days ago) Idee Volunteers who came to

pay their respects to the “Prince”. None of them are of particular interest to Uram.

- --Uram, like most of the populace of Copperfeld, has a very high regard for Selnor, who is regarded as one of the wisest men in the county.
- --Uram is an orphan. He grew up in and around Felten. People have always commented on his strong resemblance to Fedorik Eddri the former Count of Idee. He does have dark hair and grey eyes, but the resemblance could be merely coincidental. If pressed, he will be unable to specifically recall any instance of such comments prior to meeting Selnor some eight months ago in Felten.
- --An expert in nobility and history spontaneously volunteered to Uram that the expert's research revealed Uram was in fact a dispossessed member of the former royal family. However, the expert offered no specific evidence – merely his word. The “expert” was in fact a phony hired by Selnor to plant the idea in Uram's head. Selnor has already assassinated the expert as a loose end.
- --Uram decided that Copperfeld would be the best place to reestablish the Eddri dynasty. If questioned on this point, he will recall that the idea came to him while drinking late with Selnor when he was visiting Felten.
- --He met Shia, Barsee, and Kail on his journey to Copperfeld.
- --A few weeks after establishing camp, he came to the realization that since he is the legitimate Eddri heir, he was entitled to collect taxes from caravans and settlements to support his cause. If questioned on this point, he will recall that the idea came to him during a discussion of economics and politics with his friend Selnor when he was visiting Uram's camp a few months ago.
- --Uram will resist any suggestions that he relocate. He's got a good thing going, and the recommendations of a group of strangers will carry little weight. Uram will not just abandon his operation in Copperfeld. It is very profitable for him. He's convinced he is completely beyond Count Zaran's reach.
- --Shia will subtly flirt with any high Charisma PCs. She is skilled at seducing men (and occasionally women) to help her achieve her goals.
- --Kail is a dullard who is blindly loyal to his sister, as she has always provided fodder for his equally depraved appetites.

- --Barsee is an aggressive, hypersensitive, radical feminist. Think: “That's a nice long sword, Barsee.” Barsee: “Are you implying that women shouldn't carry long swords? Are you saying that the only masterwork items that women should have are cooking utensils and sewing equipment? Or is that some sort of innuendo? You better keep you *long sword* to yourself before I break it off and beat you senseless with it.”

If the PCs attack Uram and his party, the Idee Volunteers will rush to aid them (arriving during the 4<sup>th</sup> round of combat), since they currently view him as a legitimate Idee noble, and they are Idee patriots. This could be **very** bad for the PCs, and a generous DM will try to gently guide the PCs away from combat with Uram until they have dealt with the Idee Volunteers.

If combat does break out, refer to Encounter 5 for the Volunteers' stats and tactics, and Encounter 6 for Uram and his entourage's stats and tactics.

**Development:** Uram and Shia will try to entice PCs with pleasures of the flesh that will run late into the evening. Whether the PCs choose to indulge or not, late in the evening Selnor will send a message to Uram and Shia using his *ring of whispering wind*. The message states that the PCs are not to be trusted – being agents of House Arxx, sent to lull him into a false sense of security. Thus they should be eliminated (Uram and his followers will attack the PCs shortly before dawn – see Encounter 6). Further, the message explains that despite Selnor's efforts to negotiate a settlement, Count Zaran has called to Minetha for a large armed force of House Arxx's bannermen. The force will arrive tomorrow, and Selnor urges Uram and his allies out of Copperfeld. This is Selnor's insurance – should Uram best the PCs, he should flee Copperfeld and leave Selnor and the county in peace.

**If the PCs have reached friendly terms with Uram:** They will be allowed to stay near the camp. Move to Encounter 5.

**If the PCs defeated Uram and his entourage in combat as well as the Idee Volunteers from Encounter 5:** Move to Encounter 7.

## Encounter 5: The “Prince’s” Followers

If the PCs refuse to take part in Uram's debauches, they may spend the evening in the other camp with the group of Idee Volunteers who have come to join Uram's movement. The PCs have a chance to enlighten them to the fact the Uram is not the noble prince that they might have imagined.

**Idee Volunteers:** The Volunteers' initial attitude to the PCs is Indifferent. Apply the following modifiers to any Diplomacy checks;

- +4 if any PC has Favour of the Idee Volunteers.
- -2 if the PCs try to convince the Volunteers to leave Uram.

Diplomacy checks to persuade the Volunteers net the following results;

**DC <1:** The Volunteers are incensed with the PCs and immediately attack them.

**DC 1+APL:** The Volunteers remain Indifferent and will help Uram in Encounter 6 if he requests it.

**DC 15+APL:** The Volunteers have become friendly towards the PCs and will NOT assist Uram in Encounter 6.

**DC 25+APL:** The Volunteers have become disillusioned with Uram and leave during the night.

- --These four Ideens have served as Idee Volunteers for five years now. They are survivors of the massacre of the Volunteers by Ahlissan forces in the Hollow Highlands two years ago.
- --They are frustrated, angry and quick to violence.
- --If at least one of the PCs is a member of the Volunteers (or anyone with Favour of the Idee Volunteers) it will dramatically help interactions between them and the rebels.
- --This group managed to make their way to Gerner's Cove after the disaster in the Hollow Highlands. They have spent the last couple of years getting by as adventurers while trying not to “sell out” to the current Ahlissan rulers.
- --When rumor came of a returned Ideen noble in Copperfeld, they organized this expedition with the intent of joining his cause.

- --The past two days (and nights) have greatly disillusioned and angered them. The “Prince” seems little more than an arrogant, perverted bandit. His “court” is even worse than he. Moreover, he has no force of arms behind him.
- --If they knew of a locale more hospitable to Ideen resistance, they would gladly abandon Uram. They do not know about Karish the Bard, and the Minetha resistance, but if told of her, will think seriously about abandoning Uram.
- --They are true-hearted Ideens, who sincerely believe Uram to be an Ideen noble (despite his perversions and short-comings). As such they are currently loyal to him, and will aid him if he needs them unless they can be persuaded their opinions of him are wrong.
- --Talk of using force against Uram will likely provoke hostile reactions.
- --Uram and his entourage will only watch if combat breaks out, placing wagers and such, but they will definitely not aid the Volunteers. If Uram has received the message from Selnor, Shia will urge him to grid themselves to attack the PCs while they are overmatched in numbers.

### APL2 (EL 2)

- ☛ **Farn:** male human War1; hp 10; see Appendix 1.
- ☛ **Cailee:** male human War1; hp 10; see Appendix 1.
- ☛ **Golna:** male human War1; hp 13; see Appendix 1.
- ☛ **Pris:** female human War1; hp 10; see Appendix 1.

### APL4 (EL 4)

- ☛ **Farn:** male human War2; hp 17; see Appendix 2.
- ☛ **Cailee:** male human War2; hp 17; see Appendix 2.
- ☛ **Golna:** male human War2; hp 20; see Appendix 2.
- ☛ **Pris:** female human War2; hp 17; see Appendix 2.

### APL6 (EL 5)

- ☛ **Farn:** male human Ftr2; hp 20; see Appendix 3.
- ☛ **Cailee:** male human Bar2; hp 23; see Appendix 3.
- ☛ **Golna:** male human War2; hp 20; see Appendix 3.
- ☛ **Pris:** female human War2; hp 17; see Appendix 3.

### APL8 (EL 6)

- ☛ **Farn:** male human Ftr2; hp 20; see Appendix 4.
- ☛ **Cailee:** male human Bar2; hp 23; see Appendix 4.
- ☛ **Golna:** male human Ftr2; hp 23; see Appendix 4.
- ☛ **Pris:** female human Rgr2; hp 15; see Appendix 4.

**Tactics:** These NPCs are experienced adventurers, who are dedicated to each other and have years of experience in coordinated combat together. The DM should run them as such.

#### **Treasure:**

**APL 2:** L: 75 gp; C: 20 gp;

**APL 4:** L: 299 gp; C: 20 gp;

**APL 6:** L: 299 gp; C: 20 gp;

**APL 8:** L: 305 gp; C: 20 gp;

**Development:** If the PCs come to blows with the Volunteers, Uram and companions will stand by, unless they have already received the message from Selnor telling Uram to eliminate the PCs. In this case, they will discreetly gird themselves for battle (using buffing spells etc), while the PCs tire themselves fighting the Volunteers, striking as soon as they are ready.

If they have not received the message from Selnor, they will seem unperturbed by the slaughter and will continue their revels, only acting to defend themselves if the PCs attack.

In either case, go to Encounter 6.

## Encounter 6: The “Prince’s” True Colors

During the evening, Uram receives information via *whispering wind* from Selnor (who Uram trusts implicitly) that an overwhelming force is on its way from Minetha to capture him and that the PCs are agents of House Arxx. Selnor has suggested that Uram eliminate the PCs and take their gear as booty to start his new organization. Moreover, the seneschal has informed Uram of someone in a neighboring fief, who will help Uram reestablish his forces and further his claim to the throne. Uram and his three cohorts will attack the PCs at what seems the most opportune moment (e.g. when the

PCS are sleeping, or if they have come to blows with the Ideean Volunteers).

### APL2 (EL 4)

- ☛ **Uram:** male human Rog2; hp 14; see Appendix 1.
- ☛ **Kail:** male human War1; hp 10; see Appendix 1.
- ☛ **Barsee:** female human War1; hp 10; see Appendix 1.
- ☛ **Shia:** female human Sor1; hp 9; see Appendix 1.

### APL4 (EL 5)

- ☛ **Uram:** male human Rog2; hp 14; see Appendix 2.
- ☛ **Kail:** male human War2; hp 17; see Appendix 2.
- ☛ **Barsee:** female human War2; hp 17; see Appendix 2.
- ☛ **Shia:** female human Sor2; hp 14; see Appendix 2.

### APL6 (EL 6)

- ☛ **Uram:** male human Rog2; hp 14; see Appendix 3.
- ☛ **Kail:** male human Bar2; hp 25; see Appendix 3.
- ☛ **Barsee:** female human Ftr2; hp 22; see Appendix 3.
- ☛ **Shia:** female human Sor2; hp 14; see Appendix 3.

### APL8 (EL 8)

- ☛ **Uram:** male human Rog4; hp 26; see Appendix 4.
- ☛ **Kail:** male human Brb4; hp 45; see Appendix 4.
- ☛ **Barsee:** female human Ftr4; hp 37; see Appendix 4.
- ☛ **Shia:** female human Sor4; hp 21; see Appendix 4.

**Tactics:** If possible, the group assembles in Uram's tent prior to attacking. Shia will pre-cast the appropriate spells and then they attack. Uram and Kail will serve in the front line, with Barsee providing ranged protection, and Shia arcane support. Note that Uram will use his Improved Feint feat to use his sneak attack if he cannot flank. If the battle turns against them, Uram and Shia will flee if possible. If Shia is alive, Barsee and Kail will protect her at all cost (some women just have that something that causes other people to do *anything* for them).

If the Idee Volunteers from Encounter 5 are still alive, Uram will order them to:

**“Stand down! We can handle these traitors to Idee!”**

If things start to go VERY badly for him, Uram will come back with:

***"Don't just stand there, you stupid peasants! Protect your prince!"***

**Treasure:**

**APL 2:** L: 136 gp; C: 100 gp; M: *wand of magic missiles* (3<sup>rd</sup>) (188 gp)

**APL 4:** L: 211 gp; C: 200 gp; M: *wand of magic missiles* (3<sup>rd</sup>) (188 gp)

**APL 6:** L: 211 gp; C: 300 gp; M: *wand of magic missiles* (3<sup>rd</sup>) (188 gp), *boots of striding and springing* (458 gp),

**APL 8:** L: 153 gp; C: 400 gp; M: *scroll of evard's black tentacles* (58 gp), *wand of magic missiles* (3<sup>rd</sup>) (188 gp), *Mithral shirt* (92 gp), *+3 chain shirt* (770 gp), *boots of striding and springing* (458 gp)

**Development:** If the PCs capture Uram and/or some of his cohorts, they can return them to Copperfeld Keep to face the count's justice. Unsurprisingly, the count needs little persuasion to have them all hung for treason against the County, Principality and Kingdom and their bodies displayed from the walls of the Keep.

If the PCs think to interrogate Uram about his links to Selnor, he/they will refuse to say anything to the PCs, believing them to be agents of the Arxx.

With enough force or persuasion (and a DC 25 Intimidate or Diplomacy check), Uram (but not the others) will say that he met Selnor in Felten 8 months ago. Selnor is kind and wise, and liked his wine - and when Uram realized his destiny, he came to Copperfeld to seek Selnor's counsel. Selnor had come to speak with him on many things, but then in the end took Count Zaran's coin. In his misguided vanity, Uram genuinely believes that all the ideas planted in his head by Uram are his and is too pig-headed and stupid to be persuaded otherwise, even when faced with the gibbet.

Neither Uram nor Shia will mention Selnor's message to the PCs, no matter what - being unwilling to betray someone they see as a possible ally - especially now since, as seneschal, Selnor may have the power to spare them from the hangman.

As the PCs return to Copperfeld Keep, they will run into the refugees of the Aishiak clan in Encounter 8 below about a mile from the Keep itself.

**Treasure:** Searching the "Prince's" tent reveals APL x 50 gp in "taxes".

## Encounter 7: The Bloody Blades

On the road back to Copperfeld Keep, the PCs encounter the survivors of the Aishiak clan, whose mining settlement has been overrun by the Bloody Blade goblins. The PCs are enlisted (either by the refugees or by Selnor) to free the settlement of the goblin infestation. This will almost certainly be a combat encounter. To defeat this encounter, the PCs must end the threat of the Bloody Blades.

Read aloud or paraphrase the following:

***As you return to Copperfeld Keep, a ragged group of approximately thirty women, children and elderly are making their way along the road in the same direction. They have clearly been without food or shelter for several days. Upon seeing you, hope rises in their eyes.***

***"Oh lords! Please help us!" a old woman pleads piteously.***

These are the surviving members of the Aishiak clan of miners, whose settlement north of Copperfeld, was overrun by goblins a few days previously. They have made their way out of the hills looking for help. They tell the PCs horrific stories of the goblin onslaught, and can give them detailed directions on how to get to the settlement. They will ask if the PCs will see them to Copperfeld Keep first.

If the PCs escort them to the village, Selnor will see that the survivors are billeted in the courtyard of the Keep itself, that they are fed and that the sick and wounded are tended. With a hard look in his eyes, the seneschal will direct the PCs to destroy the goblins - sparing none.

Selnor's sentiment is as false as his motives (but it will take a successful opposed Sense Motive check against a Bluff check to detect this). Selnor (disguised, so that none of the goblins can identify him) himself enticed the Bloody Blade goblins to attack the Aishiak mining settlement, which they successfully did. Having created a crisis, Selnor now wants to take credit for solving it, thus enhancing his standing with Count Zaran and the counts standing with the nobles of House Arxx and elsewhere. Thus, the goblins must die.

The journey to the mines will take no more than a day and a half. In Aishiak, the goblins, who are lead by a rogue human priest called Rosch, have looted everything of value, and vandalized everything else.

**The Bloody Blades:** The warband have taken up residence in the buildings adjacent to the mine itself, as detailed below.

#### APL2 (EL 4)

**Rosch:** Human (Suel) Clr2 - Wee Jas; hp 43(24); see Appendix 1.

**Goblins (9):** male War1; hp 5; see *Monster Manual* page133.

#### APL4 (EL 6)

**Rosch:** Human (Suel) Clr4 - Wee Jas; hp 32; Appendix 2.

**Goblins (9):** male War2; hp 14; see *Monster Manual* page 133 and Appendix 2.

#### APL6 (EL 8)

**Rosch:** Human (Suel) Clr6 - Wee Jas; hp 54;see Appendix 3.

**Goblins (6):** male War4; hp 36; see *Monster Manual* page 133 and Appendix 3.

#### APL8 (EL 10)

**Rosch:** Human (Suel) Clr8 - Wee Jas; hp 72;see Appendix 4.

**Goblins (12):** male War5; hp 45; see *Monster Manual* page 133 and Appendix 4.

**Note:** If the PCs resolved Encounter 2 **without** coming to blows with the Ideen Rebel, a patrol of goblins will return, just as the last of their compatriots are being killed (i.e. when Rosch and the last of the goblins above have been killed):

#### APL2 (EL 2)

**Goblins (6):** male War1; hp 5; see *Monster Manual* page133.

#### APL4 (EL 3)

**Goblins (6):** male War2; hp 14; see *Monster Manual* page 133 and Appendix 2.

#### APL6 (EL 4)

**Goblin (3):** male War4; hp 36; see *Monster Manual* page 133 and Appendix 3.

#### APL8 (EL 5)

**Goblins (2):** male War5; hp 45; see *Monster Manual* page 133 and Appendix 4

If the PCs did **not** face the Ideen Volunteers at the “Princes” camp **in battle**, then an additional wave of goblins will attack, once the second wave has been destroyed.

#### APL2 (EL 2)

**Goblins (6):** male War1; hp 5; see *Monster Manual* page133.

#### APL4 (EL 4)

**Goblins (6):** male War2; hp 14; see *Monster Manual* page 133 and Appendix 2.

#### APL6 (EL 5)

**Goblin (4):** male War4; hp 36; see *Monster Manual* page 133 and Appendix 3.

#### APL8 (EL 6)

**Goblins (3):** male War5; hp 45; see *Monster Manual* page 133 and Appendix 4

**Tactics:** If the goblins become aware of the PCs before they attack, Rosch gathers the Bloody Blades by the caged prisoners and casts *death knell*, followed by the buff spells. Rosch casts *bane* when the goblins are within 50 ft of the PCs.

If the PCs manage to approach the settlement undetected, Rosch will be in location 1 and the goblins in location 3 (see Appendix 8 for a map of the settlement).

In combat, the goblins swarm forward whilst Rosch holds back and cast spells. Is first act (if possible) will be to kill a prisoner and cast *death knell*.

If the PCs try to parley with Rosch, they will find him arrogant and abusive. Dealing with goblinkin, as he does, he is used to using intimidation, bluster and threats to beat them into cooperation.

If it looks like Rosch's little band is being beaten, he will flee into the kitchen in location 1 and activate his *hat of disguise*. Anyone entering the kitchen will see a skinny, and obviously abused, teenage girl cowering in a corner. She points wordlessly to the cellar. Anyone asking for and making a successful opposed Sense Motive check against Rosch's Bluff (Rosch has a +5 circumstance bonus for the disguise) realizes that something's not quite right with her – she's only feigning fear. Rosch will try to slip away, but only is he can do it undetected. Otherwise, he will try to keep up the act. However, if any of the prisoners downstairs are revived, they will say they have never seen the girl before and Rosch's ruse is likely to be discovered. Hence, his eagerness to escape as soon as possible.

**Treasure:**



**APL 2:** L: 80 gp; C: 10 gp; M: *scroll of death knell* (13 gp), *scroll of hold person* (2)(31 gp each), *hat of disguise* (150 gp)

**APL 4:** L: 59 gp; C: 10 gp; M: *scroll of hold person* (2)(31 gp each), *hat of disguise* (150 gp), *+1 dagger* (167 gp)

**APL 6:** L: 59 gp; C: 10 gp; M: *scroll of hold person* (2)(31 gp each), *hat of disguise* (150 gp), *+1 dagger* (167 gp), *ring of protection +2* (667 gp)

**APL 8:** L: 59 gp; C: 10 gp; M: *scroll of hold person* (2)(31 gp each), *hat of disguise* (150 gp), *+2 dagger* (667 gp), *ring of protection +2* (667 gp)

#### Development:

- Six unconscious prisoners and one dead man are locked in a cage in the cellar. The dead man is the victim of Rosch's *death knell*. All are captured Aishiak clansmen. They are in negative hit points but stable. Rosch kept them alive as to serve as pre-combat victims of *death knell* spells. If revived, the men will thank the PCs profusely.
- --If the PCs defeat Rosch and the goblins they will be able to return a great deal of the Aishiak's property to help them start rebuilding.

## Conclusion

If the PCs return to Copperfeld, Selnor will thank them and inform them that the count has expressed his wishes to see them at the first opportunity.

*You are shown in to the somewhat inaptly named Great Hall of the Keep. Count Zaran, clad in green silks, embroidered with gold and copper thread, sits at ease in a comfortable looking wooden chair, set before a far more purgatorial looking carved stone chair. He is flanked by a pair of guards and a clutch of buxom serving wenches, while Selnor stands to one side, smiling warmly at you.*

*"So these are the heroes of Aishiak and the takers of the False Prince!" Zaran says without rising. "I must express my deepest gratitude for your efforts in securing Copperfeld from rebel and raider alike. I shall remember you in the future as valuable friends of the County. Selnor – see that they are justly rewarded!"*

*With that he turns his attentions toward one of the buxom serving girls.*

Selnor will pay the PCs as promised and thanks them for their efforts.

#### Treasure:

**APL 2:** C: 50 gp;

**APL 4:** C: 150 gp;

**APL 6:** C: 250 gp;

**APL 8:** C: 350 gp

**Troubleshooting:** If the PCs try to accuse Selnor of being in league with Uram or of some skullduggery, Count Zaran will angrily demand to see convincing and tangible proof of this. Somehow getting Uram or his cohorts to speak of their past contacts with Selnor will not be enough. The count will not allow Selnor to be subjected to magical divinations. After all, from Zaran's perspective, Selnor has just saved him his county and his title, and he cannot conceive that Selnor might be in the wrong.

If the PCs persist, Zaran will order them to be expelled from the Keep and advises them not to linger long in Copperfeld. Despite this, Selnor will see that the PCs receive their payment, expressing his sorrow and hurt that they should think so ill of him.

If the PCs attempt to attack Selnor, they will swiftly find themselves overwhelmed by Zaran's Household Guard. Zaran will be furious and will rant about hanging the lot of them as traitors, for daring to bare blade in anger in his halls. Selnor will calm the count down and plead clemency on the PCs behalf, advising that them be banished instead. Selnor has little gain by killing the PCs, only to have friends and kin turning up to investigate and raise new suspicions - better that he smother the PCs suspicions with mercy and enhance his reputation for wisdom, nobility and kindness.

☛ **Banished from the County of Copperfeld:** For an unwarranted assault on the person of Selnor, Seneschal of Copperfeld Keep, the bearer has been banished from the County of Copperfeld on pain of death, by order of Count Zaran Arxx of Copperfeld. PCs defying this order are likely to be arrested and executed, if recognized by the count's guard.

**The Aishiak:** The members of the Aishiak Clan are also generous with their gratitude and ask if the PCs will escort them back to their village.

*As you return the mining settlement to the Aishiak clan, a celebration spontaneously erupts. Wind instruments and squeeze boxes play late into the evening as the ale flows freely. You notice several members of the clan eyeing you in a manner that can only be flirtatious.*

*At the height of the affair, a mature woman, whom you have come to realize is the matriarch, approaches you.*

*"Your deeds are a legend for us, now. We'll celebrate you for generations to come. But I believe our appreciation is evident. I have come in my official capacity as clan 'marriage arranger'. Virtually every eligible member of the clan hopes that one the rescuers will be their spouse, so if you are willing, I have an appropriate spouse available for you."*

If the PC accepts the matriarch's proposal, they are duely married into the Aishiak clan and receive the "Member of the Aishiak clan" favor.

☛ **Member of the Aishiak Clan:** You have married into the Aishiak Clan. This reaps benefits based on your influence as measured by your character level. After any adventure you may pay one additional TU to "return to the clan". If you do not do this at least once each year, you lose this favor. When you do, you gain **access** to the following (levels are cumulative):

2<sup>nd</sup> level: *elemental gem (earth)*

4<sup>th</sup> level: *ioun stone, dusty rose prism*

6<sup>th</sup> level: *stone of alarm*

8<sup>th</sup> level: *amulet of natural armor +2*

10<sup>th</sup> level: *ioun stone, dark blue rhomboid*

12<sup>th</sup> level: *amulet of health +4*

14<sup>th</sup> level: *stone of good luck*

Note that the above items still must be purchased for the full market value.

**Kerish:** If the PCs befriended Kerish's agents and wish to travel through Minetha, read aloud or paraphrase the following:

*Several days after the events in Copperfeld, you find yourself in Minetha. Out of the crowds in the market, notice the familiar face of Ardl.*

*He says: "I have a friend who very much wishes tidings of what has passed in Copperfeld of late. She is well-connected and for good information, she may be willing to use her connections in the region to benefit you."*

If the PCs agree, they are taken to a non-descript tavern close to the artisan's quarter of Minetha. Kerish the Bard, a woman of regal bearing and tremendous grace, awaits his/her report. If the PCs give a truthful account, they receives the "Favor of Kerish the Bard" on the AR.

☛ **Favor of Kerish the Bard:** You have found an ally in Kerish the Bard. She will use her network of allies to assist you. After any Naerie Regional event, you may purchase a *wand of cure light wounds*. You may also use this favor a single time to upgrade any weapon to +2 and/or add the *flaming* special ability to a weapon. When used for this purpose cross through this favor.

If the PCs acquired considerably more than the gp cap allows, read aloud or paraphrase the following to explain away why they get substantially less than they earned:

*You marvel at the piles of loot you have acquired over the past few days, and visions of tremendous wealth dance in your head. However as you attempt to sell your booty to various local merchants, you realize that the sheer volume of your treasure has dramatically driven down the price merchants will pay for the acquired goods. You'd like to just keep it all, but, alas, you are an adventurer, and to keep a bounty this great would require you to give up your chosen life and settle down...*

*Maybe establish your own booth in the local marketplaces? But as you investigate this option it is clear that it would take weeks – maybe months – to unload the merchandise.*

*Fortunately, you find a well-funded factor for the Royal Guild of Merchants of Aerdy who agrees to buy the entire hoard, albeit at considerably less than you were hoping for. Perhaps it is not the bounty you were expecting when you first tallied your share of the loot, but it's a tidy sum for a few days work none-the-less.*

*As the transaction is completed you realize there are some items in the hoard you would prefer to keep. With a wink, the agent happily agrees to resell you the item(s) at only the standard price!*

**The End**

## Experience Point Summary

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

### Encounter 1: The Village of Copperfeld

The PCs kill Selnor and the Count's Household Guards

|      |        |
|------|--------|
| APL2 | 180 XP |
| APL4 | 270 XP |
| APL6 | 390 XP |
| APL8 | 480 XP |

**Note:** If the PCs receive this XP, they may **NOT** receive XP from Encounters 2 or 7.

### Encounter 2: The Refugees

The PCs defeat the agents of Kerish the Bard

|      |        |
|------|--------|
| APL2 | 60 XP  |
| APL4 | 90 XP  |
| APL6 | 150 XP |
| APL8 | 180 XP |

### Encounter 5: The "Prince's" Followers

The PCs defeat the Idee Volunteers

|      |        |
|------|--------|
| APL2 | 60 XP  |
| APL4 | 120 XP |
| APL6 | 150 XP |
| APL8 | 180 XP |

### Encounter 6: The "Prince's" True Colors

Experience objective: Uram's group is no longer a threat to the Principality of Naerie.

|      |        |
|------|--------|
| APL2 | 120 XP |
| APL4 | 150 XP |
| APL6 | 180 XP |
| APL8 | 240 XP |

### Encounter 7: The Bloody Blades

Rosch & the Bloody Blades:

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

If the PCs have not engaged the Minetha rebels in combat and defeat the second wave of goblins

|      |        |
|------|--------|
| APL2 | 60 XP  |
| APL4 | 90 XP  |
| APL6 | 150 XP |
| APL8 | 180 XP |

If the PCs have not engaged the Idee Volunteers in combat and defeat the second wave of goblins.

|      |        |
|------|--------|
| APL2 | 60 XP  |
| APL4 | 120 XP |
| APL6 | 150 XP |
| APL8 | 180 XP |

### Story Award

The PCs learned something about the Idee resistance movement in Minetha.

|      |        |
|------|--------|
| APL2 | 45 XP  |
| APL4 | 67 XP  |
| APL6 | 90 XP  |
| APL8 | 112 XP |

### Discretionary roleplaying award

|      |        |
|------|--------|
| APL2 | 45 XP  |
| APL4 | 68 XP  |
| APL6 | 90 XP  |
| APL8 | 113 XP |

### Total possible experience

|      |        |
|------|--------|
| APL2 | 450 XP |
| APL4 | 675 XP |

APL6 900 XP  
APL8 1125 XP

M: Magic Items (sell value)

## 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.

(x) is value of consumables that may be used during combat.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

### Encounter 2: The Refugees

**APL 2:** L: 243 gp; C: 40 gp; M: *potion of cure light wounds* (4) (16 gp); *potion of bull's strength* (25 gp); *potion of enlarge person* (20 gp); *pearl of power 1<sup>st</sup> level* (83 gp)

**APL 4:** L: 243 gp; C: 40 gp; M: *potion of cure light wounds* (4) (16 gp); *potion of bull's strength* (25 gp); *potion of enlarge person* (20 gp); *pearl of power 1<sup>st</sup> level* (83 gp)

**APL 6:** L: 243 gp; C: 40 gp; M: *potion of cure light wounds* (4) (16 gp); *potion of bull's strength* (25 gp); *potion of enlarge person* (20 gp); *pearl of power 1<sup>st</sup> level* (83 gp), *scroll of lightning bolt* (31 gp)

**APL 8:** L: 274 gp; C: 40 gp; M: *potion of cure light wounds* (4) (16 gp); *potion of bull's strength* (25 gp); *potion of cat's grace* (25 gp); *potion of enlarge person* (20 gp); *pearl of power 1<sup>st</sup> level* (83 gp); *scroll of lightning bolt* (31 gp)

### Encounter 3: Successful Return

**APL 2:** C: 50 gp;

**APL 4:** C: 50 gp;

**APL 6:** C: 50 gp;

**APL 8:** C: 50 gp;

### Encounter 5: The “Prince's” Followers

**APL 2:** L: 75 gp; C: 20 gp;

**APL 4:** L: 299 gp; C: 20 gp;

**APL 6:** L: 299 gp; C: 20 gp;

**APL 8:** L: 305 gp; C: 20 gp;

### Encounter 6: The “Prince's” True Colors

**APL 2:** L: 136 gp; C: 100 gp; M: *wand of magic missiles* (3<sup>rd</sup>) (188 gp)

**APL 4:** L: 211 gp; C: 200 gp; M: *wand of magic missiles* (3<sup>rd</sup>) (188 gp)

**APL 6:** L: 211 gp; C: 300 gp; M: *wand of magic missiles* (3<sup>rd</sup>) (188 gp), *boots of striding and springing* (458 gp),

**APL 8:** L: 153 gp; C: 400 gp; M: *scroll of evard's black tentacles* (58 gp), *wand of magic missiles* (3<sup>rd</sup>) (188 gp), *Mithral shirt* (92 gp), *+3 chain shirt* (770 gp), *boots of striding and springing* (458 gp)

## Encounter 7: Bloody Blades

**APL 2:** L: 80 gp; C: 10 gp; M: *scroll of death knell* (13 gp), *scroll of hold person* (2)(31 gp each), *hat of disguise* (150 gp)

**APL 4:** L: 59 gp; C: 10 gp; M: *scroll of hold person* (2)(31 gp each), *hat of disguise* (150 gp), *+1 dagger* (167 gp)

**APL 6:** L: 59 gp; C: 10 gp; M: *scroll of hold person* (2)(31 gp each), *hat of disguise* (150 gp), *+1 dagger* (167 gp), *ring of protection +2* (667 gp)

**APL 8:** L: 59 gp; C: 10 gp; M: *scroll of hold person* (2)(31 gp each), *hat of disguise* (150 gp), *+2 dagger* (667 gp), *ring of protection +2* (667 gp)

### Conclusion:

**APL 2:** C: 50 gp;

**APL 4:** C: 150 gp;

**APL 6:** C: 250 gp;

**APL 8:** C: 350 gp;

### Total Possible Treasure

**APL 2:** L: 584 gp; C: 270 gp; M: 554 gp; Total: 1408 gp

**Cap: 450 gp**

**APL 4:** L: 862 gp; C: 470 gp; M: 708 gp; Total: 2040 gp

**Cap: 675 gp**

**APL 6:** L: 862 gp; C: 670 gp; M: 1864 gp; Total: 3396 gp

**Cap: 900 gp**

**APL 8:** L: 841 gp; C: 870 gp; M: 2809 gp; Total: 4520 gp

**Cap: 1350 gp**

### Special

☛ **Favor of Kerish the Bard:** You have found an ally in Kerish the Bard. She will use her network of allies to assist you. After any Naerie Regional event, you may purchase a *wand of cure light wounds*. You may also use this favor a single time to upgrade any weapon to +2 and/or add the *flaming* special ability to a weapon. When used for this purpose cross through this favor.

☛ **Member of the Aishiak Clan:** You have married into the Aishiak Clan. This reaps benefits based on your influence as measured by your character level. After any

adventure you may pay one additional TU to “return to the clan”. If you do not do this at least once each year, you lose this favor. When you do, you gain **access** to the following (levels are cumulative):

2<sup>nd</sup> level: *elemental gem (earth)*

4<sup>th</sup> level: *ioun stone, dusty rose prism*

6<sup>th</sup> level: *stone of alarm*

8<sup>th</sup> level: *amulet of natural armor +2*

10<sup>th</sup> level: *ioun stone, dark blue rhomboid*

12<sup>th</sup> level: *amulet of health +4*

14<sup>th</sup> level: *stone of good luck*

Note that the above items still must be purchased for the full market value.

☛ **Wanted In Ahlissa:** This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

☛ **Banished from the County of Copperfeld:** For an unwarranted assault on the person of Selnor, Seneschal of Copperfeld Keep, the bearer has been banished from the County of Copperfeld on pain of death, by order of Count Zaran Arxx of Copperfeld. PCs defying this order are likely to be arrested and executed, if recognized by the count's guard.

## Items for the Adventure Record

☛ **Favor of Kerish the Bard:** You have found an ally in Kerish the Bard. She will use her network of allies to assist you. After any Naerie Regional event, you may purchase a *wand of cure light wounds*. You may also use this favor a single time to upgrade any weapon to +2 and/or add the *flaming* special ability to a weapon. When used for this purpose cross through this favor.

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adventure you may pay one additional TU to “return to the clan”. If you do not do this at least once each year, you lose this favor. When you do, you gain **access** to the following (levels are cumulative):

2<sup>nd</sup> level: *elemental gem (earth)*

4<sup>th</sup> level: *ioun stone, dusty rose prism*

6<sup>th</sup> level: *stone of alarm*

8<sup>th</sup> level: *amulet of natural armor +2*

10<sup>th</sup> level: *ioun stone, dark blue rhomboid*

12<sup>th</sup> level: *amulet of health +4*

14<sup>th</sup> level: *stone of good luck*

Note that the above items still must be purchased for the full market value.

APL 6:

- ❖ APL 2&4 Items
- ❖ *+3 chain shirt* (Adventure, DMG)
- ❖ *boots of springing and striding* (Adventure, DMG)
- ❖ *ring of protection +2* (Adventure, DMG)

APL 8: APL 2, 4 & 6 Items

☛ **Wanted In Ahlissa:** This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

☛ **Banished from the County of Copperfeld:** For an unwarranted assault on the person of Selnor, Seneschal of Copperfeld Keep, the bearer has been banished from the County of Copperfeld on pain of death, by order of Count Zaran Arxx of Copperfeld. PCs defying this order are likely to be arrested and executed, if recognized by the count's guard.

## Item Access

APL 2:

- ❖ *pearl of power, 1<sup>st</sup>-level Spells* (Adventure, DMG)
- ❖ *wand of magic missile (3<sup>rd</sup>)* (Adventure, DMG)
- ❖ *hat of disguise* (Adventure, DMG)

APL 4: APL2 Items plus

- ❖ *Mithral chain shirt* (Adventure, DMG)

# Appendix 1: NPC's

## APL2

### Encounter 1: The Village of Copperfeld Keep

Values in () are the value before Selnor pre-casts.

**Selnor:** Male Human (Suel) Clr3; CR3; Medium humanoid; HD 3d8+3; hp 23; Init 0; Spd 30 ft.; AC 10, touch 10, flatfooted 10; Base Atk +2; Grapple +2; Atk +7(+3) melee (1d4/19-20, dagger); Full Atk +7(+3) melee (1d4/19-20, dagger); SA Channel negative energy, scroll use, spells; SQ Under the effects of *eagle's splendour*, *greater heroism*, *glibness*, *owl's wisdom*, *undetectable alignment*; AL LE; SV Fort +8(+4), Ref +5(+1), Will +12(+6); Str 11, Dex 10, Con 13, Int 12, Wis 19(15), Cha 18(14).

**Skills and Feats:** Bluff +49(+13), Diplomacy +17(+11), Disguise +14(+8), Sense Motive +11(+5); Scribe Scroll, Persuasive, Skill Focus (bluff)

**Spells Prepared** (4/3+1/2+1; base DC = 12 + spell level): 0—*cure minor wounds*, *detect magic*, *detect poison*, *read magic*, 1st—*nystul's magic aura\**, *cause fear*, *obscuring mist*, *sanctuary*; 2nd—~~*detect thoughts\**~~, *eagle's splendor*, *owl's wisdom*,

\*Domain spell. **Domains:** Magic: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack; Mind (CD): Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks.

**Possessions:** Dagger, *circlet of persuasion*, ~~*scroll of greater heroism*~~, ~~*scroll of glibness*~~, ~~*scroll of undetectable alignment*~~, (hidden) holy symbol of Wee Jas, *amulet of proof against detection and location*, *ring of whispering wind*.

**Household Guard:** Male Human Ftr1; CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 17, touch 13, flat-footed 16, Base Atk +1; Grapple +5(+3); Atk +6(+4) melee (1d10+6, bastard sword) or +3 ranged (1d6, light crossbow); Full Atk +6(+4) melee (1d10+6, bastard sword) or +3 ranged (1d6, light crossbow); Space/Reach 10ft; SQ Under effect of *bull's strength*; AL LN; SV Fort +4, Ref +1, Will +0; Str 19(15), Dex 13, Con 14, Int 13, Wis 10, Cha 10.

**Skills and Feats:** Climb +8(+6), Intimidate +4, Jump +8(+6); Combat Expertise, Exotic Weapon Proficiency (bastard sword), Improved Trip.

**Possessions:** MW bastard sword, MW chain shirt, MW light crossbow (10 bolts), ~~*potion of bull's strength*~~.

### Encounter 2: The Refugees (EL2)

**Ardl:** Male Human War1; CR 1/2; Medium humanoid; HD 1d8+2+3; hp 13; Init +1; Spd 30 ft.; AC 19, touch 11, flatfooted 18; Base Atk +1; Grapple +2; Atk +5 melee (1d8+2/19-20, long sword) or +2 ranged (1d6, short bow); Full Atk +5 melee (1d8+2/19-20, long sword) or +2 ranged (1d6, short bow); AL N; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 11, Cha 10.

**Skills and Feats:** Handle Animal +3, Jump +5; Toughness, Weapon Focus (long sword)

**Possessions:** Splint mail, heavy wooden shield, MW long sword, dhort bow (20 arrows), *potion of cure light wounds*, *potion of enlarge person*.

**Zassle:** Male Human Adp1; CR 1/2; Medium humanoid; HD 1d6+1+3; hp 10; Init +4; Spd 30 ft.; AC 10, touch 10, flatfooted 10; Base Atk+0 Grp +0; Atk +0 melee (1d6, quarterstaff) or +0 ranged (1d8, light crossbow); Full Atk +0 melee (1d6, quarterstaff) or +0 ranged (1d8, light crossbow); AL LN; SV Fort +1, Ref +0, Will +4; Str 10, Dex 11, Con 12, Int 13, Wis 15, Cha 14.

**Skills and Feats:** Concentration +5, Spellcraft +5, Survival +6; Improved Initiative, Toughness

**Spells Known** (3/2; base DC = 12 + spell level): 0—*cure minor wounds*, *purify food and drink*, *read magic*; 1st—*bless*, *burning hands*.

**Possessions:** Light crossbow (10 bolts), quarterstaff, tanglefoot bag, *potion of cure light wounds*.

**Stran:** Male Human Adp1; CR1/2; HD 1d6+1; hp 7; Init +4; Spd 30 ft.; AC 14, touch 10, flatfooted 14; Base Atk +0; Grp +0; Atk +0 melee (1d6, quarterstaff) or +0 melee (1d8, light crossbow); Full Atk +0 melee (1d6, quarterstaff) or +0 melee (1d8, light crossbow); AL NG; SV Fort +1, Ref +0, Will +4; Str 10, Dex 11, Con 12, Int 13, Wis 15, Cha 4.

**Skills and Feats:** Concentration +5, Heal +5, Spellcraft +5; Armor Proficiency (light), Improved Initiative

*Spells Prepared* (3/2; base DC = 12 + spell level): 0—*cure minor wounds*, *light*, *read magic*; 1st—*command*, *sleep*

*Possessions*: Chain shirt, light crossbow (10 bolts), quarterstaff, *pearl of power* (1<sup>st</sup>-level spell), *potion of cure light wounds*.

**Evasel**: Male Human War1; CR1/2; HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 19, touch 11, flatfooted 18; Base Atk +1; Grp +2; Atk +4 melee (1d8+2, flail) or +2 ranged (1d6, short bow); Full Atk +4 melee (1d8+2, flail) or +2 ranged (1d6, short bow); AL N; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 11.

*Skills and Feats*: Climb +6, Handle Animal +4, Intimidate +4, Jump +6, Ride +5; Combat Expertise, Improved Trip

*Possessions*: Splint mail, MW flail, heavy wooden shield, short bow (20 arrows), *potion of bull strength*, *potion of cure light wounds*, thunderstone.

## Encounter 5: The Prince's Followers (EL2)

**Farn**: Male Human War1; CR 1/2; Medium humanoid; HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 17, touch 11, flatfooted 16; Base Atk +1; Grp +3; Atk +4 melee (1d8+2, flail) or +2 ranged (1d6 short bow); Full Atk +4 melee (1d8+2, flail) or +2 ranged (1d6 short bow); AL N; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 13, Wis 11, Cha 10.

*Skills and Feats*: Handle Animal+4, Intimidate+4, Jump+6; Combat Expertise, Improved Trip

*Possessions*: Chain shirt, heavy wooden shield, MW flail, short bow (20 arrows).

**Cailee**: Male human War1; CR 1/2; Medium humanoid; HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 15, touch 11, ff 14; Base Atk +1; Grp +3; Atk +4 melee (1d12+3/x3. great axe) or +2 ranged (1d6; short bow); Full Atk +4 melee (1d12+3/x3. great axe) or +2 ranged (1d6; short bow); AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats*: Handle Animal +4, Jump +6, Ride +5; Power Attack, Weapon Focus (great axe)

*Possessions*: Chain shirt, greataxe, shortbow (20 arrows).

**Golna**: Male Human War1; CR 1/2; Medium humanoid; HD 1d8+5; hp 13; Init +1; Spd 30 ft.; AC 17, touch 11, ff 16; Base Atk +1; Grp +7; Atk +3 melee (1d6+2; short sword) or +2 ranged (1d6, short bow); Full Atk +3 melee (1d6+2; short sword) or +2 ranged

(1d6, short bow); AL LN; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats*: Handle Animal +3, Jump +6; Improved Grapple, Toughness.

*Possessions*: Chain shirt, heavy wooden shield, short sword, short bow (20 arrows).

**Pris**: Female Human War1; CR 1/2; Medium humanoid; HD 1d8+2; hp 10; Init +1; Spd 0 ft.; AC 17, touch 11, ff 16; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/19-20, long sword) or +1 ranged (1d6, short bow); AL CN; SV Fort +4, Ref +0, Will +1; Str 15, Dex 11, Con 14, Int 13, Wis 12, Cha 10.

*Skills and Feats*: Handle Animal +4, Jump +6, Ride +4; Combat Expertise, Improved Disarm

*Possessions*: Chain shirt, heavy wooden shield, long sword, short bow (20 arrows).

## Encounter 6: The Prince's True Colors (EL4)

**Uram**: Male Human Rog2; CR 2; Medium humanoid; HD 2d6+4; hp 14; Init +2; Spd 30 ft.; AC 16, touch 12, ff 14; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/19-20, short sword) or +4 ranged (1d6, short bow); Full Atk +1/+1 melee (1d6+1/1d6+0, 2 short swords); SA Sneak attack +1d6; SQ Trapfinding, evasion; AL CE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 11.

*Skills and Feats*: Balance +6, Bluff +6, Diplomacy +6, Hide +6, Intimidate +6, Jump +5, Move Silently +6, Open Locks +8, Search +6, Tumble +6; Combat Expertise, Improved Feint, Two-Weapon Fighting

*Possessions*: MW chain shirt, (2) MW short swords, MW shortbow (20 arrows), thieves picks and tools.

**Kail**: Male Human War1; CR 1/2; Medium humanoid; HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 15, touch 10, ff 14; Base Atk +1; Grp +2; Atk +4 melee (1d12+3, greataxe) or +2 ranged (1d6, shortbow); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats*: Handle Animal +4, Intimidate +4, Ride +5; Power Attack, Weapon Focus (greataxe)

*Possessions*: Chain shirt, greataxe, shortbow (20 arrows).

**Barsee**: Female Human War1; CR 1/2; Medium humanoid; HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 16, touch 12, ff 14; Base Atk +1; Grp +2; Atk +3 melee (1d12+3, greataxe) or +3 ranged (1d8+2, composite



longbow); Full Atk +3 melee (1d12+3, greataxe) or +3 ranged (1d8+2, composite longbow); AL NE; SV Fort +4, Ref +2, Will +1; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

*Skills and Feats:* Climb +4, Handle Animal +4, Ride +6; Point Blank Shot, Precise Shot.

*Possessions:* Chain shirt, greataxe, mighty composite longbow +2 Str (20 arrows).

**Shia:** Female Human Sor1; CR 1; Medium humanoid; HD 1d4+2+3; hp 9; Init +6; Spd 30 ft.; AC 12, touch 12, ff 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, quarterstaff) or +1 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +2, Ref +1, Will +3; Str 10, Dex 12, Con 14, Int 11, Wis 13, Cha 15.

*Skills and Feats:* Bluff +6, Concentration +6, Spellcraft +4; Improved Initiative, Toughness

*Possessions:* Quarterstaff, light crossbow, *wand of magic missile* (3<sup>rd</sup>)

*Spells Known* (5/4; base DC = 12 + spell level):  
0—*detect magic, flare, prestidigitation, read magic*;  
1st—*burning hands, cause fear*.

## Encounter 8: The Bloody Blades (EL4)

Values in () are the value before precasts.

**Rosch:** Male human (Suel) Clr2 –Wee Jas; CR2; Medium Humanoid; HD 2d8+4; hp 17 Init +5; Spd 20 ft.; AC 18, touch 11, ff 17; Base Atk +1; Grp +2; Atk +3 melee (1d4+1/19-20, dagger) or +2 ranged, (1d8/19-20, light crossbow); SA Channel negative energy, death touch, spells; AL LE; SV Fort +5, Ref +1, Will +4; Str 13, Dex 12, Con 14, Int 10, Wis 15, Cha 11.

*Skills and Feats:* Concentration +7, Heal +7, Knowledge (religion) +5; Improved Initiative, Improved Unarmed Strike, Spell Focus (enchantment)

**Death Touch (Su):** Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

*Possessions:* Banded mail, buckler, MW dagger, light crossbow (10 bolts), holy symbol of Wee Jas, *scrolls of death knell, hold person* (2<sup>nd</sup>), *hat of disguise*.

*Spells Prepared* (4/3+1; base DC = 12 + spell level):  
0—*cure minor wounds*(2), *detect magic, light*; 1st—*cause fear*\*, *bane, bless, shield of faith*.

\*Domain spell. *Domains:* Death (You may use a death touch once per day.); Domination (You gain the Spell Focus (Enchantment) feat).

\*Enchantment

## Appendix 2: NPCs

### APL4

#### Encounter 1: The Village of Copperfeld Keep

Values in () are the value before Selnor precasts.

**Selnor: Male** Human (Suel) Clr5; CR5; Medium humanoid; HD 5d8+5; hp 33; Init 0; Spd 30 ft.; AC 10, touch 10, ff 10; Base Atk +3; Grp +3; Atk +8(+4) melee dagger (1d4+1/19-20, *+1 dagger*); Full Atk +8(+4) melee dagger (1d4+1/19-20, *+1 dagger*); SQ Under the effects of *eagle's splendour*, *greater heroism*, *glibness*, *owl's wisdom*, *undetectable alignment*; AL LE; SV Fort +9(+5), Ref +5(+1), Will +13(+7); Str 11, Dex 10, Con 13, Int 12, Wis 20(16), Cha 18(14).

**Skills and Feats:** Bluff +52(+16), Diplomacy +17(+15), Disguise +15(+9), Sense Motive +14(+8); Scribe Scroll, Persuasive, Skill Focus (bluff)

**Spells Prepared** (4/4+1/3+1/2+1; base DC = 12 + spell level): 0—*cure minor wounds*, *detect magic*, *detect poison*, *read magic*; 1st—*nystul's magic aura\**, *cause fear*, *obscuring mist*, *sanctuary*, *shield of faith*; 2nd—*detect thoughts\**, *eagle's splendor*, *owl's wisdom*, *spiritual weapon*; 3<sup>rd</sup>—*dispel magic\**, *searing light*, *summon monster III*

\*Domain spell. **Domains:** Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.); Mind (CD) (Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks).

**Possessions:** *+1 dagger*, *circlet of persuasion*, (hidden) holy symbol of Wee Jas, *amulet of proof against detection and location*, *ring of whispering wind*, *scroll of greater heroism*, *scroll of glibness*, *scroll of undetectable alignment*.

**Household Guard:** Male Human Ftr3; CR 3; Medium Humanoid; HD 3d10+6; hp 28; Init +1; Spd 30 ft.; AC 18 (19), touch 15, ff 18; Base Atk +3; Grp +5; Atk +9(+7) melee (1d10+6, bastard sword) or +6 (+5) ranged (1d8/19-20 light crossbow); Full Atk +9(+7) melee (1d10+6, bastard sword) or +6 (+5) ranged (1d8/19-20 light crossbow); Space/Reach 5 ft./5 ft; SQ Under effect of *bull's strength*, *cat's grace*, *shield*, AL LN; SV Fort +5, Ref +3(+2), Will +1; Str 19(15), Dex 15(13), Con 14, Int 13, Wis 10, Cha 10.

**Skills and Feats:** Climb +10(+8), Intimidate+6, Jump +10(+8); Combat Expertise, Exotic Weapon Proficiency (bastard sword), Improved Trip, Weapon Focus (bastard sword).

**Possessions:** MW bastard sword, MW chain shirt, MW light crossbow (10 bolts).

#### Encounter 2: The Refugees (EL3)

**Ardl:** Male Human War2; CR 1; Medium humanoid; HD 2d8+7; hp 20; Init +1; Spd 30 ft.; AC 19, touch 11, ff 18 ; Base Atk +2; Grp +3; Atk +6 melee (1d8+2/19-20, long sword) or +3 ranged (1d6, short bow); Full Atk +6 melee (1d8+2/19-20, long sword) or +3 ranged (1d6, short bow); AL N; SV Fort +5, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 11, Cha 10.

**Skills and Feats:** Handle Animal +3, Jump +5; Toughness, Weapon Focus (longsword)

**Possessions:** Splint mail, heavy wooden shield, MW long sword, short bow (20 arrows), *potion of cure light wounds*, *potion of enlarge person*.

**Zassle:** Male Human Adp1; CR 1/2; Medium humanoid; HD 1d6+1; hp 7; Init +4; Spd 30 ft.; AC 10, touch 10, ff 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, quarterstaff) or +0 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d6, quarterstaff) or +0 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +1, Ref +0, Will +4; Str 10, Dex 11, Con 12, Int 13, Wis 15, Cha 14.

**Skills and Feats:** Concentration +5, Spellcraft +5, Survival +6; Improved Initiative, Toughness

**Spells Known** (3/2; base DC = 12 + spell level): 0—*cure minor wounds*, *purify food and drink*, *read magic*; 1st—*bless*, *burning hands*.

**Possessions:** Light crossbow (10 bolts), quarterstaff, tanglefoot bag, *potion of cure light wounds*.

**Stran:** Male Human Adp1; CR1/2; HD 1d6+1; hp 7; Init +4; Spd 30 ft.; AC 14, touch 10, ff 14; Base Atk +0; Grp +0; Atk +0 melee (1d6; quarterstaff) or +0 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d6; quarterstaff) or +0 ranged (1d8/19-20, light crossbow); AL NG; SV Fort +1, Ref +0, Will +4; Str 10, Dex 11, Con 12, Int 13, Wis 15, Cha 4.

**Skills and Feats:** Concentration +5, Heal +5, Spellcraft +5; Armor Proficiency (light), Improved Initiative

**Possessions:** Chain shirt, light crossbow (10 bolts), quarterstaff, *potion of cure light wounds*, *pearl of power* (1<sup>st</sup>-level spell).

**Spells Prepared** (3/2; base DC = 12 + spell level): 0—*cure minor wounds*, *light*, *read magic*; 1st—*command*, *sleep*.

**Evasel:** Male Human War2; CR1; HD 2d8+4; hp 17; Init +1; Spd 30 ft.; AC 19, touch 11, ff 18; Base Atk +2; Grp +3; Atk +5 melee (1d8+2, flail) or +3 ranged (1d6, short bow); Full Atk +5 melee (1d8+2, flail) or +3 ranged (1d6, short bow); AL N; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 11.

*Skills and Feats:* Climb +7, Handle Animal +5, Intimidate +5, Jump +7, Ride +6; Combat Expertise, Improved Trip

*Possessions:* Splint mail, MW flail, heavy wooden shield, short bow (20 arrows), *potion of bull strength*, *potion of cure light wounds*, thunderstone.

### Encounter 5: The Prince's Followers (EL4)

**Farn:** Male Human War2; CR 1; Medium humanoid; HD 2d8+4; hp 17; Init +1; Spd 30 ft.; AC 17, touch 11, ff 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, flail) or +3 ranged (1d6, short bow); Full Atk +5 melee (1d8+2, flail) or +3 ranged (1d6, short bow); AL N; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 13, Wis 11, Cha 10.

*Skills and Feats:* Handle Animal +5, Intimidate +5, Jump +7; Combat Expertise, Improved Trip

*Possessions:* MW chain shirt, heavy wooden shield, MW flail, MW short bow (20 arrows).

**Cailee:** Male human War2; CR 1; Medium humanoid; HD 2d8+4; hp 17; Init +1; Spd 30 ft.; AC 15, touch 11, ff 14; Base Atk +2; Grp +4; Atk +6 melee (1d12+3/x3, greataxe) or +4 ranged (1d6, short bow); Full Atk +6 melee (1d12+3/x3, greataxe) or +4 ranged (1d6, short bow); AL N; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats:* Handle Animal +5, Jump +7, Ride +6; Power Attack, Weapon Focus (great axe)

*Possessions:* MW chain shirt, MW greataxe, MW shortbow (20 arrows).

**Golna:** Male Human War2; CR 1; Medium humanoid; HD 2d8+7; hp 20; Init +1; Spd 30 ft.; AC 17, touch 11, ff 16; Base Atk +2; Grp +8; Atk +5 melee (1d6+2, short sword) or +2 ranged (1d6, short bow); Full Atk +5 melee (1d6+2, short sword) or +2 ranged (1d6, short bow); AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats:* Handle Animal +3, Jump +6; Improved Grapple, Toughness

*Possessions:* MW chain shirt, heavy wooden shield, MW short sword, MW short bow (20 arrows).

**Pris:** Female Human War2; CR 1; Medium humanoid; HD 2d8+4; hp 17; Init +1; Spd 0 ft.; AC 17, touch 11, flat-footed 16, Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, long sword) or +3 ranged (1d6, short bow); AL CN; SV Fort +5, Ref +0, Will +1; Str 15, Dex 11, Con 14, Int 13, Wis 12, Cha 10.

*Skills and Feats:* Handle Animal +4, Jump +6, Ride +4; Combat Expertise, Improved Disarm

*Possessions:* MW chain shirt, heavy wooden shield, MW long sword, MW short bow (20 arrows).

### Encounter 6: The Prince's True Colors (EL5)

**Uram:** Male Human Rog2; CR 2; Medium humanoid; HD 2d6+4; hp 14; Init +2; Spd 30 ft.; AC 16, touch 12, ff 14; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/19-20, short sword) or +4 ranged (1d6, shortbow); Full Atk +1/+1 melee (1d6+1/1d6+0/19-20, 2 short swords); SA Sneak attack +1d6; SQ Trapfinding, evasion; AL CE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 11.

*Skills and Feats:* Balance +6, Bluff +6, Diplomacy +6, Hide +6, Intimidate +6, Jump +5, Move Silently +6, Open Locks +8, Search +6, Tumble +6; Combat Expertise, Improved Feint, Two-Weapon Fighting

*Possessions:* Mithral chain shirt, (2) MW short swords, MW shortbow (20 arrows), thieves picks and tools.

**Kail:** Male Human War2; CR 1; Medium humanoid; HD 2d8+4; hp 17; Init +1; Spd 30 ft.; AC 15, touch 10, ff 14; Base Atk +2; Grp +2; Atk +6 melee (1d12+3/x3, greataxe) or +3 ranged (1d6, shortbow); Full Atk +6 melee (1d12+3/x3, greataxe) or +3 ranged (1d6, shortbow); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats:* Handle Animal +5, Intimidate +5, Ride +6; Power Attack, Weapon Focus (greataxe)

*Possessions:* Chain shirt, MW greataxe, shortbow (20 arrows).

**Barsee:** Female Human War2; CR 1; Medium humanoid; HD 2d8+4; hp 17; Init +1; Spd 30 ft.; AC 16, touch 12, ff 14; Base Atk +2; Grp +4; Atk +5 melee (1d12+3/x3, great axe) or +5 composite longbow (1d8+2); Full Atk +5 melee (1d12+3/x3, great axe) or +5 composite longbow (1d8+2); AL NE; SV Fort +4, Ref +2, Will +1; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

*Skills and Feats:* Climb +5, Handle Animal +5, Ride +7; Point Blank Shot, Precise Shot.

*Possessions:* Chain shirt, MW greataxe, MW composite longbow +2 Str (20 arrows).

**Shia:** Female Human Sor2; CR 1; Medium humanoid; HD 2d4+7; hp 14; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d6, quarterstaff) or +2 ranged (1d8, light crossbow); Full Atk +1 melee (1d6, quarterstaff) or +2 ranged (1d8, light crossbow); AL NE; SV Fort +2, Ref +1, Will +4; Str 10, Dex 12, Con 14, Int 11, Wis 13, Cha 15.

*Skills and Feats:* Bluff +7, Concentration +7, Spellcraft +5; Improved Initiative, Toughness

*Spells Per Day* (6/5); *Spells Known* (5/2; base DC = 12 + spell level): 0—*daze, detect magic, flare, prestidigitation, read magic*; 1st—*burning hands, cause fear*.

*Possessions:* Quarterstaff, light crossbow, *wand of magic missile* (3<sup>rd</sup>)

## Encounter 8: The Bloody Blades (EL6)

Values in () are the value before precasts.

**Rosch:** Male human (Suel) Clr4 — Wee Jas; CR4; Medium Humanoid; HD 4d8+8; hp 32 Init +5; Spd 20 ft.; AC 18, touch 11, ff 17; Base Atk +3; Grp +4; Atk +6 melee (1d4+2/19-20, dagger) or +5 ranged (1d8/19-20 light crossbow); Full Atk +6 melee (1d4+2/19-20, dagger) or +5 ranged (1d8/19-20 light crossbow); SA Death touch; AL LE; SV Fort +6, Ref +2, Will +7; Str 13, Dex 12, Con 14, Int 10, Wis 16, Cha 11.

*Skills and Feats:* Concentration +9, Heal +10, Knowledge (religion) +7; Improved Initiative, Improved Unarmed Strike, Spell Focus (enchantment), Weapon Focus (dagger).

**Death Touch (Su):** Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

*Spells Prepared* (5/4+1/3+1; base DC = 12 + spell level): 0—*cure minor wounds*(2), *detect magic, light, read magic*; 1st—*cause fear*\*, *bane, bless, command, shield of faith*. 2<sup>nd</sup>—*death knell*\*, *bear's endurance, bull's strength, summon monster II*.

\*Domain spell. *Domains:* Death (You may use a death touch once per day.); Domination (You gain the Spell Focus (Enchantment) feat).

\*Enchantment

*Possessions:* Banded mail, buckler, +1 dagger, MW light crossbow (10 bolts), Holy symbol of Wee Jas, *scrolls of hold person* (2)<sup>rd</sup>, *hat of disguise*.

**Bloody Blades (6):** male Goblins War2; CR4; Small Humanoid; HD 2d8+2; hp 14; Init +1; Spd 30ft; AC 15, touch 12, ff 14; Base Atk +2; Grp -2; Atk +3 melee (1d6, morning star) or +4 ranged (1d4, javalin); Full Atk +3 melee (1d6, morning star) or +4 ranged (1d4, javalin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +6, Ride +4, Spot +2, Alertness.

*Possessions:* Leather armour, light wooden shield, morningstar, javalin.

## Appendix 3: NPCs

### APL6

#### Encounter 1: The Village of Copperfeld Keep

Values in () are the value before Selnor precasts.

**Selnor:** Male Human (Suel) Clr7 – Wee Jas; CR7; Medium humanoid; HD 7d8+7+7; hp 55; Init 0; Spd 30 ft.; AC 10, touch 10, ff 10; Base Atk +5; Grp +5; Atk +11(+7) melee (1d4+2/19-20, dagger); Atk +11(+7) melee (1d4+2/19-20, dagger); SQ Under the effects of *eagle's splendour*, *greater heroism*, *glibness*, *owl's wisdom*, *undetectable alignment*; AL LE; SV Fort +10(+6), Ref +6(+2), Will +14(+8); Str 11, Dex 10, Con 13, Int 12, Wis 20(16), Cha 18(14).

*Skills and Feats:* Bluff +49(+13), Diplomacy +19(+17), Disguise +14(+8), Sense Motive +15(+9); Improved Toughness, Scribe Scroll, Persuasive, Skill Focus (bluff)

*Spells Prepared* (6/5+1/4+1/3+1/1+1; base DC = 12 + spell level): 0—*cure minor wounds*, *detect magic*, *detect poison*, *light*, *read magic*, 1st—*nystul's magic aura\**, *cause fear*, *command*, *obscuring mist*, *sanctuary*, *shield of faith*; 2nd—~~*detect thoughts\**~~, ~~*eagle's splendour*~~, *hold person*, ~~*owl's wisdom*~~, *spiritual weapon*; 3<sup>rd</sup>—*dispel magic\**, *bestow curse*, *searing light*, *summon monster III*; 4<sup>th</sup>—*discern lies\**, *divine power*.

\*Domain spell. *Domains:* Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.); Mind (CD) (Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks).

*Possessions:* +2 dagger, circlet of persuasion, (hidden) holy symbol of Wee Jas, *amulet of proof against detection and location*, *ring of whispering wind*, ~~*scroll of greater heroism*~~, ~~*scroll of glibness*~~, ~~*scroll of undetectable alignment*~~.

**Household Guard:** Male Human Ftr5; CR 5; Medium Humanoid; HD 5d10+10+5; hp 52; Init +1; Spd 30 ft.; AC 18, touch 15, ff 18; Base Atk +5; Grp +9(+7); Atk +9(+7) melee (1d10+9, +1 bastard sword), or +5 ranged (1d8, light crossbow); Full Atk +9(+7) melee (1d10+9, +1 bastard sword), or +5 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft; SQ Under effect of *bull's strength*, *cat's grace*, *shield*; AL LN; SV Fort +5, Ref +3(+2), Will +1; Str 19(15), Dex 15(13), Con 14, Int 13, Wis 10, Cha 10.

*Skills and Feats:* Climb +11(+8), Intimidate +6, Jump +11(+8); Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Toughness, Improved Trip, Weapon Focus (bastard sword).

*Possessions:* +1 bastard sword, MW chain shirt, MW light crossbow (10 bolts).

#### Encounter 2: The Refugees (EL5)

**Ardl:** Male Human War2; CR 1; Medium humanoid; HD 2d8+7; hp 20; Init +1; Spd 30 ft.; AC 19, touch 11, ff 18; Base Atk +2; Grp +3; Atk +6 melee (1d8+2/19-20, long sword) or +3 ranged (1d6, short bow); Full Atk +6 melee (1d8+2/19-20, long sword) or +3 ranged (1d6, short bow); AL N; SV Fort +5, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 11, Cha 10.

*Skills and Feats:* Handle Animal +3, Jump+5; Toughness, Weapon focus (long sword)

*Possessions:* Splint mail, heavy wooden shield, MW long sword, short bow (20 arrows), *potion of cure light wounds*, *potion of enlarge person*,

**Zassle:** Male Human Sor2; CR 2; Medium humanoid; HD 2d4+7; hp 14; Init +6; Spd 30 ft.; AC 12, touch 12, ff 10; Base Atk +1; Grp +1; Atk +1 melee (1d6, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +2, Ref +1, Will +4; Str 10, Dex 12, Con 14, Int 11, Wis 13, Cha 15.

*Skills and Feats:* Bluff +7, Concentration +7, Spellcraft +5; Improved Initiative, Toughness

*Spells Per Day* (6/5); *Spells Known* (5/2; base DC = 12 + spell level): 0—*Daze*, *Detect magic*, *Flare*, *Mage Hand*, *Prestidigitation*, *Read magic*; 1st—*Burning Hands*, *Shield*.

*Possessions:* Quarterstaff, MW light crossbow, *scroll of lightning bolt*, *potion of cure light wounds*.

**Stran:** Male human Clr2 - Fharlanghn; CR2; HD 2d8+4; hp 20; Init +4; Spd 30 ft.; AC 18, touch 10, ff 18; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, flail) or +2 ranged light crossbow (1d8); Full Atk +3 melee (1d8+1, flail) or +2 ranged light crossbow (1d8); AL NG; SV Fort +5, Ref +0, Will +5; Str 12, Dex 11, Con 14, Int 10, Wis 15, Cha 13.

*Skills and Feats:* Concentration +6, Heal +6; Improved Initiative, Toughness

*Possessions:* Splint mail, heavy wooden shield, MW flail, MW light crossbow (10 bolts), *scrolls of dispel magic* (DC 6 CLC), *summon monster III* (DC 6 CLC), *pearl of power*, *1<sup>st</sup>-level spell*, holy symbol of Fharlanghn, *potion of cure light wounds*.

*Spells Prepared* (3/3+1; base DC = 12 + spell level): 0—*detect magic*, *light*, *read magic*; 1st—*long strider\**, *command*, *bless*, *obscuring mist*.

*\*Domain spell. Domains:* Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.); Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds)).

**Evael:** Male Human War2; CR1; HD 2d8+4; hp 17; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +2; Grp +3; Atk +5 melee (1d8+2, flail) or +3 ranged (1d6, short bow); Full Atk +5 melee (1d8+2, flail) or +3 ranged (1d6, short bow); AL N; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 11.

*Skills and Feats:* Climb +7, Handle Animal +5, Intimidate +5, Jump +7, Ride+6; Combat Expertise, Improved Trip

*Possessions:* Splint mail, MW flail, heavy wooden shield, short bow (20 arrows), potion of cure light wounds, *potion of bull's strength*, thunderstone.

## Encounter 5: The Prince's Followers (EL5)

**Farn:** Male human Ftr2; CR 2; Medium humanoid; HD 2d10+4; hp 22; Init +1; Spd 30 ft.; AC 17, touch 11, ff 16; Base Atk +2; Grp +5; Atk +4 melee (1d8+2, flail) or +4 ranged (1d6, short bow); Full Atk +4 melee (1d8+2, flail) or +4 ranged (1d6, short bow); SA Disarm, Trip; SR 0; AL N; SV Fort +5, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 11.

*Skills and Feats:* Handle Anima l+5, Intimidate +6, Jump +6, Ride +5; Combat Expertise, Combat Reflexes, Improved Disarm, Improved Trip.

*Possessions:* MW chain shirt, heavy wooden shield, MW flail, MW short bow (20 arrows).

**Cailee:** Male human Bar2; CR 2; Medium humanoid; HD 2d12+; hp 25; Init +1; Spd 40 ft.; AC 15, touch 11, ff 14; Base Atk +2; Grp +3; Atk +5 melee (1d12+3/x3, greataxe) or +4 ranged (1d6, short bow); Full Atk +5 melee (1d12+3/x3, greataxe) or +4 ranged (1d6, short bow); SQ Fast movement, illiteracy, rage 1/day, uncanny dodge; AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 11.

*Skills and Feats:* Handle Animal +5, Jump +7, Listen +6, Ride +6, Survival +6; Cleave, Power Attack

*Possessions:* MW chain shirt, MW greataxe, MW shortbow (20 arrows)

**Golna:** Male Human War2; CR 1; Medium humanoid; HD 2d8+7; hp 20; Init +1; Spd 30 ft.; AC 17, touch 11, ff 16; Base Atk +2; Grp +8; Atk +5 melee (1d6+2/19-20, short sword) or +2 ranged (1d6, short bow); Full Atk +5 melee (1d6+2/19-20, short sword) or +2 ranged (1d6, short bow); AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats:* Handle Animal +3, Jump +6; Improved Grapple, Toughness

*Possessions:* MW chain shirt, heavy wooden shield, MW short sword, MW short bow (20 arrows).

**Pris:** Female Human War2; CR 1; Medium humanoid; HD 2d8+4; hp 17; Init +1; Spd 0 ft.; AC 17, touch 11, ff 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, long sword) or +3 ranged (1d6, short bow); Full Atk +5 melee (1d8+2/19-20, long sword) or +3 ranged (1d6, short bow); AL CN; SV Fort +5, Ref +0, Will +1; Str 15, Dex 11, Con 14, Int 13, Wis 12, Cha 10.

*Skills and Feats:* Handle Animal +4, Jump +6, Ride +4; Combat Expertise, Improved Disarm

*Possessions:* MW chain shirt, heavy wooden shield, MW long sword, MW short bow (20 arrows).

## Encounter 6: The Prince's True Colors (EL6)

**Uram:** Male Human Rog2; CR 2; Medium humanoid; HD 2d6+4; hp 14; Init +2; Spd 40 ft.; AC 17, touch 12, ff 14; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/19-20, short sword) or +4 ranged (1d6, shortbow); Full Atk +1/+1 melee (1d6+1/1d6+0, 2 short swords); SA Sneak attack +1d6; SQ Trapfinding, Evasion; SR 0; AL CE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 11.

*Skills and Feats:* Balance +6, Bluff +6, Diplomacy +6, Hide +6, Intimidate +6, Jump +10, Move Silently +6, Open Locks +8, Search +6, Tumble +6; Combat Expertise, Improved Feint, Two-Weapon Fighting

*Possessions:* Mithral shirt, (2) MW short swords, MW shortbow (20 arrows), thieves picks and tools, *boots of striding and springing*.

**Kail:** Male human Bbn2; CR 2; Medium humanoid; HD 2d12+4; hp 25; Init +1; Spd 40 ft.; AC 15, touch 11, ff 14; Base Atk +2; Grp +3; Atk +5 melee (1d12+3/x3, greataxe) or +4 ranged (1d6, short bow); Full Atk +5 melee (1d12+3/x3, greataxe) or +4 ranged (1d6, short bow); SQ Fast movement, illiteracy, rage 1/day, uncanny dodge; AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 11.

*Skills and Feats:* Handle Animal +5, Jump +7, Listen+6, Ride +6, Survival +6; Cleave, Power Attack

*Possessions:* Chain shirt, MW greataxe, MW shortbow (20 arrows)

**Barsee:** Feale human Ftr2; CR 2; Medium humanoid; HD 2d10+4; hp 22; Init +1; Spd 30 ft.; AC 17, touch 11, ff 16; Base Atk +2; Grp +5; Atk +4 melee (1d8+2, flail) or +4 ranged (1d6, short bow); Full Atk +4 melee (1d8+2, flail) or +4 ranged (1d6, short bow); AL N; SV Fort +5, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 11.

*Skills and Feats:* Handle Animal +5, Intimidate +6, Jump +6, Ride +5; Combat Expertise, Combat Reflexes, Improved Disarm, Improved Trip.

*Possessions:* Chain shirt, heavy wooden shield, MW flail, MW short bow (20 arrows).

**Shia:** Female Human Sor2; CR 1; Medium humanoid; HD 2d4+7; hp 14; Init +5; Spd 30 ft.; AC 11, touch 11, ff 10; Base Atk +1; Grp +1; Atk +1 melee (1d6, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +2, Ref +1, Will +4; Str 10, Dex 12, Con 14, Int 11, Wis 13, Cha 15.

*Skills and Feats:* Bluff +7, Concentration +7, Spellcraft +5; Improved Initiative, Toughness

*Possessions:* Quarterstaff, light crossbow, *wand of magic missile* (3<sup>rd</sup>)

*Spells Per Day* (6/5); *Spells Known* (5/2; base DC = 12 + spell level): 0—*daze, detect magic, flare, prestidigitation, read magic*, 1st—*burning hands, cause fear*.

## Encounter 8: The Bloody Blades (EL8)

Values in () are the value before precasts.

**Rosch:** Male human (Suel) Clr6 - Wee Jas; CR6; Medium Humanoid; HD 6d8+12+6; hp 54 Init +5; Spd 20 ft.; AC 20, touch 11, ff 19; Base Atk +4; Grp +5; Atk +7 melee (1d4+2/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d4+2/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA Death touch; AL LE; SV Fort +7, Ref +3, Will +8; Str 13, Dex 12, Con 14, Int 10, Wis 16, Cha 11.

*Skills and Feats:* Concentration +11, Heal +12, Knowledge (religion) +9; Improved Initiative, Improved Unarmed Strike, Spell Focus (Enchantment), Weapon Focus (dagger), Improved Toughness.

**Death Touch (Su):** Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

*Spells Prepared* (5/4+1/4+1/3+1; base DC = 12 + spell level): 0—*cure minor wounds*(2), *detect magic, light, read magic*; 1st—*cause fear*\*, *bane, bless, command, shield of faith*. 2<sup>nd</sup>—*death knell*\*, *bear's endurance, bull's strength, summon monster II*. 3<sup>rd</sup>—*animate dead*\*, *blindness, searing light, summon monster III*.

\*Domain spell. *Domains:* Death (You may use a death touch once per day.); Domination (You gain the Spell Focus (Enchantment) feat).

\*Enchantment

*Possessions:* Banded mail, buckler, +1 dagger, MW light crossbow (10 bolts), holy symbol of Wee Jas, *scrolls of hold person* (2<sup>nd</sup>), *hat of disguise, ring of protection* (+2).

**Bloody Blades (6):** male Goblins War4; CR6; Small Humanoid; HD 4d8+8+4; hp 36; Init +2; Spd 30ft; AC 16, touch 13, ff 14; Base Atk +4; Grp +0; Atk +5 melee (1d6, morning star) or +7 ranged (1d4, javelin); Full Atk +5 melee (1d6, morning star) or +7 ranged (1d4, javelin); SQ Darkvision 60 ft; AL NE; SV Fort +5, Ref +2, Will 0; Str 11, Dex 14, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +6, Listen +2, Move Silently +7, Ride +4, Spot +2, Alertness, Improved Toughness.

*Possessions:* Leather armour, light wooden shield, morningstar, javelin.

## Appendix 4: NPCs

### APL8

#### Encounter 1: The Village of Copperfeld Keep

Values in () are the value before Selnor precasts.

**Selnor:** male Human (Suel) Clr9 – Wee Jas; CR9; Medium humanoid; HD 9d8+9; hp 57; Init 0; Spd 30 ft.; AC 10, touch 10, ff 10; Base Atk +6/+1; Grp +6; Atk +10(+6) melee (1d4+1/19-20, *+1 dagger*); Full Atk +10/+5(+6/+1) melee (1d4+1/19-20, *+1 dagger*); SQ Under the effects of *eagle's splendour*, *greater heroism*, *glibness*, *owl's wisdom*, *undetectable alignment*; AL LE; SV Fort +11(+7), Ref +6(+2), Will +15(+9); Str 11, Dex 10, Con 13, Int 12, Wis 21(17), Cha 18(14).

**Skills and Feats:** Bluff +54(+18), Diplomacy +21(+19), Disguise +17(+11), Sense Motive +16(+10); Scribe Scroll, Persuasive, Skill Focus (bluff)

**Spells Prepared** (6/5+1/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0—*cure minor wounds*, *detect magic*, *detect poison*, *light*, *read magic*; 1st—*nystul's magic aura\**, *cause fear*, *command*, *obscuring mist*, *sanctuary*, *shield of faith*; 2nd—~~*detect thoughts\**~~, ~~*eagle's splendor*~~, *enthrall*, *hold person*, ~~*owl's wisdom*~~, *spiritual weapon*; 3<sup>rd</sup>—*dispel magic\**, *bestow curse*, *searing light*, *prayer*, *summon monster III*; 4<sup>th</sup>—*discern lies\**, *air walk*, *divine power*; 5<sup>th</sup>—*spell resistance\**, *flame strike*.

\*Domain spell. **Domains:** Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.); Mind (CD) (Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks).

**Possessions:** *+1 dagger*, *circlet of persuasion*, (hidden) holy symbol of Wee Jas, *amulet of proof against detection and location*, *ring of whispering wind*, ~~*scroll of greater heroism*~~, ~~*scroll of glibness*~~, ~~*scroll of undetectable alignment*~~.

**Household Guard:** Male Human Ftr5; CR 5; Medium Humanoid; HD 5d10+10+5; hp 52; Init +1; Spd 30 ft.; AC 18, touch 15, ff 18; Base Atk +5; Grp +9(+7); Atk +9(+7) melee (1d10+9, *+1 bastard sword*) or +5 ranged (1d8, light crossbow); Full Atk +9(+7) melee (1d10+9, *+1 bastard sword*) or +5 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft; SQ Under effect of *bull's strength*, *cat's grace*, *shield*; AL LN; SV Fort +5, Ref +3(+2), Will +1; Str 19(15), Dex 15(13), Con 14, Int 13, Wis 10, Cha 10.

**Skills and Feats:** Climb +11(+8), Intimidate +6, Jump +11(+8); Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved

Toughness, Improved Trip, Weapon Focus (bastard sword).

**Possessions:** *+1 bastard sword*, MW chain shirt, MW light crossbow (10 bolts).

#### Encounter 2: The Refugees (EL6)

**Ardl:** Male Human Rog2; CR 2; Medium humanoid; HD 2d6+2; hp 12; Init +6; Spd 30 ft.; AC 16, touch 12, ff 14; Base Atk +1; Grp +1; Atk +6 melee (1d6/18-20, rapier) or +4 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d6/18-20, rapier) or +4 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; SQ Trapfinding, evasion; AL N; SV Fort +1, Ref +5, Will +1; Str 11, Dex 15, Con 12, Int 14, Wis 13, Cha 10.

**Skills and Feats:** Balance +7, Bluff +5, Climb +5, Decipher Script +7, Disable Device +7, Gather Information +5, Hide +7, Listen +6, Move Silently +7, Open Lock +7, Spot +6; Improved Initiative, Weapon Finesse,

**Possessions:** Chain shirt, MW rapier, MW light crossbow (20 bolts), MW thieves tools, *potion of cat's grace*, *potion of cure light wounds*.

**Zassle:** Male Human Sor2; CR 2; Medium humanoid; HD 2d4+7; hp 14; Init +6; Spd 30 ft.; AC 11, touch 12, flat-footed; Base Atk +1; Grp +1; Atk +1 melee (1d6, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +2, Ref +1, Will +4; Str 10, Dex 12, Con 14, Int 11, Wis 13, Cha 15.

**Skills and Feats:** Bluff +7, Concentration +7, Spellcraft +5; Improved Initiative, Toughness

**Spells Per Day** (6/5); **Spells Known** (5/2; base DC = 12 + spell level): 0—*daze*, *detect magic*, *flare*, *mage hand*, *prestidigitation*, *read magic*; 1st—*burning hands*, *shield*.

**Possessions:** Quarterstaff, MW light crossbow, *potion of cure light wounds*, *scroll of lightning bolt*.

**Stran:** Male human Clr2; CR2; HD 2d8+4; hp 20; Init +4; Spd 30 ft.; AC 18, touch 10, ff 16; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, flail) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+1, flail) or +2 ranged (1d8/19-20, light crossbow); AL NG; SV Fort +5, Ref +0, Will +5; Str 12, Dex 11, Con 14, Int 10, Wis 15, Cha 13.

**Skills and Feats:** Concentration +6, Heal +6; Improved Initiative, Toughness

**Spells Prepared** (3/3+1; base DC = 12 + spell level): 0—*detect magic*, *light*, *read magic*; 1st—*long strider\**, *command*, *bless*, *obscuring mist*.



*\*Domain spell. Domains:* Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.); Travel (For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds)).

*Possessions:* Splint mail, heavy wooden shield, MW flail, MW light crossbow (10 bolts), scrolls of *dispel magic* (DC6 CLC), *summon monster III* (DC6 CLC), *pearl of power*, *1<sup>st</sup>-level spell*, holy symbol of Fharlanghn, *potion of cure light wounds*.

**Evasel:** Ftr2; CR2; HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 19, touch 11, ff 18; Base Atk +2; Grp +4; Atk +6 melee (1d8+2, flail) or +4 ranged (1d8+2, composite longbow); Full Atk +6 melee (1d8+2, flail) or +4 ranged (1d8+2, composite longbow); AL N; SV Fort +5, Ref +0, Will +1; Str 15, Dex 12, Con 14, Int 13, Wis 11, Cha 10.

*Skills and Feats:* Handle Animal +4, Intimidate +4, Jump +6; Combat Expertise, Improved Disarm, Improved Trip, Weapon Focus (Flail)

*Possessions:* Splint mail, MW flail, MW heavy wooden shield, MW composite longbow (+2 Str) (20 arrows), *potion of bull strength*, *potion of cure light wounds*, thunderstone.

## Encounter 5: The Prince's Followers (EL6)

**Farn:** Male human Ftr2; CR 2; Medium humanoid; HD 2d10+4; hp 22; Init +1; Spd 30 ft.; AC 17, touch 11, ff 16; Base Atk +2; Grp +5; Atk +4 melee (1d8+2, flail) or +4 ranged (1d6, short bow); Full Atk +4 melee (1d8+2, flail) or +4 ranged (1d6, short bow); AL N; SV Fort +5, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 11.

*Skills and Feats:* Handle Animal +5, Intimidate +6, Jump +6, Ride +5; Combat Expertise, Combat Reflexes, Improved Disarm, Improved Trip.

*Possessions:* MW chain shirt, heavy wooden shield, MW flail, MW short bow (20 arrows).

**Cailee:** Male human Bar2; CR 2; Medium humanoid; HD 2d12+4; hp 23; Init +1; Spd 40 ft.; AC 15, touch 11, ff 14; Base Atk +2; Grp +3; Atk +5 melee (1d12+3/x3, greataxe) or +4 ranged (1d6, short bow); Full Atk +5 melee (1d12+3/x3, greataxe) or +4 ranged (1d6, short

bow); SQ Fast movement, illiteracy, rage 1/day, uncanny dodge; AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 11.

*Skills and Feats:* Handle Animal +5, Jump +7, Listen +6, Ride +6, Survival +6; Cleave, Power Attack

*Possessions:* MW chain shirt, MW greataxe, MW shortbow (20 arrows)

**Golna:** Male human Ftr2; CR 2; Medium humanoid; HD 2d10+7; hp 25; Init +5; Spd 30 ft.; AC 17, touch 11, ff 16; Base Atk +2; Grp +4; Atk +6 melee (1d8+2/19-20, longsword) or +4 ranged (1d6, short bow); Full Atk +6 melee (1d8+2/19-20, longsword) or +4 ranged (1d6, short bow); AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats:* Handle Animal +5, Jump +7; Cleave, Power Attack, Toughness, Weapon Focus (longsword)

*Possessions:* MW chain shirt, heavy wooden shield, MW longsword, MW short bow (20 arrows)

**Pris:** Female human Rgr2; CR 2; Medium humanoid; HD 2d8+2; hp 15; Init +0; Spd 0 ft.; AC 17, touch 12, ff 15; Base Atk +2; Grp +4; Atk +4 melee (1d12+3/x3, great axe) or +5 ranged (1d8+2, composite longbow); Full Atk +2/+2 ranged (1d8+2, composite longbow); SA Favored enemy (human); AL CN; SV Fort +4, Ref +5, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Handle Animal +4, Heal +6, Hide +5, Jump +5, Listen +6, Ride +5, Spot +6; Point Blank Shot, Precise Shot, Rapid Shot

*Possessions:* MW chain shirt, buckler, MW greataxe, MW composite longbow (+2 Str) (20 arrows).

## Encounter 6: The Prince's True Colors (EL8)

**Uram:** Male human Rog4; CR 4; Medium humanoid; HD 4d6+8; hp 26; Init +3; Spd 40 ft.; AC 17, touch 13, ff 14; Base Atk +3; Grp +4; Atk +4 melee (1d6+1/19-20, short sword) or +5 ranged (1d6, shortbow); Full Atk +2/+2 melee (1d6+1/1d6+0/19-20 2 short swords); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL CE; SV Fort +3, Ref +6, Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 11.

*Skills and Feats:* Balance +3, Bluff +8, Diplomacy +10, Hide +11, Intimidate +10, Jump +14, Move Silently +11, Open Locks +11, Search +9, Tumble +13, Use Rope +13; Combat Expertise, Improved Feint, Two-Weapon Fighting

*Possessions:* Mithral shirt, long spear, MW short swords (2), MW shortbow (20 arrows), *boots of striding and springing*.

**Kail:** Male human Bbn4; CR 4; Medium humanoid; HD 4d12+12; hp 45; Init +1; Spd 40 ft.; AC 18, touch 11, ff 17; Base Atk +4; Grp +7; Atk +9 melee (1d12+4/x3, greataxe) or +6 ranged (1d6, shortbow); Full Atk +9 melee (1d12+4/x3, greataxe) or +6 ranged (1d6, shortbow); SQ Uncanny dodge; AL NE; SV Fort +7, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

*Skills and Feats:* Handle Animal +7, Intimidate +7, Jump +10, Listen +8, Survival +8; Cleave, Power Attack, Weapon Focus (greataxe)

*Possessions:* +3 *chain shirt*, MW greataxe, MW shortbow (20 arrows).

**Barsee:** Female human Ftr4; CR 4; Medium humanoid; HD 4d10+4+4; hp 37; Init +3; Spd 30 ft.; AC 17, touch 13, ff 14; Base Atk +4; Grp +6; Atk +7 melee (1d12+3/x3, greataxe) or +9 ranged (1d8+4, composite longbow); Full Atk +7/+7 ranged (1d8+4, composite longbow); AL LE; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 13, Int 11, Wis 12, Cha 10.

*Skills and Feats:* Intimidate +7, Jump +9, Ride +10; Improved Toughness, (See Appendix D), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

*Possessions:* Chain shirt, MW composite longbow (+2 Str) (40 arrows), MW greataxe.

**Shia:** Female human Sor4; CR 4; Medium humanoid; HD 4d4+8+3; hp 21; Init +6; Spd 30 ft.; AC 12, touch 12, ff 10; Base Atk +2; Grp +2; Atk +3 melee (1d6, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 12, Con 14, Int 11, Wis 13, Cha 16.

*Skills and Feats:* Bluff +9, Concentration +9, Spellcraft +7; Improved Initiative, Still Spell, Toughness

*Spells Known* (6/7/4; base DC = 13 + spell level): 0—*acid orb*, *detect magic*, *flare*, *prestidigitation*, *ray of frost*, *read magic*; 1st—*color spray*, *enlarge person*, *magic missile*; 2nd—*scorching ray*

*Possessions:* Quarterstaff, MW light crossbow, crossbow bolts (10), *wand of magic missile* (3<sup>rd</sup>), *Scroll of evard's black tentacles* (DC9 CLC).

## Encounter 8: The Bloody Blades (EL10)

Values in () are the value before precasts.

**Rosch:** Male human (Suel) Clr8 –Wee Jas; CR8; Medium Humanoid; HD 8d8+16+8; hp 72; Init +5; Spd 20 ft.; AC 20, touch 11, ff 19; Base Atk +6/+1; Grp +7; Atk +9 melee (1d4+3/19-20, +2 *dagger*) or +8 light crossbow (1d8); FA +9/+4 melee (1d4+3/19-20, +2 *dagger*); SA Death touch; SQ: SR 0; AL LE; SV Fort +8, Ref +3, Will +9; Str 13, Dex 12, Con 14, Int 10, Wis 17, Cha 11.

*Skills and Feats:* Concentration+13, Heal+14, Knowledge (Religion)+11; Improved Initiative, Improved Unarmed Strike, Spell Focus (Enchantment), Weapon Focus (dagger), Improved Toughness.

**Death Touch (Su):** Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

*Spells Prepared* (6/5+1/4+1/3+1/2+1; base DC = 12 + spell level): 0—*cure minor wounds* (3), *detect magic*, *light*, *read magic*; 1st—*cause fear\**, *bane*, *bless*, *command*, *shield of faith*, *obscuring mist*. 2<sup>nd</sup>—*death knell\**, *bear's endurance*, *bull's strength*, *hold person*, *summon monster II*. 3<sup>rd</sup>—*animate dead\**, *blindness*, *searing light*, *summon monster III*. 4<sup>th</sup>—*dominate person\**, *divine power*, *poison*.

\*Domain spell. *Domains:* Death (You may use a death touch once per day.); Domination (You gain the Spell Focus (Enchantment) feat).

\*Enchantment

*Possessions:* Banded mail, buckler, +2 *dagger*, MW light crossbow (10 bolts), holy symbol of Wee Jas, *scrolls of hold person* (2<sup>nd</sup>), *hat of disguise*, *ring of protection* +2.

**Bloody Blades (6):** male Goblins War5; CR8; Small Humanoid; HD 5d8+10+5; hp 45; Init +2; Spd 30ft; AC 16, touch 13, ff 14; Base Atk +4; Grp +0; Atk +5 melee (1d6, morning star) or +7 ranged (1d4, javelin); Full Atk +5 melee (1d6, morning star) or +7 ranged (1d4, javelin); SQ Darkvision 60ft; AL NE; SV Fort +5, Ref +2, Will 0; Str 11, Dex 14, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +7, Listen +2, Move Silently +7, Ride +4, Spot +2, Alertness, Improved Toughness.

*Possessions:* Leather armour, light wooden shield, morningstar, javelin.

## Appendix 5:

### Complete Book Excerpts

#### *Feats*

##### **Improved Toughness [General] (CW)**

You are significantly tougher than normal.

**Prerequisites:** Base Fortitude save bonus +2

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

**Special:** A fighter may select Improved Toughness as one of his fighter bonus feats.

### Copperfeld – A Brief Gazetteer

**Proper Name:** County of Copperfeld

**Ruler:** Count Zaren, noble of House Arxx

**Capital:** Copperfeld Keep (pop. 520)

**Population:** 8,500 Humans (Oeridian/Suel) 60%, Dwarves 15%, Gnomes 10%, Half-orcs 5%, Orcs 5%, Halfling 3%, Elves 2%

**History of Copperfeld:** Where the barony of Menst meets the Stark Hills to the east sets the small County of Copperfeld. Dwarven, gnomish, and human miners originally settled the region in the mid-300s CY when copper-rich veins were discovered in the region. As part of the County of Idee, the region was known as the Viscounty of Copperfeld. Though the region's mineral wealth is considerable, the region has repeatedly fallen victim to the same problem: lack of continuity in its rulers.

The first count of Copperfeld was Count Mardi who established Copperfeld Keep as a freehold in 396 CY. Under the protection and capable administration of Count Mardi and (subsequently) his son Count Saark, the mines became quite productive. However, neither Count Mardi nor his wife was an actual member of a noble family. The freehold was established by the legitimacy of Mardi's skills rather than his nobility. When their son Count Saark insisted on marrying a commoner as well, the region's fate was pretty well sealed. When Saark died in 441 CY, the true nobles of Idee refused to allow the productive region to pass to a third generation commoner, and through intrigue the Viscounty passed to Count Leedl, a favored member of House Eddri. A century of slow, but steady decline followed through eight generations of Leedl's descendants.

In 532 CY, two events coincided. Count Leedl's descendant died without an heir, and a vein of gold was discovered in the Copperfeld region. For weeks, prospectors flooded leaderless Copperfeld Keep in a regional gold rush. Great care was taken to place a capable count in Copperfeld, since it appeared it could be an economic cornerstone of the County. The gold veins proved to be quite thin (yielding only four mines with long-term productivity), but the choice of young Count Barso of House Devnor as fief-holder proved a lasting positive legacy. Through decades of regional strife between the Scarlet Brotherhood, Ahlissa, and the Iron League, Barso's diplomatic, military, and administrative talents helped Copperfeld to grow to its former level of productivity.

In 565 CY, after more than thirty years of rule, Count Barso died and his fief passed to his grandson Xarkor. Count Xarkor was a capable ruler, but only a shadow of his grandfather, and during the struggles of the 580s – the Wars and the Brotherhood Occupation - Xarkor floundered. In 588 CY, Xarkor (like all House Devnor in the barony) was either killed or displaced – no one knows for sure.

House Arxx's selected the aging, but capable Gastor as the new count in 588 CY as reward for his years of loyal service as he was not an actual noble by birth. The region seemed to rebound under his leadership, but he died in less than five years. A few months ago, the fief was awarded to Count Zaran. Zaran, while extremely charismatic, appears to be completely inept as a leader or administrator. The region is currently on the verge of anarchy. Humanoids are raiding the mines nearly at will, bandits raid caravans into and out of the region, and pockets of peasant insurrection have cropped up (possibly Idee in loyalty).

**Politics of Copperfeld:** The supreme political authority in the County of Copperfeld is Count Zaran and his seat resides in Copperfeld Keep at the heart of the region. Although theoretically the ruler of the entire region, in reality his authority extends barely beyond Copperfeld Keep proper. Even the well-traveled road to Minetha is unsafe. However, he does barrack a contingent of men-at-arms (10-15) in the hamlet of Woodlet to protect the highway there and maintain his authority.

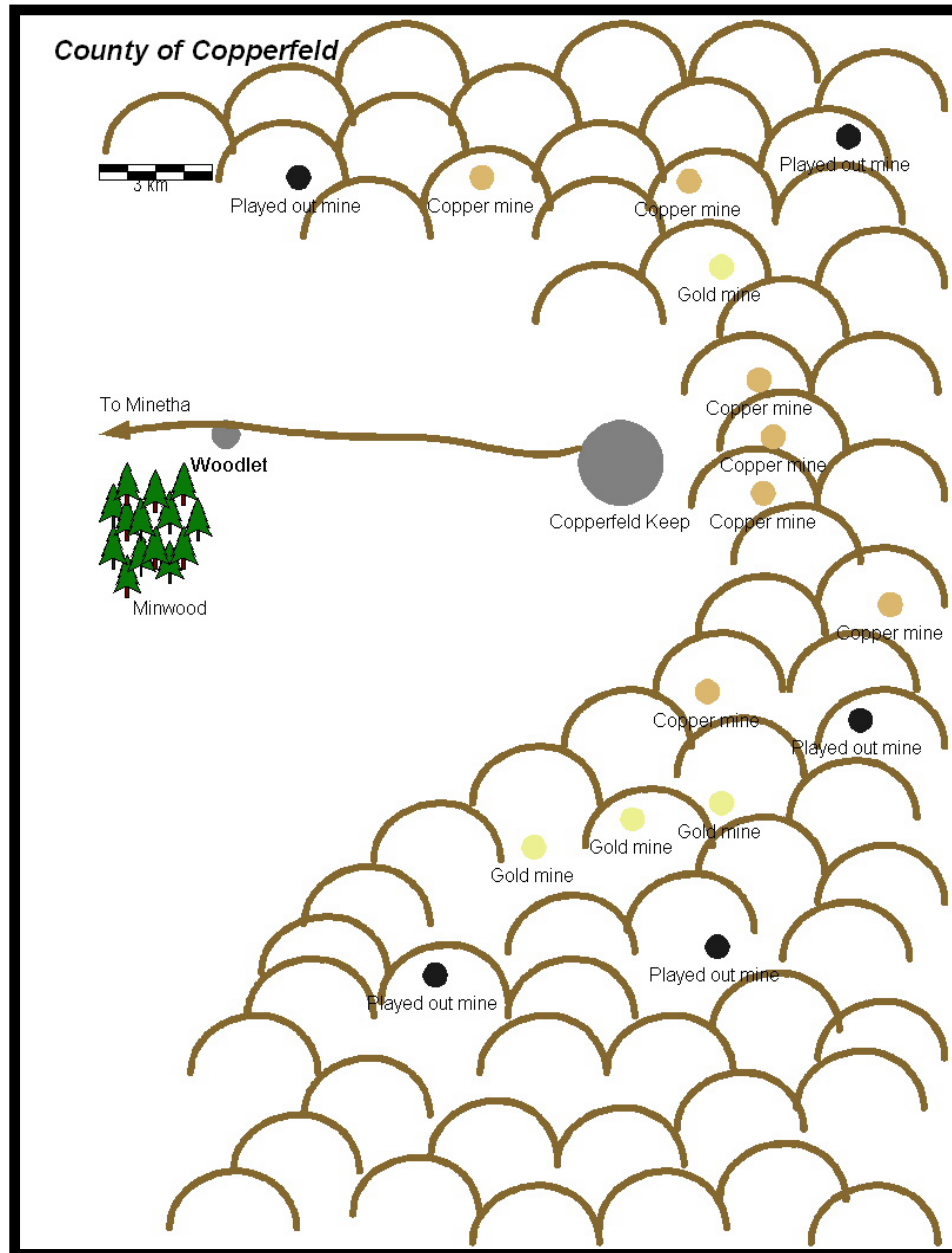
Outside Copperfeld Keep the various mining settlements are organized into clannish communes of 10-20 families (20-100 people) depending on the richness of the local ore. Each settlement is “guided” by a patriarch or matriarch or set of respected elders. Each community is racially homogeneous (100% human, 100% dwarven, or 100% gnomish). There are no individual mining operations as the region is much too dangerous to fly solo.

**Economics of Copperfeld:** The heart of the economy is the smelting works at Copperfeld Keep. Its presence constrains the surrounding miners to bring their ore to the Keep to be refined, barreled, counted, and taxed. During times of better organization, the count was able to levy taxes against other commercial enterprises (like peddlers or taverns). While these taxes are still on the books, it's been over twenty-five years since a count occupied the Keep who had the organizational skills to enforce the tax.

The count also collects periodic security fees from the various mining settlements to help fund the military protection of the county. These fees are generally negotiated on an ad hoc basis between the settlement elder(s) and the count's agent.

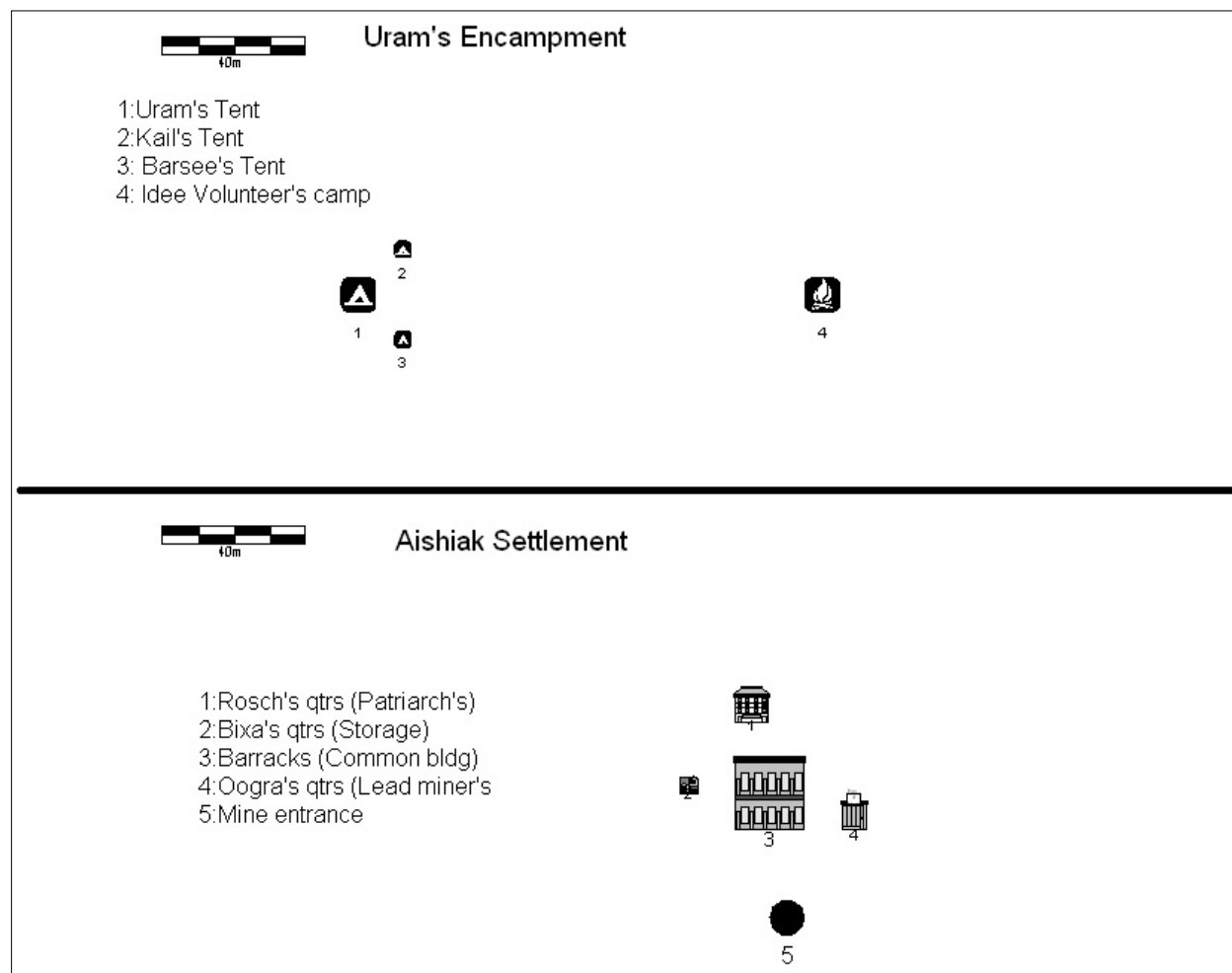
The County has feudal obligations to House Arxx in the form of both periodic financial payments and troops. The County does not have much in the way of agricultural development or manufacturing capacity (with the exception of some small lumber production in Woodlet). The region relies on its production of copper and gold to purchase its necessities. Its copper mines are highly productive, but its gold is only marginal – still it's gold.

## Appendix 7: Copperfeld Area Map



## Appendix 8:

### Uram's Encampment Map



Player Handout #1

*My Dear Prince Uram:*

*Know that I now speak with the authority of His Prominence, Zaran of the House of Arxx, Count of Copperfeld. I am sure that we can now reach an accommodation that will be satisfactory. I am waiting for an advisor from outside the county whom I believe we will both respect, and who can help us reach a reasonable settlement. I ask you to cease hostilities for a few days to allow me to get things in place.*

*Your respectful friend,*

*Selnor Gilmane,  
Sensechal of Copperstead Keep,*