

NYR2-03



RETURNED MAIL

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

Version 1

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While traveling down the Duntide River on your way to the Grand Opening of the Coliseum of Adrean's Landing, you encounter the handiwork of an old friend. An adventure for characters level 1-8.

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

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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 BARONY OF WOODWYCH

Prior to King Lynwerd's crowning, the Barony of Woodwych was managed by the Baron Bastrayne. While Bastrayne feigned support for the king, he and Bailiff Radnen Gryppe managed to skim of some 30-40% of the taxes for themselves. Lynwerd wasn't as bamboozled as his father, and quickly uncovered the truth. Bastrayne and Gryppe managed to flee.

Lynwerd appointed Verin Talnith, a powerful southern noble, the Baroness of Woodwych in CY588, giving her unprecedented autonomy in running the province. So far, the Baroness's rule has not been too successful.

THE CELADON FOREST, THE BROTHERHOOD OF THE BRONZE, AND THE CELADON RESISTANCE

Woodwych's biggest resource is the Celadon Forest, and the Celadon was extensively logged during Bastrayne's rule of the Barony. A group called the Brotherhood of the Bronze appointed themselves during that time to protect the Celadon. The Celadon remains in a state of near-revolt where no Nyrond soldiers dare go. Things are slowly returning to normal, but it takes time for injuries on both sides to be forgotten and in the meantime, the province's economy and tax collections suffer.

Baroness Talnith has tried to assure the Brotherhood that she is no threat to the forest, but she has been only moderately successful at this. Her new regime may be considered a great improvement, but all know that Nyrond needs gold, and that means pressure to consider the short term uses of the forest. Further, her new and lofty construction projects, such as the town of Adrean's Landing, require a great deal of wood. Moreover, Baroness Talnith cannot let go of the idea that members of the Brotherhood of the Bronze killed her son and, therefore, her meetings with representatives of the Brotherhood have an underlying tone of hostility. So, for now, any entering the forest had best have permission of the Brotherhood of the Bronze in advance, and is likely to face a few sudden and none too pleasant conversations with those who seem eager to give the visitor a final home.

In CY591, an elven ranger named Arden Coquette silently broke off from the Brotherhood of the Bronze and founded the Celadon Resistance. Coquette believed that the Brotherhood of the Bronze was too passive in their negotiations and that the Baroness would only bow to an aggressive show of strength. In the defense of the Celadon, the Resistance has fired warning shots upon ships traveling the Duntide, ambushed persons logging the Celadon, and undertaken various raids into Adrean's Landing. The Resistance's actions have complicated talks between the Baroness and the Brotherhood of the Bronze because the Baroness stubbornly attributes the actions of the Resistance to the Brotherhood. Coquette has continued to feign loyalty to the Brotherhood, and most of its members do not know that he is responsible for the creation of the Celadon Resistance.

ADREAN'S LANDING

Adrean's Landing is a new town on the Duntide between Swan's Bore and Arnford. It serves primarily as a trade city; a convenient gathering place for farmers, traders and visiting travelers. The town of Adrean's Landing is a pet project of the Baroness, named after her late son. The building of the town was originally Adrean's idea.

The town also serves as a sort of tourist attraction. Specialty shops and services grant any that wish distraction, exactly what they want. To date, the site has been a mass of construction and reports vary widely about

whether it is turning into a future city that may rival Woodwych, or an overblown village.

The crowning achievement for Adrean's Landing is the new coliseum. It houses racing events, simple gladiatorial contests, and serve as an outdoor gathering area for such things as swap meets, concerts, or speeches. After a great deal of work, the coliseum of Adrean's Landing is finally preparing to open its doors.

THE MURDER OF ADREAN TALNITH

Adrean Talnith was killed in CY589 under mysterious circumstances. The chief suspects in the murder, and nearly the only ones the Baroness hears of, are members of the Brotherhood of the Bronze. They deny any involvement, though admit to having members who shoot first and then demand identification. This suspicion very much complicates peace talks as the Baroness has trouble sacrificing her personal desire for revenge on as many of those involved as possible no matter how loosely involved, for the needs of the province and kingdom.

There are other suspects. A merchant of Swan's Bore or Arnford may have panicked and caused the hit on the hope that killing Adrean would prevent the competition that would create Adrean's Landing. A very misplaced idea if so, as the Baroness has thrown everything she can into making her son's idea a tremendous monument to him.

CRIPPLED MAX

Maxwell ("Crippled Max") Vernor is a highly resourceful Fighter/Sorcerer who lost his leg during a battle in the Greyhawk Wars. After having already established himself as a highwayman in the Woodwych area, Max was recruited by the King's traitorous brother, Prince Searndt, in early CY591, to attempt to destabilize the region and distract the attention of the crown. In exchange for Max's continuing efforts, Prince Searndt buys weapons, armor and other materials that Max steals for a premium price.

Prince Searndt occasionally pays Max to intercept important dispatches that are sent by Royal Mail Service. The Royal Mail Service began offering a reward for the capture of Crippled Max after Max and his men intercepted a group of militia members who were assigned to carry the mail.

Crippled Max recently learned the true identity of the person who murdered Adrean Talnith. Ever an opportunist, Max is attempting to blackmail the responsible party.

THE COLISEUM SYMBOL

Baroness Talnith commissioned the Temple of Heironeous in Rel Mord to bless a Holy Symbol of Heironeous for the coliseum of Adrean's Landing. The coliseum is now complete, and the Baroness sent for the symbol so that it might be installed during a grand opening ceremony. The spies for the Celadon Resistance in the region learned that the symbol was being brought

down the Duntide, and Arden Coliquette decided that this was a good opportunity to acquire a bargaining position over the Baroness.

Knowing Crippled Max's reputation, Coliquette hired Max to steal the holy symbol and deliver it to him. Max and his men attacked the Navy ship that carried the symbol, and took it for themselves rather than turning it over to Coliquette. Here is where our adventure begins.

INTRODUCTION

The judge should determine whether any of the participating heroes have the "Savior of Adrean's Landing" medal, whether any of the heroes belong to the Brotherhood of the Bronze meta-organization, whether any of the heroes are from the Barony of Woodwych, and whether any of the heroes are from the Celadon Forest. Any heroes that belong to the Brotherhood of the Bronze meta-organization or who are from the Celadon Forest receive *Player Handout 1*. Any heroes that are from the Barony of Woodwych receive *Player Handout 2*. It is anticipated that any one hero receives one handout or the other, but not both. Nevertheless, the judge is invited to use his or her best discretion.

If any of the heroes have the "Savior of Adrean's Landing" medal, proceed with the following:

The news has spread to all of the corners of the Kingdom of Nyrond that the Grand Opening of the Coliseum of Adrean's Landing is to take place a week hence. Those of you who are recognized as heroes of Adrean's Landing, receive a special invitation to the event from Sir Domin Bartek, but the rest of you find the allure of the celebration irresistible, especially since no new adventures seem to be forthcoming.

If none of the heroes have the "Savior of Adrean's Landing" medal, read the following instead:

The news has spread to all of the corners of the Kingdom of Nyrond that the Grand Opening of the Coliseum of Adrean's Landing is to take place a week hence. You find the allure of the celebration irresistible, especially since no new adventures seem to be forthcoming.

In either case, continue with the following:

As you found yourself in Rel Mord when you heard the news, you have taken passage on a ship that is sailing down the Duntide to Adrean's Landing. The ship is named the Moonstar and captained by a surefooted gnome whose name must be thirty-seven words long, but who answers to the name of "Captain Jimbus". Several other people who look like adventurers are also seeking passage to Adrean's Landing and, because the trip lasts several days, you take the time to introduce yourself to the ones that you do not already know.

Have the players briefly describe their characters and make in-character introductions.

Additionally, a male half-elf named Prenden travels aboard the Moonstar. He is very friendly, but spends most of his time alone on the foredeck practicing a ballad. You cannot help but overhear snippets of his song and, not surprisingly, it is about Adrean's Landing.

If asked about the ballad, Prenden informs the asker that he intends to sing it on the streets of Adrean's Landing during the celebration. He's unhappy with it so far and, being vain about his music, politely declines to sing it until he has perfected it. He promises that his fellow travelers are to be the first to hear it once he has finished.

Prenden: Male half-elf Brd2.

Regardless of whether the heroes ask about his song, Prenden asks the heroes if they know the story of Adrean Talnith and Adrean's Landing. Prenden can provide the heroes with a lot of information about the area, preferably over a friendly game of dice. If the heroes want to play dice with Prenden, have a one-on-one game. High roll on 2d6 wins the wager. Prenden wagers no more than 2 sp at a time, and stops gambling after he has lost more than 1 gp. He prefers to dole out parcels of information between wagers, but continues to give out information even if there is no gambling.

If any of the heroes decide that they want to cheat Prenden, they must first make an opposed Pick Pocket check against Prenden's Spot check. Prenden receives a total +2 bonus to his Spot checks. If Prenden discovers the cheating, he refuses to have anything to do with the hero or heroes who were cheating him. He also does not speak with the heroes who were not involved with the cheating unless they offer a substantial payment of at least 5 gp.

Prenden's information should not be treated as exclusive of any of the information that the heroes might already know. For example, most of the information is common knowledge that a character might know with a successful Knowledge (local – Nyrond) check (DC 10) or a Bardic Knowledge check (DC 10). The judge is encouraged to make Prenden a supplement to what the heroes know rather than the primary source of information. Prenden asks if the heroes would like to hear about Adrean's Landing. If the heroes answer affirmatively, Prenden says the following:

"Adrean's Landing is a new town in the Barony of Woodwych. The Baroness has made it a pet project of hers. It was originally her son's idea, but you've probably heard about how he got murdered and all."

"Anyway, the town is supposedly going to be this great money-maker for the Barony. They're putting all sorts of shops and other things in to attract travelers. The Baroness is even paying money out of her own pocket to bring in some wares from Greyhawk to be sold in Adrean's Landing's shops. I guess it's going to be quite the marketplace when she's done."

"Of course, not everyone is thrilled about the building of Adrean's Landing. The Brotherhood of the Bronze has been complaining pretty loudly about how much lumber the

Baroness' men have taken from the Celadon Forest, and I guess some of the merchants in Swan Bore threw a complete tizzy about it, saying that their businesses were doomed after Adrean's Landing opened up."

"Now when the coliseum opens, there's going to be crowds from all over Nyrond going to Adrean's Landing, and I hear that this grand opening that we're going to, is going to be quite the event. A tip to the wise, you'd better watch your coins closely in those crowds."

If the heroes are interested in learning about the Baroness' son, Prenden tells them the following:

"Now Adrean Talnith, that's an interesting one. He was murdered back in CY589 under really strange circumstances. No one seems to know exactly what happened . . . or who did it."

"They say that the Baroness went into a rage about it. She blames the Brotherhood of the Bronze for the murder. Now she can't exactly just turn her back on the Brotherhood, but it's definitely strained any talks that she's had with them about taking too many trees out of the Celadon."

"Now, I'll tell you, the Brotherhood is mostly good people just trying to make sure that the Celadon prospers, so I don't believe it was them. What I heard was, a merchant had it done to stop the construction of Adrean's Landing, and, let me tell you, it didn't work. The Baroness doubled the efforts after Adrean died."

"And then . . . well, I heard it from a ranger that was traveling through these parts that that snake Prince Sewarndt murdered Adrean. Nothing against Adrean at all, he just wanted to distract the Baroness and the King."

If the heroes want to know about the Baroness, Prenden says the following:

"Not much to say, really. Her full name is Verin Talnith, and the King appointed her to the Barony in CY588 after Baron Bastrayne fled."

"You know about that, right? How Bastrayne embezzled tax money before Prince Sewarndt poisoned King Archbold? But Lynwerd saw right through Bastrayne, and he fled the coop. We haven't seen Bastrayne since."

If the heroes want to know about the Brotherhood of the Bronze, Prenden can tell them the following:

"Now the Brotherhood of the Bronze, those are good people, and I should know because I grew up in the Celadon. The Brotherhood appointed themselves protectors of the Celadon. Let me tell you; that were important when Bastrayne was in power. He would have logged the forest all the way to Urnst if he could have!"

"Anyway, back when Bastrayne was in power, I guess he sent in some Nyrond soldiers against the Brotherhood and there's still a lot of bad blood about that. And the Brotherhood ain't any happier since the Baroness started taking trees from the forest to build Adrean's Landing."

As the final exchange of the Introduction, Captain Jimbus overhears any discussion about the Brotherhood of the Bronze (or the judge should insert an appropriate transition to the following boxed text).

Captain Jimbus speaks up, "The Brotherhood of the Bronze has turned bad. Last year, they were lining up on the banks of the river and firing on merchant ships. I hear they killed one or two people, and there's no reason for the killings at all!"

Prenden replies, "That wasn't the Brotherhood who made those attacks. It was the Celadon Resistance! It's a different group entirely!"

Jimbus replies, "That's what they want us to think, but I hear that the Brotherhood fear the executioner too much, so they made up this 'Celadon Resistance' to be their scapegoat."

Captain Jimbus and Prenden continue to argue about whether the Celadon Resistance and the Brotherhood of the Bronze are the same organization. Although the argument becomes amusing when the gnomish captain begins mocking the half-elf with expressions and hand gestures, eventually the argument ends when Prenden stalks to the other end of the ship.

ENCOUNTER 1: THAT USUALLY HAPPENS TO OUR SHIP!

The heroes should not see any combat in this encounter, which starts early in the morning.

The heroes have been traveling down the Duntide River from Rel Mord for several days. The judge should try to make the players feel secure and relaxed on the ship.

You have been traveling for a few days now, enjoying the peace and quiet. It is a stark contrast to the life that many of you have been leading for the past several months. Morning has just broken, and the day promises to be sunny. There is already a slight breeze out of the north. The only sound is the wind against the sails and the occasional command being given by Captain Jimbus. His crew seems to be competent, motivated, and loyal. Captain Jimbus says that he expects to arrive in Adrean's Landing within the next several hours.

Those of you who are awake are relaxing lazily when the lookout shouts, "Smoke right ahead". His shout is loud enough to wake up those passengers who were trying to continue to sleep.

Ahead of the Moonstar is another ship, anchored dead in the water. As Captain Jimbus gives the order to bring the Moonstar along side and render aid, the passengers notice the name across the fantail of the ship. It reads "Shining Beacon".

The sails of the other ship are smoldering, and the passengers are able to observe about six men and women who appear to be trying to put out flames.

At this time, give the heroes a chance to react. Once they have satisfied themselves that the Moonstar is not hostile, the sailors on the Shining Beacon reoccupy themselves with their duties and are too busy to do anything other than hail the ship. The heroes may want to board though, if they delay, Captain Jimbus approaches them and asks that they accompany him to the other ship. He wakes up any heroes who are still in their bunks to ask them to

accompany him to the other ship. Planks can be stretched from the Moonstar to the Shining Beacon to allow access.

On boarding the ship, a man who is apparently the Captain approaches you and says, "I am Captain Rendar of the Royal Navy. Flying bandits attacked and stole our precious cargo. I have sent my First Officer and half of my crew in pursuit of the culprits. However, that has been several hours ago and they have not returned. I fear for their safety."

Captain Rendar is a very short and stocky man whose features are weathered from many years at sea. Besides the captain, on board the ship, is the remainder of the crew, a cleric from the Church of Heironeous whose name is Darrn Daystep, and a representative from the Royal Mail service named Philmor Frestin. The First Officer was a human female named Xenda Hyrandur. She took six sailors with her and left in the direction that the bandits flew off.

The characters may question the rest of the crew, the Cleric of Heironeous, and the Royal Mail Carrier, though the crew has no further information than what the Captain has already given.

After you have finished speaking with the Captain, a person garbed in the uniform of the Royal Mail Service approaches you and says excitedly, "I am Philmor Frestin. I was bringing a very special Holy Symbol of the Church of Heironeous to Adrean's Landing for the new Coliseum. It was to be consecrated at the grand opening, and those bandits stole it! Are you licensed adventurers? You appear to be of the adventuring stock. I think it was that notorious bandit Crippled Max that did this. If I remember correctly, I think there is some sort of reward for his capture. Would you be interested in pursuing him on behalf of the Royal Mail Service?"

Frestin is very slight in build, with a nasal voice. He is in a panic and pushes the heroes to undertake the mission as quickly as he can. He would prefer to use licensed adventurers, but accepts any help that is offered. If pressed, he can tell the heroes that the reward for Crippled Max is 750 gp at APL 2, or 1,000 gp at APLs 4-8. This is a total award, and is not per hero.

If the heroes do not agree to pursue Crippled Max and his men, the scenario is over. Proceed to the Conclusion.

Darrn Dawnstep, the young cleric of Heironeous is very calm and confident considering the situation. From the condition of his clothing he was apparently badly injured in the raid, but he has apparently healed himself since the bandits fled. He reinforces what the heroes have already been told and indicates that he was escorting the symbol as the official representative of the Church of Heironeous.

If the heroes agree to undertake the mission, proceed to Encounter 2.

ENCOUNTER 2: BLOODHOUNDS WANTED

This encounter should take place at approximately mid-morning unless the heroes did something that would delay their arrival on the scene.

If the heroes undertake the mission and take up the trail, have them make a Track check (DC 10) or a Search check (DC 15) to find the trail left by the sailors.

You have been following the trail for about three hours, when you come upon the site of an intense battle. It is obvious that it has happened within the last few hours. You find some broken weapons, blood, and pieces of clothing.

A party of elves from the Celadon Resistance attacked and captured the Naval search party on this site. A quick search of the area finds nothing of value, but the heroes do realize that there are no dead bodies in the area and that there were well over a dozen combatants total. The heroes can make an Intelligence check (DC 10) to determine that the remnants of clothing came from a Naval uniform.

If the players want to look, a Track check (DC 15) convinces them that no dead bodies were dragged away. A Track check (DC 10) or a Search check (DC 15) reveals that whoever was here, left in a westerly direction on foot.

When the heroes are ready to move on, proceed to Encounter 3.

ENCOUNTER 3: AMBUSH IS JUST ANOTHER WAY OF SHOWING HOW MUCH YOU CARE

This encounter should take place at approximately eleven bells in the morning unless the heroes did something to delay their search.

The Celadon Resistance has set up an ambush to deter unwanted travelers away from their temporary camp where they are to meet Max.

It is possible that the heroes can move past Eyander and his men if the heroes are attempting to follow the trail in a stealthy manner. Roll opposed Hide and Spot checks and Move Silently and Listen checks to see if any of the ambushers see or hear the stealthy approach as the hero or heroes come and go through the area and vice versa. If any of the ambushers spot or hear the heroes, then that elf can act in the surprise round. If any of the heroes spot or hear the ambushers, then that hero has surprise on the elves and can act in the surprise round. If the characters make to attempt to hide their presence as they move along, proceed with the following.

The trail is easy to follow and leads toward a forested area. Soon, the trees are starting to become thick and move in closer to the trail. The sunlight is largely blocked by the foliage overhead.

Suddenly, you spot two elves stepping out of the trees approximately 90 feet in front of you. One of them is dressed in hide armor and may be preparing to cast a spell. Still carefully watching you, he speaks, "You are not welcome here! Go back to where you came from!"

Tactics: The speaker, Eyander Oakstride and his rangers are approximately 90 feet away from the heroes. Eyander has readied an *entangle* spell that he casts if the heroes make any aggressive action. The rangers ready actions against any heroes that close. If combat begins, Eyander's goal is to capture the heroes and take them to the Celadon Resistance's temporary camp.

The terrain is a generally forested with a simple path running through it. In the opening rounds, Eyander and his men have one-quarter concealment due to light foliage.

If the *entangle* spell entraps all of the heroes, Eyander Oakstride demands their surrender. Otherwise, Eyander and his rangers attack non-lethally, attacking to subdue, and use non-damaging spells, until and unless the heroes start to attack using lethal methods.

Eyander and his band are sentries and are not evil. They view the heroes as intruders to their temporary camp, and want to either drive the heroes away or capture the heroes and take them back to the Celadon Resistance camp. The latter is what they did with the band of sailors from the Shining Beacon. Eyander sent those sailors to camp with some of his men, and those men have not yet returned.

If the heroes continue to fight, the elves fight until either Eyander is defeated or more than 50% of the rangers are defeated. If either of these events occurs, the remaining elves flee. They know the area well and can easily duck into a hiding place at a +4 circumstance bonus unless the heroes immediately pursue. Eyander's animal companion defends him to the death.

At APLs in which Eyander can wild shape, he prefers a cheetah shape for combat and escaping. Statistics for the cheetah can be found in the *Monster Manual*.

If the heroes attempt to parley, Eyander should initially be treated as Unfriendly. He reveals that he is from the Celadon Resistance and a band of his men took some sailors back to their camp. However, no amount of Diplomacy, Intimidation, or Bluffing convinces Eyander or any of his men to lead the heroes into the Celadon Resistance camp as the result of a parley. Regardless of how Eyander's attitude may change toward the party, he does not waiver from his goal of driving the heroes away or accepting their surrender.

Additionally, if Eyander or any of his men are captured, they can be convinced to tell the heroes about the Celadon Resistance and their plan to capture the holy symbol of Heironeous that was intended for the coliseum. Based on how the characters approach this encounter, have them make opposed Diplomacy or Intimidate checks against a DC 15 + APL to determine whether the heroes are convincing. Eyander and his men do not know that Crippled Max has double-crossed the Resistance.

If Eyander or any of his men are captured, they tell the heroes how to get to the Celadon Resistance camp with a successful Diplomacy or Intimidate check (DC 10 + APL). They know that the Resistance members greatly outnumber the heroes and also that the camp is not a permanent location. Therefore, they are not concerned that the heroes finding the camp could jeopardize the Resistance.

If all of the Resistance members either escape or are killed, the heroes can continue to follow the sailors' trail with a successful Track check (DC 10) or a successful Search check (DC 15).

If the heroes are captured, they are blindfolded. Eyander takes their weapons, spell components and holy symbols. Skip the portion at the beginning of *Encounter 4* regarding the second ambush.

APL 2 (EL 4)

🔪 **Eyander Oakstride:** Male elf Drd2; hp 15; see Appendix I.

🔪 **Wood Elf Rangers (2):** Male Elf Rgr1; hp 14, 14; see Appendix I.

APL 4 (EL 6)

🔪 **Eyander Oakstride:** Male elf Drd5; hp 33; see Appendix I.

🔪 **Wood Elf Rangers (4):** Male Elf Rgr1; hp 14, 14, 14, 14; see Appendix I.

APL 6 (EL 8)

🔪 **Eyander Oakstride:** Male elf Drd7; hp 45; see Appendix I.

🔪 **Wood Elf Rangers (4):** Male Elf Rgr2; hp 21, 21, 21, 21; see Appendix I.

APL 8 (EL 10)

🔪 **Eyander Oakstride:** Male elf Drd9; hp 57; see Appendix I.

🔪 **Wood Elf Rangers (4):** Male Elf Rgr3; hp 29, 29, 29, 29; see Appendix I.

ENCOUNTER 4: STEPPED IN IT

This encounter should take place at approximately noon unless the heroes have done something to delay. If the heroes are captured, skip directly to the interaction with Coquette.

The heroes either proceed along the trail or proceed according to the directions that were provided to them by the ambushers.

There is only a slight chance of sneaking past the Celadon Resistance Members; because of their familiarity

with the terrain and their cooperative effort they are effectively taking '10' on their Spot check.

You proceed along carefully, and the path has become much easier to follow. Eventually, the woods become thicker, and the sky disappears from view. You have continued along for almost an hour when a voice cries out, "You are surrounded! Lay down your weapons and no one will get hurt!" As you look around you, you discover that almost two dozen armed elves have stepped out of hiding."

APL 2, 4, AND 6

Celadon Resistance Members (20): Male Elf Rgr5; hp 46 each; see Appendix I.

APL 8

Celadon Resistance Members (20): Male Elf Rgr7; hp 60 each; see Appendix I.

If the heroes attempt to fight, the Celadon Resistance Members kill them. If the heroes attempt to flee, the Resistance Members do not pursue but keep an especially vigilant eye.

If the heroes surrender or otherwise successfully negotiate an amnesty, the watch leader, whose name is Yardil Greenwatch, blindfolds them, and relieves the heroes of all weapons, spell components, and holy symbols. He promises that the items will be returned to them. The one exception however, is that any heroes of a lawful good or lawful neutral god may keep their holy symbol if they give their word that they not cast any spells. He and some of his rangers then lead the party to the Celadon Resistance camp.

During the journey to the camp, the party overhears snippets of conversations; the elves are talking in Elvish. Although they cannot make out any of the conversations in their entirety, the party definitely hears "Crippled Max", "the holy symbol", "means more attacks", "the plan", and "the sailors". Once the party has walked about two miles, their blindfolds are removed. After the blindfolds are removed, the heroes realize that they are still surrounded by the elves. Coquilette and some of his elves have set up a temporary camp here away from the Celadon to meet with Crippled Max and receive the holy symbol.

You are in a camp of some sort surrounded by armed wood elves. A tall male steps forward. "Good day," he speaks. "I am Arden Coquilette and I am the leader of the Celadon Resistance. Welcome to our home away from home. Despite what you may have heard, we do not murder folk in cold blood. However, you are the second group of armed 'guests' that have threatened our camp today and I demand an explanation. What do you have to say for yourselves?"

☞ **Arden Coquilette:** Male elf Rgr7/Foe Hunter5; hp 88; see Appendix I.

Arden has been notified of whether Eyander Oakstrike and his rangers from Encounter 3 were killed, and his attitude towards the party varies accordingly. Treat him as Hostile if Eyander Oakstrike was killed, treat him as Unfriendly if some of the rangers were killed but Eyander Oakstrike survived, and treat him as Indifferent if none of the ambushers were killed. Coquilette's disposition toward the party can be determined with a successful Sense Motive check (DC 18). The same check can be used throughout the party's negotiations to learn if they are on the right track or not.

If the party mentions that they are following Crippled Max or the holy symbol, Coquilette becomes loud and demands to know what the party knows. A Sense Motive check (DC 12) reveals that a tinge of despair underlies Coquilette's rage. Crippled Max is long overdue to deliver the holy symbol to Coquilette, and Coquilette now believes that Max has double-crossed him.

Coquilette explains that he hoped to embarrass the Kingdom by stealing the holy symbol bound for Adrean's Landing. He then planned to return it after he had forced material concessions from the Barony of Woodwych in how the Celadon Forest would be treated.

If any of the heroes want to challenge Coquilette on past actions of the Celadon Resistance, Coquilette replies that while he felt that the Brotherhood of the Bronze was too passive in defending the Forest, it was never the intention of the Resistance to become petty murderers. He explains that he initially attracted some who used the Resistance's cause to spread murder and mayhem, but members of that sort have been taken care of.

An astute party may offer to negotiate a form of peace between the Celadon Resistance and the Barony of Woodwych. Coquilette considers the offer as outlined below. Otherwise, Coquilette tells the party that they are going to have to remain captives of the Resistance until after the celebrations at Adrean's Landing have ended.

If the party figures out that Coquilette is looking for the holy symbol and offers to retrieve it for him, Coquilette counters that he cannot afford to give away such an advantage over the Barony.

If the party offers to talk to the Baroness for him or if the party suggests that he should talk to the Baroness, Coquilette might consider the offer. The judge should have the player roleplay the heroes' interaction with the Coquilette as they try to convince him to allow them to negotiate with the Baroness. When the players have completed their roleplaying, the judge should determine which hero spoke the most and have that character make a Diplomacy check. If some party members spoke approximately the same amount, use the party member who has the highest Diplomacy modifier. All other party members who spoke should make a Diplomacy (DC 10) to assist. Successful checks add +2 to the main Diplomacy check. Additionally, the Diplomacy check should be modified as follows (the bonuses stack):

- If the party mentioned promoting peace and harmony with the people of Woodwych or words to that effect, add a +2 bonus to the party's Diplomacy check.

- If the party mentioned developing mutual respect between the peoples of the forest and the Barony, add a +2 bonus to the party's Diplomacy check.
- If the party mentioned the protection of the Celadon by the authorities of the Barony or the Kingdom or words to that effect, add a +1 bonus to the party's Diplomacy check.
- If the party mentioned the possibility that the protection of the Celadon might be incorporated into the Barony's policy, add a +4 bonus to the party's Diplomacy check.
- If any of the party members are members of the Brotherhood of the Bronze, add a +1 bonus to the party's Diplomacy check for each member.
- If the party mentions the promotion of free trade or words to that effect, apply a -4 penalty to the party's Diplomacy check.
- If the party killed Eyander Oakstride in *Encounter 3*, apply a -2 penalty to the party's Diplomacy check.
- If the party killed the all of the members ambush party from *Encounter 3*, apply an additional -2 penalty to the party's Diplomacy check.
- If any of the party members are half-orcs, apply a -1 penalty to the party's Diplomacy check.

The Diplomacy check is DC 20 at APL2; DC 22 at APL 4; DC 24 at APL 6; DC 26 at APL 8.

If the party is unsuccessful, Coquilette responds as follows:

"I cannot agree to your proposal. You will now be escorted to cells. After we leave, we will send word of your location to the Baroness' plunderers. You will find your equipment buried beneath a large rock near the forking stream a mile southwest of here."

The scenario is over for the players. Even if they manage to escape the cells, the Celadon Resistance members are gone.

If the party is successful, Coquilette responds, "I will consider your offer," and leaves the party. After about an hour, he returns and says the following (the judge needs to phrase his demands based on what was offered earlier):

- I have spoken with my advisors, and I accept your offer.
- I believe it is necessary that I speak with the Baroness personally.
- I only agree to meet with the Baroness on neutral territory. She must meet me by the banks of the Duntide, three miles North of Adrean's Landing.
- She may only bring three of her men to guard her. My rangers and I will be watching. If she brings more men than that, we will simply leave.
- I also agree to bring only three men to guard myself.
- I am sending along Heron, a cleric of Ehlonna. Heron will observe you to make sure that you are not double-crossing me. She will also stay in town with

the Baroness' men during the meeting to show that we intend to talk in good faith.

- I am giving you this scroll to deliver to the Baroness. It outlines my demands. First, the Barony must stop logging the Celadon Forest. Second, the Baroness must cease the expansion of Adrean's Landing. Third, no more construction shall be allowed in Adrean's Landing for a period of five years to allow the Celadon to recover. Fourth, the Baroness must accept a member of the Brotherhood of the Bronze onto her Inner Council of Advisors.
- The Baroness can be found in Adrean's Landing. She is there for the ceremony.
- We anticipate that the Baroness will want to be as secretive as possible about the meeting. Therefore, we are proposing that it take place at midnight.
- I do not anticipate that the Baroness will be willing to negotiate unless the holy symbol is recovered. After you have met with the Baroness, I ask that you recover the holy symbol from Crippled Max and return it to me as soon as possible. Before my midnight meeting with the Baroness if possible. Normally, I would have my men do it, but my scouts have reported that the Baroness' patrols are thick and my men would likely be arrested on sight.
- I have given Heron a copy of a map to what I suspect is the location of Max's camp. She will give you the map when the Baroness has agreed to the meeting. If you will recover the symbol, I give you my word that I will turn it over to the Baroness and I will additionally offer you a reward for the task.
- As a further show of good faith, I will release my prisoners to you so that you may take them with you to Adrean's Landing.

The reward is 150 gp at APL 2, 300 gp at APL 4, 500 gp at APL 6, and 850 gp at APL 8. This is a total reward, not per character.

 **Heron:** Female half-elf Clr5.

Heron guides the party out of the camp and toward Adrean's Landing.

ENCOUNTER 5: OFF WITH THEIR HEADS!

Based on the meeting with Arden Coquilette, the heroes likely travel for several hours to get to Adrean's Landing, and meet with the Baroness. The encounter likely starts about mid-afternoon.

The walk to Adrean's Landing is easy and uneventful. You pass many travelers who are on their way to the town, presumably to attend the Grand Opening of the Coliseum.

When you arrive in Adrean's Landing, you discover thick crowds of all races and ages. A mood of restlessness fills the air,

and you overhear several people impatiently discussing when the holy symbol is due to arrive. The vendors are thick, and you have to physically shrug off a Rhenee merchant who is trying to sell you a "blimthor". Reflexively checking your pockets and your pouches, you find them full and continue through the crowd.

Pause to see if the heroes want to do anything before they approach the Baroness.

As you finally make your way toward the coliseum, you pass several pavilion-style tents that are acting as makeshift temples for several of the gods that are favored in the lands. There is a tent for Pholtus, Zilchus, Rao, Pelor and, at the point closest to the coliseum, Heironeous. A pavilion dedicated to Kord also has a prominent position near the coliseum, and several people in front of the tent seem to be trying to bend horseshoes.

Directly in front of the Coliseum is a large tent that is flying the flag of Nyronnd and, beneath that, the flag of the Barony of Woodwyck. There is an honor guard standing before the tent, and you are certain that this is the temporary headquarters for the Baroness.

The heroes may want to enlist the assistance of some of the temples. Any hero who bears a certificate noting a favor of the relevant temple, who explains the situation to the relevant clergy person, and who makes a Diplomacy check (DC 5) is able to convince the clergy person to accompany them to the meeting with the Baroness. The clergy person warns the hero that if the clergy person needs to use his influence to convince the Baroness, then the temple's debt to the hero is satisfied. It is important to determine how many favors the heroes are placing on the line before they speak to the Baroness.

If the heroes do approach the pavilion tents, use the following names: Dargard Soraven at the Temple of Pholtus, Urnden Nardul at the Temple of Zilchus, Yiltorra Navril at the Temple of Rao, Mern Pilover at the Temple of Pelor, and Brinta Swiftaxe at the Temple of Heironeous.

The contact at the pavilion tent for Kord is Grund Olstapper. He is willing to assist the party if one of them can bend a horseshoe straight. Bending a horseshoe straight requires a Strength check (DC 22), and party members may not assist each other nor may they take '20'.

When the players are ready to introduce themselves to the Baroness, read the following:

You make your way to the Baroness' tent. After you explain your request to the guard in charge, he disappears inside the tent for a while and reemerges to tell you that you have been granted an audience. He also instructs you that you must permit your weapons to be peace-bound before you will be permitted inside.

None of the party members are allowed inside unless they agree to have their weapons peace-bound. If some party members do not want to go inside under those circumstances, the guards instruct those party members to move away from the tent.

The tent is large and spacious inside. Every effort has been made to make the setting comfortable, and it is clear that some sort of function is intended to take place here very soon.

A man approaches you. "I am Hingred Vortossen, the Baroness' chamberlain. How can I assist you?"

Hingred's only intention is to make certain that the Baroness is not bothered with trivial matters. Due to the nature of the celebration, the Baroness is receiving more visitors than she usually might. As long as the characters make a credible case that they need to see the Baroness, he leads them to her.

☞ **Hingred Vortossen:** Male human Exp5.

Hingred invites you to take a seat and leaves your presence. After a brief wait, he returns with a middle-aged woman in fine clothing. She is of medium height with a solid build. Her hair and her eyes are both brown, and you can easily tell that she is of Oerdian descent. Flanking the woman are two very competent looking soldiers, and their expressions are not friendly at all. The woman speaks, "Hingred has told me that you bear a message from the so-called Celadon Resistance. I want to hear it from you myself."

☞ **Baroness Verin Talnith:** Female human Rgr11.

☞ **Honor Guardsmen (2):** Male human Ftr9; hp 68 each; see Appendix I.

Anyone who attacks the Baroness is executed on the spot. More honor guardsmen join the battle, if necessary.

The Baroness' disposition toward the party can be learned with a successful Sense Motive check (DC 18). The same check can be used throughout the party's negotiations to learn if they are on the right track or not.

The heroes should try to convince the Baroness that she should attend the meeting and deliver the scroll to her, if they did not already deliver it to Hingred. When roleplaying the Baroness, keep the following in mind:

- She does not believe that the Celadon Resistance is a separate organization, and behaves adversely if any of the party are members of the Brotherhood of the Bronze and make themselves known.
- She challenges any druidic or ranger-looking heroes and asks if they are members of the Brotherhood.
- She is outraged by the situation and initially considers attacking the Celadon Resistance outright.
- She is anxious to get the holy symbol installed at the Coliseum, and every moment of delay is an embarrassment to her.

After a while, the Baroness asks, "Why should I consider this invitation? Why should I not hunt them down and have them executed?"

The judge should encourage the players to roleplay their character's interaction with the Baroness as they explain their reasons. When the characters have finished

stating their reasons, the judge should determine which hero spoke the most and have that hero's player roll a Diplomacy check to set the party's initial Diplomacy check score. If some party members spoke approximately the same amount, use the party member who has the highest Diplomacy modifier. All other party members who spoke should make a Diplomacy check (DC 10) to assist. Successful checks add +2 to the main Diplomacy check. Additionally, the main Diplomacy check should be modified as follows (the bonuses stack):

- Add a +2 bonus to the check if the party turned over the scroll given to them by Arden Coliquette directly to the Baroness.
- Add a +1 bonus to the check if all of the party members are Licensed Adventurers in Nyrond.
- Add a +2 bonus to the check if one or more of the party members has a medal denoting him as a hero of Adrean's Landing. This is not cumulative and only one +2 bonus is allowed even if all of the heroes bear the medal.
- Add a +2 bonus if any of the heroes mentioned "fostering peace and harmony" or something similar.
- Add a +2 bonus if any of the heroes mentioned that an agreement with the Resistance would "promote trade" or something similar.
- Add a +2 bonus if any of the heroes mentioned that an agreement with the Resistance would "make the region more prosperous" or something similar.
- Add a +2 bonus if any of the heroes mentioned building a mutual respect between the people of Woodwyck and the members of the Celadon Resistance or something similar.
- Apply a -1 penalty if any of the heroes are half-orcs.
- Apply a -6 penalty if any of the heroes mention the murder of Adrean.

The Diplomacy check is DC 20 at APL2; DC 22 at APL 4; DC 24 at APL 6; DC 26 at APL 8.

If the party does not have a high enough Diplomacy score to succeed, but brought a cleric from one of the pavilion tents, the cleric or clerics step forward and urge the Baroness to attend the meeting. For each Favor that the party put on the line, the cleric adds +1 to the party's Diplomacy check. Alternatively, add +1 to the party's Diplomacy check for every party member who was able to bend a horseshoe straight at the pavilion for Kord. If the party's Diplomacy check succeeds, read the following:

The Baroness considers and finally speaks. *"Very well. I will attend this meeting to demonstrate good faith, but I do not believe anything will come of it. In the meantime, I charge you to recover the Holy Symbol of Heironeous that will stand guard over the Coliseum and return it here tonight. Now depart so that I may prepare for the journey."*

Additionally, Heron gives the party the map to the suspected location of Max's hideout.

If the party's Diplomacy check fails, read the following:

The Baroness considers and finally speaks. *"No. I do not believe that the so-called Celadon Resistance honestly desires peace, and I will not risk my men or myself. Now begone with you before I have you thrown in jail for consorting with criminals."*

Additionally, if the party's Diplomacy check fails, the judge should indicate on the Adventure Certificate that they hero has incurred the Disfavor of the Barony of Woodwyck.

In either event, the Baroness's men take custody of the cleric of Ehlonna and the audience is over.

The heroes may wish to rent horses from the livery stable to find Max's camp. Prices in Adrean's Landing are inflated during the celebration. Light riding horses or riding dogs can be rented for 5 nobles (5 gp) a day and saddle, bit and bridle can be rented for 1 noble (1 gp) a day. If the heroes would rather buy than rent, the prices are double the listed price in the *Player's Handbook* during the celebration. No warhorses are available.

The party was asked by Arden Coliquette, and possibly charged by the Baroness, to recover the holy symbol from Crippled Max. If they desire to continue on that mission, proceed to Encounter 6. Otherwise, the scenario is over.

ENCOUNTER 6: THE STREAM IS NOT NAMED "KWA!"

This encounter should start in the late afternoon or early evening. When the heroes decide to proceed to Crippled Max's camp, proceed with the following:

You follow the map provided to you by Heron to the northwest of Adrean's Landing. It is not long before the crowds of the town are behind you and you have left civilized land. After a few hours, you find yourselves very near to where Max's hideout is thought to be located.

Let the players take whatever precautions they wish to make. Then have the players make Spot checks (DC 5).

Continuing along, you come to a bridge constructed of wood and stone that crosses a swiftly running stream. Looking across the water, you see movement in some tall grass just on the other side of the bridge.

Trap: Max has set a trap for any intruders. He has caught a hare and tied it by the leg in the tall grass. He hopes that this causes them to suspect an ambush and, therefore, not examine the bridge very closely before they cross it. The support structure underneath the bridge has been destroyed. A middle section of the bridge topples when more than 100 pounds of weight has been placed on it, causing the first hero to cross to possibly break through and plummet into the water onto a bed of spikes that he has lodged in the stream bed. Then, the remains of the

bridge could possibly fall onto him or her. A successful Reflex save means that the hero jumps backwards onto solid land before the bridge collapses. The stream is approximately five feet deep and ten feet wide.

Note that a hero has no chance of noticing the trap unless specifically searching the bridge, except that a dwarf may possibly sense the trap using dwarven stonecunning.

APL 2 (EL 2)

✦ **Trapped Bridge:** CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 4)

✦ **Trapped Bridge:** CR 4; no attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 6 (EL 6)

✦ **Trapped Bridge:** CR 6; no attack roll necessary (10d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 8 (EL 8)

✦ **Trapped Bridge:** CR 8; no attack roll necessary (14d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

The water is not more than five feet deep, and a hero can easily swim to shore or be helped ashore by his or her companions.

Note: In accordance with the *DUNGEON MASTER'S Guide*, overcoming the challenge of a trap requires encountering the trap, and disarming it, avoiding it, or surviving the damage it deals.

When the players are ready to proceed they can find a place not far upstream to cross. Continue to Encounter 7.

ENCOUNTER 7: WHERE'S THE PIE?

This encounter should take place shortly after the last encounter.

It is possible that the heroes can avoid this encounter if they are attempting a stealthy approach to Max's Lair. Roll opposed Hide and Spot checks and Move Silently and Listen checks to see if the guardian(s) detect the stealthy approach as the hero or heroes come and go

through Max's Lair. The guardians are not attempting to be unnoticed and the check to Spot them is DC 5.

If the heroes do not attempt a stealthy approach or if they are spotted or heard, proceed with the following:

As you move closer to Max's Lair, you see some creatures (a creature) step out of the forest in front of you. They clearly mean (It clearly means) to attack.

The creature or creatures are approximately 50 feet away when the encounter begins.

Prince Sewarndt gave these creatures to Max. Max has trained them to guard his lair, and they attack anyone who approaches the lair that they do not recognize.

APL 2 (EL 1)

✦ **Baboons (2):** hp 5, 5; see *Monster Manual*.

APL 4 (EL 3)

✦ **Ape:** hp 26; see *Monster Manual*.

✦ **Baboons (2):** hp 5, 5; see *Monster Manual*.

APL 6 (EL 5)

✦ **Girallon:** hp 52; see *Monster Manual*.

APL 8 (EL 7)

✦ **Girallons (2):** hp 59, 55; see *Monster Manual*.

Tactics: The guardian(s) has been trained to drop as many people as possible in the shortest amount of time possible. If the guardian has more than one attack per round, it uses the attacks on different heroes to the greatest extent possible. It does not make any more attacks against a hero than are necessary to drop the hero unconscious. If the heroes flee in a direction away from Max's lair, the guardian(s) do not pursue but watch for the heroes to return. Any of these creatures that are knocked down to 25% or less of its hit points flees.

A successful Animal Empathy check (DC 5) or a successful Handle Animal check (DC 5) allows a hero to recognize that the animals are trained.

The creature(s) start out with an attitude of *Hostile*. If any of the heroes beat the creature in the first initiative round and successfully make an Animal Empathy check (DC 25), the creature become *Indifferent* and allow the heroes to pass without a fight. If any of the heroes make an Animal Empathy check (DC 35), the creature(s) become *Friendly* toward the hero. At DC 50, the creature(s) become *Helpful* toward the hero. If these checks fail, the creature(s) immediately attack. Note that the check is made at a -4 penalty at APLs 6 and 8 because the Girallon is classified as a beast rather than an animal. Animal Empathy may not be used untrained. Two or more heroes who are trained in the skill may cooperate in the check using the cooperation rules in the *Player's Handbook*. The creature(s) have acclimated to new people in the camp enough times before that they permit the

hero to remain within 30 feet and make the Animal Empathy check, which requires a minimum of one minute as long as no hostile or threatening action is being taken toward the creature(s) after the check begins. A weapon visible in any hero's hand is considered a threatening action for this purpose, but a hero may drop a held weapon to avoid interfering with the attempt.

When the players are ready to continue, proceed to Encounter 8.

ENCOUNTER 8: HOME SWEET CAMP

This encounter should take place in the early evening. The sun is just setting.

Find out if the heroes are going to take any precautions before proceeding toward Max's camp, and then read the following, adjusting as necessary based on the heroes' precautions:

As you approach the place on the map where you expect to find Max's camp, you realize that there is a camp there, and it is empty. The camp is nothing more than four wooden huts built in a cleared patch of land. There is a fire pit positioned between all of the huts, but the fire there has almost burned away.

A successful Track check (DC 10) or a successful Search check (DC 15) reveals that several men have left within the past several hours. A Track check (DC 15) reveals that one of them was apparently using a crutch.

There is no way of distinguishing the huts from the outside. They are poorly crafted and barely qualify as shelter. One of the huts serves as a supply hut, but it seems that Max and his men are almost out of supplies. Nothing of value can be found in the hut.

Two of the huts apparently house two men each at APLs 4-8, or one man each at APL 2. These huts have nothing more than moth-eaten bedrolls and blankets.

The fourth hut is Max's. It has a good quality bedroll, a chest, and a common lamp atop the chest. The chest is locked, but can be opened with a successful Open Lock check (DC 20). The chest has a Break DC of 20. The chest is trapped with a special glyph trap.

APL 2 (EL 1)

✂**Chest Glyph Trap:** CR 1; glyph explodes for no damage, but person opening chest needs to make a Fortitude save (DC 18) or suffer the *Curse of Crippled Max*; Search (DC 28); Disable Device (DC 28).

APL 4 (EL 3)

✂**Chest Glyph Trap:** CR 3; glyph explodes for no damage, but person opening chest needs to make a Fortitude save (DC 20) or suffer the *Curse of Crippled Max*; Search (DC 28); Disable Device (DC 28).

APL 6 (EL 5)

✂**Chest Glyph Trap:** CR 5; glyph explodes for no damage, but person opening chest needs to make a Fortitude save (DC 25) or suffer the *Curse of Crippled Max*; Search (DC 28); Disable Device (DC 28).

APL 8 (EL 7)

✂**Chest Glyph Trap:** CR 7; glyph explodes for no damage, but person opening chest needs to make a Fortitude save (DC 28) or suffer the *Curse of Crippled Max*; Search (DC 28); Disable Device (DC 28).

Curse of Crippled Max

A protective rune curses the hero that attempts to break into Crippled Max's chest. When the player rolls a natural "1" on any attack roll for the hero, the hero must make a successful Reflex save (DC 15) or the hero's leg buckles and the hero falls to the ground prone. The hero does not know about this curse and cannot know to get it removed until the first time that it affects the hero adversely. It may be removed at a Temple by a cleric of 5th level or higher for the cost of 150 gp.

Note: In accordance with the DUNGEON MASTER'S Guide, overcoming the challenge of a trap requires encountering the trap and disarming it, avoiding it, or surviving the damage it deals.

When the heroes open the chest, they see a book and many loose papers, which immediately burst into flames. The flames do not cause any damage to the heroes, but there is no chance of avoiding the destruction of the book. However, if the heroes act quickly to suffocate the flames, small portions of several of the loose papers can be recovered. If the heroes recover the pages, they find out that they are letters and the judge may give Player Handout 3 to the players.

The heroes find the holy symbol wrapped in a blanket underneath Max's bedroll if they search his hut. It is approximately twelve inches in diameter and is carved of stone. An Intelligence check (DC 8), allows any hero who is considering keeping the holy symbol to realize that no one would be willing to buy it because of its unique nature. They also realize that the faithful of Heironeous dedicate divination spells to recovering it once it becomes widely known that the symbol is missing.

If the players do not wish to proceed, go to the Conclusion. If the players do not recover the papers, but wish to follow the trail out of the camp, they can do so with a successful Track check (DC 15). If the players recover the papers and wish to travel to the rendezvous site, proceed to Encounter 9.

ENCOUNTER 9: CRIPPLED MAX

This encounter takes place in the late evening. It is quite dark, and the appropriate modifiers apply.

No boxed text is provided for this section because there are a number of ways in which the party may proceed. They are on foot and slowed by Max. Max and his men are all carrying lamps as their source of light. They are proceeding toward the negotiation spot. Max knows where the negotiation is to be held because he has a spy in the Celadon Resistance camp.

If the heroes travel without any undue delay (no more than thirty minutes) to the site of the meeting between the Baroness and the Celadon Resistance, they are able to intercept Max before he gets there. Max and his men are paranoid, so the party cannot surprise Max unless they take extraordinary measures to achieve surprise, such as using magic.

If the heroes do not travel directly to the point of intercept, Max and his men ambush the meeting. The Baroness barely escapes with her life. All of the Celadon Resistance members present and all of the Baroness' men are killed during the ambush. The party is unable to find Max if he is successful in overcoming the negotiations, for Max has fled to the Gnatmarsh. Proceed to the Conclusion.

Max is an older, grizzled human male who uses a crutch because his leg was severed. He has gray hair and a thick beard. He wears a long sword at his hip.

The field where the party intercepts Max is fairly flat terrain with no obstacles.

Tactics: At APLs 2 and 4, and at higher APLs if he does not believe that the heroes include a spellcaster with area effect spells, Max expends a charge on his *wand of fly* to get out of range of melee attacks. He uses his *wand of hold person* against anyone who he perceives to be primarily a melee combatant. He casts ranged spells that can incapacitate the party such as *color spray* or *glitterdust*, whenever possible. He is reluctant to catch his own men in the area of effect of his spells, but does so nonetheless if he is in imminent danger. He does not use the *sleep* spell at APLs 6 and 8, or if the party has more than three elves.

Max attempts to flee if 75% or more of his men are down or if he drops below one-third of his hit point total. If Max falls, the remainder of his men attempts to flee.

APL 2 (EL 5)

✚**Crippled Max:** Male human Ftr2/Sor2; hp 30; see Appendix I.

✚**Thugs (2):** Male human Ftr1; hp 15, 15; see Appendix I.

APL 4 (EL 7)

✚**Crippled Max:** Male human Ftr2/Sor4; hp 40; see Appendix I.

✚**Thugs (4):** Male human Ftr1; hp 15, 15, 15, 15; see Appendix I.

APL 6 (EL 9)

✚**Crippled Max:** Male human Ftr2/Sor6; hp 50; see Appendix I.

✚**Thugs (4):** Male human Ftr2; hp 23, 23, 23, 23; see Appendix I.

APL 8 (EL 11)

✚**Crippled Max:** Male human Ftr2/Sor8; hp 63; see Appendix I.

✚**Thugs (4):** Male human Ftr4; hp 39, 39, 39, 39; see Appendix I.

CONCLUSION

If the heroes fail to undertake the mission when offered by Philmor Frestin of the Royal Mail Service in *Encounter 1*, then the holy symbol is never recovered. The heroes have a poor time at the celebration. After several days, the Baroness publicly acknowledges that the holy symbol was stolen and the coliseum opens without it. The muted celebration officially ends after a few days.

If the heroes fail to convince Coquette to talk to the Baroness in *Encounter 4*, he has them placed in cells. By the time they escape or are rescued by the Baroness' men, the Celadon Resistance has left the area. The heroes find their equipment under a large rock right where Coquette told them it would be. The holy symbol is never recovered and the coliseum opens without it. The muted celebration officially ends after a few days.

If the heroes fail to talk to the Baroness after agreeing to do so with Coquette, then Coquette is extremely angry. The heroes receive the Disfavor of the Celadon Resistance.

If the heroes fail to convince the Baroness that she should meet with Coquette, they incur the wrath of Coquette and ill will from the Baroness. The heroes receive the Disfavor of the Barony of Woodwyck.

Any hero who opens Max's chest without disabling the rune receives the Curse of Crippled Max.

If the heroes fail to stop Crippled Max from attacking Coquette's and the Baroness' meeting after a meeting has been arranged between the two, everyone at that meeting except for the Baroness is killed. The Baroness barely escapes with her life. The heroes receive both the Disfavor of the Celadon Resistance and the Disfavor of the Barony of Woodwyck.

If the heroes recover the holy symbol from Crippled Max after successfully negotiating with Coquette, he pays them the applicable reward. (The reward is 150 gp at APL 2, 300 gp at APL 4, 500 gp at APL 6, and 850 gp at APL 8. This is a total reward, not per character.) He pays this reward even if the heroes were not successful in arranging a meeting with the Baroness. Therefore, it is possible to receive the reward but still incur the Disfavor of the Celadon Resistance.

If the heroes capture or kill Crippled Max, the Royal Mail Service pay the reward stated by Philmor Frestin. (The reward is 750 gp at APL 2 or 1,000 gp at APLs 4-8. This is a total reward, not per character.)

If the heroes stop Crippled Max from attacking the negotiations and also recover the holy symbol, the Baroness is more inclined to accept Coquette's offer of

peace because of the return of the symbol. Several days after the meeting, a treaty is announced. One of the major points of the agreement is that Coquilette accepts a voluntary exile from the Celadon Forest and Nyrond lands. The heroes additionally gain the Favor of the Barony of Woodwych.

If the heroes capture Max alive and recover the holy symbol, the officials of Nyrond find out that Max has a great deal of information about Prince Searndt. Using proper interrogation techniques, the authorities almost double their knowledge about Searndt's activities. Several weeks after the celebrations in Adrean's Landing are over the heroes are proclaimed heroes of Nyrond. They receive the Proclamation of Hero noted on the Adventure Certificate.

As for Prenden, his song goes over with the Adrean's Landing crowd based on how well the heroes did. The more successful the party is in accomplishing the scenario objectives, then the happier the crowd is, and a happy crowd is more likely to enjoy music and tip the bard.

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 3: Ambush Is Just Another Way of Showing How Much You Care

Defeat Evander Oakstride and the elf rangers.

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 4: Stepped in It

Successfully negotiate with Arden Coquilette.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 5: Off With Their Heads!

Successfully negotiate with Baroness Verin Talnith.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 7: Where's the Pie

Defeat the guardian creature(s).

APL 2	30 XP
APL 4	90 XP

APL 6	150 XP
APL 8	210 XP

Encounter 9: Crippled Max

Defeat Crippled Max and his men.

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	840 XP
APL 8	1,080 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (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 3: Ambush Is Just Another Way of Showing How Much You Care

Defeat Evander and his elf rangers and strip them of their gear.

APL 2: L: 21 gp; C: 6 gp; M: 2 *potions of cure light wounds* (Value 15 gp per character).

APL 4: L: 38 gp; C: 16 gp; M: 2 *potions of cure light wounds* (Value 15 gp per character).

APL 6: L: 38 gp; C: 22 gp; M: 2 *potions of cure light wounds* (Value 15 gp per character).

APL 8: L: 144 gp; C: 22 gp; M: 2 *potions of cure light wounds* (Value 15 gp per character).

Encounter 9: Crippled Max

Defeat Crippled Max and his men and strip them of their gear.

APL 2: L: 23 gp; C: 6 gp; M: *wand of fly* (2 charges) (Value 67 gp per character).

APL 4: L: 89 gp; C: 12 gp; M: *wand of fly* (2 charges) (Value 67 gp per character); *wand of hold person* (3 charges) (Value 40 gp per character); *potion of cure light wounds* (Value 8 gp per character).

APL 6: L: 89 gp; C: 39 gp; M: *wand of fly* (2 charges) (Value 67 gp per character); *wand of hold person* (3 charges) (Value 40 gp per character); *potion of cure light wounds* (Value 8 gp per character); *ring of protection +1* (Value 150 gp per character).

APL 8: L: 89 gp; C: 39 gp; M: *wand of fly* (2 charges) (Value 67 gp per character); *wand of hold person* (3 charges) (Value 40 gp per character); *potion of cure light wounds* (Value 8 gp per character); *ring of protection +1* (Value 150 gp per character); *cloak of charisma +2* (Value 600 gp per character).

Conclusion

Successfully capture or kill Crippled Max.

APL 2: L: 0 gp; C: 150 gp; M: 0

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

More Conclusion

Recover the holy symbol from Crippled Max after successfully negotiating with Arden Coquilette

APL 2: L: 0 gp; C: 30 gp; M: 0

APL 4: L: 0 gp; C: 60 gp; M: 0

APL 6: L: 0 gp; C: 100 gp; M: 0

APL 8: L: 0 gp; C: 170 gp; M: 0

Total Possible Treasure

APL 2: 300 gp

APL 4: 545 gp

APL 6: 760 gp

APL 8: 1536 gp

Special

- *Proclamation of Hero.* (1 gp, 0.5 lbs, Parchment in Faux Gold Case, Rare). The scroll states that the hero is a "Hero of the Realm" and is entitled to all rights and privileges of a Hero of the Realm. Display of this proclamation gives the hero a +2 circumstance bonus to any checks for skills that are based on Charisma when dealing with an official of the Nyrond government. Display of this proclamation gives the hero a -2 circumstance penalty when dealing with anyone whose interests are opposed to the government of Nyrond. A hero who bears a Proclamation of Hero is deemed to have satisfied the recommendation requirement to become a Knight of the Kingdom.
- *Favor of the Barony of Woodwych.* The hero has performed a great service for the Barony of Woodwych and has received the personal thanks of the Baroness. As long as Baroness Verin Talnith is in power, the hero will receive a +2 circumstance bonus to any Diplomacy or Gather Information check made with any official of the Barony. Additionally, the people of Woodwych regard the hero favorably and the hero need only pay half the cost of the 'Adventurer's Standard' upkeep for an adventure that begins in the Barony of Woodwych.
- *Disfavor of the Barony of Woodwych.* The hero has failed to bring peace between the Barony of Woodwych and the Celadon Resistance. As long as the Baroness Verin Talnith is in power, the hero receives a -4 circumstance penalty for any Diplomacy or Gather Information check made with any official of the Barony. Additionally, the people of Woodwych distrust the hero and the hero must pay twice the cost of the 'Adventurer's Standard' upkeep for an adventure that begins in the Barony of Woodwych. This certificate should be shown to the judge at the beginning of every scenario.
- *Disfavor of the Celadon Resistance.* The hero has failed to bring peace between the Barony of Woodwych and the Celadon Resistance. The hero receives a -4 circumstance penalty for any checks for skills that are based on Charisma when dealing with a member of the Celadon Resistance. If the hero or the hero's party is involved in any way with combat against a member of the Celadon Resistance, that member attacks the hero specifically, and gives no quarter. This certificate should be shown to the judge at the beginning of every scenario.
- *Curse of Crippled Max.* A protective rune curses the hero that attempts to break into Crippled Max's chest. When the player rolls a natural "1" on any attack roll for the hero, the hero must make a successful Reflex save (DC 15) or the hero's leg buckles and the hero falls to the ground prone. The hero does not know about this curse and cannot know to get it removed until the first time that it affects the hero adversely. It may be removed at a Temple by a cleric of 5th level or higher for the cost of

150 gp. This certificate should be shown to the judge at the beginning of every scenario.

APPENDIX I: NPCS

APL 2 (EL 4)

☛ **Eyander Oakstride**: Male elf Drd2; CR 2; Medium-size humanoid (elf); HD 2d8+2; hp 15; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +2 melee (1d6+1/18-20, scimitar) or +3 ranged (1d4+1, sling); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, nature sense, animal companion, woodland stride; AL N; SV Fort +4, Ref +2, Will +5; Str 12, Dex 14, Con 12, Int 12, Wis 15, Cha 10.

Skills and Feats: Animal Empathy +5, Concentration +5, Intuit Direction +3, Knowledge (nature) +6, Listen +4, Spot +4, Wilderness Lore +7; Spell Focus (Transmutation).

Possessions: scimitar, sling, 10 sling bullets, hide armor, large wooden shield, 2 *potions of cure light wounds*, 10 gp, 5 sp.

Spells Prepared (4/3; base DC = 12 + spell level, 14 + spell level for Transmutation spells): 0 – *cure minor wounds*, *detect magic*, *flare*, *light*; 1st – *cure light wounds*, *endure elements (fire)*, *entangle*.

Animal Companion: **Wolf**: hp 13; see *Monster Manual*.

☛ **Wood Elf Rangers (2)**: Male Elf Rgr1; CR 1; Medium-size humanoid (elf); HD 1d10+4; hp 14 each; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d8+3/19-20, long sword) and +2 melee (1d6+1/19-20, short sword) or +4 ranged (1d6/x3, shortbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans); AL N; SV Fort +3, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +6, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +4; Toughness, Track.

Possessions: studded leather armor, long sword, short sword, shortbow, 20 arrows, 10 gp.

APL 4 (EL 6)

☛ **Eyander Oakstride**: Male elf Drd5; CR 5; Medium-size humanoid (elf); HD 5d8+5; hp 33; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +4 melee (1d6+1/18-20, scimitar) or +5 ranged (1d4+1, sling); SA Spells; SQ Immunity to magic sleep 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 (1/day); AL N; SV Fort +4, Ref +2, Will +5; Str 12, Dex 14, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Animal Empathy +8, Concentration +9, Intuit Direction +4, Knowledge (nature) +9, Listen +4, Spot +4, Wilderness Lore +11; Spell Focus (Transmutation), Track.

Possessions: scimitar, sling, 10 sling bullets, hide armor, large wooden shield, 2 *potions of cure light wounds*, 40 gp, 5 sp.

Spells Prepared (5/4/3/2; base DC = 13 + spell level, 15 + spell level for Transmutation spells): 0 – *cure minor wounds*, *detect magic*, *flare* (2), *light*; 1st – *endure elements (fire and cold)* (2), *entangle* (2); 2nd – *barkskin*, *charm person or animal*, *summon swarm*; 3rd – *greater magic fang (lion)*, *spike growth*.

Animal Companion: **Lion**: hp 32; see *Monster Manual*.

☛ **Wood Elf Rangers (4)**: Male Elf Rgr1; CR 1; Medium-size humanoid (elf); HD 1d10+4; hp 14 each; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d8+3/19-20, long sword) and +2 melee (1d6+1/19-20, short sword) or +4 ranged (1d6/x3, shortbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans); AL N; SV Fort +3, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +6, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +4; Toughness, Track.

Possessions: studded leather armor, long sword, short sword, shortbow, 20 arrows, 10 gp.

APL 6 (EL 8)

☛ **Eyander Oakstride**: Male elf Drd7; CR 7; Medium-size humanoid (elf); HD 7d8+7; hp 45; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +6 melee (1d6+1/18-20, scimitar) or +7 ranged (1d4+1, sling); SA Spells; SQ Immunity to magic sleep 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); AL N; SV Fort +5, Ref +3, Will +6; Str 12, Dex 14, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Animal Empathy +10, Concentration +10, Handle Animal +3, Intuit Direction +4, Knowledge (nature) +11, Listen +4, Spot +4, Wilderness Lore +13; Improved Initiative, Spell Focus (Transmutation), Track.

Possessions: scimitar, sling, 10 sling bullets, hide armor, large wooden shield, 2 *potions of cure light wounds*, 50 gp, 5 sp.

Spells Prepared (6/5/4/3/1; base DC = 13 + spell level, 15 + spell level for Transmutation spells): 0 – *cure minor wounds* (2), *detect magic*, *flare* (2), *light*; 1st – *endure elements (fire, fire* and cold)* (3), *entangle* (2); 2nd – *barkskin*, *charm person or animal*, *produce flame*, *summon swarm*; 3rd – *cure moderate wounds*, *greater magic fang (dire wolf)*, *spike growth*; 4th – *flame strike*.

Animal Companion: **Dire Wolf**: hp 45; see *Monster Manual*.

*One *endure elements (fire)* is precast on his animal companion.

☛ **Wood Elf Rangers (4)**: Male Elf Rgr2; CR 2; Medium-size humanoid (elf); HD 2d10+5; hp 21 each; Init +3;

Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +3 melee (1d8+3/19-20, long sword) and +3 melee (1d6+1/19-20, short sword) or +5 ranged (1d6/x3, shortbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans); AL N; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +7, Listen +6, Move Silently +7, Spot +5, Wilderness Lore +5; Toughness, Track.

Possessions: studded leather armor, long sword, short sword, shortbow, 20 arrows, 15 gp.

APL 8 (EL 10)

➤ **Eyander Oakstride:** Male elf Drd9; CR 9; Medium-size humanoid (elf); HD 9d8+9; hp 57; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +7/+2 melee (1d6+1/18-20, scimitar) or +8/+3 ranged (1d4+1, sling); SA Spells; SQ Immunity to magic sleep 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), venom immunity; AL N; SV Fort +6, Ref +4, Will +7; Str 12, Dex 14, Con 12, Int 12, Wis 17, Cha 10.

Skills and Feats: Animal Empathy +12, Concentration +12, Handle Animal +5, Intuit Direction +4, Knowledge (nature) +13, Listen +4, Spot +4, Wilderness Lore +15; Improved Initiative, Quicken Spell, Spell Focus (Transmutation), Track.

Possessions: scimitar, sling, 10 sling bullets, hide armor, large wooden shield, 2 *potions of cure light wounds*, 50 gp, 5 sp.

Spells Prepared (6/5/5/4/2/1; base DC = 13 + spell level, 15 + spell level for Transmutation spells): 0 – *cure minor wounds* (2), *detect magic*, *flare* (2), *light*; 1st – ~~*endure elements* (fire, fire* and cold)~~ (3), *entangle* (2); 2nd – *barkskin*, *charm person or animal*, *produce flame* (2), *summon swarm*; 3rd – *cure moderate wounds* (2), ~~*greater magic fang* (dire lion)~~, *spike growth*; 4th – *flame strike*, *sleet storm*; 5th – *ice storm*.

Animal Companion: **Dire Lion:** hp 60; see *Monster Manual*.

*One *endure elements* (fire) is precast on his animal companion.

➤ **Wood Elf Rangers (4):** Male Elf Rgr3; CR 3; Medium-size humanoid (elf); HD 3d10+6; hp 29 each; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +4 melee (1d8+3/19-20, long sword) and +4 melee (1d6+1/19-20, short sword) or +6 ranged (1d8/x3, longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans); AL N; SV Fort +4, Ref +4, Will +1; Str 16, Dex 16, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +7, Listen +7, Move Silently +7, Spot +7, Wilderness Lore +6; Combat Reflexes, Toughness, Track.

Possessions: masterwork chain shirt, long sword, short sword, longbow, 20 arrows, 15 gp.

ENCOUNTER 4: STEPPED IN IT

APL 2, 4, and 6

➤ **Celadon Resistance Members (20):** Male Elf Rgr5; CR 5; Medium-size humanoid (elf); HD 5d10+8; hp 46 each; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +6 melee (1d8+3/19-20, long sword) and +6 melee (1d6+1/19-20, short sword) or +8 ranged (1d8/x3, longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans, goblinoids); AL N; SV Fort +5, Ref +4, Will +1; Str 16, Dex 16, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +9, Listen +8, Move Silently +9, Spot +8, Wilderness Lore +8; Combat Reflexes, Toughness, Track.

Possessions: masterwork chain shirt, long sword, short sword, longbow, 20 arrows, 15 gp.

APL 8

➤ **Celadon Resistance Members (20):** Male Elf Rgr7; CR 7; Medium-size humanoid (elf); HD 7d10+10; hp 60 each; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +8/+3 melee (1d8+3/19-20, long sword) and +8 melee (1d6+1/19-20, short sword) or +10/+5 ranged (1d8/x3, longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (humans, goblinoids); AL N; SV Fort +6, Ref +5, Will +2; Str 16, Dex 16, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +10, Listen +10, Move Silently +10, Spot +10, Wilderness Lore +10; Combat Reflexes, Toughness, Track.

Possessions: masterwork chain shirt, long sword, short sword, longbow, 20 arrows, 15 gp.

All APLs

➤ **Arden Coquette:** Male elf Rgr7/Foe Hunter5*; CR 12; Medium-size humanoid (elf); HD 12d10+12; hp 88; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +12/+7 melee (1d8+2/19-20, long sword) and +11 melee (1d6+1/19-20, short sword) or +12/+7 ranged (1d6/x3, short bow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, favored enemy (orcs, humans), hated enemy (humans), rancor (+3d6), hated enemy damage reduction 5/–, hated enemy spell resistance 20; AL N; SV Fort +10, Ref +8, Will +5; Str 14, Dex 14, Con 12, Int 14, Wis 14, Cha 14.

Skills and Feats: Animal Empathy +12, Hide +14, Listen +17, Move Silently +14, Spot +17, Swim +9, Wilderness Lore +17; Cleave, Great Cleave, Improved Initiative, Power Attack, Track, Weapon Focus (long sword).

Possessions: mithril chain shirt, masterwork long sword, short sword, shortbow, 20 arrows.

Spells Prepared (2; base DC = 12 + spell level): 1st – *alarm*, *entangle*.

*Refer to Appendix 2: New Rules for more details on the
Foe Hunter prestige class.

ENCOUNTER 5: OFF WITH THEIR HEADS!

➤ **Honor Guardsmen (2 or more):** Male human Ftr9; CR 9; Medium-size humanoid (human); HD 9d10+18; hp 68 each; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +14/+9 melee (1d8+5/17-20, long sword) or +13/+8 ranged (1d8+3/x3, mighty composite longbow); AL LG; SV Fort +8, Ref +5, Will +6; Str 16, Dex 14, Con 15, Int 13, Wis 13, Cha 10.

Skills and Feats: Diplomacy +6, Knowledge (nobility and royalty) +7, Listen +9, Spot +9; Alertness, Combat Reflexes, Dodge, Expertise, Improved Critical (long sword), Iron Will, Mobility, Spring Attack, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: masterwork long sword, masterwork chain shirt, masterwork large steel shield, masterwork mighty composite longbow (+3), 20 masterwork arrows, silver holy symbol of Heironeous.

ENCOUNTER 9: CRIPPLED MAX

APL 2 (EL 5)

➤ **Crippled Max:** Male human Ftr2/Sor2; CR 4; Medium-size humanoid (human); HD 2d10+2d4+8; hp 30; Init +5; Spd 15 ft.; AC 13 (touch 11, flat-footed 12); Atk +6 melee (1d8+3/19-20, long sword) or +4 ranged (1d6/x3, shortbow); AL N; SV Fort +5, Ref +1, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 9, Cha 15.

Skills and Feats: Bluff +5, Concentration +8, Jump +5, Ride +3, Swim +3; Combat Casting, Dodge, Improved Initiative, Mobility, Power Attack.

Possessions: leather armor, long sword, shortbow, 20 arrows, wand of fly (2 charges), 20 gp, 5 sp.

Spells Known (6/5; base DC = 12 + spell level): 0 – daze, detect magic, flare, mage hand, mending; 1st – color spray, sleep.

➤ **Thugs (2):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+5; hp 15 each; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d8+3/19-20, long sword) or +2 ranged (1d6/x3, shortbow); AL NE; SV Fort +4, Ref +1, Will -1; Str 17, Dex 13, Con 14, Int 9, Wis 9, Cha 9.

Skills and Feats: Ride +5, Swim -1; Improved Initiative, Toughness, Weapon Focus (long sword).

Possessions: studded leather armor, large wooden shield, long sword, shortbow, 20 arrows, 5 gp, 5 sp.

APL 4 (EL 7)

➤ **Crippled Max:** Male human Ftr2/Sor4; CR 6; Medium-size humanoid (human); HD 2d10+4d4+12; hp 40; Init +5; Spd 15 ft.; AC 11 (touch 11, flat-footed 10); Atk +7 melee (1d8+3/19-20, long sword) or +5 ranged (1d6/x3, shortbow); AL N; SV Fort +5, Ref +4, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 9, Cha 15.

Skills and Feats: Bluff +5, Concentration +10, Jump +5, Ride +3, Spellcraft +4, Swim +6; Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack.

Possessions: long sword, shortbow, 20 arrows, wand of fly (2 charges), wand of hold person (3 charges), potion of cure light wounds, 50 gp, 50 sp.

Spells Known (6/7/4; base DC = 12 + spell level): 0 – daze, detect magic, flare, light, mage hand, mending; 1st – color spray, mage armor, sleep; 2nd – glitterdust.

Note: Max has precast mage armor, though it is not figured in.

➤ **Thugs (4):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+5; hp 15 each; Init +5; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d8+3/19-20, long sword) or +2 ranged (1d6/x3, shortbow); AL NE; SV Fort +4, Ref +1, Will -1; Str 17, Dex 13, Con 14, Int 9, Wis 9, Cha 9.

Skills and Feats: Ride +5, Swim -5; Improved Initiative, Toughness, Weapon Focus (long sword).

Possessions: chainmail, large wooden shield, long sword, shortbow, 20 arrows, 5 gp, 5 sp.

APL 6 (EL 9)

➤ **Crippled Max:** Male human Ftr2/Sor6; CR 8; Medium-size humanoid (human); HD 2d10+6d4+16; hp 50; Init +5; Spd 15 ft.; AC 12 (touch 12, flat-footed 11); Atk +8 melee (1d8+3/19-20, long sword) or +6 ranged (1d6/x3, shortbow); AL N; SV Fort +6, Ref +5, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 9, Cha 16.

Skills and Feats: Bluff +6, Concentration +12, Jump +5, Ride +3, Spellcraft +7, Swim +6; Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack.

Possessions: long sword, shortbow, 20 arrows, ring of protection +1, wand of fly (2 charges), wand of hold person (3 charges), potion of cure light wounds, ruby (Value 100 gp), 50 gp, 50 sp.

Spells Known (6/7/6/4; base DC = 13 + spell level): 0 – daze, detect magic, disrupt undead, flare, light, mage hand, mending; 1st – color spray, mage armor, magic missile, sleep; 2nd – glitterdust, invisibility; 3rd – fireball.

Note: Max has precast mage armor, though it is not figured in.

➤ **Thugs (4):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+7; CR 2; hp 23 each; Init +5; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atk +6 melee (1d8+3/19-20, long sword) or +3 ranged (1d6/x3, shortbow); AL NE; SV Fort +5, Ref +1, Will -1; Str 17, Dex 13, Con 14, Int 9, Wis 9, Cha 9.

Skills and Feats: Ride +6, Swim -4; Improved Initiative, Power Attack, Toughness, Weapon Focus (long sword).

Possessions: chainmail, large wooden shield, long sword, shortbow, 20 arrows, 10 gp.

APL 8 (EL 11)

➤ **Crippled Max:** Male human Ftr2/Sor8; CR 10; Medium-size humanoid (human); HD 2d10+8d4+23; hp 63; Init +5; Spd 15 ft.; AC 12 (touch 12, flat-footed 11); Atk +9/+4 melee (1d8+3/19-20, long sword) or +7/+2 ranged (1d6/x3, shortbow); AL N; SV Fort +6, Ref +5, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 9, Cha 16 (18).

Skills and Feats: Bluff +7, Concentration +14, Jump +5, Ride +3, Spellcraft +9, Swim +6; Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Toughness.

Possessions: long sword, shortbow, 20 arrows, *cloak of charisma* +2, *ring of protection* +1, *wand of fly* (2 charges), *wand of hold person* (3 charges), *potion of cure light wounds*, ruby (Value 100 gp), 50 gp, 50 sp.

Spells Known (6/7/7/6/4; base DC = 14 + spell level): 0 – *daze*, *detect magic*, *disrupt undead*, *flare*, *light*, *mage hand*, *mending*, *read magic*; 1st – *color spray*, *mage armor*, *magic missile*, *shield*, *sleep*; 2nd – *glitterdust*, *invisibility*, *mirror image*; 3rd – *fireball*, *haste*; 4th – *enervation*.

Note: Max has precast *mage armor*, though it is not figured in.

➤ **Thugs (4):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+11; hp 39 each; Init +6; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +8 melee (1d8+5/19-20, long sword) or +6 ranged (1d6/x3, shortbow); AL NE; SV Fort +6, Ref +3, Will +0; Str 17, Dex 14, Con 14, Int 9, Wis 9, Cha 9.

Skills and Feats: Ride +8, Swim -2; Combat Reflexes, Improved Initiative, Power Attack, Toughness, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: chainmail, large wooden shield, long sword, shortbow, 20 arrows, 10 gp.

APPENDIX 2: NEW RULES

FOE HUNTER AS PRESENTED IN *MASTERS OF THE WILD*

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Hated enemy, rancor +1d6
2 nd	+1	+3	+3	+0	Hated enemy damage reduction 3/-
3 rd	+2	+3	+3	+1	Rancor +2d6
4 th	+3	+4	+4	+1	Hated enemy damage reduction 5/-, Hated enemy spell resistance.
5 th	+3	+4	+4	+1	Rancor +3d6
6 th	+4	+5	+5	+2	Hated enemy damage reduction 7/-
7 th	+5	+5	+5	+2	Rancor +4d6
8 th	+6	+6	+6	+2	Hated enemy damage reduction 9/-
9 th	+6	+6	+6	+3	Rancor +5d6
10 th	+7	+7	+7	+3	Hated enemy damage reduction 11/-, death attack

Class Skills

The foe hunter's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See the *Player's Handbook*, Chapter 4: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the foe hunter prestige class.

Weapon and Armor Proficiency: Foe hunters gain no proficiency in any weapon or armor.

Hated Enemy: At 1st level, the foe hunter chooses one creature type that she has already selected as a favored enemy to be the target of her hatred. This choice determines what kind of foe hunter she becomes—orc hunter, giant hunter, or the like. The choice of hated enemy is irreversible.

Rancor (Su): The foe hunter can deliver a powerful blow to her hated enemy. Once per round, on her action, she can designate one of her attacks against a hated enemy as a rancor attack before the attack roll is made. A successful rancor attack by a 1st-level foe hunter deals +1d6 points of extra damage. This amount increases by +1d6 points for every two additional foe hunter levels the attacker acquires. Should the foe hunter score a critical hit with a rancor attack, this extra damage is not multiplied. The extra damage from a rancor attack applies even if that hated enemy is immune to critical hits.

With a sap or an unarmed strike, the foe hunter can deal subdual damage instead of normal damage with a rancor attack. She cannot, however, do subdual damage with a weapon that deals normal damage in a rancor attack, even when taking the usual –4 penalty.

Hated Enemy Damage Reduction (Ex): At 2nd level, the foe hunter can shrug off 3 points of damage from each successful attack by her hated enemy. This damage reduction increases by 2 points for every two additional foe hunter levels she has. Damage reduction can reduce damage to 0, but not below that. Hated enemy damage reduction does not stack with any other damage reduction the character has.

Hated Enemy Spell Resistance (Ex): Beginning at 4th level, the foe hunter can avoid the effects of spells and spell-like abilities that would directly affect her, as long as they originate from her hated enemy. Against such effects, the foe hunter has spell resistance equal to 15 + her foe hunter class level. This stacks with any other applicable spell resistance the character may have.

Death Attack (Ex): At 10th level, the foe hunter can make a death attack against a hated enemy that is denied its Dexterity bonus to AC (whether or not it actually has one). This ability functions like the assassin's death attack (see Assassin in Chapter 2 of the *DUNGEON MASTER's Guide*), except that the foe hunter need only make a melee attack that successfully does damage, not a sneak attack.

PLAYER HANDOUT 1

Common knowledge to members of the Brotherhood of the Bronze or to heroes who hail from the Celadon Forest

The Baryony of Woodwych's biggest resource is the Celadon Forest, and the Celadon was extensively logged during Baron Bastrayne's rule of the Barony. The members of the Brotherhood of the Bronze appointed themselves during that time to protect the Celadon. The Celadon remains in a state of near revolt where no Nyrond soldiers dare go. Things are slowly returning to normal, but things remain uneasy with the new Baroness since she was appointed in CY588.

Baroness Talnith has tried to assure the Brotherhood that she is no threat to the forest, but she has been only moderately successful at this. Her new regime may be considered a great improvement, but all know that Nyrond needs gold, and that means pressure to consider the short term uses of the forest. Further, her new and lofty construction projects, such as the town of Adrean's Landing, require a great deal of wood. Moreover, Baroness Talnith still believes that members of the Brotherhood of the Bronze killed her son and, therefore, her meetings with representatives of the Brotherhood have an underlying tone of hostility.

Starting in CY591, a number of attacks in Woodwych lands have been made by elves. For example, elves have fired warning shots upon ships traveling the Duntide, ambushed persons logging the Celadon, and undertaken various raids into Adrean's Landing. Some citizens of Woodwych have attributed the acts to the Brotherhood, but the Brotherhood steadfastly insists that a different group is responsible. These actions have complicated talks between the Baroness and the Brotherhood because the Baroness stubbornly attributes the actions to the Brotherhood.

PLAYER HANDOUT 2

Common knowledge to heroes who hail from the Barony of Woodwych

Prior to King Lynwerd's crowning, the Barony of Woodwych was managed by the Baron Bastrayne. While Bastrayne feigned support for the king, he and Bailiff Radnen Gryppe managed to skim a large amount of the tax collections for themselves. Lynwerd wasn't as bamboozled as his father, and quickly uncovered the truth. Bastrayne and Gryppe managed to flee. Nevertheless, most citizens of Woodwych blame the high taxes on Bastrayne.

Lynwerd appointed Verin Talnith, a powerful southern noble, the Baroness of Woodwych in CY588, giving her unprecedented autonomy in running the province. So far, the Baroness's rule has not been too successful.

Adrean's Landing is a new town on the Duntide River between Swan's Bore and Arnford. It serves primarily as a trade city, a convenient gathering place for farmers, traders and visiting travelers. The town of Adrean's Landing is a pet project of the Baroness, named after her late son, Adrean Talnith. Building the town was originally Adrean's idea.

Adrean's Landing is also intended to serve as a sort of tourist attraction. Specialty shops and services grant any that wish distraction exactly what they want. To date, the site has been a mass of construction, and reports vary widely about whether it is turning into a future city that may rival Woodwych, or an overblown village.

The crowning achievement for Adrean's Landing is the new coliseum. It will house racing events, simple gladiatorial contests, and serve as an outdoor gathering area for such things as swap meets, concerts, or speeches. After a great deal of work, the Coliseum of Adrean's Landing is finally preparing to open its doors.

Starting in CY591, a number of attacks have been made by elves. For example, elves have fired warning shots upon ships traveling the Duntide, ambushed persons logging the Celadon, and undertaken various raids into Adrean's Landing. Many of the citizens of Woodwych have attributed the acts to the Brotherhood of the Bronze, and one popular rumor is that the Brotherhood plans to assassinate Baroness Talnith. Nevertheless, the Brotherhood steadfastly denies any involvement in attacks that might endanger innocent lives. The attacks have further strained the relationship between the Baroness and the Brotherhood of the Bronze; a relationship already strained because the Baroness believes that members of the Brotherhood murdered her son.

PLAYER HANDOUT 3

Remnants of letters recovered from Max's chest.

One of the letters is almost completely incinerated. Various parts of words, words and phrases can still be made out in various places across the page: “. . . *buy whatever steel weapons you . . .*”, “. . . *good price . . .*”, “. . . *milit . . .*”, “. . . *ail . . .*”, and “. . . *ean's Lan . . .*”.

One of the letters has nothing left but an initial for a signature: *S*.

On another letter, the only words that can be made out are: “. . . *paid for your re . . .*”.

One of the letters is destroyed except for a portion of a paragraph: “. . . *need not worry about Coquilette. My agent has his ear. When the time is right to eliminate him and the Baroness . . .*”.

The final letter has nothing left but: “. . . *díng scr . . .*”.

All of the letters are written in the same handwriting.

JUDGE'S SUMMARY SHEET

Judges, please complete this summary sheet and turn it in to your Convention Coordinator. Convention Coordinators should forward the results to the Nyronde Triad.

Were the talks between the Baroness and the Celadon Resistance successful?

Did Crippled Max escape?

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.