

NYR2-03



PATRIOTS OR FELONS?

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

Version 1

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Something horrendous has happened, and now you are about to stand trial. As you wait in your tiny cell, chained to the wall, you ponder what brought you and your companions to this point. It seems that today is the day you defend yourself against the charge of murder. An adventure for characters level 3-10.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

- 4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Nyrond. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The characters are on trial for murder and treason against the crown. The person they are accused of murdering is the same person that they were hired to protect.

This adventure is played in a series of flashbacks starting with their trial beginning. The players roleplay certain key points in their trial. The point of this is not so much that the players are being led along by their noses, but to find the clues in 'recounting' their actions to prove their innocence.

The story opens with the characters beginning their trial for murder. The characters status as licensed adventurers – at least one is required to have this status in Nyrond, which is easy enough – allowed them to request Royal Justice rather than the common court. The trial is played out as the various scenes of the journey are "relived" by the characters.

The opening scene has the characters being hired as bodyguards for a local lady of Oldred, one Lady Manilae by name. Somewhat recently widowed, she is traveling North to Midmeadow to meet a potential new husband. She claims to be taking quite a bit of jewelry with her, in order to make a good first impression, and has decided to hire a group of reputable licensed adventurers as bodyguards. In actuality, she is a rather powerful illusionist, who killed her husband to inherit his wealth. Now, her past actions are starting to come out, and her employer, Prince Sewardt, has decided she needs to vanish. She needs the characters along to allow her to disappear without a trace, by having the characters take the blame for her death. Only the adventure's conclusion tells us if she succeeds, or if the party discovers her plot.

The lady has delayed her departure by several extra days, knowing that her fiancée will become worried about her, and journey south to learn her fate. She has planned on this, and uses his anxious arrival on scene to set up the unknowing characters.

Examination of the clues scattered throughout the various scenes helps the party prove their innocence, and also exposes this traitor as working for the evil Prince, assuming the characters are successful in finding them and piecing the story together.

The next several parts are resolved as a series of disjointed scenes strung together under the pretext of the trial. We jump from flashback to interludes in the courtroom and then back again. It is up to the party to keep everything straight.

As the party journeys north, they make their first stop at a roadside inn. Two thugs, remotely hired by Lady Manilae attempt a robbery. While little can be learned here, a map showing the party's planned route can be found. Is someone out to get the characters, or their charge?

Next we return to the courtroom, as the characters are forced to explain their actions, and give some insight into the events of the first few days. This is the characters' first chance to really roleplay their defense. This is

important, since their actions and temperament during this phase can have a great impact on the final verdict.

Also, while two of the magistrates are decent non-biased individuals trying to serve justice correctly, the Head Magistrate is actually quite corrupt and under Prince Sewardt's employ. He attempts to sway the other two magistrates toward finding the characters guilty, as it covers up Sewardt's involvement in local politics. However, he is just as much concerned with the appearance of being neutral in legal affairs, and votes the same way the other two magistrates do. So the characters have an all or nothing verdict. They control whether they are found innocent or guilty.

The scene then shifts back to the ill-fated trip north. At some random point along the trip, the party is attacked by an illusionary group of bandits. This serves two purposes. It drains some resources from the party, and it also sets them up to be taken in when the bandits attack again, for real. A few more clues and pieces of evidence can be found.

Continuing the journey, the characters are stricken by a set of *nightmare* spells cast by Lady Manilae. These confuse the party some more, and potentially make their next combat with the bandits that much more difficult.

After the nightmare, we return to the courtroom. Here they gain some additional insight into the nature of the magistrates and add a little more to their defense. It also breaks the action sequence up, so that they aren't expecting an immediate attack.

Back in the memory world, the characters awaken from their nightmare, and are nearly immediately attacked by the real group of bandits. Being somewhat drained by the previous day's events, not to mention last night's, this should be a difficult encounter.

Once the bandits are defeated, and potentially a few more clues gathered, the characters are probably tiring of this, and want to drop off their charge and get on with their lives. Yet fate sends them a bonus chance to gain some evidence, in the form of a spurned confidant of the Lady. A rogue druid, he attacks the party in order to take revenge against the woman who ruined his life, namely Lady Manilae. If they defeat him the party is able to recover his diary, the best clue they have yet gathered.

Returning to the courtroom once again, the characters can continue to argue their case, using the latest set of evidence. They also have another chance to get on the magistrates' good sides.

Finally, we return to the cause of the trial. Lady Manilae flees from the characters, rushing to a hastily prepared setup. There the characters find a burned body that resembles their employer, tents and other travel items designed to resemble the characters' possessions, and a rather powerful enemy in the form of a fully revealed Lady Manilae. Having previously scryed upon her fiancée, she knows that he is nearby, and is desperate to find his "love." However, in order to keep the characters off guard and unable to prepare for such an event, she needs to delay them for a short time. Hence she engages the characters in combat for a brief while, trying to eliminate a few of them and then make good her

final escape. If the characters are quick, they can defeat her, gaining the final pieces of evidence they need to prove their innocence. However, they are unable to save Lady Manilae from her predetermined fate. Her assistants, who set up the fake campsite, are under orders from Sewardt to insure she escapes, or else to kill her should she be captured. So ends the life of a traitor. But do the characters also share that fate and epitaph?

This scenario is designed as a series of flashbacks, as the characters 'remember' what has occurred during the weeks before their incarceration. While it is obvious that the players are only experiencing these events for the first time, they are supposed to have occurred in the past. Therefore, the interviews with the magistrates and other present day events always refer to these events as if in the past.

As the characters are active characters, rather than actors performing a static role, they may attempt to do something unexpected, either because they have a different take on the situation than anticipated by the authors, or because they wish to try and change their 'predetermined' fate. This is not a bad thing, but it can be problematic as you run this scenario. The following section, entitled Adventure Synopsis, lists the order of encounters as anticipated by the authors. Your players may wish to do these in a different order, may skip some of them entirely, or might even jump straight to the end since they all know the eventual outcome. Here are some suggestions for handling unusual events:

- If the characters attack Lady Manilae early, run the combat as outlined in Encounter 7, although her assistants are delayed two rounds as they rush to join the combat. Assume that Lady Manilae has precast her defensive magics as outlined in that encounter.
- Some players refuse to stick by a preplanned route, causing them to avoid the thug encounter. Simply skip this section, and move on. The characters receive less experience and find fewer clues.
- Attempting to change their route to avoid either or both sets of bandits is also possible, but the bandit encounters can easily be moved. Change the read-aloud text to reflect any changes based on your situation.
- The druid encounter is also very mobile. If the characters avoid the thugs, then run the druid encounter earlier. Then have the bandit encounters occur as previously planned.
- If the characters should kill Lady Manilae (or allow her to escape) early, there cannot be a prepared campsite to frame the characters with. Should the characters slay Lady Manilae, then proceed immediately to the *Conclusion* and the arrival of the fiancée. If the characters allow her to escape, then Lady Manilae leaves behind an illusion to confuse her fiancée. The characters are still arrested for her murder, as Lord Cabrax's grief prevents him from realizing that the illusion is but a figment.

Judge other unusual events in a manner similar to these. Keep in mind that regardless of their actions (except as otherwise mentioned in the text), the characters are arrested for Lady Manilae's murder, so some sort of altercation between them will occur. Some parties may attempt to rob her and then flee, while others may abandon her early in their journey. Having the Lady track them down and attack them later is perfectly acceptable in this circumstance.

ADDITIONAL BACKGROUND INFORMATION

Several years ago, back before the time that Prince Sewardt made his ill fated try for the throne, the traitorous Prince enlisted the aid of many notable, and most importantly rich, nobles to his cause. One of these was the Lady Amalthea Toradan. The Lady was a fledgling illusionist with something of a mean streak, allowing Sewardt to easily tempt her with promises and gifts of arcane lore.

With Sewardt's aid, the Lady Amalthea grew older, wiser, and more evil with the passage of time. Eventually she married into a wealthy family. While she didn't love the man, she did love his money. So she pretended affection; using her magic to beguile and charm her new husband, the Lord Manilae of Oldred.

For many years she slowly drained funds from her husband's vast estates. Some she kept for herself, hidden away for future use. Others she funneled to Sewardt to aid his quest for the throne. She hired servants loyal to herself, and then she waited for the chance to take it all.

Her chance came in the year 589, with the arrival of a druid with some requests of Lord Manilae regarding his fur and ivory trade, a druid that wasn't entirely stable. Lady Manilae seized the initiative, and took the young druid aside. She showed him images of horror and decay, followed by scenes of pure beauty and life. She bombarded him with these images, until his mind snapped.

The druid Fandobal was a brewer of poisons, and used his abilities at Lady Manilae's direction. His most noteworthy target was Lord Manilae himself. Fandobal fed the Lord a slow accumulating toxin that made him weaker and more susceptible to disease. It was just a matter of time until a particularly harsh winter finally killed off Lord Manilae, and left Lady Manilae a rather happy widow.

For his trouble, Fandobal was arrested for the murder of another of Lady Manilae's targets, and sentenced to life at hard labor. His fractured mind never revealed Lady Manilae's part in her husband's death, leaving her in the clear to continue supporting Sewardt and studying magic.

It is now the year 592, and Lady Manilae's story is just starting to come to light. Minor witnesses, old grudges, and a few too many stilled voices are starting to raise questions about the Lady's past. Sewardt has ordered her to disappear, realizing her usefulness is about ended. Enter the characters.

Introduction: So, Why Are We Here Again?

The characters are dragged from their prison cells to the courtroom for their trial. This begins a series of flashbacks into their adventure.

Encounter 1: Hired of it All

The characters are introduced to Lady Manilae, who wishes to hire them to escort her to meet her future husband.

Encounter 2: Morn or Less

As the characters pass an uneventful day on escort duty, occasionally spotting the odd farm folk or listening to the calls of wild animals, they encounter some of Lady Manilae's thugs who wish to test the characters' mettle.

Interlude: Accusations and Refutations

Returning to the present, the characters are questioned extensively about their actions. The questioning is brutal, with the characters even accused that the "thugs" actually attempted to save Lady Manilae FROM the characters.

Encounter 3: Banditry

An illusionary band of bandits attack the party. Lady Manilae is hoping that this wears the party down and removes some of them or their resources.

Encounter 4: Sailing the Sea of Dreams

A couple of the characters are targeted by a *nightmare* spell. In this nightmare, they board a ship that plies the river, and are then attacked and consumed by river monsters. The purpose of which is to prevent spellcasters from getting the rest they need to regain spells.

Interlude: Lack of Evidence

The characters are forced to explain the relevance of the illusionary attack, and try to come up with a reason for the strange dream.

Encounter 5: Banditry Revisited

A real band of bandits, under Lady Manilae's command, attack the party. As these wear the same faces as the illusions, Lady Manilae hopes that it further confuses the issue and gives her the benefit of the doubt as she gets closer to her goal.

Encounter 6: Revenge is Best Served cold and in the Rain

An unexpected attack by an old enemy of Lady Manilae forces her to up her timetable. It also gives the characters their biggest piece of evidence.

Interlude: Are We Getting Somewhere?

A final visit back to the courtroom as we prepare the characters for their final flashback encounter. Questions are asked, answers given, and things start to get interesting.

Encounter 7: New Definition of 'Fired'

Lady Manilae leaves the party, leading them to a fake campsite and a dead body. There she fights a delaying battle, until the arrival of her fiancée. Finally she attempts to flee, leaving the characters to take the fall for her death.

Conclusion: It's Not the Jury who will be Hung!

The characters must convince the Magistrates of their innocence. Hopefully they have the evidence they need; otherwise they are welcomed back into the dungeons to prepare for their incarceration or execution.

The Verdict: Is Justice Served?

This is where the actions of the characters are rewarded or penalized. Each action has a possible point value. Adding the total number of points together determines if the characters are found innocent or guilty.

INTRODUCTION: SO, WHY ARE WE HERE AGAIN?

"Come to Rel Mord and see the sites!" would be a nice promotional poster you think. But you doubt if the Royal Dungeon would be on the usual itinerary.

Sitting in your cell, shackled hand and feet, and chained to the wall, you shiver as you feel something crawling through your hair. 'Great!' you think, 'Lice make such lovely companions!'

The door to your cell makes an odd jangling and clanking noise as the Guard fumbles with the keys in the lock. "Tis time," is all he says as he opens the door. Guards come in and hold you still while you are unchained from the wall but they leave your shackles on.

You are shoved roughly into the corridor. "I'd get better treatment than this in Crockport!" you protest. A cuff to the back of the head is made in reply.

"Jus' you 'member, we gots stairs!" threatens one of the guards.

You are half-pulled up the stairs as the garish light of day greets you in blinding coldness. How long has it been since you last saw daylight? Has it been days or weeks?

You are brought up to some double doors as they open to admit you. The marble pillars and oak paneling tells you that this is no common court.

If at least one of the characters is a Licensed Adventurer, read the next section. Otherwise skip it and use the one following:

Lucky for you as licensed adventurers, you could request Royal Justice.

If the characters are not Licensed Adventurers, read this next line instead:

Apparently your crime was so noteworthy as to merit Royal Justice.

You are hauled into the "bait box" with the rest of your party. Some look worse than you feel, and you wonder what kind of trouble they got into. As they shackle you to an iron bar you notice that there is no place to sit down, and the shackles and chains prevent you from even slouching.

The bailiff, an elderly man with a heavy staff capped with the royal seal of Nyrond enters. Tapping it three times he calls out in a voice stronger than he appears.

"The Court Assembled shall come to order! Rise for the High Magistrate, Lord Tal Nalroth!" The Magistrate, in full regalia enters and sits in the center seat.

The bailiff taps three times again. "Remain standing for his Lordship, Kailith Noyel!" An elf with pale golden hair enters and stands before the seat on the King's right.

The hall rings with three more taps. "Remain standing for her Ladyship, Julthain of Rel Mord!" This time a comely woman of middle years enters and stands to the left of the King.

Three more taps ring out around the room. "Attend, the Judges have presented themselves. Law and Truth shall prevail!" Kailith and Lady Julthain both sit. The Bailiff raps once more. "Be seated!" A short rumble as the rest of the court takes their seats, except for you. The Bailiff steps back to his post.

The Magistrate leans forward. "Bailiff, of what offense do these . . . adventurers stand accused?"

The Bailiff steps forward and raps the staff once on the marble tiles. "All these stand accused for the murder of Lady Manilae." The staff raps once. "And one count of High Treason against his majesty and the Kingdom of Nyrond by consorting with the traitor, Sewarndt!" The court erupts in calls for your blood.

The Bailiff raps his staff again as order comes over the court once again. "The Accused shall give their name, profession, heritage, nationality, and shall declare their guilt or innocence!"

At this point the characters may introduce each other. Remind the players that they have been working together in the adventure that brought them here. If the players start to become too long-winded the Bailiff orders them to profess Guilt or Innocence.

The Head Magistrate leans forward. "We shall hear from the accused their side of the story, then the prosecution will rebut with evidence to the contrary." Leaning back he nods to his companions. "Begin with how Lady Manilae hired you to . . . protect her."

♣ Lord Tal Nalroth, Magistrate: Male human Ex-Pal4/Ftr6; AL LE.

♣ Lord Kailith Noyel: Male high elf Ftr4/Wiz2/Bladsinger2; AL CG.

♣ Lady Julthain of Rel Mord: Female human Clr8; AL LN.

ENCOUNTER 1: HIRED OF IT ALL

Lets see, how did it all get started? That's right, you received that confounded letter. That's where this situation began.

The letter came to you through the usual channels. As a licensed adventurer, agents send notices to successful adventurers rather than have the adventurers come to them. At least this was

the case with you. You were asked to meet with Lady Manilae at her residence that fateful evening.

Arriving you saw that you were not the only one to have received such a notice. As you waited in the receiving room, you remember having introduced yourself to those you were going to be working with.

This is a good time for the players to introduce their characters, assuming they have not done so previously. Also, any characters that are not yet licensed adventurers may become so at this time. See the Nyrond Judge's Guidelines for more details. Should the entire party not be licensed, be sure to modify the next few blocks of text to reflect this fact. Once the introductions have concluded, continue.

A side door opens and a gentleman dressed as a butler appears. He takes your names and asks you for a quick summary of your skills and exploits. Although he listens politely, he refuses to answer any of your questions; responding only with, "I would prefer that my mistress respond to those questions." Disappearing through the main doors leading deeper into the house, he closes the door behind him. Apparently he is informing your prospective employer of your arrival.

The butler reemerges from beyond the closed doors, and spreads them wide. As he steps out of the way a handsome woman enters. The butler's voice is soft but clearly audible as he introduces the Lady Manilae.

Lady Manilae is a woman mature in years, but still too young to be called old. Her dress is decorative, but simple. Her light brown hair is tied up in a bun and fastened with a simple silver hair comb.

"Thank you for coming. I can see that my agent Salfrax has chosen well." She nods in the direction of the butler. Then she turns to each of you, and invites you by name into her apartments. Once you are again seated in the well apportioned room beyond, Lady Manilae begins her story."

"I am Lady Manilae of Oldred. I am here on my way north to Midmeadow to meet Lord Cabrax, who has asked for my hand in marriage. I have spent several years alone since my husband died, and I feel it is time to find new companionship."

Her husband was Lord Balthis Manilae of Oldred. He died about two years ago following a particularly harsh winter. A successful Knowledge (local) check or Bardic knowledge check (DC 15) reveals as much. Characters that don't know, may ask her, for this information as well. Characters that make the aforementioned Knowledge check well, (DC20) also remember that Lord Balthis died of complications following a long illness. A successful Knowledge (local) or Bardic knowledge check (DC 12) allows the character to remember that the Manilae family is not only noble by birth, but is also very successful in the fur and ivory trade. Lady Manilae is quite rich, and easily able to pay the characters for their services.

Paranoid characters may have gotten into the habit of using detect evil on every NPC, including Lady Manilae. She is, of course, lawful evil, and makes no attempts to hide that fact. An evil alignment does not mean she is guilty of anything, but is representative of her cold, calculating demeanor. Should any characters desire not to

associate with Lady Manilae, then ask them to vote, and then proceed to the rewards section for that character. Continue with the scenario once those characters have left the table, but be sure to recalculate the APL in this instance.

"In order to make the best impression possible, I will be travelling with my most expensive jewelry. Because of this, I need to have bodyguards who can be trusted."

If the characters are not Licensed Adventurers, modify this next paragraph to reflect this fact.

That is why I chose to go with licensed adventurers. As licensed adventurers, your exploits are recorded, as well as your tax contributions. These tell me that you are capable and trustworthy."

"I expect your services are required at least until I arrive at Midmeadow and for a short time while I am there. Should I require it, I may need your protection on the return trip as well, so I need to retain you. I anticipate it will take at least ten days, but I will offer you fifteen days pay at twenty nobles per day, half up front and the rest at the conclusion of our business. I will also pay all living expenses."

To those of the mathematically declined, she is offering each character 150 gp up front, and another 150 gp upon their dismissal. Sense Motive checks reveal that she is sincere about the offer, and any research shows that she is quite able to pay it.

APL 4

🗡️ **Lady Manilae:** Female human Ill6; hp 31; see Appendix I.

APL 6

🗡️ **Lady Manilae:** Female human Ill8; hp 41; see Appendix I.

APL 8

🗡️ **Lady Manilae:** Female human Ill10; hp 51; see Appendix I.

APL 10

🗡️ **Lady Manilae:** Female human Ill12; hp 73; see Appendix I.

ALL APLS

🗡️ **Salfrax:** Male human Ari1; hp 12; see Appendix I.

Salfrax is the first of two agents that is working with Lady Manilae during the final encounter. He plays the part of the typical butler during this first meeting with the characters, being withdrawn, unbearably polite, and yet somehow managing to put the characters down with every comment. He obviously considers himself and his employer to be above the characters in social standing,

regardless of the characters actual standing. Nothing is ever good enough for him.

If the characters are hesitant to agree to her terms, she is not willing to negotiate. Should they refuse, then end the scenario and proceed with the voting. If the characters do agree, then continue:

"Excellent, we shall leave on the morrow. The inn next door has rooms provided for you." She waves to her butler who brings forward a chest. "Here is your payment. Only part of it is in coin of the realm. The rest are in gems. Easier to carry."

Opening the chest, the butler removes several satin bags, and hands one to each of you. You can feel the clinking of coins, as your fingers feel the outline of some hard round objects through the cloth.

Each satin bag contains 50 gold coins, and 10 small gems – white opals if the players should ask – worth 10 gp each. A successful Appraisal check (DC 10) is enough to verify that these gems are indeed worth the anticipated amount. This is the total amount the characters receive from Lady Manilae, as she expects the characters to be arrested for her murder prior to collecting the remainder of their payment.

Should the characters have additional questions, Lady Manilae directs them to speak with Salfrax, "as he handles those sort of details." Answer those questions as best you can, but try not to give anything away. Remember, also, that Salfrax doesn't think much of the characters, so be politely rude when speaking as the butler.

Once the characters have satisfied themselves about the job, and have no further questions, wrap up this section of the scenario. Allow the characters to roleplay as much as they want, should they decide to stay up late. Once all the characters eventually decide to sleep, read the next paragraph.

The inn next door, the "Gilded Mare", indeed has rooms prepared, as well as some rather fine meals. Mounts are cared for, bellies are filled, and thirsts are quenched. Soon, heads are placed upon pillows and gentle sleep embraces you.

ENCOUNTER 2: MORN OR LESS

The gentle knock on the door wakes you from your slumber. As you jump awake, you notice the early morning light. "Who is it?" you ask.

"The management," is your only reply through the door. "Lady Manilae asked that you be woken up to prepare. Your breakfast is also ready for you."

The process is repeated at your companion's doors as you drag your clothes on. Going down to the common room, you find a hot meal of porridge, hotcakes, sausage, and several juices waiting for you. Following your meal, you meet Lady Manilae at her carriage. She motions you over, and shows you a carefully drawn map and timetable.

Hand the players *Defense Exhibit #1*. This map shows the route that Lady Manilae has planned for her trip north. Until events “change” her mind, she sticks with this route. Should the characters argue with her about this, she informs them that she is their employer, and they follow her instructions. She knows that there are thugs waiting for the party at the next inn, and doesn’t want to be late. Once the characters have agreed to her plan, she mounts her carriage and calls out to the characters.

“We should be leaving any minute. My carriage is waiting and ready. Go get your mounts and we shall be off!”

The Lady’s carriage driver, Malthius, is also a part of her plans for the characters, but doesn’t play his part until the last encounter. He is jovial and friendly to the characters throughout the journey north. While not a talkative fellow, he is not shy or withdrawn by any means, and offers suggestions or random conversation throughout the trip.

ALL APLS

☛ **Malthius:** Male human Com1; hp 8; see Appendix I.

Should the characters be lacking in mounts, they are provided. Also, in case no one made special arrangements to wake early and prepare spells, spell lists cannot be altered. The road trip could make it especially difficult to prepare either arcane or divine spells.

Determine where the players are riding in relation to the carriage. Also, nightly watches can be determined now to save time later. Periodically ask for Spot and/or Listen Checks during the trip north. Should the characters stay up late partying, or otherwise getting less than the typical night’s sleep (especially on the first night), feel free to impose random modifiers to these rolls.

Most of these result in the discovery of some of the local wildlife or commoners out foraging or hunting. If the characters also want to hunt, forage, or otherwise use their outdoor skills, judge these events as you see fit. However, do not include additional encounters beyond those included here. Have the characters make several of these checks throughout their journey northward. Choose at random from the players before you, and often pretend to check various charts. While there are no wandering encounters, the players don’t need to know this. This helps to draw out the suspense.

Soon you are off riding though the countryside around Lady Manilae’s carriage. You stop midmorning for a brief rest, again for lunch and eventually for supper. Most of these meals consist of cheeses, dried fruits, and a light wine.

After each meal you mount your horses again and continue on the road. That night you stay at a roadside inn.

“We will stay here for the night,” instructs Lady Manilae after dismounting from her carriage. “I will go in and see to our lodgings, please see to the horses and carriage.”

The driver Malthius bows as he directs you to the stables.

Lady Manilae enters the inn first, since the carriage is pulled directly in front of the door, and she wants it that way. If any character attempts to enter first, she makes up a task for that character to do, which keeps him or her outside for a few minutes. If any of the characters suggest that they accompany her, she tries to dissuade them. But finally accepts that two characters accompany her inside, although she still arranges it so that she enters the inn first. The rest of the characters are put to work taking care of the horses and carriage.

If none of the characters go inside with Lady Manilae, then ask the characters to make a Listen check in order to hear the altercation begin. This is mostly for show, so the DC is only 5. Do not tell the characters of this fact, simply acknowledge their rolls and read the next section. In the unlikely event that none of the characters present is able to reach a DC of 5, simply wait a few moments and then inform them they hear a scream coming from within the inn.

The common room of the inn looks much like those all around the Flanaess. The tables and chairs are arranged to some unknown but predetermined plan. The wall hangings may be different in detail but are generally the same.

Lady Manilae has arranged for two thugs to attempt to rob her. These thugs were informed through several intermediaries, of the Lady’s route and what she was taking with her. They are unaware that they were hired by Lady Manilae to throw off suspicion against her, and to tighten her grip on the characters. For this combat, feel free to use the provided DM’s *Combat Map – Inn* and the counters for Caelinar and Bournlith. Should the fighting extend beyond the inn’s common room, a second map DM’s *Map of Inn – 1st Floor* shows the additional rooms of the inn, and the location of the stables. Upstairs there are only two rooms, a small private room that Lady Manilae claims, and a common room for the characters and Malthius to use. You can improvise the sizes and orientation of these two additional rooms if the fighting goes upstairs.

The innkeeper is bound and gagged in his rooms on the first floor. If rescued, he gives the characters free room and board for the duration of their stay. He has little else to offer them.

APL 4 (EL 4)

☛ **Caelinar:** Male elf Rog2; hp 14; see Appendix I.

☛ **Bournlith:** Male human Ftr2; hp 16; see Appendix I.

APL 6 (EL 6)

☛ **Caelinar:** Male elf Rog4; hp 26; see Appendix I.

☛ **Bournlith:** Male human Ftr4; hp 32; see Appendix I.

APL 8 (EL 8)

☛ **Caelinar:** Male elf Rog5; hp 32; see Appendix I.

➤ **Bournlith:** Male human Ftr7; hp 53; see Appendix I.

APL 10 (EL 10)

➤ **Caelinar:** Male elf Rog7; hp 44; see Appendix I.

➤ **Bournlith:** Male human Ftr7/Rog1/Master of Chains1*; hp 65; see Appendix I.

*See Appendix 2: New Rules for details on the Master of the Chains prestige class.

These two thugs are used to working together, and have developed some tactics to help them in their robberies. If possible, Caelinar drinks his potion of climbing, and his potion of hiding if the characters are particularly slow to approach the inn, and positions himself above the doorway, so as to gain a sneak attack on the first character through the door. If the characters enter with Lady Manilae, they can prevent Caelinar from using his potions. Bournlith is standing 10 feet past the door, ready to use his spiked chain to attack. He uses his cure potion of to heal himself should he drop below half of his hit points. The two attack a single target, attempting to flank as they do so. Bournlith also uses his Combat Reflexes to gain attacks of opportunity against any characters attempting to close. Once the thugs have been dealt with, the characters gain their first piece of evidence toward proving their innocence.

While the thugs are carrying little in the way of helpful information, Caelinar does have a simple, but well drawn map *Defense Exhibit #2* showing Lady Manilae's proposed travel route. Marked on it in red ink is this inn, along with a notation giving today's date. If a character makes a successful Forgery check (DC 15) they are able to determine that the map was drawn several days ago, in fact, before the characters were even hired. Should any character think to ask, it is apparent that the paper of the map is of very fine quality, and the ink is an expensive blend. Otherwise, any literate character who speaks Common, can also determine this information with a successful Spot check (DC 15).

Lady Manilae denies any knowledge of the map, or of knowing these thugs. Having drunk a potion of glibness before exiting her carriage, it should be extremely difficult for the characters to discern her lies. Should a character cast *detect magic* and attempt to observe an aura about her, she notices this and asks them to "Stop being so rude. You are my employees, not some sort of peeping spy." She then becomes more indignant until the character stops acting in a suspicious manner. If Caelinar or Bournlith are captured and questioned, they know very little, as they were simply hired to rob a lady who would be traveling to this inn on this day. They never saw their employer's face, but he was definitely male.

INTERLUDE: ACCUSATIONS AND REFUTATIONS

Having finished your recount of the first few days of your association with Lady Manilae, your mind returns to the present. You look up at the magistrates and see that they have several questions for your group. Hopefully you have the answers.

At this point, play the part of the magistrates, asking questions appropriate to the exact situation the characters are in. Below are some example questions that should aid you in what to ask.

- If the characters captured either of the thugs, the magistrates want to know where these individuals are being kept, assuming they were turned over to the authorities.

"So, where are these thugs now? You did turn them into the proper authorities, did you not?"

- If they were let go, the magistrates want to know why, since from the characters story they were clearly guilty of attempted robbery.

"You let them go? In the name of Rao, why? Obviously these individuals were felons of the worst sort."

- Julthain is particularly interested in the part of the story where the characters did or did not accompany Lady Manilae into the inn. She wants them to explain their reasons for whichever action they took.

"So why is it that you (did/did not) accompany Lady Manilae into the Inn? I'm interested in your reasons, as I hope they will give me some insight into your future actions,"

- Kailith wants to know more about the map. He'll ask several questions of the characters in regards to their investigations of the map. However, before he can go too far down this tract, Tal Nalroth interrupts him (skip to the next paragraph). Kailith looks perturbed at this, but does not press the point.

"Did you learn anything from the map; this Defense Exhibit #2? Was it a match for your own map? Did you question those thugs about it?"

- Tal Nalroth is the last to speak, asking the characters why they didn't precede their charge into the inn, since it was their mission to keep her safe. He is noticeably dismissive of their response, waving his hand and commenting on "their excuses." He also interrupts if the questions from either of the other two magistrates' begin taking too long, or if the characters become too long-winded in their answers. He also offers a rhetorical question or comment, "I wonder if these two 'thugs' could have been

attempting to save Lady Manilae from you, rather than the other way around. Hrm. I suppose that only time will tell.” He is not particularly interested in the characters response, should they have one, whatever it is.

It is important to note that while the various magistrates may be rude and condescending of the characters from time to time, the characters are not allowed to return the favor. Should they attempt such, they are directed to keep their comments civil and their tongues in check. Check the *Is Justice Served?* section on how the characters’ roleplaying figures into their verdict.

Once the characters have answered the magistrates’ questions, they are directed by Kailith Noyel to continue with their story.

“So you stayed that night at the inn. I assume that nothing further happened that evening? Please continue with your story, and do not skip even the small details. There may be something important we need to hear.”

ENCOUNTER 3: BANDITRY

The words of magistrate Kailith send you back into your memories. The rest of that first evening on the road was pretty uneventful. A simple dinner, a comfortable bed, and a gentle awakening near dawn were all that awaited you that night.

Ask the characters to continue with their journey, occasionally asking for further Spot or Listen checks. They probably ask Lady Manilae if they can change their route north, since at least one group of thugs had a map. Lady Manilae seems quite responsive to this suggestion, and even allows the characters to choose the route and speed, saying only that she needs to reach Midmeadow within eleven more days.

However the characters travel, the weather threatens rain. This is noticed by anyone making a successful Wilderness Lore check (DC 10). The rain begins falling on day five of the journey north. This brings the characters within sight of the Duntide River.

As the group travels north, Lady Manilae starts acting colder and somewhat haughtily toward the characters. Start playing her as a spoiled rich lady, who is just starting to become uncomfortable and tired of the long journey. She’ll start treating the characters more as servants, and less as trained bodyguards. Try and get the characters to dislike her, but not actively hating her until after Encounter 5.

Roll a d4 at this point. This represents the number of days between the previous encounter at the inn, and this one with the “bandits.”

This morning seems the same as the one preceding it. The air hangs heavy and the thick clouds drift lazily in the morning light. You still have a while before you reach the Duntide and need to worry about making a crossing, yet Lady Manilae is

rather impatient, yelling at you to get ready to leave, asking for her breakfast to be prepared, and in general being a real pest.

Have a couple of random characters busy doing Lady Manilae’s busy work. These two characters are unable to roll Listen checks, as they are occupied with other tasks. Lady Manilae attempts to distract wizards or other characters with high ranks in Listen.

The rest of the characters can make Listen checks to hear the approaching bandits. The DC for this check is 15, with those not making the check being surprised for the first round. The encounter is with a group of simulated bandits created by Lady Manilae’s illusion spells (*major image* at lower APLs, *persistent image* at higher APLs). It would be a good idea to review the effects of these spells before running this encounter. Should any characters fall in this combat, pass that player a note explaining the situation, and asking him to remain quiet during the remainder of the combat. Characters who successfully disbelieve the illusions are immune to the effects of the combat, and may tell the others of their discovery.

This combat uses the same statistics as for the encounter with the real bandits *Encounter 5*. Lady Manilae is a skilled enough illusionist that she can have her illusions act appropriately. Therefore they appear to take damage, and eventually fall down when “killed.” Run the combat normally, passing one of the explanatory notes to any characters that are felled by the illusions. There is a map, *Bandit Attack*, and several counters provided for your use. These should be used for the combat in *Encounter 5* as well.

Once all but one of the illusionary combatants has been “killed,” Lady Manilae alters the effects of the illusion. This makes it seem that whichever one is left stabs at the Lady’s shoulder, apparently injuring her, as she drops her illusion of change self, and then throws a bag to the ground. This causes the final combatant to disappear in a puff of smoke. The remainder of the illusion slowly fades from view, as Lady Manilae begins screaming about her injury. Allow any “dead” characters to awaken at this point.

APL 4 (EL 5)

✚ **Adolres (Illusion):** Male gnome Rog1; hp 9; see Appendix I.

✚ **Biltur (Illusion):** Male human Rog1; hp 8; see Appendix I.

✚ **Cephond (Illusion):** Male halfling Rog1; hp 8; see Appendix I.

✚ **Drillbane (Illusion):** Male dwarf Rog1; hp 12; see Appendix I.

✚ **Ebontar (Illusion):** Male half-elf Rog2; hp 14; see Appendix I.

APL 6 (EL 7)

➤ **Adolres (Illusion):** Male gnome Rog2; hp 16; see Appendix I.

➤ **Biltur (Illusion):** Male human Rog2; hp 14; see Appendix I.

➤ **Cephond (Illusion):** Male halfling Rog2; hp 14; see Appendix I.

➤ **Drillbane (Illusion):** Male dwarf Rog2; hp 19; see Appendix I.

➤ **Ebontar (Illusion):** Male half-elf Rog4; hp 26; see Appendix I.

APL 8 (EL 9)

➤ **Adolres (Illusion):** Male gnome Rog4; hp 30; see Appendix I.

➤ **Biltur (Illusion):** Male human Rog4; hp 26; see Appendix I.

➤ **Cephond (Illusion):** Male halfling Rog4; hp 26; see Appendix I.

➤ **Drillbane (Illusion):** Male dwarf Rog4; hp 33; see Appendix I.

➤ **Ebontar (Illusion):** Male half-elf Rog6; hp 38; see Appendix I.

APL 10 (EL 11)

➤ **Adolres (Illusion):** Male gnome Rog6; hp 54; see Appendix I.

➤ **Biltur (Illusion):** Male human Rog6; hp 38; see Appendix I.

➤ **Cephond (Illusion):** Male halfling Rog6; hp 38; see Appendix I.

➤ **Drillbane (Illusion):** Male dwarf Rog6; hp 47; see Appendix I.

➤ **Ebontar (Illusion):** Male half-elf Rog8; hp 50; see Appendix I.

Before the combat begins, Lady Manilae is in her carriage, preparing the spells for the encounter. First, she stabs herself in the right arm with an extremely long and thin dagger before casting her illusions. This wound can resemble one made by a rapier, in addition to a dagger thrust. Once prepared with her pseudo-fake injury, she casts her spells.

Her first illusion is of the approaching bandits. Having seen them when she originally hired them, they have exactly the same appearance and equipment as the real ones. Her second illusion is a *change self* spell, used to cover her wound, so that she appears normal until the end of the combat. Once she is finished with her illusions, she emerges from her carriage.

As the bandits are simply illusions created by Lady Manilae, they appear to attempt to flee if more than half of their numbers are “killed.” At least one of the bandits must get away, by first stabbing at Lady Manilae, and then appearing to use some sort of magical bag that transports him out. Obviously this is all part of the illusion, but make it appear as real as possible.

If you need to arrange the opponents on the battlefield so that this works out, feel free to do so. This is a staged illusionary event, and Lady Manilae is rather proficient in her casting. Even if the characters are convinced that the entire event is an illusion, the disappearing final bandit and Lady Manilae's very real injury should be enough to throw them off the scent.

Once the combat has ended, a successful Heal check (DC 15) is enough to notice that a long, thin-bladed weapon caused her injury; something similar to the rapiers, or daggers wielded by the illusions would do the trick. She has taken four points of damage from her own handiwork, and if any of the characters are capable of healing, demands the healing of this injury. The characters are able to gain the following clues if they are careful in their investigations:

- The immediate casting of a *detect magic* spell reveals only one magical aura in the area, aside from any created by the party. This is the result of illusion magic. If the illusion covering Lady Manilae's wound is still active, meaning *detect magic* was cast during combat, then there are two illusionary auras in the area.
- A Heal check (DC 20) reveals that Lady Manilae's wound was caused by a left-handed attack.
- A Spot check (DC 20) reveals that all the “bandits” were right handed, but only if the character states that he is looking them over in combat.
- Otherwise, a character can make an Intelligence check to remember the handedness of the bandits. The DC varies, depending on if the character faced the bandits in melee combat (DC 20) or from a distance (DC 25).
- A Track check (DC 18) reveals that there are no tracks left by the bandits, including the one that teleported away.
- A Listen check during the combat (DC 15) or a Spot check during the combat and made against Lady Manilae (DC 15) allows the character learn that she did not participate in the combat, nor did she hide as a typical gentlewoman would have done. Instead, she seemed to have watched the fight with keen interest.
- Other skills could be of possible use; use your best judgment when adjudicating these.

The most telling piece of information is *Defense Exhibit #3*. This is a note planted by Lady Manilae as a red herring, and apparently left behind when the final bandit teleported away. Unfortunately, in order to make it seem reasonable, she included a bit too much information, and revealed that Sewardt is involved in this situation. Hopefully the players are going to be able to read between the lines to see that Lady Manilae is associated with the evil prince.

Any of these could serve as potential clues for the party. Mentioning any of these to the magistrates during the next interlude earns them points with Julthain and Kailith. Nothing else occurs until the characters approach the banks of the River Duntide.

ENCOUNTER 4: SAILING THE SEA OF DREAMS

Regardless of the characters actions on the previous days, they are forced to call a halt to their journey when they reach the Duntide River. Lady Manilae refuses to enter Rel Mord (they should almost be within sight of the capital at this point), claiming it to be filled with pickpockets, muggers, and other “assorted scum.” Instead the group needs to camp outside, pitching their tents against the storm. Whether the characters made successful Wilderness Lore checks earlier or not, the onrushing storm is easy to identify that night, as the skies open up and pour down onto the group.

If any character had made a successful Wilderness Lore check earlier, then the party is able to take reasonable precautions against the storm. Allow any Will saving throws against the *nightmare* spell to be made without penalty.

If none of the characters made successful checks, or if they do not mention taking precaution against the weather, then their Will saving throws against the *nightmare* spell have a -2 circumstance penalty from the uncomfortable cold and damp setting.

The following encounter is the result of suffering the effects of one or more *nightmare* spells cast by Lady Manilae. Her targets are spellcasters primarily, wizards and clerics, and then bards and others. Her goal is to prevent those who cast spells earlier in the day from regaining those spells. It helps make the second bandit attack more difficult.

She can cast *nightmare* twice (using either her personal spells or scrolls at lower APLs – for the sake of the story, assume she makes the caster level checks – and chooses the best targets she can. When running the next scene, you can handle it in one of two ways:

- 1.) Take the player of each targeted character aside individually and read the dream below. After which they need to make a Will Save (DC 21) possibly adjusted by weather.

- 2.) Read the following to all the players, but at the end, only those targeted are affected with the dream. In this case it is best to have the affected players make their Will saves (DC 21) early.

Given a choice, option 2 is best, as it keeps all the players involved. Use the provided *Players Handout* notes or some similar method to request the Will saves. A successful Will save means that they had a bad dream but suffered no ill effects. Failure means that the dream traumatized them so that they take 1d10 points of damage and cannot regain spells. Whatever the result, the characters all share the same dream. However, do not reveal that it was a dream until after the encounter ends, and even then, allow the characters to figure it out.

You probably have questions from the players about the strangeness of the next scene, especially from those on the last guard duty. For these individuals, there is a separate set of *Players Handouts* provided. Refer to the instructions included on the two handout sheets for more details. Once the players have read their notes, begin the nightmare with the following read-aloud text.

The morning finds you refreshed and rested as you get up and break your fast. While the rain seems to have paused in its drenching of you and your belongings, the skies are still dark and threatening. You find your companions and your charge waiting for you.

“There is a slight change of plan,” informs Lady Manilae. “I can tell from the sky that more storms are coming down from the North. This could make the roads difficult to travel. As I cannot be late for my meeting, we will have to travel out of our way by river. While usually slower than going by the roads, it will be faster than slogging through mud. I have made some arrangements this morning to board a nearby riverboat, ‘Swift Current’.

Approaching the waiting craft, its captain, one Korin by name, welcomes you aboard and helps you stow your gear. The ‘Swift Current’ is a shallow keel flatboat excellent for moving up- and downstream with cargo on its wide flat deck.

“When we be resting at night, we do ground the boat and set up th’ camp on the shore,” explains Captain Korin. “It’s not as much convenient but you can keep better guard and don’t have to worry about your rooms gettin’ flooded.”

After the horses and carriages are secured Lady Manilae climbs in her carriage to pass the time resting there. The rest of you are told to take care of the horses, as they tend to find river travel unsettling.

The Captain gives the command to cast off and a mixture of races follow his orders. Flan, Oeridian, and Rhennee work together to move the vessel downriver. One Rhennee moves over to the Captain and whispers in his ear. The Captain looks over his shoulder and as you follow his gaze, you see a huge, black, roiling storm front bearing down.

“Break out th’ paddles,” shouts Captain Korin over the increasing wind. “Keep them horses steady lads! And check your ties!”

The players may make various skill checks to attend to these duties. Ad-lib the results, knowing that this is but a dream. At this point, no mishaps occur, but “failed” checks result in close calls.

The storm is bearing down on you and the wind starts to tear at your clothing. Rain begins to whip stingingly across your face. “Keeps your eyes out for a place t’ ground,” calls out the Captain, his voice barely rising above the screaming wind. Looking out on the turbulent river, you see the rocks, trunks, and other debris littering the shore. You know if you tried to ground the boat anywhere along here, you would surely sink!

Have the players make some additional skill checks. Use Rope and Handle Animal skills should be made at a DC 25. Failure means that the animals, equipment and carriage have broken loose. For convenience, use the provided map, River Skiff, and the counter labeled BBRM. If needed, the counters for Lady Manilae and Malthius can also be used.

At this point ask the players to make a Spot Roll (DC 18) to see the river monster rearing its head looking to snatch a meal!

A keening scream pierces the howl of the wind. Looking up from trying to salvage the animals and equipment, you see the long neck of some river creature arcing over the boat, snatching a boatman in its toothy maw. Another scream sounds as you hear a piercing scream. Looking to the source you see Lady Manilae’s carriage breaking loose heading for the river!

At this point, roll initiative to combat ‘the monster’. Let them fight the monster, but require them to make Balance checks (DC 25) to remain on the ship, and attempt to save the carriage by making a Strength Check (DC 30) so that Lady Manilae can “escape”. For purposes of this combat, use whatever aquatic monster makes sense based on your APL. Make the creature impossible to beat, but not so ridiculous as to cause disbelief. Some suggestions are a gargantuan crocodile, an aboleth, or possibly a giant shark. A lernaean hydra also works great at the higher APLs

After a couple rounds of the characters efforts at heroics, start picking off the “companions” of the dreamers actually affected. People and animals on the ship are washed overboard or eaten by the creature. Equipment tumbles overboard, taking people with it.

The affected characters are the last to go overboard. When they do, read the next section aloud.

You suddenly find yourself flung overboard and land in the torrent of the once peaceful river. Your arms flail for purchase as you attempt to fight the water. But eventually, your head can no longer stay above the water and the cold dark closes over your head. As the darkness embraces you, you see the drowned figure of Lady Manilae gazing sightlessly at you, accusing you of your failure to protect her.

Your eyes snap open, as you hungrily gulp in life-giving air. Looking about, the only dampness you feel is in the tumbled sheets about you; soaking wet with your sweat.

INTERLUDE: LACK OF EVIDENCE

This interlude plays out similarly to the previous one, although Tal Nalroth speaks first, continuing in his usual condescending manner.

“So, you were taken in by some wielder of the arcane, or so you say. Where is the proof? You regale us with this fanciful dream sequence, yet you allowed the apparent caster of this foul magic to escape. Are you changing your plea from ‘Not Guilty’ to ‘Not Guilty by reasons of incompetence’?”

Allow the characters to respond however they want, but be aware of the consequences of being rude. Once the characters have made a couple of attempts to sway the head magistrate, the other magistrates break in with their own questions. Examples are, again, listed below. Read-aloud text is not provided as the characters prior actions dictate the questions you should ask them.

- Julthain wants to know what sorts of information they learned from the illusionary attackers. This is a good place for less-observant characters to realize that this is something of a murder-mystery scenario, and that they should search for clues during the flashback encounters.
- Kailith is more interested in the effects of the dream, specifically why they seemed to all share the same events, yet not necessarily the same effects. Do the characters have any ideas about this?
- Can any of the characters provide some insight as to why they would be attacked by illusions, and why some villainous being would attack the Lady Manilae, yet not attempt to slay her? Was she poisoned?
- Were there any other dreams, or was the one experience an isolated event?

At this point, the characters can make Sense Motive checks against the three magistrates if they want:

- DC10 – Tal Nalroth seems to have made up his mind already.
- DC12 – The characters may have an ally in Kailith, as he seems to be granting them the benefit of the doubt. Responding well to his questions could help sway the verdict.
- DC15 – Julthain is still undecided, and is determined to get more information before any sort of verdict is rendered.
- DC18 – the other two magistrates do not like Tal Nalroth. While the reasons are not apparent, there is some sort of bad blood between them.
- DC20 – Tal Nalroth might not like the characters, but he is very concerned with his image. If they are able to get positive verdicts out of the other two

magistrates, he will probably capitulate and render the same verdict.

- DC25 – It is almost as though there is something bigger at stake here than the fates of a few adventurers. What else are these magistrates thinking about?

Eventually, bring the discussion around to what happened next. If necessary, use the disparaging comments of Tal Nalroth to redirect the conversation.

“Enough of this. Discussions about dreams and illusions are interesting but I am far more interested in the eventual fate of Lady Manilae. Obviously you all awoke from your dream. What happened next?”

ENCOUNTER 5: BANDITRY REVISITED

This encounter immediately follows the previous night's nightmare sequence. All the characters awaken at the same time. They can attempt to do their normal morning routine, but a group of real (non-illusionary) bandits attack them before they get too far. Inform those players that failed their Will saves of the damage they have taken, and let them know that they are unable to regain spells (arcane casters only) today. These bandits are under the paid employ of Lady Manilae, and are out to kill the characters. As they are also unaware of the identity of their employer, they attempt to rob Lady Manilae, and possibly hold her for ransom as well. These are a group of rather hardened criminals, and do not hesitate to fight to the death if that is the only option remaining. However, they attempt to flee if more than half of their number is defeated.

You had awoken from your dream. As you remember it, the morning was cold and again threatening rain. The first few drops had once more started to fall. Groggily you began gathering your belongings and started making yourself ready to face another grueling day guarding the Lady Manilae.

Have the characters make Listen checks at this point. Those who make a DC 15 are able to act during the surprise round. Those wishing to do so may roll a Spot check (DC 10) to recognize that the bandits look identical to those that attacked them before, even down to the facial expressions and clothing. There is a good chance that the characters recognize this and treat this as another illusion. Should they not think to make a Spot check, have those caught by surprise in the first round make one in their initiative order, representing the fact that they stood and watched in wonder during the surprise round. For this combat, use the same map, counters, and statistics as in the previous bandit encounter with one main difference, these bandits are real.

APL 4 (EL 5)

➤ **Adolres:** Male gnome Rog1; hp 9; see Appendix I.

➤ **Biltur:** Male human Rog1; hp 8; see Appendix I.

➤ **Cephond:** Male halfling Rog1; hp 8; see Appendix I.

➤ **Drillbane:** Male dwarf Rog1; hp 12; see Appendix I.

➤ **Ebontar:** Male half-elf Rog2; hp 14; see Appendix I.

APL 6 (EL 7)

➤ **Adolres:** Male gnome Rog2; hp 16; see Appendix I.

➤ **Biltur:** Male human Rog2; hp 14; see Appendix I.

➤ **Cephond:** Male halfling Rog2; hp 14; see Appendix I.

➤ **Drillbane:** Male dwarf Rog2; hp 19; see Appendix I.

➤ **Ebontar:** Male half-elf Rog4; hp 26; see Appendix I.

APL 8 (EL 9)

➤ **Adolres:** Male gnome Rog4; hp 30; see Appendix I.

➤ **Biltur:** Male human Rog4; hp 26; see Appendix I.

➤ **Cephond:** Male halfling Rog4; hp 26; see Appendix I.

➤ **Drillbane:** Male dwarf Rog4; hp 33; see Appendix I.

➤ **Ebontar:** Male half-elf Rog6; hp 38; see Appendix I.

APL 10 (EL 11)

➤ **Adolres:** Male gnome Rog6; hp 54; see Appendix I.

➤ **Biltur:** Male human Rog6; hp 38; see Appendix I.

➤ **Cephond:** Male halfling Rog6; hp 38; see Appendix I.

➤ **Drillbane:** Male dwarf Rog6; hp 47; see Appendix I.

➤ **Ebontar:** Male half-elf Rog8; hp 50; see Appendix I.

Lady Manilae attempts to get out of the way and hide during this encounter. If possible, based on APL, she uses her Dodge and Mobility, doing everything she can to avoid being hit. Not only does she not want to be killed, she doesn't want to be forced to defend herself against the attackers, possibly revealing her arcane abilities to the characters. If worst comes to worst, she will draw her dagger and fight, but only as a last resort against the bandits.

Observant characters have another couple of chances to gather relevant clues and evidence. The available clues, and the methods of finding them are included below.

- The remarkable similarity of these bandits to the illusions seen before should be the characters first clue. The Spot check requirements are listed above.
- If captured or killed, the “escaped bandit” from before is found to not be an arcane spellcaster.
- One of the bandits has a letter on his person. This letter is given as *Defense Exhibit #4*, and serves as the major clue of this encounter.
- There are potential tracks left this time. They can be followed back to their hiding spot with a successful Track check (or by a Search check at the parenthetical value).
 - APL4 – DC13 (18)
 - APL6 – DC13 (18)
 - APL8 – DC12 (17)
 - APL10 – DC12 (17)
- Should the tracks be followed back to their original hiding point, a number of boxes of ill kept and well used supplies are found. A couple of the boxes have the Manilae family crest stamped on them. If this is shown or mentioned to Lady Manilae she tries to pass it off as simple thievery. “The Manilae family businesses are often being robbed by the desperate and lawless. It’s probably just a coincidence.”
- Should anyone ask after the contents of the boxes and crates, they can be found to have stored foodstuffs, blankets, and other survival gear. No furs or ivory are found at the campsite. However, a pair of boots left at the campsite does contain some treasure of note, specifically a small bag containing 10 Sterling (10 pp or 100 gp).
- Should Lady Manilae be forced to defend herself, a Spot check (DC 18) could reveal her dagger (stiletto), which is remarkably similar to a rapier in blade design. Lady Manilae does not allow a character to re-examine her wound. “I feel fine, so you can take your prodding and poking elsewhere thank you very much.” However, a Heal check (DC 25) allows the character to realize that this weapon could have caused the wound.

ENCOUNTER 6: REVENGE IS BEST SERVED COLD, AND IN THE RAIN

Unfortunately not even Lady Manilae can plan for every event. There are times when fate or dumb luck also plays a part, and this is one of them. While attempting to hurry the party out of Oldred and toward the surprise she has in store for them in Encounter 7, Lady Manilae forgot to be

completely careful, and attracted the attention of someone she harmed in the past.

This individual, a Druid by the name of Fandobal was once a confederate of Lady Manilae, and even helped during the poisoning of her late husband. However, once the dirty deed was done, she spurned him, and even had him arrested on an unrelated charge. Fandobal has spent the last few years in prison, nursing his hatred of Lady Manilae the entire time.

Recently he managed to escape from a work detail, and returned to Oldred to exact his revenge. However, when he arrived he found that the group had already left on their trip north. He has tracked the party this far, and observed them during their many difficulties. Now that he has a good idea of their strengths and weaknesses, he has decided there is no time like the present.

He waits for evening to arrive, and then, under the cover of the falling rain, attacks the party just as the group is preparing to retire. He hopes to catch at least some of his enemies unarmored. He also attempts at least one of his spells against Lady Manilae, in order to prevent her from casting spells, not knowing that she wasn’t planning to anyway, as having the characters do her dirty work is so much more satisfying. He prefers to capture Lady Manilae, by killing the characters first. That way he can have a nice long time to exact his revenge against her.

APL 4 (EL 4)

🔪 **Fandobal:** Male elf Drd4; CR 4; hp 23; see Appendix I.

APL 6 (EL 6)

🔪 **Fandobal:** Male elf Drd6; hp 31; see Appendix I.

APL 8 (EL 8)

🔪 **Fandobal:** Male elf Drd8; hp 41; see Appendix I.

APL 10 (EL 10)

🔪 **Fandobal:** Male elf Drd10; hp 51; see Appendix I.

Fandobal does not return to prison, being unable to handle being locked in a cage. So he fights to the death if at all possible. If Fandobal is somehow captured instead of being killed, he refuses to talk to the party, attempting escape if at all possible, or attempting to kill himself if denied escape. Regardless of what occurs, Fandobal’s diary can be found on his person. The relevant portions of which are recorded as *Defense Exhibits #5 and #6*. The diary is hidden on his person, so the characters can only find it by searching him thoroughly. A cursory inspection – for weapons for example – does not reveal the diary.

INTERLUDE: ARE WE GETTING SOMEWHERE?

We again return to the courtroom, where hopefully the characters have a bit more evidence to use in their defense. All of the magistrates, including Tal Nalroth, are a bit taken aback at the party's latest descriptions, and sit quietly for a few moments, attempting to formulate relevant questions for the characters. Play this part out by keeping silent for a few counts, while looking around at each player. Let them start to feel nervous before continuing with the question and answer session. This time it is Kailith that begins the session, with a series of questions asked rapid fire.

- "So, who was this druid, and why was he after Lady Manilae?"
- "Another group of bandits? I cannot believe there are so many lawless individuals running around the Kingdom. And why are they all after Lady Manilae? Or were they after you?"
- "The timing of these events seems rather interesting. Do you think you were being observed?"
- Julthain is interested in Lady Manilae's reactions during the various encounters. She asks the characters to give her their observations, and guess at the reasons behind them.
- Tal Nalroth has returned to his usual stoic self, and again waits until his colleagues have spoken their piece before bringing this final interlude to a close.

"Well, that was informative, and rather interesting, once again. However, we still have not heard the meat of this matter. What were the exact circumstances surrounding Lady Manilae's death? That is the part we need to hear. No more delays with bandit attacks, rogue druids or passing dragons. Take us to the part where Lady Manilae was killed. Skip to the end as it were."

ENCOUNTER 7: NEW DEFINITION OF 'FIRED'

Skip to the end he says. You only hope that this all doesn't end with you dangling at the end of a rope. Now, how should you finish this? Oh yes, that's right, it all ended later that same evening.

This is the final encounter, and it could actually end with Lady Manilae's death. It all depends on the character's actions. Lady Manilae had gone to great lengths to set up her disappearance; but with the unexpected arrival of the rogue druid, she has decided to move up her timetable a bit. Sometime during the evening, she leaves the party, leaving an obvious trail towards a specially prepared campsite. If the party tied her up or took other similar actions to prevent her escape, then her assistants come to her rescue, snatching her up and fleeing toward the new campsite.

This campsite is prepared just a short ride to the north, where her expectant fiancée is able to find it. A quick ride to the campsite, a short battle to distract the characters and then a fast getaway while her worried suitor has the characters arrested for her death.

The campsite is set up to resemble the character's usual campsites, including fake tents, personal gear, and one item guaranteed to incriminate the characters – a large stake, still with the remains of a bonfire at its base, and a charred human corpse tied to it!

While the corpse is not that of Lady Manilae, it closely resembles her, being the same height, weight, and build as the Lady, and once having hair of the exact same shade as Lady Manilae's. But the most incriminating part of the planted corpse is Lady Manilae's engagement ring, still attached to the corpse's left ring finger.

As soon as the characters enter the fake campsite, Lady Manilae and her two assistants engage the characters in combat. Their hope is to delay the characters for a few rounds, as the Lady's fiancée is but a few minutes away, and riding hard toward the dispersing plume of smoke.

Lady Manilae has cast as many of her defensive spells as she gets a chance to, based on the actions of the characters. The chart below lists the precautions Lady Manilae takes, in order of casting. If the characters follow her immediately, they may have a chance to prevent all or some of these spells from being cast.

In order of casting preference: *mage armor*, *blur*, *mirror image*, *spectral hand*, *haste*, *fly*.

When casting combat spells under the influence of *haste*, Lady Manilae targets different characters with her two actions that round, rather than concentrating on one target.

APL 4 (EL 6)

🔥 **Lady Manilae:** Female human Ill6; hp 31; see Appendix I.

APL 6 (EL 8)

🔥 **Lady Manilae:** Female human Ill8; hp 41; see Appendix I.

APL 8 (EL 10)

🔥 **Lady Manilae:** Female human Ill10; hp 51; see Appendix I.

APL 10 (EL 12)

🔥 **Lady Manilae:** Female human Ill12; hp 73; see Appendix I.

ALL APLS

🔥 **Salfrax:** Male human Ari1; hp 12; see Appendix I.

➤ **Malthius:** Male human Com1; hp 8; see Appendix I.

Lady Manilae does not hesitate to use her spells to great effect in this combat, desiring to slay at least a couple of these convenient dupes. As she is most interested in delaying the characters, she fights for a minimum of five rounds, and then attempts to escape, using her illusions to vanish without a trace.

Her two assistants Salfrax and Malthius are present, and fight alongside her, not knowing that Lady Manilae is using them as expendable human shields. Salfrax looks somewhat different without his butler's outfit. If a character should ask about his appearance, or expresses wonder about his identity, you can then inform him or her that it is indeed Salfrax they have defeated. Similarly, Malthius has changed into combat clothing, and might not be recognizable as the carriage driver. Inquisitive characters can simply ask, and be told his identity.

Once she has made good her escape, the Lady then joins her employer, the traitorous Prince Sewarndt, and works toward the overthrow of King Lynwerd. Or so she thinks. What she doesn't know is that Sewarndt has decided it might be best to cut his losses and eliminate a potential problem. He has secured an additional agent; hidden in the trees nearby. This individual is armed with a scroll of true strike, a heavy crossbow, and a single poisoned bolt. If the characters don't slay Lady Manilae themselves, Sewarndt's agent is under orders to do it for them. It is possible that Lady Manilae escapes, by defeating the party badly enough to prevent the use of the poisoned bolt. The assassin is smart enough to know when the bolt is effective. If she does make good her escape, then allow her to get away. Please record this event on the judge's review located on the last page of this scenario. Should the party capture her then the bolt strikes home. Lady Manilae fails her save against the poison (Black Lotus Extract), and takes the full 18 (3d6) points of Con damage.

Should this method be used, then have the fiancée arrive immediately thereafter to arrest the characters. The hidden assassin escapes, being very well hidden in the trees. Do not allow the players to argue about chasing after the assassin, attempting to hide from the fiancée's men, or otherwise trying to prevent the foregone outcome. Simply mention something about approaching hoof beats and then proceed to the Conclusion.

CONCLUSION: IT'S NOT THE JURY WHO WILL BE HUNG!

Usually this section occurs immediately following the events in Encounter 7. However, if the characters attack Lady Manilae early, she fights them using every spell at her disposal. Run the combat as listed in Encounter 7, although her assistants are two rounds behind, as they race to catch up with the battle. Once the fight is over, the Lady's fiancée appears, his normal schedule advanced by the character's actions. From here on out, events proceed

normally, although if the characters attacked her before gathering all the evidence they needed, they most likely have harmed their case.

The battle has ended. Yet your troubles are just beginning. Riding hard into camp is a squad of heavily armed and armored soldiers bearing the livery of the King. With them is a grim-faced human male, dressed in the more expensive clothes of the aristocracy. It seems that Lady Manilae's fiancée has arrived.

Slowly he takes in the scene, his soldiers keeping their weapons pointed at you. As his eyes come to rest upon

This part needs to be modified to take into account the actions of the characters. Since this encounter could take place other than immediately following Encounter 7, be sure to pick the correct option from the choices below. Whichever option you choose, be sure to read it as a continuous sentence with the preceding paragraph.

- If the characters killed Lady Manilae:
the corpse of his betrothed.
 - If the characters allowed Lady Manilae to escape:
the charred remains still in the midst of the funeral pyre.
 - If Lady Manilae was killed by the assassin's poisoned bolt:
the body of Lady Manilae and the crossbow bolt emerging from her chest.
- Tears form in his eyes. You see his lips move as he haltingly chokes out something to the Captain of the squad. The Captain nods, and then his powerful voice rings out, over the clearing.*
- "Drop your weapons! I hereby place you under arrest in the name of the King for the murder of Lady Manilae!"*

The characters should surrender at this point, since they already know the conclusion, but there may be some that attempt to change their fate. You may simply rule that the characters are subdued and captured if any attempt to escape. If you are playing at higher APLs, then Lord Cabrax is a mid-level cleric who read from a scroll of *antimagic field* just prior to entering the clearing. This should prevent character spellcasters from using spells such as *teleport* to escape. Remember that the party has already been captured. Attempting to change this fate is not possible, and characters that do attempt this, by resisting arrest, are probably negatively affecting their verdict.

THE VERDICT: IS JUSTICE SERVED?

To calculate whether the characters are acquitted of their crimes, simply reference the following table. Various point values are assigned to each piece of evidence in the case. It also includes modifiers such as: being rude to the magistrates, having fought or resisted their arrest, and

whether they even suspect that Lady Manilae was involved with Sewardt.

Action or Evidence	Pts.
Finding Defense Exhibit #1	1
Learning anything about the map	2
Finding Defense Exhibit #2	1
Using a Heal check on Lady Manilae's wound	1
Guessing the wound was self inflicted	3
Using other skills in Encounter 3 (each)	1
Guessing about the Nightmare	1
Finding Defense Exhibit #3	3
Finding no arcane spellcasters	1
Noticing the similarity between both groups	2
Finding the bandit camp	1
Learning about the "stolen" boxes	3
Finding Defense Exhibits #4 and #5	4
Using other skills in Encounter 5 (each)	1
Recognizing Malthius	1
Recognizing Salfrax	1
Show the involvement of Prince Sewardt	2
Being rude during the trial (per instance)	-1
Resisting arrest when captured	-2
Pleading Guilty	-5
Killing Lady Manilae in cold blood (no proof)	-5

The characters begin with a score of zero (0).

- If the total is less than ten (10), then the characters are found guilty of the murder. They are thrown into prison, most probably for life. Please record this event on the Judge's Summary Sheet, and inform your event coordinator. He or she will then bring this to the attention of the Nyrond Triad.

You have failed. Found guilty after a short deliberation by the magistrates, you are hauled back to your cold, wet cell. You wonder if you are to stay there for the rest of your life, or if it will be but a short respite before dangling at the end of a hangman's noose.

If the total is less than fifteen (15), then the magistrates rule that the party is innocent. There was simply too much confusion about the case, and too many unanswered questions for the characters to be found guilty. However, this does leave its mark upon the characters' records, as they have not totally thrown off the mantle of suspicion. This could have negative impacts on the characters' careers, such as expulsion from various meta-orgs, being barred from joining these same meta-orgs in the future, and other effects as listed on the Adventure Cert. In addition, Lord Cabrax never trusts the characters, and may return in the future to bring them grief.

The magistrates were gone for a very long time, but eventually they returned with their verdict. You remember your breath catching in your throat as they announced, "Innocent."

Happy at your avoided fate, you turn to observe the courtroom. Why is it that so many faces seem less than pleased? And why is Lord Cabrax glaring in your direction?

Should they bring their score above twenty (20), the magistrates rule in the characters' favor, and they are found totally innocent of all charges. In fact Kailith and Julthain both praise the characters as heroes, who managed to expose a traitor to the crown, and bring proof of this to light. Lord Cabrax visits them after the trial and offers his apologies for having arrested them. The characters are allowed to keep much of the booty recovered from the various encounters, and Lord Cabrax also gives them Lady Manilae's engagement ring as a token of thanks. The ring is worth 1000 gp. He never wants to see it again, and if it aids the characters in their careers, then at least it is of some use.

The magistrates were gone only a short time. When they returned, you knew by the smiles on Julthain and Kailith's faces and the scowl on Tal Nalroth's that you were free. Innocent on all counts! Even Lord Cabrax seems pleased.

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 to each character.

Encounter 2: Morn or Less

Defeat Caelinar and Bournlith.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 5: Banditry Revisited

Defeat the bandits.

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

Encounter 6: Revenge is Best Served Cold, and in the Rain

Defeat Fandobal.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 7: New Definition of 'Fired'

Defeat Lady Manilae and her accomplices.

APL 4	150 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Conclusion

Gathering enough evidence to be declared innocent.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1170 XP
APL 10	1440 XP

TREASURE SUMMARY

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

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 1: Hired Of It All

Agree to the job and take the advance payment.

APL 4: L: 0 gp; C: 150gp; M: 0
APL 6: L: 0 gp; C: 150gp; M: 0
APL 8: L: 0 gp; C: 150gp; M: 0
APL 10: L: 0 gp; C: 150gp; M: 0

Encounter 2: Morn or Less

Defeat Caelinar and Bournlith and strip them of their gear.

APL 4: L: 35 gp; C: 0 gp; M: *potion of spider climb* (Value 8 gp per character); *potion of hiding* (Value 23 gp per character); *potion of cure light wounds* (Value 8 gp per character).

APL 6: L: 125gp; C: 0 gp; M: *potion of spider climb* (Value 8 gp per character); *potion of hiding* (Value 23 gp per character); *potion of cure light wounds* (Value 8 gp per character).

APL 8: L: 132gp; C: 0 gp; M: *potion of spider climb* (Value 8 gp per character); *potion of hiding* (Value 23 gp

per character); *potion of cure light wounds* (Value 8 gp per character).

APL 10: L: 132gp; C: 0 gp; M: *potion of spider climb* (Value 8 gp per character); *potion of hiding* (Value 23 gp per character); *potion of cure moderate wounds* (Value 23 gp per character).

Encounter 5: Banditry Revisited

Defeat the bandits and strip them of their gear.

APL 4: L: 177 gp; C: 0 gp; M: 0

APL 6: L: 259 gp; C: 0 gp; M: 0

APL 8: L: 409 gp; C: 0 gp; M: 0

APL 10: L: 479 gp; C: 0 gp; M: 0

Encounter 6: Revenge is Best Served Cold, and in the Rain

Defeat Fandobal and strip him of his gear.

APL 4: L: 18 gp; C: 0 gp; M: 0

APL 6: L: 108 gp; C: 0 gp; M: 0

APL 8: L: 208 gp; C: 0 gp; M: 0

APL 10: L: 223 gp; C: 0 gp; M: 0

Encounter 7: New Definition of 'Fired'

Defeat Lady Manilae and strip her of her gear.

APL 4: L: 34 gp; C: 0 gp; M: *potion of cure light wounds* (Value 8 gp per character); *potion of cure moderate wounds* (Value 23 gp per character).

APL 6: L: 34 gp; C: 0 gp; M: *potion of cure light wounds* (Value 8 gp per character); *potion of cure moderate wounds* (Value 23 gp per character); *scroll of burning hands* (5th) (Value 19 gp per character); *cloak of protection +1* (Value 150 gp per character).

APL 8: L: 34 gp; C: 0 gp; M: *potion of cure light wounds* (Value 8 gp per character); *potion of cure moderate wounds* (Value 23 gp per character); *scroll of flame arrow* (8th) (Value 90 gp per character); *cloak of protection +1* (Value 150 gp per character); *brooch of shielding* (Value 225 gp per character).

APL 10: L: 34 gp; C: 0 gp; M: *potion of cure light wounds* (Value 8 gp per character); *potion of cure moderate wounds* (Value 23 gp per character); *scroll of flame arrow* (8th) (Value 90 gp per character); *cloak of protection +1* (Value 150 gp per character); *brooch of shielding* (Value 225 gp per character); *bracers of health +2* (Value 600 gp per character).

Conclusion

The characters get 20 or more points, proving themselves innocent without a doubt.

APL 4: L: 0 gp; C: 200 gp; M: 0

APL 6: L: 0 gp; C: 200 gp; M: 0

APL 8: L: 0 gp; C: 200 gp; M: 0

APL 10: L: 0 gp; C: 200 gp; M: 0

Total Possible Treasure

APL 4: 684 gp

APL 6: 1115 gp

APL 8: 1668 gp

APL 10: 2368 gp

APPENDIX I: NPCS

ENCOUNTER 1: HIRED OF IT ALL (AND ON)

APL 4

➤ **Lady Manilae:** Female human Ill6; CR 6; Medium-size humanoid (human); HD 6d4+12; hp 31; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d4-1/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); SA Spells; SQ Summon familiar; AL LE; SV Fort +4, Ref +3, Will +5; Str 8, Dex 13, Con 14, Int 18, Wis 10, Cha 12. *Skills and Feats:* Alchemy +13, Bluff +3, Concentration +11, Diplomacy +4, Disguise +3, Knowledge (arcana) +9, Listen +3, Scry +7, Sense Motive +3, Spellcraft +9, Spot +3; Combat Casting, Dodge, Mobility, Scribe Scroll, Spell Focus (Illusion), Spell Mastery (ghost sound, mage armor, major image, minor image).

Possessions: masterwork dagger, light crossbow, 10 bolts, 2 scrolls of nightmare, potion of glibness, potion of cure light wounds, potion of cure moderate wounds.

Spells Prepared (5/5/4/3; base DC = 14 + spell level): 0 – daze, ghost sound, light, prestidigitation, resistance; 1st – burning hands, change self, chill touch, color spray, mage armor; 2nd – blur, minor image, mirror image, spectral hand; 3rd – haste, major image, vampiric touch.

Illusion Spells (base DC = 16 + spell level).

Prohibited School: Evocation.

APL 6

➤ **Lady Manilae:** Female human Ill8; CR 8; Medium-size humanoid (human); HD 8d4+16; hp 41; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +4 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA Spells; SQ Summon familiar; AL LE; SV Fort +5, Ref +5, Will +7; Str 8, Dex 14, Con 14, Int 18, Wis 10, Cha 12. *Skills and Feats:* Alchemy +15, Bluff +5, Concentration +13, Diplomacy +5, Disguise +3, Knowledge (arcana) +10, Listen +3, Scry +9, Sense Motive +3, Spellcraft +10, Spot +3; Combat Casting, Dodge, Mobility, Scribe Scroll, Spell Focus (Illusion), Spell Mastery (ghost sound, mage armor, major image, minor image).

Possessions: masterwork dagger, light crossbow, 10 bolts, 2 scrolls of nightmare, potion of glibness, potion of cure light wounds, potion of cure moderate wounds, scroll of burning hands (5th), cloak of protection +1.

Spells Prepared (5/6/5/5/4; base DC = 14 + spell level): 0 – daze, ghost sound, light, prestidigitation, resistance; 1st – burning hands (2), change self, chill touch, color spray, mage armor; 2nd – blur, minor image (2), mirror image, spectral hand; 3rd – fly, haste, major image, vampiric touch (2); 4th – phantasmal killer, rainbow pattern, scrying, shadow conjuration.

Illusion Spells (base DC = 16 + spell level).

Prohibited School: Evocation.

APL 8

➤ **Lady Manilae:** Female human Ill10; CR 10; Medium-size humanoid (human); HD 10d4+20; hp 51; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d4-1/19-20, dagger) or +7 ranged (1d8/19-20, light crossbow); SA Spells; SQ Summon familiar; AL LE; SV Fort +6, Ref +6, Will +8; Str 8, Dex 14, Con 14, Int 18, Wis 10, Cha 12. *Skills and Feats:* Alchemy +17, Bluff +5, Concentration +15, Diplomacy +6, Disguise +3, Knowledge (arcana) +12, Listen +3, Scry +9, Sense Motive +5, Spellcraft +12, Spot +3; Combat Casting, Dodge, Enlarge Spell, Extend Spell, Mobility, Scribe Scroll, Spell Focus (Illusion), Spell Mastery (ghost sound, mage armor, major image, minor image).

Possessions: masterwork dagger, light crossbow, 10 bolts, potion of glibness, potion of cure light wounds, potion of cure moderate wounds, scroll of flame arrow (8th), cloak of protection +1, brooch of shielding.

Spells Prepared (5/6/6/5/5/3; base DC = 14 + spell level): 0 – daze, ghost sound, light, prestidigitation, resistance; 1st – burning hands (2), change self, chill touch, color spray, mage armor; 2nd – blur, minor image (2), mirror image (2), spectral hand; 3rd – fly, haste, major image, vampiric touch (2); 4th – phantasmal killer, rainbow pattern, scrying, shadow conjuration (2); 5th – nightmare (2), persistent image.

Illusion Spells (base DC = 16 + spell level).

Prohibited School: Evocation.

APL 10

➤ **Lady Manilae:** Female human Ill12; CR 12; Medium-size humanoid (human); HD 12d4+36; hp 73; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +6/+1 melee (1d4-1/19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); SA Spells; SQ Summon familiar; AL LE; SV Fort +7, Ref +7, Will +9; Str 8, Dex 14, Con 16, Int 18, Wis 11, Cha 12. *Skills and Feats:* Alchemy +19, Bluff +6, Concentration +18, Diplomacy +7, Disguise +3, Knowledge (arcana) +14, Listen +3, Scry +11, Sense Motive +5, Spellcraft +14, Spot +3; Combat Casting, Dodge, Enlarge Spell, Extend Spell, Improved Initiative, Mobility, Scribe Scroll, Spell Focus (Illusion), Spell Mastery (ghost sound, mage armor, major image, minor image).

Possessions: masterwork dagger, light crossbow, 10 bolts, potion of glibness, 2 potions of cure moderate wounds, scroll of flame arrow (8th), cloak of protection +1, brooch of shielding, bracers of health +2.

Spells Prepared (5/6/6/6/5/4/3; base DC = 14 + spell level): 0 – daze, ghost sound, light, prestidigitation, resistance; 1st – burning hands (2), change self, chill touch, color spray, mage armor; 2nd – blur, minor image (2), mirror image (2), spectral hand; 3rd – fly, haste, major image (2), vampiric touch (2); 4th – phantasmal killer, rainbow pattern, scrying, shadow conjuration (2); 5th – nightmare (2), persistent image, shadow evocation; 6th – programmed image, shades, greater shadow evocation.

Illusion Spells (base DC = 16 + spell level).

Prohibited School: Evocation.

ALL APLs

☛ **Salfrax:** Male human Ari1; CR 1/2; Medium-size humanoid (human); HD 1d8+4; hp 12; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +1 melee (1d6/19-20, short sword); AL N; SV Fort +1, Ref +0, Will +2; Str 10, Dex 11, Con 12, Int 15, Wis 11, Cha 13.

Skills and Feats: Bluff +5, Diplomacy +7, Knowledge (nobility) +6, Knowledge (local-Nyrond) +6, Read Lips +6, Ride +4, Sense Motive +4; Skill Focus (diplomacy), Toughness.

Possessions: masterwork short sword, chain shirt.

ENCOUNTER 2: MORN OR LESS (AND ON)

All APLs

☛ **Malthius:** Male human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4+4; hp 8; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +2 melee (1d6+1/19-20, short sword); AL N; SV Fort +1, Ref +2, Will +0; Str 13, Dex 15, Con 12, Int 11, Wis 11, Cha 10.

Skills and Feats: Handle Animal +4, Profession (teamster) +6, Use Rope +6; Skill Focus (profession – teamster), Toughness.

Possessions: masterwork short sword, chain shirt.

APL 4 (EL 4)

☛ **Caelinar:** Male elf Rog2; CR 2; Medium-size humanoid (elf); HD 2d6+4; hp 14; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +3 melee (1d6+1/18-20, rapier) or +3 ranged (1d6/x3, composite shortbow); SA Sneak attack; SQ Immune to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion; AL CE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Disable Device +6, Hide +6, Listen +7, Move Silently +6, Open Lock +7, Search +8, Spot +7, Tumble +6; Weapon Finesse (rapier).

Possessions: rapier, composite short bow, studded leather armor, *potion of spider climb*, *potion of hiding*.

☛ **Bournlith:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10; hp 16; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +6 melee (2d4, spiked chain); AL CE; SV Fort +3, Ref +3, Will +0; Str 10, Dex 16, Con 11, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist +1, Intimidate +1, Open Lock +5, Balance +1; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Weapon Finesse (spiked chain), Weapon Focus (spiked chain).

Possessions: spiked chain, breastplate, *potion of cure light wounds*.

APL 6 (EL 6)

☛ **Caelinar:** Male elf Rog4; CR 4; Medium-size humanoid (elf); HD 4d6+8; hp 26; Init +7; Spd 30 ft.;

AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6+1/18-20, rapier) or +6 ranged (1d6/x3, composite shortbow); SA Sneak attack; SQ Immune to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +7, Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Disable Device +8, Hide +10, Listen +9, Move Silently +10, Open Lock +10, Search +10, Spot +9, Tumble +10; Improved Initiative, Weapon Finesse (rapier).

Possessions: masterwork rapier, composite short bow, masterwork studded leather armor, *potion of spider climb*, *potion of hiding*.

☛ **Bournlith:** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 32; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +9 melee (2d4+2, spiked chain); AL CE; SV Fort +5, Ref +4, Will +1; Str 10, Dex 16, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist +3, Intimidate +2, Open Lock +6, Balance +3; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Expertise, Weapon Finesse (spiked chain), Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: masterwork spiked chain, masterwork breastplate, *potion of cure light wounds*.

APL 8 (EL 8)

☛ **Caelinar:** Male elf Rog5; CR 5; Medium-size humanoid (elf); HD 5d6+10; hp 32; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6+1/18-20, rapier) or +6 ranged (1d6+1/x3, composite shortbow); SA Sneak attack; SQ Immune to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +7, Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Appraise +9, Disable Device +9, Hide +11, Listen +10, Move Silently +11, Open Lock +11, Search +11, Spot +10, Tumble +11; Improved Initiative, Weapon Finesse (rapier).

Possessions: masterwork rapier, mighty composite short bow (+1), masterwork studded leather armor, *potion of spider climb*, *potion of hiding*.

☛ **Bournlith:** Male human Ftr7; CR 7; Medium-size humanoid (human); HD 7d10+7; hp 53; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +12/+7 melee (2d4+2, spiked chain); AL CE; SV Fort +6, Ref +5, Will +2; Str 10, Dex 16, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist +5, Intimidate +4, Open Lock +8, Balance +5; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Expertise, Improved Disarm, Improved Trip, Weapon Finesse (spiked chain), Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: masterwork spiked chain, masterwork breastplate, *potion of cure moderate wounds*.

APL 10 (EL 10)

☛**Caelinar**: Male elf Rog7; CR 7; Medium-size humanoid (elf); HD 7d6+14; hp 44; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +9 melee (1d6+1/18-20, rapier) or +8 ranged (1d6+1/x3, composite shortbow); SA Sneak attack; SQ Immune to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +3, Ref +7, Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Appraise +11, Disable Device +11, Hide +13, Listen +12, Move Silently +13, Open Lock +13, Search +13, Spot +12, Tumble +13; Combat Reflexes, Improved Initiative, Weapon Finesse (rapier).

Possessions: masterwork rapier, mighty composite short bow (+1), masterwork studded leather armor, *potion of spider climb*, *potion of hiding*.

☛**Bournlith**: Male human Ftr7/Rog1/Master of Chains†*; CR 9; Medium-size humanoid (human); HD 8d10+1d6+9; hp 65; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +13/+8 melee (2d4+2/19-20, spiked chain); SA Sneak attack, scare; AL CE; SV Fort +6, Ref +9, Will +2; Str 11, Dex 16, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Escape Artist +9, Intimidate +10, Open Lock +10, Balance +9; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Expertise, Improved Critical (spiked chain), Improved Disarm, Improved Trip, Weapon Finesse (spiked chain), Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: masterwork spiked chain, masterwork breastplate, *potion of cure moderate wounds*.

*See Appendix 2: New Rules for details on the Master of the Chains prestige class.

ENCOUNTERS 3 & 5

APL 4 (EL 5)

☛**Adolres**: Male gnome Rog1; CR 1; Small humanoid (gnome); HD 1d6+3; hp 9; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day (DC 10); SV Fort +3, Ref +5, Will +0; Str 8, Dex 16, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +4, Hide +11, Listen +6, Move Silently +7, Open Lock +7, Search +4, Spot +4, Tumble +7; Improved Initiative.

Possessions: leather armor, masterwork dagger, shortbow, 20 arrows.

☛**Biltur**: Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +1 melee (1d6/18-20, rapier) or +3 ranged (1d6/x3, shortbow); SA Sneak attack; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +4, Disable Device +4, Hide +7, Listen +4, Move Silently +7, Open Lock +7, Search +4, Spot +4, Tumble +7; Dodge, Improved Initiative.

Possessions: leather armor, masterwork rapier, shortbow, 20 arrows.

☛**Cephond**: Male halfling Rog1; CR 1; Small humanoid (halfling); HD 1d6+2; hp 8; Init +4; Spd 20 ft.; AC 17 (touch 15, flat-footed 13); Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d6/x3, shortbow); SA Sneak attack; SQ +2 morale bonus on saving throws against fear, +1 racial attack bonus with thrown weapons; SV Fort +3, Ref +7, Will +1; Str 8, Dex 18, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +4, Hide +12, Listen +6, Move Silently +8, Open Lock +8, Search +4, Spot +4, Tumble +8; Dodge.

Possessions: leather armor, masterwork dagger, shortbow, 20 arrows.

☛**Drillbane**: Male dwarf Rog1; CR 1; Medium-size humanoid (dwarf); HD 1d6+6; hp 12; Init +3; Spd 20 ft.; AC 15 (touch 13, flat-footed 12); Atk +1 melee (1d6/18-20, rapier) or +3 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus on attacks rolls against orcs and goblinoids, +4 dodge bonus against giants; SV Fort +3, Ref +5, Will +0; Str 10, Dex 16, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Appraise +6, Hide +7, Listen +4, Move Silently +7, Open Lock +7, Search +4, Spot +4, Tumble +7; Toughness.

Possessions: leather armor, masterwork rapier, shortbow, 20 arrows.

☛**Ebontar**: Male half-elf Rog2; CR 2; Medium-size humanoid (elf); HD 2d6+4; hp 14; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d6/18-20, rapier) or +4 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion; SV Fort +2, Ref +6, Will +0; Str 10, Dex 16, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Appraise +5, Hide +8, Listen +5, Move Silently +8, Open Lock +8, Search +5, Spot +5, Tumble +8; Weapon Finesse (rapier).

Possessions: leather armor, masterwork rapier, shortbow, 20 arrows.

APL 6 (EL 7)

➤ **Adolres:** Male gnome Rog2; CR 2; Small humanoid (gnome); HD 2d6+6; hp 16; Init +7; Spd 20 ft.; AC 17 (touch 14, flat-footed 14); Atk +2 melee (1d4-1/19-20, dagger), or +4 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day (DC 10), evasion; SV Fort +3, Ref +6, Will +0; Str 8, Dex 16, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +5, Hide +12, Listen +7, Move Silently +8, Open Lock +8, Search +5, Spot +5, Tumble +8; Improved Initiative.

Possessions: masterwork studded leather armor, masterwork dagger, shortbow, 20 arrows.

➤ **Biltur:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+4; hp 14; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6/18-20, rapier) or +4 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Evasion; SV Fort +2, Ref +6, Will +0; Str 10, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +5, Disable Device +5, Hide +8, Listen +5, Move Silently +8, Open Lock +8, Search +5, Spot +5, Tumble +8; Dodge, Improved Initiative.

Possessions: masterwork studded leather armor, masterwork rapier, shortbow, 20 arrows.

➤ **Cephond:** Male halfling Rog2; CR 2; Small humanoid (halfling); HD 2d6+4; hp 14; Init +4; Spd 20 ft.; AC 18 (touch 15, flat-footed 14); Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged (1d6/x3, shortbow); SA Sneak attack; SQ +2 morale bonus on saving throws against fear, +1 racial attack bonus with thrown weapons, evasion; SV Fort +3, Ref +8, Will +1; Str 8, Dex 18, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +5, Hide +13, Listen +7, Move Silently +9, Open Lock +9, Search +5, Spot +5, Tumble +9; Dodge.

Possessions: masterwork studded leather armor, masterwork dagger, shortbow, 20 arrows.

➤ **Drillbane:** Male dwarf Rog2; CR 2; Medium-size humanoid (dwarf); HD 2d6+9; hp 19; Init +3; Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6/18-20, rapier) or +4 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus on attacks rolls against orcs and goblinoids, +4 dodge bonus against giants, evasion; SV Fort +3, Ref +6, Will +0; Str 10, Dex 16, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Appraise +7, Hide +8, Listen +5, Move Silently +8, Open Lock +8, Search +5, Spot +5, Tumble +8; Toughness.

Possessions: masterwork studded leather armor, masterwork rapier, shortbow, 20 arrows.

➤ **Ebontar:** Male half-elf Rog4; CR 4; Medium-size humanoid (elf); HD 4d6+8; hp 26; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6/18-20, rapier) or +7 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC); SV Fort +3, Ref +7, Will +2; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Appraise +7, Hide +10, Listen +8, Move Silently +10, Open Lock +10, Search +7, Spot +8, Tumble +10; Weapon Finesse (rapier), Weapon Focus (shortbow).

Possessions: masterwork studded leather armor, masterwork rapier, shortbow, 20 arrows.

APL 8 (EL 9)

➤ **Adolres:** Male gnome Rog4; CR 4; Small humanoid (gnome); HD 4d6+12; hp 30; Init +7; Spd 20 ft.; AC 17 (touch 14, flat-footed 14); Atk +4 melee (1d4-1/19-20, dagger), or +7 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day (DC 10), evasion, uncanny dodge (Dex bonus to AC); SV Fort +4, Ref +7, Will +1; Str 8, Dex 17, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +7, Hide +14, Listen +9, Move Silently +10, Open Lock +10, Search +7, Spot +7, Tumble +10; Improved Initiative, Point Blank Shot.

Possessions: masterwork studded leather armor, masterwork dagger, masterwork shortbow, 20 arrows.

➤ **Biltur:** Male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+8; hp 26; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d6/18-20, rapier) or +7 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); SV Fort +3, Ref +7, Will +1; Str 10, Dex 17, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +7, Disable Device +7, Hide +10, Listen +7, Move Silently +10, Open Lock +10, Search +7, Spot +7, Tumble +10; Dodge, Improved Initiative, Point Blank Shot.

Possessions: masterwork studded leather armor, masterwork rapier, masterwork shortbow, 20 arrows.

➤ **Cephond:** Male halfling Rog4; CR 4; Small humanoid (halfling); HD 4d6+8; hp 26; Init +4; Spd 20 ft.; AC 18 (touch 15, flat-footed 14); Atk +4 melee (1d4-1/19-20, dagger) or +8 ranged (1d6/x3, shortbow); SA Sneak attack; SQ +2 morale bonus on saving throws against fear, +1 racial attack bonus with thrown weapons, evasion, uncanny dodge (Dex bonus to AC); SV Fort +4,

Ref +9, Will +2; Str 8, Dex 19, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +7, Hide +15, Listen +9, Move Silently +11, Open Lock +11, Search +7, Spot +7, Tumble +11; Dodge, Point Blank Shot.

Possessions: masterwork studded leather armor, masterwork dagger, masterwork shortbow, 20 arrows.

➤ **Drillbane:** Male dwarf Rog4; CR 4; Medium-size humanoid (dwarf); HD 4d6+15; hp 33; Init +3; Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6/18-20, rapier) or +7 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus on attacks rolls against orcs and goblinoids, +4 dodge bonus against giants, evasion, uncanny dodge (Dex bonus to AC); SV Fort +4, Ref +7, Will +1; Str 10, Dex 17, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Appraise +9, Hide +10, Listen +7, Move Silently +10, Open Lock +10, Search +7, Spot +7, Tumble +10; Toughness, Weapon Finesse (rapier).

Possessions: leather armor, masterwork rapier, masterwork shortbow, 20 arrows.

➤ **Ebontar:** Male half-elf Rog6; CR 6; Medium-size humanoid (elf); HD 6d6+12; hp 38; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +8 melee (1d6/18-20, rapier) or +9 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +4, Ref +8, Will +3; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Appraise +9, Hide +12, Listen +10, Move Silently +12, Open Lock +12, Search +9, Spot +10, Tumble +12; Point Blank Shot, Weapon Finesse (rapier), Weapon Focus (shortbow).

Possessions: masterwork studded leather armor, masterwork rapier, masterwork shortbow, 20 arrows.

APL 10 (EL 11)

➤ **Adolres:** Male gnome Rog6; CR 6; Small humanoid (gnome); HD 6d6+18; hp 54; Init +7; Spd 20 ft.; AC 17 (touch 14, flat-footed 14); Atk +5 melee (1d4-1/19-20, dagger), or +9 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day (DC 10), evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +5, Ref +8, Will +2; Str 8, Dex 17, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +9, Hide +16, Listen +11, Move Silently +12, Open Lock +12, Search +9, Spot +9, Tumble +12; Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: masterwork studded leather armor, masterwork dagger, masterwork shortbow, 20 masterwork arrows.

➤ **Biltur:** Male human Rog6; CR 6; Medium-size humanoid (human); HD 6d6+12; hp 38; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d6/18-20, rapier) or +9 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +4, Ref +8, Will +2; Str 10, Dex 17, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +9, Disable Device +9, Hide +12, Listen +9, Move Silently +12, Open Lock +12, Search +9, Spot +9, Tumble +12; Dodge, Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: masterwork studded leather armor, masterwork rapier, masterwork shortbow, 20 masterwork arrows.

➤ **Cephond:** Male halfling Rog6; CR 6; Small humanoid (halfling); HD 6d6+12; hp 38; Init +4; Spd 20 ft.; AC 18 (touch 15, flat-footed 14); Atk +5 melee (1d4-1/19-20, dagger) or +10 ranged (1d6/x3, shortbow); SA Sneak attack; SQ +2 morale bonus on saving throws against fear, +1 racial attack bonus with thrown weapons, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +5, Ref +10, Will +3; Str 8, Dex 19, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +9, Hide +17, Listen +11, Move Silently +13, Open Lock +13, Search +9, Spot +9, Tumble +13; Dodge, Point Blank Shot, Precise Shot.

Possessions: masterwork studded leather armor, masterwork dagger, masterwork shortbow, 20 masterwork arrows.

➤ **Drillbane:** Male dwarf Rog6; CR 6; Medium-size humanoid (dwarf); HD 6d6+21; hp 47; Init +3; Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atk +9 melee (1d6/18-20, rapier) or +9 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus on attacks rolls against orcs and goblinoids, +4 dodge bonus against giants, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +5, Ref +8, Will +2; Str 10, Dex 17, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Appraise +11, Hide +12, Listen +9, Move Silently +12, Open Lock +12, Search +9, Spot +9, Tumble +12; Toughness, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: leather armor, masterwork rapier, masterwork shortbow, 20 masterwork arrows.

➤ **Ebontar:** Male half-elf Rog8; CR 8; Medium-size humanoid (elf); HD 8d6+16; hp 50; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +10/+5 melee (1d6/18-20, rapier) or +12/+7 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw

bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +4, Ref +9, Will +3; Str 10, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Appraise +11, Hide +13, Listen +12, Move Silently +14, Open Lock +14, Search +11, Spot +12, Tumble +14; Point Blank Shot, Precise Shot, Weapon Finesse (rapier), Weapon Focus (shortbow).

Possessions: masterwork studded leather armor, masterwork rapier, masterwork shortbow, 20 masterwork arrows.

ENCOUNTER 6: REVENGE IS BEST SERVED COLD, AND IN THE RAIN

APL 4 (EL 4)

☛**Fandobal:** Male elf Drd4; CR 4; Medium-size humanoid (elf); HD 4d8; hp 23; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +4 melee (1d8+1/x3, shortspear) or +5 ranged (1d8+1/x3, shortspear); SA Spells; SQ Immunity to magic sleeps spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, nature sense, animal companion, woodland stride, trackless step, resist nature's lure; AL NE; SV Fort +4, Ref +3, Will +7; Str 12, Dex 14, Con 10, Int 10, Wis 17, Cha 10.

Skills and Feats: Animal Empathy +4, Concentration +4, Handle Animal +4, Heal +7, Intuit Direction +7, Knowledge (nature) +4, Wilderness Lore +7; Point Blank Shot, Precise Shot.

Possessions: masterwork hide armor, large wooden shield, 3 shortspears.

Spells Prepared (5/4/3; base DC = 13 + spell level): 0 – cure minor wounds (2), guidance, know direction, resistance; 1st – entangle (2), goodberry, magic fang; 2nd – barkskin, flaming sphere, heat metal.

Animal Companions: **Grip & Grap:** Wolves, Advanced; CR 2; Large animals; HD 4d8+16; hp 32 each; Init +1; Spd 50 ft.; AC 14 (touch 10, flat-footed 13); Atk +11/+6 melee (1d8+5, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Trip; SQ Scent; SV Fort +10, Ref +7, Will +3; Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +6, Move Silently +3, Spot +4, Wilderness Lore +1 (+5 when tracking by scent); Weapon Focus (bite).

APL 6 (EL 6)

☛**Fandobal:** Male elf Drd6; CR 6; Medium-size humanoid (elf); HD 6d8; hp 31; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +6 melee (1d8+1/x3, shortspear) or +7 ranged (1d8+1/x3, shortspear); SA Spells; SQ Immunity to magic sleeps spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, Wild Shape (2/day); AL NE; SV Fort +5, Ref +4, Will +8; Str 12, Dex 14, Con 10, Int 10, Wis 17, Cha 10.

Skills and Feats: Animal Empathy +5, Concentration +5, Handle Animal +5, Heal +8, Intuit Direction +8,

Knowledge (nature) +6, Wilderness Lore +8; Far Shot, Point Blank Shot, Precise Shot.

Possessions: masterwork hide armor, large wooden shield, 3 masterwork shortspears.

Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0 – cure minor wounds (2), guidance, know direction, resistance; 1st – entangle (2), goodberry, magic fang; 2nd – barkskin, flaming sphere (2), heat metal; 3rd – greater magic fang, poison, spike growth.

Animal Companions: **Grip & Grap:** Dire Wolves; hp 45 each; see *Monster Manual*.

APL 8 (EL 8)

☛**Fandobal:** Male elf Drd8; CR 8; Medium-size humanoid (elf); HD 8d8; hp 41; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +8/+3 melee (1d8+1/x3, shortspear) or +9/+4 ranged (1d8+1/x3, shortspear); SA Spells; SQ Immunity to magic sleeps spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, Wild Shape (3/day, Large); AL NE; SV Fort +6, Ref +4, Will +10; Str 12, Dex 14, Con 10, Int 10, Wis 18, Cha 10.

Skills and Feats: Animal Empathy +6, Concentration +7, Handle Animal +6, Heal +10, Intuit Direction +10, Knowledge (nature) +7, Wilderness Lore +10; Far Shot, Point Blank Shot, Precise Shot.

Possessions: +1 hide armor, masterwork large wooden shield, 3 masterwork shortspears.

Spells Prepared (6/5/4/4/3; base DC = 14 + spell level): 0 – cure minor wounds (3), guidance, know direction, resistance; 1st – entangle (2), goodberry (2), magic fang; 2nd – barkskin, flaming sphere (2), heat metal; 3rd – greater magic fang, poison (2), spike growth; 4th – cure serious wounds, flame strike, rusting grasp.

Animal Companions: **Grar & Grer:** Dire Lions; hp 60 each; see *Monster Manual*.

APL 10 (EL 10)

☛**Fandobal:** Male elf Drd10; CR 10; Medium-size humanoid (elf); HD 10d8; hp 51; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +9/+4 melee (1d8+1/x3, shortspear) or +10/+5 ranged (1d8+1/x3, shortspear); SA Spells; SQ Immunity to magic sleeps spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, Wild Shape (4/day, Large), venom immunity; AL NE; SV Fort +7, Ref +5, Will +11; Str 12, Dex 14, Con 10, Int 10, Wis 18, Cha 10.

Skills and Feats: Animal Empathy +7, Concentration +9, Handle Animal +7, Heal +11, Intuit Direction +11, Knowledge (nature) +8, Wilderness Lore +11; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: +1 hide armor, masterwork large wooden shield, 6 masterwork shortspears.

Spells Prepared (6/5/5/4/4/2; base DC = 14 + spell level): 0 – cure minor wounds (3), guidance, know direction, resistance; 1st – entangle (2), goodberry (2), magic fang; 2nd –

barkskin, flaming sphere (2), heat metal, speak with animals; 3rd – greater magic fang, poison (2), spike growth; 4th – cure serious wounds, flame strike (2), rusting grasp; 5th – animal growth (2).

*Animal Companions: **Grar & Greer:** Dire Lions, Advanced; CR 6; Large animals; HD 10d8+30; hp 73 each; Init +2; Spd 40 ft.; AC 15 (touch 11, flat-footed 13); Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d8+3, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Pounce, improved grab, rake 1d6+3; SQ Scent; SV Fort +10, Ref +9, Will +4; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.*

Skills: Hide +5, Jump +10, Listen +4, Move Silently +9, Spot +4.*

**In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.*

APPENDIX 2: NEW RULES

MASTER OF CHAINS (AS PRESENTED IN *SWORD AND FIST*)

The master of chains is a combatant specializing in the use of chains – specifically the spiked chain – as a weapon. They usually have a sinister aura about them, and are never completely good. They use chains as tools of terror and intimidation as much as weapons. Along with their use of chains, they are good with locks as well.

Fighters are best equipped to become masters of chains, although rogues, rangers, and barbarians make excellent members of this rare, frightening group as well.

A master of chains often creates a lair underground filled with chains on the ground and hanging from the ceiling. Whole rooms of rattling chains suspended from above create an unnerving and dangerous setting for their foes. Members of this prestige class usually do not work together, although a master of chains gladly teams up with those of other classes for mutual benefit. Due to their similar affinities, these individuals often ally themselves with the outsiders known as kyttons (see *Monster Manual*).

Hit Die: d10.

Requirements

To qualify to become a master of chains, a character must fulfill all the following criteria.

Alignment: Any nongood.

Escape Artist: 6 ranks.

Open Lock: 4 ranks.

Intimidate: 4 ranks.

Feats: Exotic Weapon Proficiency (spiked chain), Expertise, Improved Trip, Improved Disarm, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Ability Score: Int 13+ (required for Expertise).

Class Skills

The master of chains' class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (metalworking) (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), and Open Locks (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Scare
2 nd	+2	+0	+3	+0	Climb fighting
3 rd	+3	+1	+3	+1	Superior Weapon Focus
4 th	+4	+1	+4	+1	Chain bind
5 th	+5	+1	+4	+1	Chain armor, double chain
6 th	+6	+2	+5	+2	Deflect attacks
7 th	+7	+2	+5	+2	Superior Weapon Specialization
8 th	+8	+2	+6	+2	Superior barbed chain
9 th	+9	+3	+6	+3	Swinging attack
10 th	+10	+3	+7	+3	Chain mastery

Class Features

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

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

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

Superior Weapon Focus: Stacking on top of any existing Weapon Focus bonus, this ability grants a master of chains an additional +1 to attack rolls with a spiked chain.

Chain Bind: At 4th level, the master of chains can use his weapon and a quick application of a lock (the whole process requiring a full-round action) to bind a single Small, Medium, or Large creature. This should be treated as an attack with a net, except that the Escape Artist check to escape has a DC of 25, and the burst DC is 30. A chain at least 10

feet long is required to accomplish this. If it is a spiked chain, the entangled creature suffers 1 point of damage per round while entangled unless they remain motionless.

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

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

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

Deflect Attacks: As a move-equivalent action, a 6th-level master of chains can use a spinning chain to provide a +4 deflection AC bonus against all attacks coming in from a chosen 180-degree arc. This is an extraordinary ability.

Superior Weapon Specialization: Stacking on top of any existing weapon specialization bonus, this adds an additional +2 to all damage rolls made with a chain or spiked chain.

Superior Spiked Chain: At 8th level, the master of chains can modify his spiked chain so that it leaves cruel barbs behind in the targets it strikes. Using the chain in this way causes victims to bleed 1 hit point per round until a successful Heal check is used to bind the wounds (DC 15) or until magical healing is applied to them. It costs 25 gp to modify a chain in this manner, and 10 gp to add new spikes once the modified chain has been used five times. (After five uses, the modified chain can be used as a normal spiked chain.) Only 8th level and above masters of chains can make and use these specially modified weapons properly—in anyone else's hands they are simply spiked chains.

Swinging Attack: At 9th level, as a full-round action, the master of chains can wrap the end of his chain around an overhead object (something that can sustain his weight) and swing at any target within 10 feet. The foe so attacked is treated as flat-footed and the master gains a +2 attack bonus and inflicts +3d6 damage with this single attack (only one attack is allowed).

Chain Mastery: As a supernatural ability, the master of chains can animate a chain (as the spell *animate rope*, but with chains) of up to 50 feet in length for 10 rounds. The master of chains can use this ability three times per day plus a number of times equal to his Charisma bonus.

DM's Aid – Handouts for Nightmare Sequence

Be sure to cut these out individually. They are to be used to keep the players informed during the nightmare sequence. Most players receive the unnumbered cards, there are six provided for ease of use. The cards labeled 'Players Handout Card #2' are for those players whose characters had watch just before dawn. There are also two special cards that request Will saving throws. These are labeled 'Players Handout Card #1.' Give these to the players whose characters were chosen as the recipients of the *nightmare* spells, and then check the results once they are passed back to you. Be sure to remove this top section from the handouts before passing them to the players. Should players of elves complain about the use of the word sleep, tell them to substitute meditation instead.

Players Handout Card That night your sleep was pleasant and dreamless. The night passed uneventfully, and you slept deeper than you were used to while on the open road. Your companions also seem well rested; apparently quite alert and bright-eyed as they too make ready to face the new day. Lady Manilae has just returned into camp from the direction of the riverbank. You can see a small flat-bottomed boat drawn up on shore. When you have finished reading, return this card to the judge.	Players Handout Card That night your sleep was pleasant and dreamless. The night passed uneventfully, and you slept deeper than you were used to while on the open road. Your companions also seem well rested; apparently quite alert and bright-eyed as they too make ready to face the new day. Lady Manilae has just returned into camp from the direction of the riverbank. You can see a small flat-bottomed boat drawn up on shore. When you have finished reading, return this card to the judge.
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Players Handout Card #2 While you tried to keep your eyes open last night, you eventually gave into your need for rest. Apparently all worked out well, as you were awoken first thing in the morning by the Lady Manilae. She mentioned something about visiting a boat captain – indeed, you can see a flat-bottomed boat drawn up on the banks of the nearby Duntide. You just hope that no one else noticed your dereliction of duties. When you have finished reading, return this card to the judge.	Players Handout Card #2 While you tried to keep your eyes open last night, you eventually gave into your need for rest. Apparently all worked out well, as you were awoken first thing in the morning by the Lady Manilae. She mentioned something about visiting a boat captain – indeed, you can see a flat-bottomed boat drawn up on the banks of the nearby Duntide. You just hope that no one else noticed your dereliction of duties. When you have finished reading, return this card to the judge.
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Defense Exhibit #1



Defense Exhibit #2

N



Rel Mord

Will be here
on the 5th!



Oldred

*Rich lady, accompanied by
adventurers. Don't hurt her,
want for ransom.
Do what you want to meddlers.*

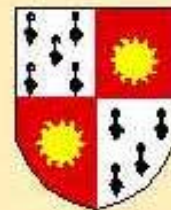
Defense Exhibit #3

To the freedom fighters of the open road, I send greetings, and a word of warning. There are far too many heroes on the roads of Nyrond these days. My brother and his damnable "Licensed Adventurers." They are being hired as bodyguards, putting their noses where they aren't welcome, and generally making pests of themselves.

Too many changes are taking place, too many things are different from the way they are supposed to be. Gone is the powerful Kingdom of old, having been replaced by one of sniveling weaklings that use mercenaries to maintain the peace. I say enough. It is time for us to reclaim this Kingdom and put it back on the right track.

I charge you to eliminate these mercenaries. Strike fear into the hearts of these weakling nobles. Show them that my brother's idiotic policies are not enough to keep them safe. And you can start with that insufferable Lady Manilae. Let her serve as the first example. Her family will pay dearly for her return. That money will fund our operations.

*Until we meet again in triumph,
King Sewardt*



Defense Exhibit #4

Friends and Freeman,

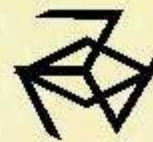
As agreed upon, here are the details of that little job I need you to do. Take care to only capture the Lady Manilae — she is worth nothing to either of us as a corpse. Her guards are expendable. If they get in your way, you may safely eliminate them.

Furthermore, I have included half of your payment with this letter. The rest will be given to you once she is safely returned to her home in Oldred. Be sure that this letter is destroyed once you have read it. It would not do for it to be found with you in the unlikely event of your capture. Do not think to cross us in this.

Once you have completed your mission, I will send the remainder of your payment through the usual channels. She will be traveling north in the company of some 'adventurers.' You should recognize them by their appalling lack of culture and refinement. The Lady will be in her carriage — she must not come to harm.

Until later, exercise caution.

S



Defense Exhibit #5

2 SUNSET <Y 589

It was not much, she asked.
She wanted a little something
for his drink, something to make
him sleep deeply.

About six-feet deeply!

She will share her power with
me once he is gone, and I shall
be able to afford that grove with
the nice apple trees and the
dandelion hill!

My friends will so enjoy
playing in the dandelions,
especially as their little seeds
float up in the air! Oh, what fun
we will have, and no longer will
I have to mix little potions for her!

Defense Exhibit #6

23 Patchwall <Y 5Q1

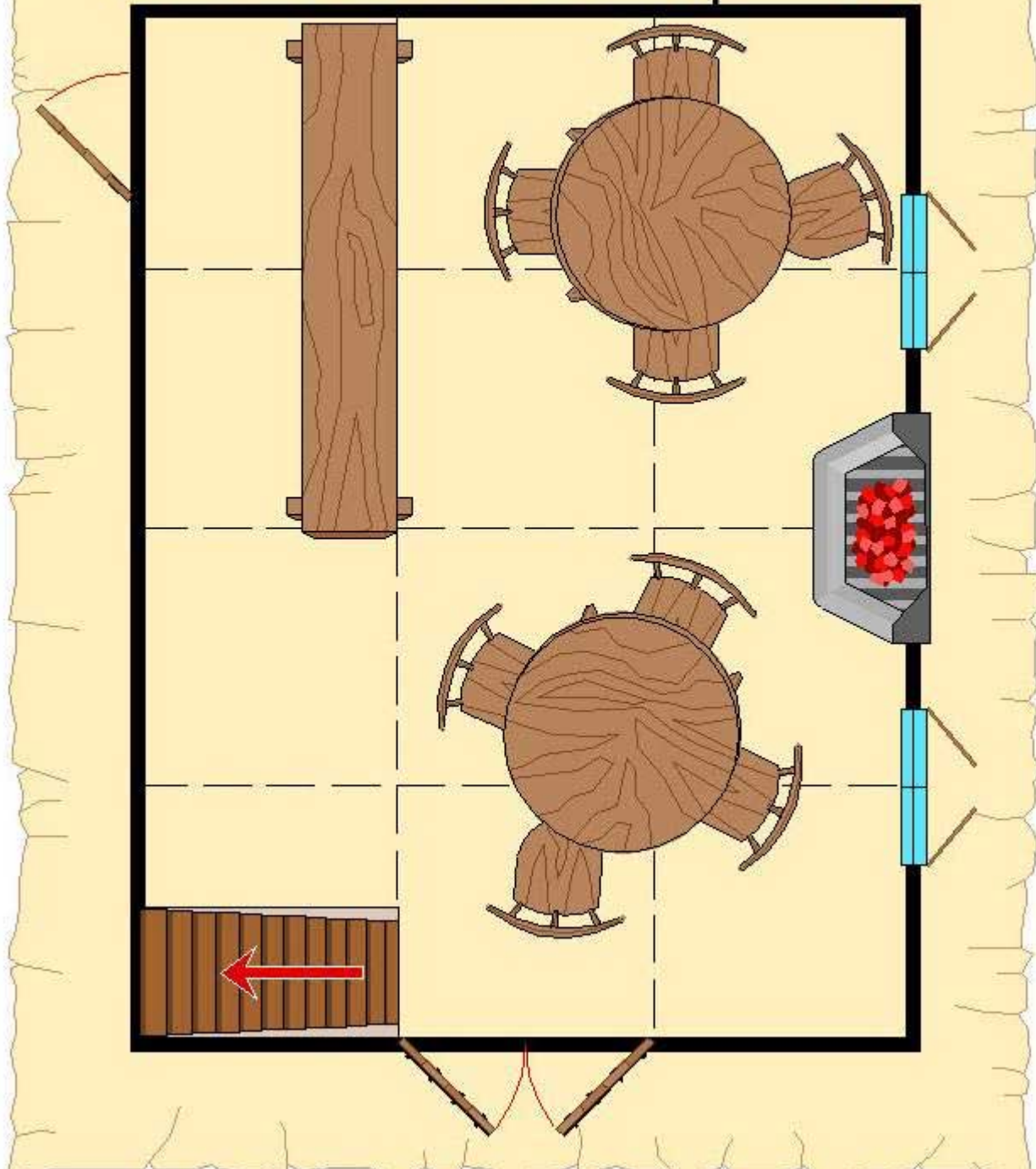
Finally, I am free of that
infernal pit! Free to exact
my vengeance against her!

They thought me harmless
when they let me go, that I was
just a harmless little druid who
no longer will harm anyone. Well,
I was able to fool them.
Yes, I was!

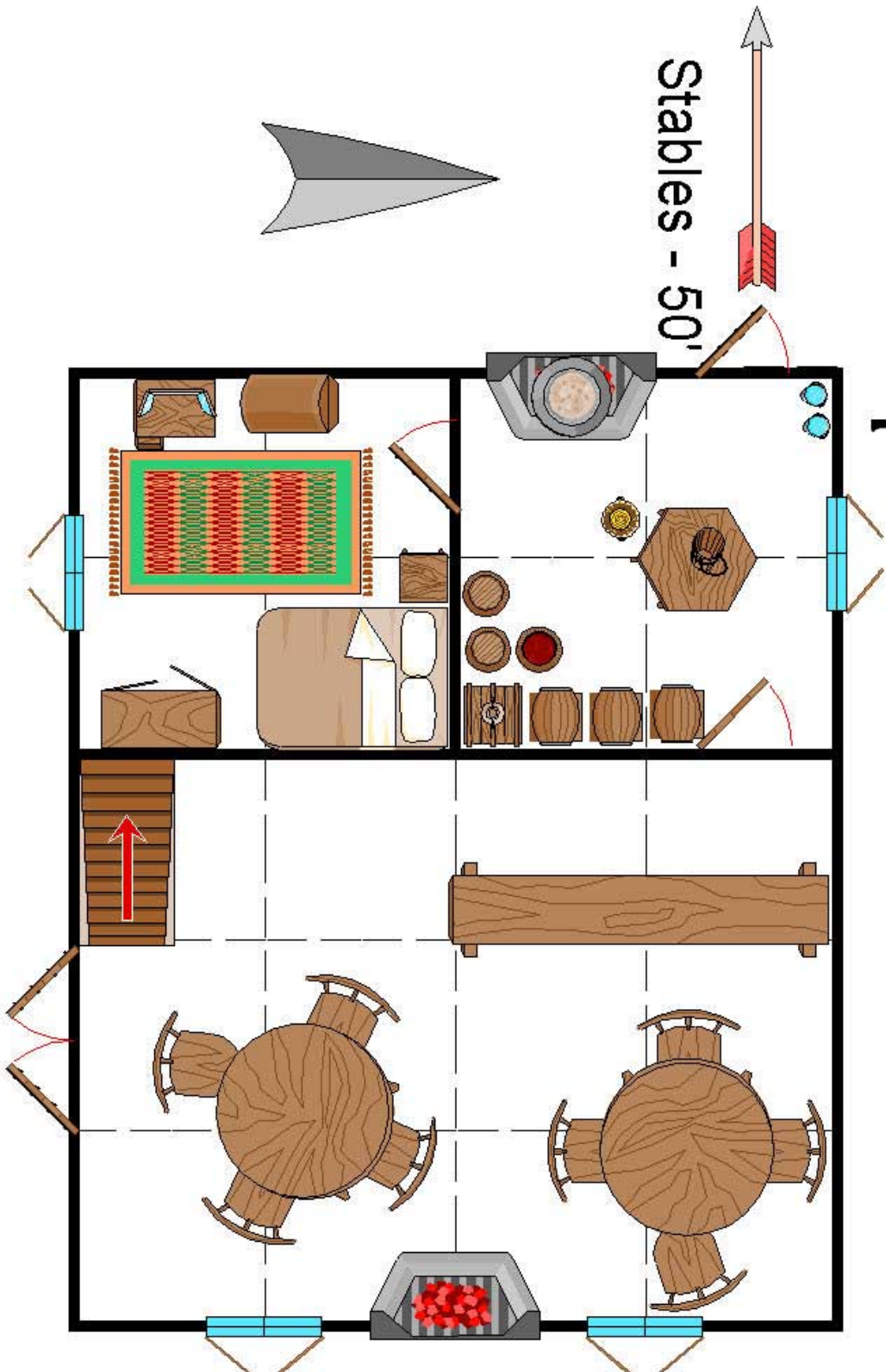
And they took away my friend.
I shall avenge you as well, Nithar!
She has much to answer for! I will
make her pay for all her crimes
against us.

I will call new friends, then I
shall find her. And she shall
suffer even as much as I have!
Then the voices will quiet down,
yes, they shall!

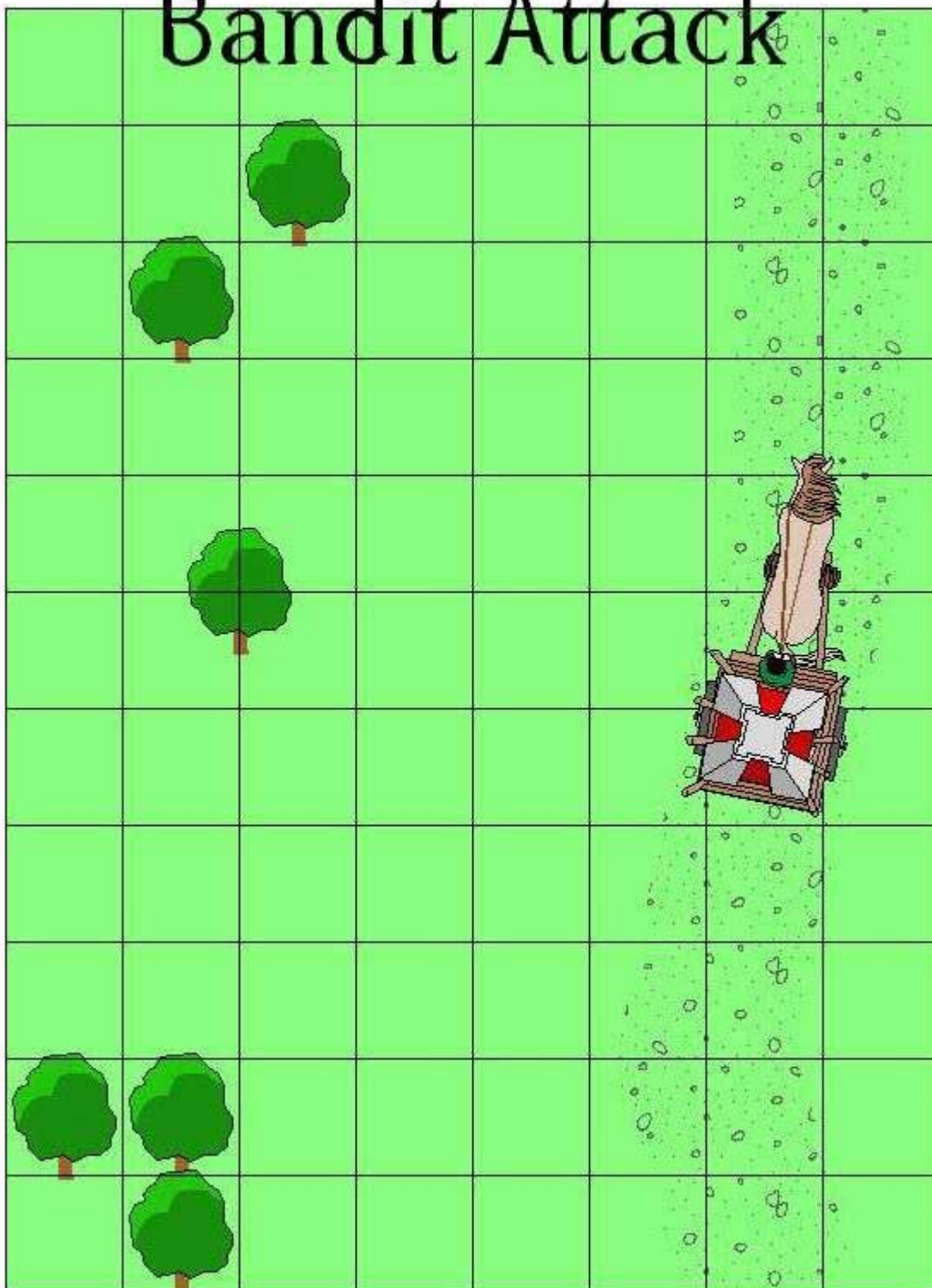
DMs Combat Map - Inn



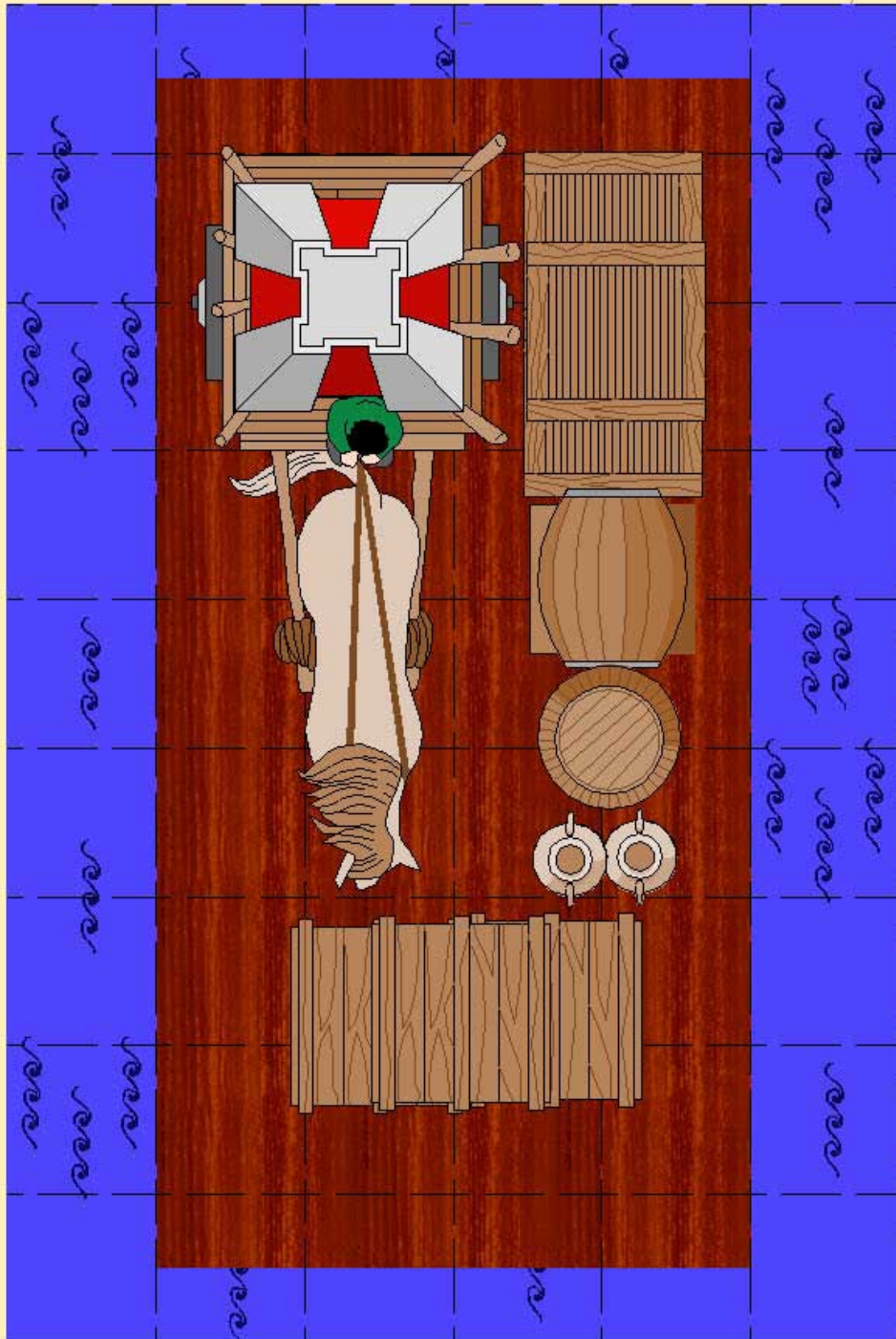
DM's Map of Inn - 1st Floor



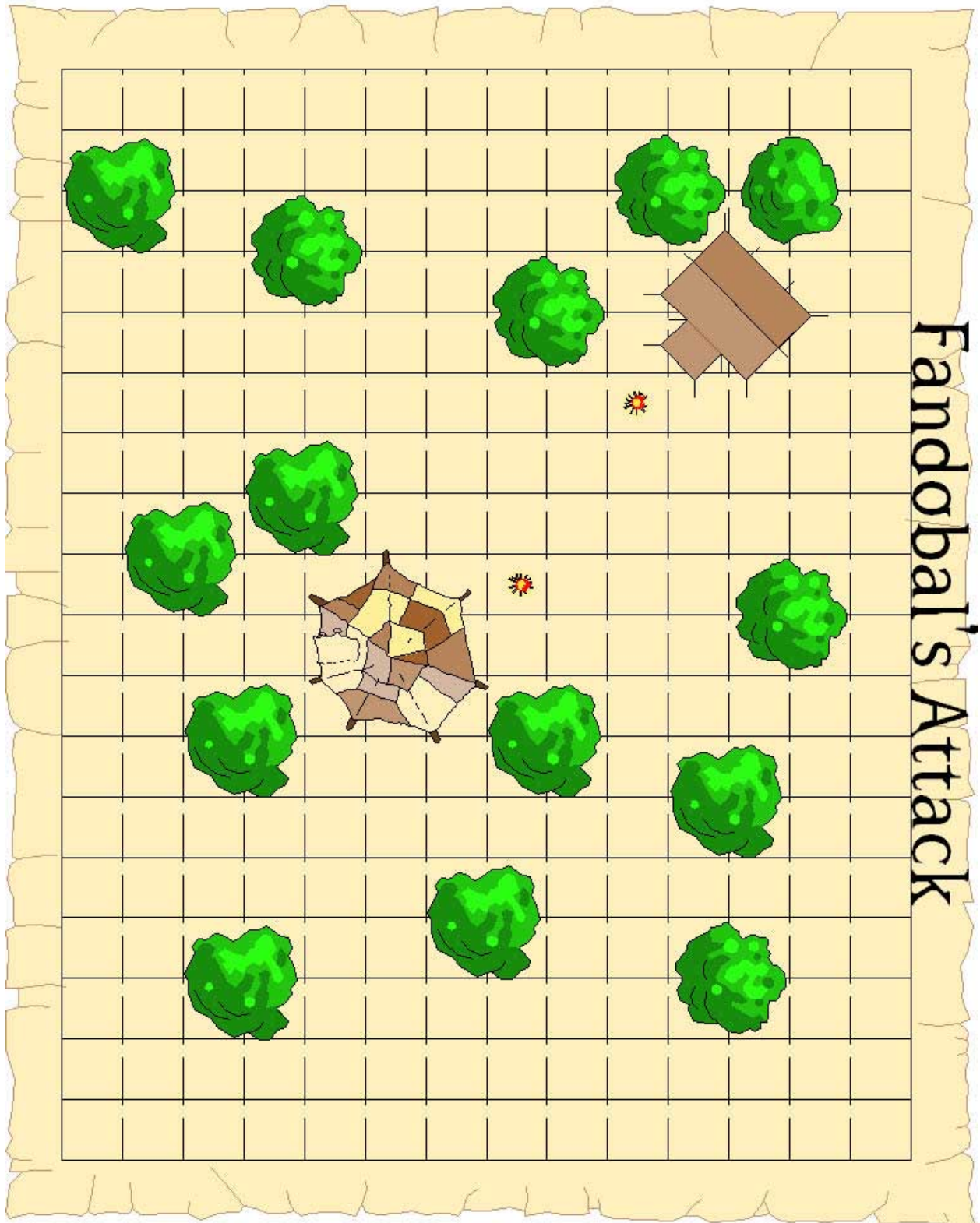
Bandit Attack

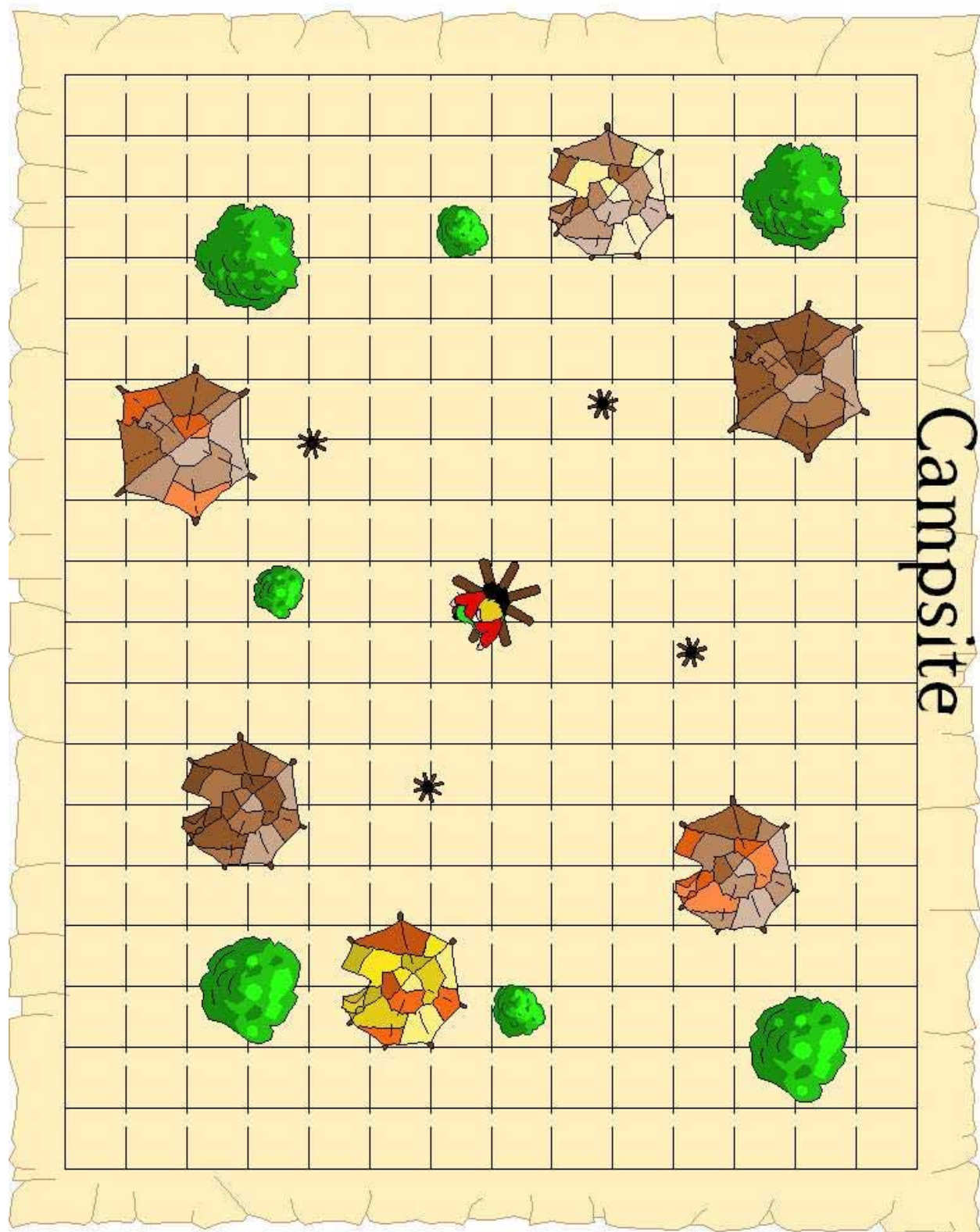


River Skiff



Fandobal's Attack







Lady Manilae



Salfrax



Malthius



Fandobal



Ebontar



Drillbane



Cephond



Caelinar



Bournlith



Adolres



Biltur



Big, Bad River
Monster



Animal
Companion #1



Animal
Companion #2

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.