

NYR5-01

Don't Cry For Me Nyron

A One-Round D&D LIVING GREYHAWK®

Nyron Regional Adventure

Version 1.1

by Joshua Kennedy

Well, it finally happened. Many thought it never would, but they were wrong. Now you're a stranger in your own country, but just what is to be done about it? You can sit around and wait to see what happens next, or you can get up and fight for what you believe in. Sure, it might be a wild goose chase, but nothing ever came from not trying. A one-round scenario for loyal and patriotic characters. APLs 2-10. *It is strongly recommended that PCs play at least a few Year 4 Nyron Regional scenarios before playing this scenario or that they otherwise be familiar with Nyron history and politics.*

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

Playing the Game

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

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

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

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs

trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Nyrond Imperium. Characters native to Nyrond pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

In the evening on the last day of CY594 (a month and a half prior to the events in this scenario), Rel Mord was invaded and conquered by forces loyal to the traitor Prince Sewardt. With the help of the Onyxgate, the invading force appeared magically inside the walls of the city and quickly demolished the city's defenses. Within hours Sewardt, calling himself Emperor, occupied the throne. When it was apparent that Rel Mord would fall, King Lynwerd fled. He and Xenia, with the help of the Grey Seer, teleported away and have not been heard from since that day. PCs who have played NYR4-07: *And All the King's Men* have heard that Sewardt has the throne, but still do not know the details of the coup.

Sewardt has not publicly acknowledged Lynwerd's escape, holding instead to the notion that Lynwerd voluntarily abdicated, but he has bent all of his free resources toward locating and capturing or killing the deposed king. The Grey Seer has actively opposed Sewardt by interfering with efforts to scry on or divinate Lynwerd's location. He has been using members of the Grey Watch and the HMSS to help disseminate false information. Meanwhile, Lynwerd traveled first to Hendrenn Halgood to enlist the help of Ghiselinn, the former Royal Archmage, and the always-loyal Orberends. Afterwards, the King traveled to the Barren Keep and has been quietly gathering his forces for a counter strike.

Adventure Summary

This scenario is written under the assumption that most PCs, since they are non-evil, will want to support Lynwerd once they realize that he is alive and well. However, it is possible that some parties will wish to support the new Emperor and do not want to be caught helping the former King. At several points in the adventure, the PCs are asked to affirm or prove their loyalty to Lynwerd. If at any of these points the PCs waiver, they will not be able to proceed. This will be explained in detail at the end of each encounter in a section called *Loyal to the Imperium*. End the adventure with the alternative Encounter X, if appropriate, and include at what point the PCs derailed in your report of the adventure results.

- **Encounter One: A Rude Awakening** - The PCs get to see first-hand how Sewardt's presence has changed Rel Mord. They are (probably) provoked into a combat with the belligerent and prideful guards at the city's gate.
- **Encounter Two: Fleeing the Scene** – The PCs are carried to safety by Tagglewart - a gnome

illusionist who is sympathetic to Lynwerd and all the other victims of Sewardt.

- **Encounter Three: Home is Where the Hearth Is** – The PCs are taken to Tagglewart's home and have a chance to hear some different opinions on Lynwerd's rule and Sewardt's usurpation. They are also given some clues as to Lynwerd's possible whereabouts.
- **Encounter Four: On the Road Again** – Following the suggestions and clues the PCs were given at Tagglewart's house leads the PCs to one of two places:
 - **Arndulanth:** The PCs follow up on a possible royal hideout in an old mill on the outskirts of Arndulanth. The lead is partially true – the mill recently served as an outpost for the Grey Watch. The watch has abandoned the structure, but Sewardt's men don't know it yet. They mistake the PCs for Grey Watch agents and try to trap them in the building as they burn it down.
 - **Callistor/Shantadern:** The PCs track down a group of patriotic activists in Callistor and are led to their base in Shantadern. They help defend the activists from Scarlet Brotherhood agents and discover a clue to the King's location.
- **Encounter Five: Do You Trust Me?** – From either path in Encounter Three the PCs are led to believe that Lynwerd is in Hendrenn Halgood, and that Sewardt knows it, too. They find out that Lynwerd was recently there but isn't anymore. They are given a task by a mysterious person known only as the Sparrow; who wishes to verify their loyalty to Lynwerd.
- **Encounter Six: Friend or Foe** – The PCs travel to Greenwell to deliver Sparrow's message to an agent named Dialwen Fabris. They have the opportunity to snoop around a bit and interact with him to find out if he is still loyal to Lynwerd.
- **Encounter Seven: Return and Report** – The PCs must decide whether or not they should trust Dialwen. Depending on their report to Sparrow they are introduced to Count Huldane and sent to the King or they are sent packing. If Huldane speaks with them they will learn the King's location, but will also learn of a spy in the Count's court that may have compromised the King's security.
- **Encounter Eight: To Catch a Rat** – Gremer, the spy in the Count's court, leads the PCs to the camp of his men, where they are attacked.

- **Encounter X: You Really Want an Emperor?** (conditional encounter) – If the PCs really want to support Sewardt they will have to deal with some of Lynwerd's most loyal and brave.

Preparation for Play

The starting knowledge and attitudes of various players will be quite varied. First, you should find out if any PCs were in Rel Mord at the time of the invasion. If so, paraphrase the introductory read-aloud text to suit. Next, you should find out if any of the PCs are members of any military or royal meta-organizations in the Nyrond region that have been affected by the most recent version of the meta-org update document (found on the Nyrond website at <http://www.nyrond.org/> or on the main Nyrond yahoo group site at <http://games.groups.yahoo.com/group/Nyrond-lw/>) and are loyal to the king. If so, those PCs set out on this adventure with a specific assignment from their superiors to determine the state of Rel Mord, including its current state of defense and any overt activity of Sewardt's forces. The chain of command is somewhat flimsy in the realm because of questionable loyalties and the difficulty of communications in various regions. Hopefully, as the scenario advances, the PCs will begin to be motivated by a desire to find the King.

Additionally, you may wish to ask elven PCs to make search checks for the secret doors in Encounter Four (A) and Encounter Six ahead of time.

Introduction

The adventure begins with the PCs on their way to Rel Mord. They have met one another on the road sometime prior to the start of the adventure and are en route to Nyrond's capital to see whether or not it has a new ruler. Some characters may have been in Rel Mord at the time of the invasion, but those characters managed to escape and are ignorant as to the current state of affairs. When everyone is ready to proceed, read the following aloud to get things moving.

Could the rumors possibly be true? You've heard that Rel Mord fell to the Traitor Prince just over a month ago, but you haven't been able to find anyone with first hand knowledge of those events or the current state of the capital. Could Lynwerd really have abdicated of his own will? If not, then how could Lynwerd have allowed the great capital of Nyrond to fall so easily? Was he powerless to stop his brother, or just too complacent on the throne? Whatever the reason, if Rel Mord has fallen it will surely affect every aspect of life in Nyrond.

So, you've decided to see for yourself. On the road to Rel Mord you consider the possibilities. If the reports are true then Rel Mord will certainly be heavily guarded by men and creatures most foul. On the other hand, you half expect to see the city as you last left it: a bastion of military and economic strength, the jewel of Nyrond. After all, the reports of Sewardt's coup could just as easily be some sort of propaganda spread by the traitor, or just a drunkard's ramblings that happen to have spread.

In fact, you've met others along the way with the same purpose, and each of them has their own opinion on the matter...

This is the perfect opportunity for any characters that are unfamiliar with each other to introduce themselves, as well as to make known their feelings about Lynwerd and Sewardt. You should also establish a consensus on the direction from which the party is approaching the city so that you know how to describe their route of escape with Tagglewart in Encounter Two.

Encounter One: A Rude Awakening

Timing and control are vital in this encounter. The PCs must be made to approach the gates of the city close enough to see what is going on and who is guarding the way. Many will undoubtedly be wary and will want to pre-cast some spells on them. Allow them to use as much preparation and strategy as they wish, but keep track of where they are and how much time has passed (to see, for example, if some of their magical effects expire before combat begins). To begin the encounter read the following text, then proceed according to the PCs' actions.

As the magnificent capital of Nyrond finally comes into view you see no immediate signs of combat anywhere. The grey walls of the city are completely intact, and the normal bustle of merchants in and out of the city seems to be uninterrupted.

Drawing closer, however, you can see that a few things have changed. The crest displayed on the castle towers and near the city gate is different than it used to be. It now bears sable instead of argent ermine, and it features purple along with the old red. The spires of the Temple of Heironeous, once clearly visible from any vantage point outside the city, no longer rise above the rooftops. Furthermore, a regiment of warriors clad in black and red is overseeing the traffic in and out of the city. Dozens of camps of similarly dressed soldiers surround the city,

some of which seem to be eyeing you as you approach. Various beasts that may or may not have been born on Oerth accompany them.

A DC 10 Knowledge Religion check will identify the guards' insignia as a form of the holy symbol of Hextor. At this point, allow the PCs to react in whatever manner they see fit. If they wish to make further preparations they may do so now with no reaction from the Hextorite guards. Of course, many PCs will likely be curious to learn more. If, however, they withdraw or take anything but a direct route to the city's gate at any point from here on they will be pursued by a group of encamped militia who has noticed them (they assume an armed group of civilians is up to no good). In this case, proceed directly to the encounter with City Guard Group B at a distance of 120ft. Otherwise, as the PCs approach Rel Mord along the main road (whichever road they happen to be traveling), read the following.

Closer to the city's gate you begin to realize the magnitude of the change that has been wrought upon Rel Mord. Merchants desiring entrance to the city are lined up, single file, with tax money in hand. Some are cursorily examined and then allowed to pay and enter. Others, however, are subject to thorough searches and increased tariffs for various reasons, all of which are listed in long tableaux on large wooden signs along the side of the road.

As you draw within earshot you see an old woman with a cart of homegrown vegetables near the front of the line being accosted by a few of the city's guardians. "What do you mean you didn't know there was an entrance tax?" bellows the apparent leader, "It's been made abundantly clear to everyone else here. Ignorance is no excuse!" With that he strikes the woman with his gauntlet and she falls to the ground, motionless. "Get this scum out of my sight, and make sure her tax is paid in full," he orders. A pair of men drags her body toward the gate and another pushes her cart. The woman's assailant takes a carrot and begins walking toward you, accompanied by a few more heavily armed men.

"You, there," he says, "where is your tax money?"

Reckless or particularly hot-tempered PCs may attack outright. In this case, proceed directly to combat with City Guard Group A at an encounter distance of 60ft. Otherwise, the captain and his men will approach much closer and belligerently question the PCs about their business in Rel Mord. Spend some time role-playing (keeping track of spell durations and the like) to build the PCs' dislike for the guards.

No matter what, the captain will insist that they give up their weapons, magic items, and spell components, permanently. He says that those with Sewardt's favor may carry arms in Justcrown, but unauthorized individuals are suspected of being seditionists. "Subversives will not be tolerated." If the PCs protest (as surely they will) he will ask for some sort of license to bear arms. If they present adventurer's licenses or some other identification such as membership in a military organization not authorized by the Emperor he will laugh and tear up the documents right in front of their faces (please note the loss of any certifications on the Adventure Record). He will say something like, "We can't have armed commoners walking about the King's home at their leisure!" Eventually, if the PCs continue to refuse to yield their weapons, one of the guards will reach for the weapon of the most heavily armed PC.

All of this is designed to provoke the PCs. If at any point a PC does anything threatening at all, roll initiative and start combat with City Guard Group A. This includes, but is not limited to, drawing a weapon with intent to use it, casting a spell, using a spell-like ability, verbally insulting any member of the guard or Emperor Sewardt, or singing/performing – pretty much anything done without a request. Additionally, if the PCs attempt to leave the area for any reason without giving up their equipment, the guards attack. If they flee Guard Group A without finishing the job and encountering Tagglewart (Encounter Two) then they also meet Guard Group B, who enters combat at a distance of 120 ft. No additional XP is awarded for facing both groups.

City Guard Group A

APL 2 (EL 4)

🗡️ **Bully Tax Collector:** Male Human, War3; hp 23; see Combat Appendix.

🗡️ **Hextorite:** Male Human, Adp3; hp 18; see Combat Appendix.

🐾 **Advanced Fiendish Wolf:** Medium Magical Beast; hp 26; see Combat Appendix and *Monster Manual* pages 283 and 108.

APL 4 (EL 6)

🗡️ **Bully Tax Collector:** Male Human, War4; hp 35; see Combat Appendix.

🗡️ **Hextorite:** Male Human, Adp4; hp 22; see Combat Appendix.

🐾 **Dire Wolf:** Large Animal; hp 50; see *Monster Manual* page 65.

APL 6 (EL 8)

➤ **Bully Tax Collector:** Male Human, Ftr5; hp 49; see Combat Appendix.

➤ **Hextorite:** Male Human; Clr5; hp 28; see Combat Appendix.

➤ **Dire Wolf (2):** Large Animal; hp 52; see *Monster Manual* page 65.

APL 8 (EL 10):

➤ **Bully Tax Collector:** Male human; Ftr5/Occ2; hp 65; see Combat Appendix.

➤ **Hextorite:** Male human; Clr7; hp 45; see Combat Appendix.

➤ **Dire Wolf (4):** Large Animal; hp 52, 52, 50, 50; see *Monster Manual* page 65.

APL 10 (EL 12):

➤ **Bully Tax Collector:** Male human; Ftr5/Occ4; hp 81; see Combat Appendix.

➤ **Hextorite:** Male human; Clr9; hp 66; see Combat Appendix.

➤ **Nessian Warhound:** Large Outsider (Lawful, Evil, Fire, Extraplanar); hp 114; see *Monster Manual* page 151.

City Guard Group B

APL 2 (EL 4)

➤ **City Guard:** Male human War3; hp 24; see Combat Appendix.

➤ **Imp (2):** Tiny Outsider (Lawful, Evil, Extraplanar); hp 18; see *Monster Manual* page 56.

APL 4 (EL 6)

➤ **City Guard:** Male human, Ftr4; hp 40; see Combat Appendix.

➤ **Clergy:** Female human, Clr4; hp 28; see Combat Appendix.

➤ **Imp (2):** Small Outsider (Lawful, Evil, Fire, Extraplanar); hp 18, 18; see *Monster Manual* page 56.

APL 6 (EL 8)

➤ **City Guard:** Male human, Ftr6; hp 60; see Combat Appendix.

➤ **Clergy:** Female human, Clr6; hp 39; see Combat Appendix.

➤ **Advanced Hell Hound (2):** Medium Outsider (Lawful, Evil, Fire, Extraplanar); hp 45; see Combat Appendix and *Monster Manual* page 151.

APL 8 (EL 10)

➤ **City Guard:** Male human, Ftr7/Blk1; hp 76; see Combat Appendix.

➤ **Clergy:** Female human, Clr7/WaP1; hp 52; see Combat Appendix.

➤ **Advanced Hell Hound (4):** Large Outsider (Lawful, Evil, Fire, Extraplanar); hp 45; see Combat Appendix and *Monster Manual* page 151.

APL 10 (EL 12)

➤ **City Guard:** Male human, Ftr9; hp 94; see Combat Appendix.

➤ **Clergy:** Female human, Clr7/WaP2; hp 59; see Combat Appendix.

➤ **Nessian Warhound (2):** Large Outsider (Lawful, Evil, Fire, Extraplanar); hp 125; see *Monster Manual* page 151.

Tactics: The clergy will stay in the background, stepping in to buff or heal their companions while the bullies/guards will power attack to their hearts' content to beat some sense into the party. The creatures will use their special abilities and attacks as much as possible and then move to flank with the bullies/guards.

There is the possibility, of course, that spineless PCs will simply yield their weapons in hopes of getting them back. If this happens, they have all of the weapons, armor, magic items, and spell components removed. They can then enter Rel Mord and what they see is a mostly clean city under martial law. There are a few signs of battle here and there (some scorched streets, some collapsed buildings), but the city is in good repair for the most part. The PCs may retrieve their weapons by paying the Emperor's exorbitant taxes, which amount to ¼ the total value of their equipment. Then, they are asked to leave the city and the adventure is over. The PCs earn no gold and no XP for the scenario.

Encounter Two: Fleeing the Scene

Immediately after the last gate guard falls from the previous encounter (whether it was with Guard Group A or Guard Group B), and before any other factors are resolved (such as bleeding PCs, expiring rages, and other effects), interrupt the initiative order to read the following.

The dust has not yet settled from where your felled foes lie when your ears alert you to the growing danger. Above the sound of the blood pumping in your head and your own labored breathing you hear angry shouts both within

and without the city. The guards encamped around the city near your position are beginning to move, and the ruckus just within the city gate tells you that backup forces are just seconds away.

Just then, a strangely calm voice pierces the din from several yards up the road: "Brave fellows, please come with me. More of these wretched goons will be here any second. There is room in my cart, but you must hurry!"

🧝 Tagglewart Pennersnipper: Male Gnome Wiz7; hp 26.

Once you've read the text above, resume initiative to resolve the PCs' escape.

Tagglewart Pennersnipper is a gnome brewer who just happens to be leaving the city right as the fight is breaking out. If the PCs fall, he is not willing to stick out his neck to do anything to help. However, if the PCs are victorious against the small portion of the guard in their immediate vicinity he will offer his assistance in avoiding the rapidly approaching reinforcements. If the PCs trust him and climb inside his cart he quickly casts Major Image to make the PCs appear as crates on his cart. He then immediately begins driving and the PCs are out of harm's way within a few minutes. Tagglewart drives a wagon pulled by two heavy but frisky horses.

If the PCs take more than 4 rounds to get in the cart, Tagglewart grows uneasy and urges them again to hurry. After 6 rounds he will begin to drive off at a speed of 40ft, with or without the PCs. If the PCs refuse his help or take more than 7 rounds to get in the car, they are beset by two groups, each identical to those in City Guard Group B, with an encounter starting distance of 120ft.

Note: It takes a significant amount of time to fully loot a body (see Treasure Summary at the end of this scenario). The PCs may take a move equivalent action to pick up items on the ground, such as weapons or a full round action to remove a single accessible item from a fallen foe, such as a ring, shield, helmet, sheathed weapon, potion, change purse, etc. However, they are unable to take armor or clothing without spending the appropriate amount of time as listed in the PHB.

As soon as they are several hundred yards away from the city, Tagglewart introduces himself.

"You'd best stick with me, brave heroes. The name's Tagglewart, and I've a cottage not too far from here; just over halfway to Swan Bore. You'll be safe there, I can assure you."

Tagglewart will now answer any of the PCs' questions. The following are facts about Tagglewart or things he knows.

- He is a former adventurer himself, originally from the Flinty Hills. He settled down about 12 years ago to make wine and spirits, and has since become one of King Lynwerd's favorite providers of such delights.
- He was smart enough to go along with the new power structure when Sewardt took the throne, however he has no love for the traitor prince. In fact, he has nothing but the utmost love and admiration for Lynwerd, having seen his mercy and justice personally on many occasions.
- The guards all know Tagglewart because he visits the city regularly (he still has to make a living, after all; and what guard doesn't love a good drink?) and he always pays his taxes promptly.
- He is impressed with the PCs' skill in battle and their unwillingness to yield to Sewardt's troops, and he would like to get to know them better.
- The area patrols will certainly be looking for the PCs and will have been given their description.
- He invites the PCs to come to his home to rest and have a home-cooked meal.

Tagglewart was in Rel Mord the day Sewardt's forces appeared and can tell the PCs the following if they ask.

"It was unbelievable at first - a scene out of Lynwerd's worst nightmares, I'm sure. Armed men were in the city all at once; no one saw them coming! They moved through the city quickly, cutting down the small resistance around the palace and entering it with ease. There was something else, too - not just the men in black and red. There were creatures like none I've ever seen. A blood-red, winged general with huge fangs and glowing eyes was commanding animated piles of flesh, and other, darker beasts were followed by green, scaly fiends who showed no mercy to any who took up arms against them.

"The strangest thing was how quickly it was over. Within a few hours most of the strangest creatures were nowhere to be seen, and the Hextorites were running the town. They pulled down the Heironean temple in a few days and began enforcing new taxations, claiming that Emperor Sewardt had demanded it."

"I have no idea what happened to our true King. I haven't heard any news of him since."

The cart continues to ride as Tagglewart speaks. He turns in a wide arc, cross-country, around the city to make for his home outside of Swan Bore (unless, of course, that's the direction the PCs were coming from anyway). If necessary, he crosses the Duntide at an old bridge built by farmers before Justcrown Province was established.

The PCs may now heal themselves or take any other actions they see fit, but they may not rest. The ride is too bumpy, and Tagglewart will warn them that stopping so close to the city is too risky. Tagglewart's horses are strong and can be forced to march for 2-3 additional hours. Thus, they reach the Pennersnipper home 25 miles outside of Swan Bore in about 10.5 hours. The PCs don't see any more of Searndt's forces after the second hour of driving.

Encounter Three: Home is Where the Hearth Is.

The Pennersnipper home is a large cottage half-buried in a hill about 500 yards from the highway 25 miles to the east of Swan Bore. Having left Rel Mord in the afternoon, the you arrive at the cottage just after midnight, and are met in the living room by two others.

"This here's my good woman, Funnalina, and my boy, Taggleson." Tagglewart motions to a comely female gnome and a male who, with the exception of a few wrinkles, might be mistaken for his twin. You're sat before a spread of meats, cheeses, and, of course, gnomish liquor.

Run this role-playing encounter however you wish. The main objectives are as follows. The PCs should learn something of the various sentiments that exist within the Pennersnipper family, and they should learn the clues of Lynwerd's whereabouts that will lead them to Encounter Four. The attitudes and knowledge of each Pennersnipper are below.

Tagglewart Bloomberry Toadhop Strongdrip Pennersnipper

As the PCs have already seen, Tagglewart is a kind fellow. He's good at what he does, but he often yearns for a return to the adventurer's life when things get too dull around the house.

Attitude: Lynwerd is the most honorable and good king that Nyrond has had. He has dealt fairly with his subjects and done his best to protect the realm. His sudden disappearance on the day of the invasion is just a ruse to lull the enemy into a false sense of security. Lynwerd is probably gathering forces right now for a counter strike.

Information: A week before the invasion, Tagglewart was invited to personally deliver some of his best alcohol to a meeting chamber inside the palace. The King was meeting with several men, elves, gnomes, and dwarves who were all standing near a huge map of the kingdom. Tagglewart was only in the room for a brief time, but he remembers several of the people pointing to a red star on the northeastern edge of the city of Arndulanth. He thinks that the King was planning to personally visit there sometime soon thereafter.

Funnalina doubts that this is the case since the Valorous League of Blindness probably still holds some sway in that city.

Funnalina Sweetgrass Cherryweatherford Pennersnipper (Tagglewart's Wife)

Funnalina disapproves of how often her husband seems to get himself into predicaments such as this. She is quite congenial when interacting with the PCs, but she chides Tagglewart for being in the wrong place at the wrong time yet again.

Attitude: Lynwerd is a well-meaning fellow who just wasn't up to the task of ruling a kingdom like Nyrond. In recent years he's disrupted the peace by allowing Adrean's Landing to be built, allowing agents of the Pale to obtain control of Midmeadow, and now allowing Rel Mord to fall without even a fight. If he's alive he's probably just hiding somewhere hoping to survive.

Information: Since the invasion, Funnalina has received a few letters from her sister in Callistor indicating some strange activity in town. There is a group of people who have been stirring up support for Lynwerd, but they don't seem to be part of the regular army. Funnalina thinks that Lynwerd is probably hiding out somewhere in the Gnatmarsh, using his patsies to proselytize for support among the people of southwestern Nyrond. He's waiting for things to blow over or begging for assistance from the Duchy of Urnst and the elves of the Celadon.

Tagglewart doubts Funnalina's story since the Gnatmarsh is known to be home to all sorts of foul denizens, not least of which being the Witches of the Bright, who openly support Searndt.

Taggleson Drip-dry Pennersnipper

Taggleson's a typical teenager. He loves his parents, but he thinks they are old fashioned and misguided. He thinks he knows better than they what should be done in all situations.

Attitude: Lynwerd is a coward who deserves whatever he gets. He's probably already dead. If not,

he's certainly on the run to the Duchy or County of Urnst by now.

Information: Sewardt has made public his offer of a 50,000 gold piece reward for the location and safe return of Xenia. Sewardt hasn't publicly acknowledged Lynwerd's "disappearance", but Taggleson's friend heard that there is a reward being offered through the black market of 100,000 gold pieces for the capture of Lynwerd, dead or alive. (This is untrue, of course, but it's what Taggleson believes.)

If the PCs express any interest at all in locating the King, the Pennersnippers will all encourage the thought. Taggleson suggests that they track him down for the reward, but Tagglewart chastises his son and begs the PCs to find the King and tell him how bad life is without him.

Loyal to the Imperium

If the PCs decide to turn Tagglewart in as a "subversive" they may do so at one of the many posts in the County of Eventide, the Duchy of Korenfluss, or Justcrown Province. The scenario is then over for this party.

Encounter Four: On the Road Again

Hopefully the PCs are headed for either Callistor or Arndulanth. If not, you'll have to find a way to point them back in that direction. Feel free to use Gather Information checks or role-playing to continue feeding them non-specific clues to lead them to one of those two cities.

If they go to one place, and then decide that they should have gone to the other, they will find the other a dead-end. For example, if they go first to Callistor and then proceed to Arndulanth instead of Hendrenn Halgood, they will find that the old mill has already burned down and there is no information to be found. If they go to Arndulanth and then try Callistor, the activists are long gone and do not return.

Encounter Four (A): Arndulanth

Members of the Grey Watch and the HMSS set up a base of operations in Arndulanth about four months prior to the invasion of Rel Mord to keep a closer eye on enemy activity in the Flinty Hills. It is this base that was marked on the map that Tagglewart saw. They bought an unused gristmill to use as their front but have renovated the interior to better serve their purposes. Lynwerd never planned on visiting here

himself, but the agents that are stationed here do know a thing or two about what is happening throughout the kingdom. After all, it's their job to know.

In the combined shadows of the Gamboge Forest and the Flinty Hills, Arndulanth stands as Rel Mord's ambassador to wilder lands. There is very little similarity, though, between this city and the Rel Mord you've just left. Nyrond's old coat of arms is still prominently displayed, along with the emblem of the Duchy of Flinthill, atop the Ducal Hall, and there is no sign of the dark guards that assaulted you outside the capital.

Duke Grevin Damar is isolated in the Ducal Hall and is not receiving visitors of any kind. If the PCs continue to try to contact the Duke they will be met by a high-ranking servant who can tell them that the Duke is troubled about something happening in Rel Mord in the next few weeks. He is still loyal to Lynwerd, but he is currently contemplating his next official move very carefully.

If the PCs search for information about the King among the lay people of the town they will be met with various attitudes and opinions, such as the following.

- King Lynwerd must have been killed by one of Sewardt's spies. There's no other explanation for the supposed abdication.
- Sewardt wouldn't lie about something so serious as the throne. He must be in the right. He seems to be doing a good job, too. I wish the Duke would recognize Sewardt's claim to the throne. Otherwise, we may have problems around here pretty soon.
- Lynwerd was kind and just, and Sewardt has no right to the throne. Lynwerd may have been killed or captured, but there's no way he voluntarily abdicated.
- Sewardt has already made great strides towards fortifying the country. He's gotten rid of the Valorous League of Blindness and sworn to reclaim the lands that are rightfully ours. Lynwerd must have wisely recognized that Sewardt was better fit to rule.

If the PCs ask about anything weird in town, or go looking for suspicious businesses in the northeastern part of town, they can learn the following by using the Gather Information skill.

- **DC 3+APL:** Sewardt has taken Rel Mord and the King is missing. He has not been declared dead, but there has been no official word from Sewardt's forces as to his status. No one has seen King Lynwerd in these parts in years. The

Duke used to go to Rel Mord all the time, but he hasn't left his keep since the fall of the capital.

- **DC 6+APL:** The grist mill on the outskirts of town has been operating for several months after being inactive for several years, but no one from the mill has sold any flour in that time.
- **DC 10+APL:** The mill, situated on the northeast edge of town, was vacant for about a year, but was purchased by a group of men about four months ago with cash.
- **DC 15+APL:** Riders of all types used to come and go from the mill at all times of day and night, but no traffic has been seen there in about a week.

The Grey Watch has abandoned the mill - apparently in a great hurry. The agents once stationed there have been called to actively help the campaign of misinformation being coordinated through Hendrenn Halgood. They did forget a few items of interest, though, that can serve to inform the PCs of what has happened.

The Old Grist Mill

Standing on the edge of one of the several rivulets that flow through the city is a rickety mill. The wheel makes so much noise as it turns that you half expect it to fall apart at any moment. The walls of the building appear to be as old as the city, but the roof seems to have been recently re-shingled, and the heavy wooden door that serves as the only entrance looks brand new.

There are three windows and a single door on the main floor of the mill that is unlocked. The eastern window, however, is covered from the inside with piles of wheat. PCs taking the time to survey the structure will see this window quite easily; otherwise it will probably remain unnoticed (see Appendix)

Ground Level

A huge stone slab in the northeastern corner of the room serves as the grinder in this mill that has obviously seen years of good use. Bags of wheat are piled along the eastern wall, and some various woodworking and leather tools are piled in the northwestern corner. A long workbench along the south wall holds empty bags. In the middle of the room is a large, empty table.

A DC 10 Search check reveals the window behind the wheat bags on the eastern wall. To find the secret door underneath the worktable in the middle of the room, however, requires a Search check DC 13+APL. Below this trap door a ladder leads down to the lower level.

Feel free to give players INT checks or Knowledge (Engineering and Architecture) checks to get the feeling that the mill has only seen slight use in the last several months.

Lower Level (Intelligence Base)

This large, subterranean chamber is clean and dry. The floor and walls are made of thick wood. Along the southern wall stands a giant map of Nyrond and the surrounding regions. The map is marred by many smeared blotches of various colors. Paint has been sloppily applied near all the major cities of the realm, and a large area outside of Rel Mord has been scratched away with a dagger or trowel of some kind.

Along the western wall, two large wardrobes stand open and empty. A large, round table near the eastern wall stands between you and a wooden door that is slightly ajar.

The PCs should get the idea that some sort of operation was going on here, but was hastily abandoned. If they search the living quarters they will find the one piece of information the Grey Watch left behind on accident (Players Handout #1a) underneath one of the beds.

Meanwhile, Sewardt's men have been staking out the mill, which they suspect of being a Grey Watch base, in hopes of killing the agents stationed there before Sewardt moves to occupy the city with his troops. When the PCs arrive, Sewardt's agents assume that they are Lynwerd's intelligence agents. Once the PCs are inside the mill, and most or all of them are downstairs, the fire elemental sets fire to the building while the others jam the door shut. If a PC is upstairs to witness it, read or paraphrase the following. Otherwise, simply inform them that they start smelling smoke.

Through the old mill's warped window you can make out some figures standing in the road. Just then, one of the figures points and a creature of living flame run across the road and slams into the side of the mill! You hear the creature chuckling as the structure begins to burn.

APL 2 (EL 3)

🔥 **Counterspy:** Male human half-fiend, Medium Outsider (Native), War2; hp 18; see Combat Appendix.

🔥 **Advanced Small Fire Elemental:** Small Elemental (Fire, Extraplanar); hp 20; see Combat Appendix and *Monster Manual* page 98.

APL 4 (EL 5)

🔥 **Counterspy:** Male human half-fiend, Medium Outsider (Native), War3; hp 28; see *Combat Appendix*.

🔥 **Medium Fire Elemental:** Medium Elemental (Fire, Extraplanar); hp 35; see *Monster Manual* page 98.

APL 6 (EL 7)

🔥 **Counterspy:** Male human half-fiend, Rng4; hp 35; see *Combat Appendix*.

🔥 **Large Fire Elemental:** Large Elemental (Fire, Extraplanar); hp 68; see *Monster Manual* page 98.

APL 8 (EL 9)

🔥 **Counterspy (2):** Male human half-fiend, Rng4; hp 35; see *Combat Appendix*.

🔥 **Large Fire Elemental (2):** Large Elemental (Fire, Extraplanar); hp 68; see *Monster Manual* page 98.

APL 10 (EL 11)

🔥 **Counterspy:** Male human half-fiend, Medium Outsider (Native), Rng6/Rog1; hp 58; see *Combat Appendix*.

🔥 **Huge Fire Elemental (2):** Huge Elemental (Fire, Extraplanar); hp 150; see *Monster Manual* page 98.

Tactics: Once the PCs have moved to the downstairs level (hopefully all of them), Sewardt's forces bar the door with door spikes (see below) and set fire to the mill. They also cast Darkness inside the mill if they have the chance (i.e., if no PCs are watching). They then wait (hiding, when possible) by the windows to attack anyone fleeing the building. They ready to shoot anyone coming through the windows, initially focusing on the two windows that are unblocked (west and south). The scouts will try their best to stay out of melee, preferring to shoot while airborne or otherwise distanced from the PCs. However, if the PCs have a lot of ranged damage capacity, the scouts will close and engage.

If appropriate, depending on where they are, give the PCs Spot and Listen checks as Sewardt's forces do all of this. Additionally, the half-fiends are quite confident that the intelligence agents will offer little or no resistance, therefore they begin the fight having not drunk any potions they possess. However, once it becomes apparent that the PCs are putting up a good fight, the half-fiends will fly up, out of reach, and consume one or two potions before re-engaging.

Spiked Door

APLs 2-6

🔪 **Heavy Wooden Door, Latched:** hardness 5, hp 20, break DC 20, Open Lock DC 14+APL.

APLs 8-10

🔪 **Heavy Wooden Door, Barred:** hardness 10, hp 30, break DC 25, Open Lock DC 18+APL.

Burning Building

During the combat, the mill begins to burn. It consists mostly of old, dry wood and will go up in flames very quickly. Anyone inside the building (even downstairs) will start to smell smoke after 1 round and start to feel the heat four rounds after the fire is started. On the fifth round, anyone in the building (main floor or basement) begins to take fire damage on his or her turn. Consult the following table for the fire damage in each round, with the corresponding Reflex Save DC for half. On the thirteenth round, the building collapses and any PCs trapped within are killed. You should make it obvious that the building is getting very hot very fast. Encourage the PCs to try to escape to avoid being burned. The burning building is not meant to be deadly, it is just meant to give the PCs an urgent incentive to get out (flavor)!

Round	Damage	Ref Save
5	1d4	12
6	1d6	13
7	1d12	15
8-12	2d10	17

If the PCs search the bodies of their attackers they will find orders that seem to indicate that Sewardt is aware of the King's presence in Hendrenn Halgood and is currently amassing troops to hunt him down there (*Players Handout #2a*).

Loyal to the Imperium

If the PCs manage to convince Sewardt's force that they are friendly to the Emperor and are not Grey Watch or HMSS members, they will be sent to Rel Mord with a note of confidence. Proceed directly to Encounter X.

Encounter Four (B): Callistor/Shantadern

Callistor has always been somewhat removed from politics, being so far away from Rel Mord

and so close to that wild, mysterious swamp called the Gnatmarsh. However, Sewardt's men seem to have a small presence here already. There are a few black and red-garbed soldiers along with several Suel in a post at the town's two main entrances. They don't bother to ask you to give up your weapons, though. It seems they are more interested in taxing the merchants passing through.

If the PCs search for information about the King in Callistor they will be met with various attitudes and opinions, such as the following.

- King Lynwerd must have been killed by one of Sewardt's spies. There's no other explanation for the supposed abdication.
- Lynwerd was never fit to rule. He made a good effort, but Sewardt seems like the kind of man who can really bring order to Nyrond.
- Lynwerd was kind and just, and Sewardt has no right to the throne. Lynwerd may have been killed or captured, but there's no way he voluntarily abdicated.
- Sewardt has already made great strides towards fortifying the country. He's gotten rid of the Valorous League of Blindness and sworn to reclaim the lands that are rightfully ours. Lynwerd must have wisely recognized that Sewardt was better fit to rule. Long live Sewardt!

They can also find specific information about the mysterious activists in town by attempting to Gather Information as follows.

- **DC 3+APL:** Sewardt has taken Rel Mord and the King is missing. He has not been declared dead, but there has been no official word from Sewardt's forces as to his status. No one has seen the King in these parts in years.
- **DC 6+APL:** Several strangers have come and gone from town over the past month distributing flyers supporting King Lynwerd.
- **DC 10+APL:** The people handing out the pamphlets always hide their faces with their cloaks and, when asked, give obviously false names like John Smith. In fact, here's one of their pamphlets (give [Players Handout #1b](#)).
- **DC 15+APL:** The activists each wear a green broach embossed in gold with the image of an eagle or hawk of some sort. They usually only come around once a week or so, but a couple such individuals are staying at The Bed and Basin, a local inn.

If the PCs search out the activists at The Bed and Basin, they will find them in a corner of the common room, discussing something quietly. Otherwise, the activists will seek out the PCs the following day, having heard from someone else about the PCs' inquiries. However they meet, read or paraphrase the following.

"Are you a friend of Nyrond and her King?" asks the taller of the two people before you. Both keep their faces deep within their dark green cloak hoods, but you get the impression from their voices and mannerisms that the taller is a human male while the shorter of the two is a female elf.

♣ **Fhamn:** Male Human, Commoner; hp 4; Sense Motive (+0).

♣ **Levenaugh:** Female Elf, Commoner; hp 3; Sense Motive (+3).

The two activists are members of a group calling themselves the Loyalists. The Loyalists offer several different pieces of pro-Lynwerd literature to the party (including [Players Handout #1b](#) if they haven't already found it). If the PCs ask about the location of the King or for more information about the Loyalists, the activists will request a more private setting, recommending their private room at the inn or the PCs' room if they prefer. Once there they will only reveal more to the PCs if they swear loyalty to Lynwerd.

Collectively, Fhamn and Levenaugh know the following, which they will gladly reveal to Lynwerd-loyal PCs in a private environment if they ask.

- Fhamn is a fisherman who grew up in Oldred but moved to Shantadern two years ago to get away from all the crime.
- Levenaugh is an elf from the Celadon who was brought to have an appreciation for Lynwerd's treatment of her people.
- Fhamn's father died in the Greyhawk wars, and he feels a deep sense of duty to Nyrond because of what he sees as his father's willing sacrifice.
- Levenaugh came to Shantadern in a tour of Nyrond as part of her cultural education as mandated by her parents. However, she fell in love with Fhamn and has remained in Shantadern with him ever since.
- Lynwerd is definitely alive, and has not abdicated the throne. Fhamn doesn't have proof of this, but he has assurances from a close friend that this is the case.

- The two have been secretly spreading pro-Lynwerd pamphlets throughout the Sewardt-friendly County of Eventide.
- The Loyalists hope to have enough support by the time Lynwerd strikes that they can provide a distraction by rising up against the forces loyal to Sewardt that have begun to take control of southern Nyrond – namely, the Scarlet Brotherhood agents that infest the Nyrond coast.

Once the Loyalists feel like they can trust the PCs they will offer to take them to their headquarters in Shantadern. Their leader, Gammold Lavest, has some knowledge of the King's plans and may be able to show the PCs a way to help him.

In Shantadern the PCs are led to a printer's shop, the front for the Loyalists' headquarters. As they approach, read the following aloud.

Shantadern is a humble seafarer's city. It seems mostly free from the rampant crime and pollution of larger cities such as Oldred and Mithat, probably because of the lack of wealth and the scarce population here. The majority of its residents seem to be fishermen and their families, and it strikes you as the perfect place to hide an operation such as the Loyalists'.

"We're home," says Fhamn, with some noticeable relief. "And safely, too," adds Levenaugh. Following their happy gaze you see that they are regarding a small printer's shop, no doubt the origin of the pamphlets that the two have been distributing from here to Callistor. A sign above the shop reads "Lavest's Letters" and features a golden eagle as its emblem.

If, for some reason, PCs are suspicious already and wish to prepare themselves for combat, Fhamn and Levenaugh will chuckle. They will humor the PCs, though, allowing them to make whatever preparations as they see fit. When the PCs are ready, continue reading the following.

Fhamn takes a look around, raises his hood over his head, and approaches the shop, motioning for you to follow. He gives two sharp knocks at the door and waits. Presently, a fair-skinned man wearing a printer's smock opens the door. After a short pause you hear Levenaugh cry, "You're not Gammold!", as she backs away.

The print shop has been taken over by a member of the Scarlet Brotherhood, along with a group of Brotherhood slaves, while Fhamn and Levenaugh were away. The two Loyalists have no combat experience (they're just concerned citizens, after all), and will just back away and ask the PCs to help them. The monk occupies the print shop, posing as a

printer. He has several slaves in the basement that help torture and execute seditionists; the monk's victims include Gammold Lavest, whose body is still in the basement. The impostor, upon opening the door, immediately recognizes the green cloaks and decorated broaches of the Loyalists.

APL 2 (EL 3)

🔪 **Impostor Printer:** Male Human, Mnk1; hp 8; see Combat Appendix.

🔪 **Locathah (4):** Medium Humanoid (Aquatic); hp 11, 12, 13, 13; see *Monster Manual* page 169.

APL 4 (EL 5)

🔪 **Impostor Printer:** Male Human, Mnk2; hp 13; see Combat Appendix.

🔪 **Kuo-Toa (2):** Medium Monstrous Humanoid (Aquatic); hp 16, 16; see Combat Appendix and *Monster Manual* page 163.

APL 6 (EL 7)

🔪 **Impostor Printer:** Male Human, Mnk5; hp 33; see Combat Appendix.

🔪 **Kuo-Toa (3):** Medium Monstrous Humanoid (Aquatic); hp 16; see Combat Appendix and *Monster Manual* page 163.

APL 8 (EL 9)

🔪 **Impostor Printer:** Male Human, Mnk7; hp 45; see Combat Appendix.

🔪 **Displacer Beast (3):** Large Magical Beast; hp 60; see *Monster Manual* page 66.

APL 10 (EL 11)

🔪 **Impostor Printer:** Male Human, Mnk9; hp 57; see Combat Appendix.

🔪 **Displacer Beast (6):** Large Magical Beast; hp 60; see *Monster Manual* page 66.

ALL APLs

🔪 **Heavy Wooden Door:** hardness 5, hp 20, break DC 25, Open Lock DC 18+APL.

🔪 **Slow Trap:** spell; touch trigger; manual reset; spell effect (slow, 5th level wizard, DC 17 Will save negates); Search DC 23; Disable Device DC 27.

Tactics: The Impostor Printer's first action is to close and bolt the door. He then flees downstairs to set up an ambush, setting the trap on the middle of the stairs as he goes (this trap is part of the monk's equipment and does not contribute to the EL). Setting the trap consists of removing the protective step cover off the surface of the trapped step, which is a standard action. If the PCs somehow manage to

prevent this, he tries to stun his assailants and then retreat downstairs without setting the trap. Then he hides just to the side of the stairs, letting his slave(s) stand at the foot of the stairs to deal with the brunt of the PCs' attack. When the slave defense starts to fall, the brotherhood agent will unstopper his Eversmoking Bottle and try to escape.

The slaves will fight viciously in defense of their master. If, however, the monk is killed, the slaves will yield (hoping to get a better deal from the PCs than they had with the monks).

The PCs may want to climb in through the windows (see the map in Appendix), but they will have to break them first, and it will take some time to climb through. Large or larger creatures cannot fit through the windows at all.

Agents of the Scarlet Brotherhood have tracked down the source of the anti-Sewarndt pamphlets, which have made their way all the way to Oldred, and have come here to quell the uprising. They presumed to have murdered all of the Loyalists in their initial attack, based on what Gammold told them under interrogation, and they were not expecting more to return. However, to avoid any suspicions they continued to operate the press, except that now they print propaganda that supports Sewarndt.

Lavest's Letters

The following read-aloud text is suitable for whenever the PCs actually enter the various areas. However, feel free to paraphrase and to add more specific details according to where the Scarlet Brotherhood agents are, etc.

Ground Level

The smell of ink and paper weighs heavy in this dimly lit shop. To the east, through a partition, two large printing presses are situated on either side of a letter tray and tool cabinet. A long counter extends east to west near the south wall, and at one end of the counter a pair of shelving units holds several finished print jobs awaiting payment.

Trap

The stairs make a single reverse halfway down to the lower level.

This is where the trap is set, if the monk has time to activate it.

Lower Level

The smell of blood accents the strong smell of paper in the cellar. In the corner lies the body of a man stripped of most of his clothes. He has been injured all over his body and lies

motionless on the floor. The south wall is lined with crates of ink and paper, and there are two large workbenches along the north wall.

When the PCs arrive, Gammold is already dead. A DC 15 Heal check will reveal that his injuries were designed to be painful but not lethal. He most likely died of thirst. He had been a loyal agent of the HMSS, but after days of torture he finally revealed to the Brotherhood that the King is hiding in Hendrenn Halgood. This, of course, is false, but neither the PCs nor the Brotherhood agents know it. The Brotherhood agent was in the process of writing a letter to his superiors to communicate this information when the PCs arrive. They can find the half-finished, cryptic letter behind the counter ([Players Handout #2b](#)).

Loyal to the Imperium

If the PCs manage to convince the Brotherhood agent that they are on the side of the Emperor, the monk will ask them to capture Fhamn and Levenaugh and bring them to the print shop. If the PCs do this, then they will be sent to Rel Mord with a certificate allowing them entrance to the city for further instructions. Proceed to Encounter X.

Encounter Five: Do You Trust Me?

One way or another, the PCs should have gotten the notion to look for the King in Hendrenn Halgood. Getting into the city, though, is no simple matter. When the PCs arrive they find the city locked, and the guard is deaf to their pleas for entry.

"Sorry, mate," says the guard, "Can't help ya. Duke Orberend has ordered the city closed, and that's what it'll stay 'til he says otherwise. Can't have any secret Sewarndt agents mullin' about, ya know." The other guards nod their tacit agreement and loom near the entrance as if you were bearing some deadly disease into the city and their post were the peoples' only hope of survival.

The PCs will be directed to a pavilion on the east side of the city, just outside the walls, where the Duke's official representative is dealing with official matters. If they urgently need access to the city they are encouraged to wait in line to speak with the secretary.

After two hours of waiting in line, the PCs are admitted to the Ducal Clerk's tent. He laughs at any mention of the King's presence in the city, denying it completely, and claims that the city is more than prepared for any assault by Sewarndt. Allow for some role-playing, including any Diplomacy checks the PCs might want to make and any evidence they

would like to show, but the Clerk's mind is firmly made up. He is young and cocky and believes that Lynwerd is not in the city and that the city is in no danger from Sewardt. After 15 minutes or so of discussion the PCs are asked to leave so that those with serious matters to discuss can take their turn.

Hopefully this will further frustrate the PCs. Give them time to discuss alternative routes into the city before reading or paraphrasing the following once they are some distance from the crowded Clerk's pavilion.

"Are you friends of Nyronnd and her King?" asks a human woman stepping out from behind a tree. She stands at about six feet high and has striking features and fair skin with dark brown hair. Her eyes are hidden by the hood of a dark green cloak that is fastened with a silver broach in the shape of a small bird. "I have heard your conversation with the Clerk. Perhaps I can help you, if you will help me. I am called Sparrow."

PCs who are members of the Grey Watch or the HMSS may make an INT check or Knowledge (Local: Nyronnd), DC 12, to recognize the name Sparrow as a high ranking officer within Lynwerd's intelligence organizations. Sparrow realizes that the PCs are probably not working directly with the enemy, but she can see that they know a little too much for their own good. She wants to test their loyalty to Lynwerd, and simultaneously aid the effort to throw Sewardt off track. Once the PCs understand who she is and have given her a reason to trust them Sparrow proceeds with the following.

"If you are truly loyal to the King I would ask a small favor of you. There is a spy in a small town called Greenwell near Mowbrenn. I have a suspicion that he may have double-crossed us and is working with the enemy. I need someone with whom he is not familiar to 'check-in' on him. I will give you a message to deliver to him. While there, observe what you can and report back to me at Blackmar Castle in Mowbrenn whether or not he is still on our side."

🦋 **Sparrow:** Female Human, Rog8/Wiz5/ArT1; hp 80; Bluff (+12), Decipher Script (+11), Diplomacy (+5), Escape Artist (+15), Gather Information (+12), Hide (+12), Sense Motive (+11).

You can fill in the details from here as you see fit and as the PCs ask. They are as follows.

- The spy's name is Dialwen Fabris. He is a human who lives in a farmstead at the crossroads of Greenwell (Sparrow can provide a map and a description).
- Dialwen is a half-elf, originally from the Pale. He found himself in a New Dawn Camp of the Valorous League of Blindness after being caught

worshipping Gadhelyn (Elven Hero-God of Independence, Outlawry, Feasting, Hunting).

- After his escape from the Pale, he established himself in Greenwell on a small farm, but wanted to do more to fight against the Pale. He was enlisted by the Grey Watch/HMSS for his quick wit and ability to blend in. Dialwen's assignment has been to keep an eye on activity in Midmeadow and The Pale.
- It is suspected that he may have turned coat recently in return for a large reward (though really it's because of his alignment shift due to the things he's been stewing over for so long).
- Dialwen has not been out of contact, but he has been unusually late in his communications recently, and he has filed a few suspiciously erroneous reports.
- The PCs are to be on the lookout for uncharacteristically elegant possessions or accommodations, suspicious behavior, or even any overt signs of affiliation with parties friendly to Sewardt. They are not, however, to engage Dialwen in combat. If he is acting as a double agent Sparrow would like him to remain active so that she can arrange to have him spied on.
- Once they've reached a conclusion as to Dialwen's allegiance, the PCs are to come to Mowbrenn to report to Count Huldane what they have found as soon as possible.

The message that Sparrow has given the PCs for Dialwen follows below. This message is repeated in Players Handout #3, but that handout is NOT to be given to the PCs unless they specifically open the sealed message. It is signed by Sparrow and sealed with wax pressed into the image of a bird. It also bears the distinctive watermark of Lavest's Letters (in Shantadern).

Dialwen,

Thank you for your most recent report; I am relieved that Sewardt's forces have not yet attempted to occupy the region. It appears our campaign of misinformation is keeping his attention spread out, just as we had hoped.

I apologize for the use of agents with whom you are unfamiliar. Our people are spread quite thin now, as you know, and I needed this message to get to you quickly.

The King has decided to move himself and the queen to a less-fortified but more secluded location. Be on the lookout for any sign of Sewardt's forces moving toward Woodwyck.

The King hopes to position himself closer to the safety of the Celadon and his allies there.

-Sparrow

Sparrow already heavily suspects Dialwen of being a double agent, so she is deliberately feeding him false information to further throw Sewardt off the trail. She wants to see if the PCs are competent and honest enough to report to her that he is, in fact, a spy. She can describe Dialwen's farmstead to the PCs and give them directions to Greenwell.

Loyal to the Imperium

If the PCs open the letter and decide to go to Woodwych, proceed directly to Encounter X.

Encounter Six: Friend or Foe

This encounter is meant to be a role-playing encounter. If time is running short, feel free to let the PCs describe their general plan and then give them the information they would likely receive while following said plan.

It should take the PCs a little less than a week to reach Greenwell from Hendrenn Halgood if they have mounts. Since their approach is completely up to them, you will have to consult the appropriate section below. Feel free to improvise within the constraints given. Once they arrive, read or paraphrase the following.

Nyrond's northern region consists mostly of vast, fertile plains dotted with homes here and there where live those who tend the farms in this region. As you near the Gamboge Forest, some of the farmhouses start to get closer together to form a loose-knit community. Around a particularly tight grouping of such farmsteads is a low palisade made of freshly cut trees from the nearby forest. The makeshift wall surrounds several homes centered around a large well – no doubt the town's namesake. Just outside the wall, to the east of town, lies the farm described to you by Sparrow.

The PCs' objective in this encounter should be to root out Dialwen's true motivations, either by direct questioning, subtle probing, or stealthy reconnaissance. Gather Information checks and other interactions with the few people in Greenwell will only reveal that Dialwen is a humble chap who mostly keeps to himself and has never given anyone cause for suspicion.

🦄 **Dialwen Fabris:** Male Half-Elf, Rog5; hp 27; AL LE; Bluff (+9), Escape Artist (+10), Hide (+10),

Listen (+5), Sense Motive (+4), Spot (+5), Tumble (+10).

The following facts are pertinent to Dialwen. You should use them as a guideline for his motivations when dealing with the PCs.

- He is, in fact, a traitor to Lynwerd. He knows the King is still alive and did not abdicate voluntarily, but he has sold his services to agents of the Emperor.
- Ironically, his hatred for the VLB has caused his own alignment to shift from N to LN. He would like to see them, and the entire Pale, "get what they deserve" in a very painful way.
- He has been feeding the Emperor all of the information he receives from Sparrow, and he has delayed his reports of enemy forces until the information is of no real use to Lynwerd.
- He feels guilty for his betrayal of the King, but subconsciously tries to validate his behavior by convincing others of Sewardt's worthiness of the throne.
- He very subtly promotes the ideal of a strong, dictatorial ruler to the citizens of Woodverge province, as well as to other intelligence agents with whom he interacts. He never openly criticizes Lynwerd or praises Sewardt, but he does so in an indirect way by criticizing/praising their respective political philosophies.
- If the PCs approach him directly, he will assume they are novice agents and will try his best to win them over to Sewardt very subtly. If the PCs question him on this, make opposed Diplomacy checks (or Bluff, or Intimidation, or whatever is appropriate) to see if he spills the beans.
- If the PCs have opened the letter before delivering it to him, Dialwen will assume that they are also double agents and will confide in them his secret deal with the Emperor. He urges them to go to Woodwych and report back to Sewardt in Rel Mord.
- If he catches the PCs spying on him or snooping around he will assume that they are there to bring him in for his treachery and will do his best to run away or bribe his way out. He may even try to convince the PCs to join Sewardt by pointing out the magnitude of the money note and promising them the same (if they seem susceptible to something like that).

Dialwen's Schedule

During the day, Dialwen is working on the farmstead. He wanders in for a break around noon, but then continues to work afterwards until just before sunset.

In the evening, Dialwen relaxes by the fire. He reads a bit and smokes a pipe as he drinks some tea.

During the night Dialwen sometimes tries to sleep in his bed, but usually ends up taking some food into his secret chamber and paces the floor or sits at his desk until he gets tired enough to fall asleep in the comfortable chair there.

Farmstead Exterior

This unassuming farmstead seems to be quite well kept. A small, one-story house sits between the road and a flat, five-acre plot separated from the surrounding lands by a simple wooden fence. The front porch of the house is clean, and a new-looking rocking chair sits next to the front door. There is an outhouse about 50 feet to the northeast of the cabin.

Dialwen does enjoy farming, and does a good job of keeping up appearances as a simple farmer. During the day he can be seen outdoors repairing the fence or irrigation system. He can be approached quite easily, but there is enough land on the farmstead that he can also be avoided.

Living Room

The living room of the small house is quite comfortable. Thick rugs overlap to cover the entire floor. A large fireplace warms the room and heats the tea in the black pot hanging to one side. There are several bookshelves, a few paintings, and one hunting trophy – a stuffed boar's head – that decorate the perimeter.

This is where Dialwen rests in the early evening. There is nothing of note in this room, but PCs perusing the literature will find more than one book of political philosophy.

Kitchen

The kitchen is simple. There are dried meats and a few canned vegetables in the pantry. Otherwise, the room is bare.

Nothing much in the kitchen. It appears that Dialwen either keeps it very clean, or hasn't eaten in the kitchen in a long time.

Bedroom

This is the least clean room in the house. The bed is unmade, and there is a pile of clothes to

one side. A few books litter the floor here and there.

Items of Interest (see below): handwritten note on paper scrap, books.

Dialwen doesn't sleep very well at night these days. He spends many of his evening hours pacing the floor of his secret chamber, thinking up lies to tell his Lynwerd-supporting superiors and ways to extract more money from the Sewardt camp. A Search check DC 17+APL will reveal the sliding door that provides access to his secret chamber.

Inside the pocket of one of the items of clothing in the pile is a scrap of paper on which is scribbled a list of what appear to be excuses for not having his scheduled reports handed in on time.

The books on the floor in this room contain strong political rhetoric. One of the books is called "A Treatise on the Importance of Authoritarian Governments", and another bears the title "The Rise and Fall of the Great Kingdom: Portents of a New Empire to Come." There is also a book of prayers to Pholtus that has been severely defaced and with most of the pages ripped out. The book is further marred by scribbled marks covering the remaining pages.

Secret Chamber

The panel slides back to reveal a room almost as big as the bedroom. This room, however, seems to be some sort of study. More books line the walls, and a large desk contains stacks of papers and some ink and quills. A comfortable chair sits in one corner, obviously well used.

Items of Interest (see below): money note, Amulet of Proof Against Detection and Location, letters.

When he does sleep, Dialwen often chooses the chair in this room. He feels more secure in the secret chamber, and he ends up pacing inside until collapsing from exhaustion in the corner chair.

The desk contains many, many letters, both to and from Dialwen. None of the names ring a bell with any of the PCs (except for a few to or from Sparrow), and all contain various messages about Sewardt, Lynwerd, The Pale, The Valorous League, etc. None of them provide any real evidence since it would be impossible for the PCs to tell whether or not a given letter contained Dialwen's true words or was just a ruse.

Inside the desk, however, there is an amulet consisting of a grey stone disk hung on a silver chain, into which the holy symbol of Vathris (Hero-God of Anguish, Lost Causes, Revenge) has been etched. It is accented with silver around the edges. The amulet is actually an Amulet of Proof Against

Detection and Location, but also serves as a holy symbol of Vathris (Knowledge (religion) DC 20 to recognize).

Also, stuck behind the cushion in the corner chair is a Zilchian money counter note authorizing the transfer of a significant sum of money from the temple of Hextor in Eastfair, and signed by a Cleric of Hextor from that temple. A DC 10+APL Forgery check confirms that the document is legitimate (though lower skill check results certainly give the impression that it is legitimate).

Loyal to the Imperium

If the PCs decide they would like to join in with Dialwen and Sewardt's forces, have Dialwen send them to Woodwych to spy on Lynwerd and then return to Rel Mord with a note that will give them entrance to the city. Then, proceed to Encounter X.

Encounter Seven: Return and Report

Even with all the physical evidence in hand, it is possible for PCs familiar with the idea of "reasonable doubt" to conclude that Dialwen is not a double agent. It is up to the party to decide what to report to Sparrow. After they have come to a conclusion they should be headed to Mowbrenn to report to Sparrow.

Upon entering Mowbrenn it becomes obvious that the people of this city have not accepted the authority of the country's new 'Emperor'. Nyrond's old coat of arms hangs from every lamppost and street sign. Surprisingly, though, the city's defenses seem to be somewhat depleted. Only one guard stands at the city's entrance, and only two are at the gate to Blackmar Castle.

You are quickly led to a large hall where Sparrow stands with two elves near a table laden with food and wine. "Ahh! Welcome back, friends! These are my compatriots, Inodel and Parush. Please, tell us what you have found."

Sparrow will listen patiently to the PCs' explanation of what they observed. Then she will pointedly ask them to draw a conclusion based on the evidence. If they decide that they think Dialwen is a traitor to Lynwerd, she will escort them to Count Huldane. Otherwise, she will just thank them for their service, hand them some gold, and send them on their way ("Don't call us, we'll call you..."). In this case, the adventure is over for the party, unless they decide to go to Woodwych.

If Sparrow approves of their report Count Huldane meets the party in a similar chamber just a

few rooms down from where they meet with Sparrow.

Two men occupy this meeting room, and a servant is just leaving when you enter. One of the people, a grey-haired man in banded mail, wears a large holy symbol of Heironeous around his neck. The other, a young Oeridian man, wears a simple cape over his half-plate. It is the younger man who speaks.

"So, Sparrow, these are your volunteers?"

"Indeed, my Count. They have served the King well."

"Well, let's just see." The Count motions for you to sit down and turns to the older cleric. "Varghon, here, will cast Zone of Truth. Then we can talk."

The Zone of Truth has a Will save DC 18. Once it is cast, Huldane will continue. He will ask the PCs to tell him their true feelings about Lynwerd and Sewardt and will ask them again their opinion on Dialwen. During the discussion, the Count's servant will return. He has drunk a potion of invisibility and is eavesdropping from just outside the door.

As there are people passing in the halls at all times, it is difficult or impossible for the PCs to notice this. The Count will not allow the PCs to leave the room, or post someone to watch the hallway, as this would prevent them from being inside the Zone of Truth. Familiars can be used to watch or guard the hallway, but remember the spot check penalties for being invisible, as well as the difficulty in having information properly communicated by a familiar.

If the PCs do manage to catch Gremer before he leaves the castle with the location of the King (or prevent him from learning it in the first place), they earn the Favor of King Lynwerd.

Once Huldane feels that he can trust the PCs he will confide in them.

"Well, my friends, it seems that your story holds together quite well, so I will tell you where you can find the King. He is hidden at the Barren Keep, just over a day's ride from here. There he is amassing various friends of the crown. That is to say, individual citizens of the realm who are willing to fight for him are gathering there to lend their support. If you would see Lynwerd on the throne once more, I ask you to ride to him now and pledge your aid."

Just then, a loud clatter arises from just outside the door. "Hextor be damned!" shouts Count Huldane, rising suddenly to his feet. "I knew that rascal was up to something! It seems my 'trusted servant' has finally learned the

information he has been seeking. Quick – take fresh horses from my stables. The devil must be caught!”

Gremer runs out as fast as possible to tell his men to stop the PCs from joining their forces with those the King has already gathered.

Huldane's loyal troops in the castle have repeatedly spotted Gremer riding to and from the wilderness to the east of the city. They have suspected him of being a spy, but have not been able to find any proof. Huldane suggests the PC rush to the east gate and inquire of any recent exits by lone horsemen.

Loyal to the Imperium

If, at any point, Sparrow or Count Cunal Huldane do not feel that they can trust the PCs they will simply ask them to leave. Individual PCs may be asked to wait in another room while the others talk, but if an entire party is questionable the scenario is then over. If, however, the PCs decide to follow a pro-Sewarndt course (i.e., riding to Woodwych to spy on the King or riding to Rel Mord to join with Sewarndt) you should proceed to Encounter X.

Encounter Eight: To Catch a Rat

Gremer's invisibility will only last a few minutes – long enough for him to get out of the castle and get his horse. The PCs, upon arriving at the west gate can learn that a single horseman rode out, leaving the road and heading northwest, just a few minutes ago.

Gremer: Male Human, Exp1; hp 5.

Gremer's trail is easy to follow (he's riding hard and the trail is as fresh as it gets), and if the PCs were fast enough they should be able to catch glimpses of him as he rises to the crests of any of the many low hills in the area. He rides a light horse (Spd 60ft), so few characters will be able to gain on him. If, somehow, a party member is able to catch him, arrange it so that he is within view of the camp of his men at that very moment. Start the encounter with Gremer's men at 200ft away. Otherwise, Gremer's men are waiting for the PCs when they catch up to them. Gremer himself is not a fighter – just an exceptionally good weasel. He will try his best to flee. Before he does, though, he will try just once to sway the PCs to Sewarndt's side.

“So, you think you can stop the inevitable? Lynwerd will be found. Don't think that stopping me will save him. The only thing you're going to stop now is your own breathing,”

sneers Gremer, the Count's once trusted servant.

“We will prevent you from helping Lynwerd one way or another. It's not too late, though! Join with me to assist the Emperor in crushing Lynwerd's hopes of returning to the throne, and your reward will be beyond your wildest dreams.”

The PCs may stop and talk for a while; but at the first sign that they are unwilling to support Sewarndt, Gremer's men attack while Gremer himself tries to flee.

APL 2 (EL 5)

🔥 **Scout (2):** Male Human, War2; hp 15; see Combat Appendix.

🔥 **Cleric:** Female Human, Clr1; hp 9; see Combat Appendix.

🔥 **Fiendish Light Warhorse (3):** Large Magical Beast; hp 22, 22, 25; see Combat Appendix and *Monster Manual* pages 107 and 274.

APL 4 (EL 7)

🔥 **Scout (2):** Male Human, War4; hp 32, 30; see Combat Appendix.

🔥 **Cleric:** Female Human, Clr3; hp 22; see Combat Appendix.

🔥 **Fiendish Light Warhorse (3):** Large Magical Beast; hp 22, 22, 25; see Combat Appendix and *Monster Manual* pages 107 and 274.

APL 6 (EL 9)

🔥 **Scout (2):** Male Half-Fiend Human, Medium Outsider (Native), Ftr1/Clr3; hp 36, 38; see Combat Appendix and *Monster Manual* page 147.

🔥 **Achaierai (2):** Large Outsider (Lawful, Evil, Extraplanar); hp 42, 42; see *Monster Manual* page 9.

APL 8 (EL 11)

🔥 **Scout (2):** Male Half-Fiend Human, Medium Outsider (Native), Ftr2/Clr3; hp 50; see Combat Appendix and *Monster Manual* page 147.

🔥 **Advanced Achaierai (2):** Large Outsider (Lawful, Evil, Extraplanar); hp 80; see Combat Appendix and *Monster Manual* page 9.

APL 10 (EL 13)

Tactics: The Achaierai serve as mounts at the higher APLs. The mounted combatants will use their Ride-By Attack feat to strafe the party, keeping the party spread out while doing it, and they will use their Ride skill to negate attacks on their mounts when

possible. If the party finds a way to counteract this tactic, the riders will be happy to stand and full-attack, along with their mounts. Note that the Achaierai may also attack on the move with their Spring Attack feat, as long as the total distance moved is not more than 50ft. The half-fiends will rely on their Spell Resistance against the magic users, focusing their ride-by attacks on the less mobile fighter types first. If an Achaierai's rider is killed or disabled, it will immediately get as close as it can to as many PCs as possible to use its Black Cloud ability.

The PCs now know that Sewardt already knows Lynwerd's location. They should hurry to the Barren Keep to warn him. If they return to Mowbrenn, Count Huldane urges them to ride to the King to tell him the news. Proceed then to the Conclusion.

Encounter X: You Really Want An Emperor?

If the PCs have somehow fouled up relations with the King's intelligence agents or have otherwise incurred the wrath of the Grey Watch they have the chance of reaching this encounter. As they travel on some Sewardt-friendly errand they are met on the road (or hillside, or field, or whatever), by a group of Lynwerd-supporters who would like nothing better than to stop the PCs from allying with Sewardt.

As you round a bend in the road you see a group of people standing in your way. "We can't have you going about the countryside helping out the traitorous tyrant who is borrowing our King's throne," says a heavily armed figure in shining armor. "Repent now, throw down your weapons and submit to the true and rightful ruler of the land, and we will spare your lives."

The Protectors of the Crown will be true to their word. Various deities have commissioned these servants of good to thwart powerful adventurers who seek to support Sewardt's claim to the throne. They have done so, at the request of clerics in Nyrond loyal to the King. If the PCs swear that they will support Lynwerd and forsake their intentions to join with Sewardt they will let them go. Otherwise, they will attack. They will also return to attack later, without pause, if the PCs continue to pursue a Sewardt-friendly course.

APL 2 (EL 5)

🔥 **Protector of the Crown (2):** Male Human, War2; hp 10; see Combat Appendix.

🔥 **Priestess:** Female Human, Clr1; hp 9; see Combat Appendix.

🔥 **Celestial Light Warhorse (3):** Large Magical Beast; hp 22, 22, 25; see Combat Appendix and *Monster Manual* pages 31 and 274.

APL 4 (EL 7)

🔥 **Protector of the Crown (2):** Male Human, War4; hp 3; see Combat Appendix.

🔥 **Priestess:** Female Human, Clr3; hp 22; see Combat Appendix.

🔥 **Celestial Light Warhorse (3):** Large Magical Beast; hp 22, 22, 25; see Combat Appendix and *Monster Manual* pages 31 and 274.

APL 6 (EL 9)

🔥 **Hound Archon (3):** Medium Outsider (Lawful, Good, Extraplanar, Archon); hp 36; see *Monster Manual* page 16.

🔥 **Celestial Griffon (3):** Large Magical Beast; hp 65; see Combat Appendix and *Monster Manual* page 139.

APL 8 (EL 11)

🔥 **Hound Archon (6):** Medium Outsider (Lawful, Good, Extraplanar, Archon); hp 36; see *Monster Manual* page 16.

🔥 **Celestial Griffon (6):** Large Magical Beast; hp 65; see Combat Appendix and *Monster Manual* page 139.

APL 10 (EL 13)

🔥 **Celestial Charger (Unicorn):** Large Magical Beast; hp 165; see *Monster Manual* page 250.

Tactics: The mounted combatants will use their Ride-By Attack feat to strafe the party, keeping the party spread out while doing it. If the party finds a way to counteract this tactic, the riders will be happy to stand and full-attack, along with their mounts. At APL 10, the charger will stay out of range of the party as it casts spells on itself and then close for combat.

Conclusion

Once Gremer's men have been dealt with, the PCs are free to continue to the Barren Keep. Read or paraphrase the following as they search out Lynwerd to warn him.

Traversing the rugged terrain around the Barren Keep you realize why Lynwerd chose this as his hiding place. The rocky hills and sandy trenches that comprise the land here make navigation and travel extremely difficult. An invading force would have a hard time just moving through, let alone staying organized.

Finally, rounding a low, steep hill you catch a glimpse of the keep. From your vantage point on the hillside the undulations in the landscape look like ripples extending away from the stoic fortress. It's as though Kord himself had dropped it into the earth to serve as a beacon for those wanting to battle evil. Drawing closer you begin to see movement in various areas around the keep. There are small campsites scattered around, barely noticeable from your position.

Just then, there is some movement near the keep. A group of people surrounds a man in full plate who walks forth from the keep's gate. It is Lynwerd himself! He is accompanied by a motley collection of armed men and women that look a lot like adventurers such as yourselves. He raises his sword in the air and makes some gestures with his free hand as he speaks to the group, but you can't make out what he's saying. Another thrust of his sword and the people around him begin to cheer.

"I suppose you've got a good reason to be here?" asks someone behind you.

The perimeter guards (8 heavily armed soldiers) have caught up with the PCs and can escort them to the King once they are convinced of the PCs' loyalties and the urgency of their message. The King personally thanks them for their efforts and promises that he will remember them when he again holds the throne.

Loyal to the Imperium

Even here, some PCs may wish to turn around and report the King's position to Sewardnt themselves. If so, the guard group is Encounter X.

The End

Experience Point Summary

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

Encounter One

Defeat the annoying Hextorites at the gates of Rel Mord.

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

Encounter Four

Defeat the half-fiend counterspy or the Scarlet Brotherhood monk (with minions).

APL2 90 xp

APL4 150 xp

APL6 210 xp

APL8 270 xp

APL10 330 xp

Encounter Eight

Defeat the half-fiend counterspy or the Scarlet Brotherhood monk (with minions).

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

Encounter X

Defeat the Protectors of the Crown or other emissaries of good.

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

Story Award

If the PCs find Lynwerd and join with him, or if they successfully deliver his position to Sewardnt, they receive this award for completing the objective.

APL2 100 xp

APL4 140 xp

APL6 180 xp

APL8 220 xp

APL10 260 xp

Discretionary Role-playing Award

For good character dialogue, problem solving, and creative use of skills and class abilities, award experience up to the following amounts.

APL2 50 xp

APL4 70 xp

APL6 90 xp

APL8 110 xp

APL10 130 xp

Total Possible Experience

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One

APL 2: L: 50 gp; C: 34 gp; M: 100 gp – Bracers of Armor +1, Potion of Cure Light Wounds (X3), Potion of Mage Armor.

APL 4: L: 60 gp; C: 17 gp; M: 513 gp - +1 Full Plate, Potion of Bull's Strength, Bracers of Armor +1, Periapt of Wisdom +2.

APL 6: L: 60 gp; C: 10 gp; M: 796 gp - +1 Flail (X2), +1 Breastplate, +1 Full Plate, Ring of Protection +1, Potion of Bull's Strength, Heavy Mithral Shield.

APL 8: L: 50 gp; C: 10 gp; M: 1258 gp – +1 Flail, +1 Full Plate, +1 Breastplate, +1 Heavy Mithral Shield, +1 Light Mithral Shield, Ring of Protection +1, Periapt of Wisdom +2.

APL 10: L: 50 gp; C: 0 gp; M: 1917 gp – +2 Full Plate, +1 Breastplate, +1 Light Mithral Shield, Ring of Protection +1, Periapt of Wisdom +2, Potion of Owl's Wisdom, Potion of Cure Serious Wounds (X3), Potion of Bull's Strength, +1 Flaming Flail.

Encounter Four

APL 2: L: 50 gp; C: 8 gp; M: 113 gp – +1 Mithral Chain Shirt, Potion of Blur, Potion of Shield of Faith +2.

APL 4: L: 50 gp; C: 8 gp; M: 196 gp – +1 Mithral Chain Shirt, Potion of Blur, Potion of Shield of Faith +2, Cloak of Resistance +1.

APL 6: L: 100 gp; C: 8 gp; M: 363 gp – +1 Mithral Chain Shirt, Potion of Blur, Potion of Shield of Faith +2, Ring of Protection +1.

APL 8: L: 100 gp; C: 30 gp; M: 696 gp – +1 Mithral Chain Shirt, +1 Mighty Composite Longbow (+4 Str), Potion of Blur, Potion of Shield of Faith +2, Ring of Protection +1.

APL 10: L: 150 gp; C: 30 gp; M: 1042 gp – +2 Mithral Chain Shirt, +1 Mighty Composite Longbow (+4 Str), Potion of Blur, Potion of Shield of Faith +2, Potion of Cat's Grace, Ring of Protection +1.

OR

APL 2: L: 20 gp; C: 0 gp; M: 908 gp – Potion of Mage Armor, Potion of Bull's Strength, Potion of Shield of Faith +3, Elixir of Truth, Eversmoking Bottle, Ring of Protection +1.

APL 4: L: 20 gp; C: 0 gp; M: 908 gp – Potion of Mage Armor, Potion of Bull's Strength, Potion of Shield of Faith +3, Elixir of Truth, Eversmoking Bottle, Ring of Protection +1.

APL 6: L: 20 gp; C: 0 gp; M: 908 gp – Potion of Mage Armor, Potion of Bull's Strength, Potion of Shield of Faith +3, Elixir of Truth, Eversmoking Bottle, Ring of Protection +1.

APL 8: L: 20 gp; C: 0 gp; M: 1,325 gp – Potion of Mage Armor, Potion of Bull's Strength, Potion of Shield of Faith +3, Elixir of Truth, Eversmoking Bottle, Ring of Protection +1, Amulet of Mighty Fists +1.

APL 10: L: 20 gp; C: 0 gp; M: 1,825 gp – Potion of Mage Armor, Potion of Bull's Strength, Potion of Shield of Faith +3, Elixir of Truth, Eversmoking Bottle, Ring of Protection +1, Monk's Belt, Amulet of Mighty Fists +1.

Encounter Six

All APLs: L: 0 gp; C: 0 gp; M: 2,917 gp – Amulet of Proof Against Detection and Location.

Encounter Eight

APL 2: L: 100 gp; C: 50 gp; M: 42 gp – Potion of Shield of Faith +2 (X2), Potion of Cure Light Wounds (X6), Potion of Enlarge Person.

APL 4: L: 150 gp; C: 17 gp; M: 433 gp – +1 Lance, +1 Heavy Mithral Shield, Potion of Cure Light Wounds (X6), Cloak of Resistance +1.

APL 6: L: 100 gp; C: 50 gp; M: 450 gp – +1 Dragonhide Breastplate, Ring of Protection +1, Potion of Cure Light Wounds (X2).

APL 8: L: 100 gp; C: 50 gp; M: 617 gp – +1 Dragonhide Breastplate, Ring of Protection +1, +1 Flail, Potion of Cure Light Wounds (X2).

APL 10: L: 100 gp; C: 50 gp; M: 867 gp – +2 Dragonhide Breastplate, Ring of Protection +1, +1 Flail, Potion of Cure Light Wounds (X2).

Encounter X

APL 2: L: 100 gp; C: 50 gp; M: 42 gp – Potion of Shield of Faith +2 (X2), Potion of Cure Light Wounds (X6), Potion of Enlarge Person.

APL 4: L: 150 gp; C: 17 gp; M: 433 gp – +1 Lance, +1 Heavy Mithral Shield, Potion of Cure Light Wounds (X6), Cloak of Resistance +1.

APL 6: L: 10 gp.

APL 8: L: 12 gp.

APL 10: L: 20 gp.

Total Possible Treasure

Note: The possible treasure in this scenario is far and above the limiting amount set by the LGCS. However, some encounters do not allow time or means for looting the bodies, and the specific treasure for each individual set of encounters is slightly different depending on the choices the PCs make. If the PCs loot the bodies and lairs of the enemies that they fight when they can, they will easily make enough money to get the maximum allowed. Additionally, the consumption of potions found during the adventure should not detract from this total. See the individual encounter treasure summaries for more information.

APL 2: 450 gp.

APL 4: 650 gp.

APL 6: 900 gp.

APL 8: 1300 gp.

APL 10: 2300 gp.

Items for the Adventure Record

Wanted for Sedition: Your visage has been duly noted, along with your unwillingness to yield to the official representatives of the rightful ruler of Rel Mord. Your open presence in Rel Mord in the future will likely result in imprisonment or, possibly, execution ... at least, as long as the current regime is in place.

Favor of the Sparrow: For bringing proof of Dialwen's treachery without his knowledge to an influential agent of the Grey Watch you have access to one of the following (strike through when used): Ring of Chameleon Power, Cloak of Charisma +4, Goggles of Minute Seeing, or Rope of Climbing.

Favor of King Lynwerd: For stopping Gremel before he could deliver the King's location to Sewardnt, Lynwerd will do his best to equip you for the conflict ahead. From among the powerful allies gathered at the Barren Keep, Lynwerd is able to arrange for you to have access to a single standard +1

or +2 equivalent weapon enhancement upgrade. This upgrade may consist of any enhancement from Table 7-14 or Table 7-15 in the DMG that is +1 or +2 equivalent, but may be added to any weapon for which the final, total equivalent enhancement bonus is +4 or less.

Enmity of King Lynwerd: Because you have sought to ally yourself with the self-proclaimed Emperor, Lynwerd will not look kindly on you should he ever return to power. All Royal favors and memberships in Lynwerd-loyal meta-orgs are revoked immediately.

Item Access

APL 2

Elixir of Truth (Adventure; 500 gp, DMG page 256)

Eversmoking Bottle (Adventure; 5,400 gp; DMG page 256)

+1 Mithral Chain Shirt (Adventure; 2,100 gp)

Masterwork Large Flail (Adventure)

Masterwork Large Heavy Flail (Adventure)

APL 4

All of APL 2 plus the following:

+1 Mithral Shield, Heavy or Light (Adventure; 2,100 gp)

APL 6

All of APLs 2 and 4 plus the following:

+1 Dragonhide Breastplate (Adventure; 1,700 gp)

APL 8

All of APLs 2, 4, and 6 plus the following:

Amulet of Mighty Fists +1 (Adventure; 6,000 gp; DMG page 246)

+1 Composite Longbow, +4 Str (Adventure; 2,400 gp)

APL 10

All of APLs 2, 4, 6, and 8 plus the following:

+1 Flaming Flail or Heavy Flail (Adventure; 8,308 gp or 8,315 gp)

+1 Shocking Flail or Heavy Flail (Adventure; 8,308 gp or 8,315 gp)

+1 Huge Chain Shirt Barding (Adventure, 1,700 gp)

Combat Appendix – APL 2

Encounter One, EL 4

Guard Group A

Bully Tax Collector: Male human, War3; CR 2; Medium humanoid; HD 3d8+6; hp 23; Init +1; Spd 20 ft./X3; AC 21, touch 11, flat-footed 20; BAB/Grp: +3/+6; Atk/Full Atk: +8 melee (1d8+3, Masterwork Flail) or +6 melee (1d8+3, Heavy Mace) or +6 melee (1d6+3, Short Sword) or +6 melee (1d4+3, Dagger) or +4 ranged (1d8, Light Crossbow); AL LE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 11.

Skills and Feats: Climb +0, Intimidate +6, Jump -6, Ride +7; Power Attack, Cleave, Weapon Focus (Flail).

Possessions: Masterwork Flail, Mace, Short Sword, Dagger, Light Crossbow, Masterwork Full Plate, Masterwork Heavy Steel Shield, Potion of Bull's Strength.

Hextorite: Male human, Adp3; CR 2; Medium humanoid; HD 3d6+3; hp 18; Init +5; Spd 30 ft./X4; AC 12, touch 11, flat-footed 11; BAB/Grp: +1/+1; Atk/Full Atk: +3 ranged (1d8, Masterwork Light Crossbow) or +1 melee (1d6, Light Mace); AL LE; SV Fort +2, Ref +2, Will +6; Str 10, Dex 12, Con 12, Int 8, Wis 16, Cha 13.

Skills and Feats: Concentration +7, Knowledge (Arcana) +2, Knowledge (Religion) +2, Spellcraft +1; Combat Casting, Improved Initiative, Weapon Focus (Light Crossbow).

Spells: (3/3; Base DC = 13 + spell level); 0 – Read Magic, Detect Magic, Touch of Fatigue; 1st – Cause Fear, Sleep, Burning Hands.

Possessions: Masterwork Light Crossbow, Light Mace, Bracers of Armor +1, Potion of Cure Light Wounds (X3), Potion of Mage Armor, 200gp.

Raven Familiar: Raven; Tiny Magical Beast; HD 4d8; hp 9; Init +2; Speed 10 ft./X4, Fly 40 ft. (average); AC 16, touch 14, flat-footed 14; BAB/Grp: +0/-13; Atk/Full Atk: +4 melee (1d2-5, claw); SA Improved Evasion, Share Spells, Empathic Link, Alertness, Lowlight Vision; AL N; SV Fort +2, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse.

Advanced Fiendish Wolf: CR 1; Medium Magical Beast; HD 3d8+6; hp 26; Init +2; Spd 50 ft./X4; AC 14, touch 12, flat-footed 12; BAB/Grp: +2/+4; Atk/Full Atk: +5 melee (1d8+2, bite); SA Smite Good 1/day; SQ Darkvision 60ft., resistance to cold 5 and fire 5; SR 7; AL NE; SV Fort +5, Ref +5, Will +1; Str 14, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +4, Listen +5, Move Silently +5, Spot +5, Survival +3 (+6 when tracking by scent); Track, Weapon Focus (bite), Improved Natural Attack (bite).

Smite Good: Once per day the fiendish wolf can make a normal melee attack to deal +3 damage against a good foe.

OR

Guard Group B

City Guard: Male human, War3; CR 2; Medium humanoid; HD 3d8+6; hp 24; Init +1; Spd 20 ft./X3; AC 21, touch 11, flat-footed 20; BAB/Grp: +3/+6; Atk/Full Atk: +8 melee (1d8+3, Masterwork Flail) or +6 melee (1d8+3, Heavy Mace) or +6 melee (1d6+3, Short Sword) or +6 melee (1d4+3, Dagger) or +4 ranged (1d8, Light Crossbow); AL LE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 11.

Skills and Feats: Climb +0, Intimidate +6, Jump -6, Ride +7; Power Attack, Cleave, Weapon Focus (Flail).

Possessions: Masterwork Flail, Mace, Short Sword, Dagger, Light Crossbow, Masterwork Full Plate, Masterwork Heavy Steel Shield, 372gp (in coin purse).

Imp (2): Female Imp; CR 2; Tiny Outsider (Lawful, Evil, Extraplanar); HD 3d8; hp 18; see *Monster Manual* page 56.

Encounter Four (A), EL 3

Counterspy: Male half-fiend, War2; CR 2; Medium Outsider (Native) (Augmented Humanoid); HD 2d8+6; hp 18; Init +3; Spd 30 ft./X4, Fly 30ft. (average); AC 18, touch 13, flat-footed 15; BAB/Grp: +2/+7; Atk: +8 melee (1d8+5, Masterwork Flail), or +7 melee (1d4+2, Claw); Full Atk: +8 melee (1d8+5, Masterwork Flail) and +2 melee (1d6+5, Bite), or +7/+7 melee (1d4+2, 2 Claws) and +2 melee (1d6+5 Bite); SQ: darkvision 60ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, damage reduction 5/magic, a half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction; SR 12; AL LE; SV Fort +6, Ref +3, Will -1; Str 20, Dex 16, Con 16, Int 12, Wis 8, Cha 14.

Skills and Feats: Climb +6, Intimidate +7, Jump +7, Ride +8; Power Attack.

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal +2 damage against a good foe.

Spell-Like Abilities (Sp): Darkness 3/day; Caster level: 2nd.

Possessions: +1 Mithral Chain Shirt, Masterwork Flail, Potion of Blur, Potion of Shield of Faith +2, 90gp.

See *Monster Manual* page 147 for description.

Advanced Small Fire Elemental: CR 1; Small Elemental (Fire, Extraplanar); HD 3d8; hp 18; Init +5; Spd 50 ft.; AC 15, touch 12, flat footed 14; BAB/Grp: +2/-2; Atk/Full Atk: +4 melee (1d4 plus 1d4 fire, slam); SA Burn; SQ Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +0, Ref +4, Will +0; Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +3, Spot +3; Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (slam).

See *Monster Manual* page 98 for details.

Encounter Four (B), EL 3

Impostor Printer: Male human, Mnk1; CR 1; Medium Humanoid; HD 1d8; hp 8; Init +3; Spd 30 ft./X4; AC 16, touch 16, flat-footed 13; BAB/Grp: +0/+2; Atk: +2 melee (1d6+2, Unarmed Strike; Full Atk: +0/+0 melee (1d6+2, Unarmed Strike – Flurry of Blows); SA Stunning Fist 1/day (DC 13 Fort resists); AL LE; SV Fort +2, Ref +4, Will +5; Str 14, Dex 14, Con 11, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +7, Hide +7, Listen +6, Move Silently +7, Tumble +7; Dodge, Blind-Fight, Improved Unarmed Strike, Stunning Fist.

Possessions: Potion of Mage Armor, Potion of Bull's Strength, Potion of Shield of Faith +3, Elixir of Truth, Eversmoking Bottle, Ring of Protection +1.

Locathah (4): Locathah; CR 1/2; Medium Humanoid (Aquatic); hp 11, 12, 13, 13; see *Monster Manual* page 169.

Encounter Eight, EL 5

Scout (2): Male human, War2; CR 1; Medium Humanoid; HD 2d8+4; hp 15, 17; Init +1; Spd 20 ft./X4; AC 18, touch 11, flat-footed 17; BAB/Grp: +2/+5; Atk/Full Atk: +6 melee (2d8+6, Masterwork Lance – mounted) or +6 melee (1d8+3, Masterwork Flail) or +5 melee (1d6+3, Short Sword); AL LE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 8, Wis 11, Cha 10.

Skills and Feats: Ride +6, Spot +2; Mounted Combat, Ride-By Attack.

Possessions: Half-Plate Armor, Masterwork Lance, Masterwork Flail, Potion of Enlarge Person, Potion of Shield of Faith +2 (X2), Potion of Cure Light Wounds (X2), 150gp.

Cleric: Female human, Clr1; CR 1; Medium Humanoid; HD 1d8; hp 8; Init +3; Spd 30 ft./X4; AC 18, touch 13, flat-footed 15; BAB/Grp: +0/-1; Atk/Full Atk: +4 ranged (1d8, Masterwork Light Crossbow) or +3 ranged (1d8, Light Crossbow) or +0 melee (1d8-1, Flail); AL LE; SV: Fort +3, Ref +3, Will +4; Str 8, Dex 16, Con 12, Int 10, Wis 14, Cha 11.

Skills and Feats: Concentration +5, Knowledge (Religion) +4, Ride +5; Mounted Combat, Mounted Archery.

Spells: (3/2+1; Base DC = 12 + spell level); o –Detect Magic, Guidance, Resistance; 1st – Magic Weapon*, Bane, Magic Weapon.

*Domain Spells; *Domains:* War (Martial Weapon Proficiency (Flail), Weapon Focus (Flail)); Evil (Evil spells cast at +1 caster level).

Possessions: Masterwork Chain Shirt, Masterwork Light Crossbow, Potion of Cure Light Wounds (X4), 150gp.

Fiendish Light Warhorse (3): CR 1; Large Magical Beast (Extraplanar); HD 3d8+9; hp 22, 22, 25; Init +1; Spd 60ft./X4; AC 14, touch 10, flat-footed 13; BAB/Grapple +2/+9; Atk: +4 melee (1d4+3, Hoof); Full Atk: +4/+4 melee (1d4+3, 2 Hooves) and -1 melee (1d3-1, Bite); Space/Reach: 10 ft./5 ft.; SA: Smite Good 1/day; SQ: Darkvision 60 ft., resistance to cold 5 and fire 5; SR 8; AL NE; SV: Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 3, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run;

Smite Good (Su): Once per day the fiendish light warhorse can make a normal melee attack to deal +3 damage against a good foe.

Encounter X, EL 5

Protector of the Crown (2): Male human, War2; CR 1; Medium Humanoid; HD 2d8+4; hp 15, 17; Init +1; Spd 20 ft./X4; AC 18, touch 11, flat-footed 17; BAB/Grp: +2/+5; Atk/Full Atk: +6 melee (2d8+6, Masterwork Lance – mounted) or +6 melee (1d8+3, Masterwork Flail) or +5 melee (1d6+3, Short Sword); AL LE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 8, Wis 11, Cha 10.

Skills and Feats: Ride +6, Spot +2; Mounted Combat, Ride-By Attack.

Possessions: Half-Plate Armor, Masterwork Lance, Masterwork Flail, Potion of Enlarge Person, Potion of Shield of Faith +2 (X2), Potion of Cure Light Wounds (X2), 150gp.

Priestess: Female human, Clr1; CR 1; Medium Humanoid; HD 1d8; hp 8; Init +3; Spd 30 ft./X4; AC 18, touch 13, flat-footed 15; BAB/Grp: +0/-1; Atk/Full Atk: +4 ranged (1d8, Masterwork Light Crossbow) or +3 ranged (1d8, Light Crossbow) or +0 melee (1d8-1, Longsword); AL LG; SV: Fort +3, Ref +3, Will +4; Str 8, Dex 16, Con 12, Int 10, Wis 14, Cha 11.

Skills and Feats: Concentration +5, Knowledge (Religion) +4, Ride +5; Mounted Combat, Mounted Archery.

Spells: (3/2+1; Base DC = 12 + spell level); o –Detect Magic, Guidance, Resistance; 1st – Magic Weapon*, Bless, Cause Fear.

*Domain Spells; Domains: War (Martial Weapon Proficiency (Longsword), Weapon Focus (Longsword)); Good (Good spells cast at +1 caster level).

Possessions: Masterwork Chain Shirt, Masterwork Light Crossbow, Potion of Cure Light Wounds (X4), 150gp.

Celestial Light Warhorse (3): CR 1; Large Magical Beast (Extraplanar); HD 3d8+9; hp 22, 22, 25; Init +1; Spd 60ft./X4; AC 14, touch 10, flat-footed 13; BAB/Grapple +2/+9; Atk: +4 melee (1d4+3, Hoof); Full Atk: +4/+4 melee (1d4+3, 2 Hooves) and -1 melee (1d3-1, Bite); Space/Reach: 10 ft./5 ft.; SA: Smite Evil 1/day; SQ: Darkvision 60 ft., resistance to acid 5, cold 5, and electricity 5; SR 8; AL NG; SV: Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 3, Wis, 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run;

Smite Evil (Su): Once per day the celestial light warhorse can make a normal melee attack to deal +3 damage against an evil foe.

Combat Appendix – APL 4

Encounter One, EL 6

Guard Group A

Bully Tax Collector: Male human, War4; CR 3; Medium humanoid; HD 4d8+12; hp 35; Init +1; Spd 20 ft./X3; AC 22, touch 11, flat-footed 21; BAB/Grp: +3/+6; Atk/Full Atk: +9 melee (1d8+3, Masterwork Flail) or +7 melee (1d8+3, Heavy Mace) or +7 melee (1d6+3, Short Sword) or +7 melee (1d4+3, Dagger) or +5 ranged (1d8, Light Crossbow); AL LE; SV Fort +7, Ref +2, Will +0; Str 16, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +1, Intimidate +7, Jump -5, Ride +7; Power Attack, Cleave, Weapon Focus (Flail).

Possessions: Masterwork Flail, Mace, Short Sword, Dagger, Light Crossbow, +1 Full Plate, Masterwork Heavy Steel Shield, Potion of Bull's Strength.

Hextorite: Male human, Adp4; CR 3; Medium humanoid; HD 4d6+4; hp 22; Init +6; Spd 30 ft./X4; AC 13, touch 12, flat-footed 11; BAB/Grp: +2/+2; Atk/Full Atk: +5 ranged (1d8, Masterwork Light Crossbow) or +2 melee (1d6, Light Mace); AL LE; SV Fort +2, Ref +3, Will +8; Str 10, Dex 14, Con 12, Int 8, Wis 18, Cha 12.

Skills and Feats: Concentration +8, Knowledge (Arcana) +1, Knowledge (Religion) +1, Listen +6, Spellcraft +2, Spot +6; Combat Casting, Improved Initiative, Spell Focus (Evocation).

Spells: (3/3/1; Base DC = 14 + spell level); 0 – Read Magic, Detect Magic, Touch of Fatigue; 1st – Cause Fear, Sleep, Burning Hands*; 2nd – Scorching Ray*.

*Evocation Spell (Save DC +1)

Possessions: Masterwork Light Crossbow, Light Mace, Bracers of Armor +1, Potion of Cure Light Wounds, Potion of Mage Armor, Periapt of Wisdom +2.

Raven Familiar: Raven; Tiny Magical Beast; HD 4d8; hp 11; Init +2; Speed 10 ft./X4, Fly 40 ft. (average); AC 16, touch 14, flat-footed 14; BAB/Grp: +2/-11; Atk/Full Atk: +6 melee (1d2-5, claw); SA Improved Evasion, Share Spells, Empathic Link, Alertness, Lowlight Vision, Deliver Touch Spells; AL N; SV Fort +2, Ref +4, Will +6; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 5.

Skills and Feats: Listen +5, Spot +7; Weapon Finesse.

Dire Wolf: CR 3; Large Animal; HD 6d8+18; hp 50; see *Monster Manual* page 65.

OR

Guard Group B

City Guard: Male human, Ftr4; CR 4; Medium humanoid; HD 4d8+12; hp 40; Init +1; Spd 20 ft./X3; AC 22, touch 11, flat-footed 21; BAB/Grp: +3/+6;

Atk/Full Atk: +9 melee (1d8+5, Masterwork Flail) or +7 melee (1d8+3, Heavy Mace) or +7 melee (1d6+3, Short Sword) or +7 melee (1d4+3, Dagger) or +5 ranged (1d8, Light Crossbow); AL LE; SV Fort +7, Ref +2, Will +0; Str 16, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +1, Intimidate +7, Jump -5, Ride +7; Power Attack, Cleave, Weapon Focus (Flail), Weapon Specialization (Flail), Improved Sunder, Power Critical (Flail).

Possessions: Masterwork Flail, Mace, Short Sword, Dagger, Light Crossbow, +1 Full Plate, Masterwork Heavy Steel Shield, Potion of Bull's Strength.

Clergy: Male human, Clr4; CR 4; Medium humanoid; HD 4d8+4; hp 28; Init +5; Spd 20 ft./X4; AC 19, touch 12, flat-footed 18; BAB/Grp: +3/+6; Atk/Full Atk: +8 melee (1d8+3, Masterwork Flail) or +7 melee (1d8+3, Flail) or +4 ranged (1d8, Light Crossbow); AL LE; SV Fort +6, Ref +3, Will +7; Str 16, Dex 12, Con 12, Int 8, Wis 14, Cha 10.

Skills and Feats: Concentration +8, Heal +4, Knowledge (Religion) +3; Combat Casting, Improved Initiative, Divine Vigor.

Spells: (5/4+1/3+1; Base DC = 12 + spell level); 0 – Read Magic, Detect Magic (2), Resistance; 1st – Protection from Good*, Shield of Faith, Cause Fear (X2).

*Domain Spells; *Domains:* War (Martial Weapon Proficiency (Flail), Weapon Focus (Flail)); Destruction (Smite 1/day for +4 to hit and +4 to damage).

Possessions: Masterwork Flail, Light Crossbow, +1 Breastplate, Potion of Cure Light Wounds (X3), Ring of Protection +1, Cloak of Resistance.

Imp (2): CR 2; Tiny Outsider (Lawful, Evil, Extraplanar); HD 3d8; hp 16; see *Monster Manual* page 56.

Encounter Four (A), EL 5

Counterspy: Male half-fiend, War3; CR 3; Medium Outsider (Native) (Augmented Humanoid); HD 3d8+9; hp 28; Init +3; Spd 30 ft./X4, Fly 30ft. (average); AC 19, touch 13, flat-footed 16; BAB/Grp: +3/+8; Atk: +9 melee (1d8+5, Masterwork Flail), or +8 melee (1d4+2, Claw); Full Atk: +9 melee (1d8+5, Masterwork Flail) and +3 melee (1d6+5, Bite), or +8/+8 melee (1d4+2, 2 Claws) and +3 melee (1d6+5 Bite); SQ: darkvision 60ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, damage reduction 5/magic, a half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction; SR 12; AL LE; SV Fort +7, Ref +4, Will +0; Str 20, Dex 16, Con 17, Int 12, Wis 8, Cha 14.

Skills and Feats: Climb +6, Intimidate +7, Jump +7, Ride +8; Power Attack.

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal +2 damage against a good foe.

Spell-Like Abilities (Sp): Darkness 3/day; Caster level: 2nd.

Possessions: +1 Mithral Chain Shirt, Masterwork Flail, Potion of Blur, Potion of Shield of Faith +2, Cloak of Resistance +1.

See Monster Manual page 147 for description.

Medium Fire Elemental: CR 3; Medium Elemental (Fire, Extraplanar); HD 4d8+8; hp 32; see *Monster Manual* page 98.

Encounter Four (B), EL 5

Impostor Printer: Male human, Mnk2; CR 2; Medium Humanoid; HD 2d8; hp 13; Init +3; Spd 30 ft./X4; AC 16, touch 16, flat-footed 13; BAB/Grp: +1/+2; Atk: +2 melee (1d6+1, Unarmed Strike); Full Atk: +2 melee (1d6+1, Unarmed Strike), or +0/+0 melee (1d6+1, Unarmed Strike – Flurry of Blows); SA Stunning Fist 2/day (DC 14 Fort resists); AL LE; SV Fort +3, Ref +6, Will +5; Str 12, Dex 14, Con 11, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +8, Hide +8, Listen +7, Move Silently +8, Tumble +8; Dodge, Blind-Fight, Improved Unarmed Strike, Stunning Fist.

Possessions: Potion of Mage Armor, Potion of Bull's Strength, Potion of Shield of Faith +3, Elixir of Truth, Eversmoking Bottle, Ring of Protection +1.

Kuo-Toa (2): CR 2; Medium Monstrous Humanoid (Aquatic); HD 2d8+2; hp 16, 16; see *Monster Manual* page 163.

These Kuo-Toa are armed with Pincer Staffs as well as short spears and shields with adhesive. Also, they can generate the lightning bolt special attack working together.

Encounter Eight, EL 7

Scout (2): Male human, War4; CR 3; Medium Humanoid; HD 4d8+8; hp 32, 30; Init +2; Spd 20 ft./X3; AC 20, touch 10, flat-footed 20; BAB/Grp: +4/+7; Atk/Full Atk: +8 melee (1d8+4, +1 Lance) or +8 melee (1d8+3, Masterwork Flail) or +6 melee (1d6+3, Short Sword); AL LE; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Ride +9, Spot +3; Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: Masterwork Half-Plate Armor, +1 Lance, Masterwork Flail, +1 Heavy Mithral Shield, Potion of Cure Light Wounds (X2), 50gp.

Cleric: Female human, Clr3; CR 3; Medium Humanoid; HD 3d8+3; hp 21; Init +3; Spd 20 ft./X4; AC 19, touch 13, flat-footed 16; BAB/Grp: +2/+1; Atk/Full Atk: +6 ranged (1d8, Masterwork Light Crossbow) or +5 ranged (1d8, Light Crossbow) or +3 melee (1d8-1, Masterwork Flail); AL LE; SV: Fort +5, Ref +5, Will +6; Str 8, Dex 16, Con 12, Int 10, Wis 14, Cha 11.

Skills and Feats: Concentration +7, Knowledge (Religion) +6, Ride +6; Mounted Combat, Mounted Archery, Combat Casting.

Spells: (4/3+1/2+1; Base DC = 12 + spell level); 0 – Detect Magic, Guidance, Resistance, Guidance; 1st – Magic Weapon*, Bane, Magic Weapon, Cure Light Wounds; 2nd – Spiritual Weapon*, Bull's Strength, Sound Burst.

*Domain Spells; *Domains:* War (Martial Weapon Proficiency (Flail), Weapon Focus (Flail)); Evil (Evil spells cast at +1 caster level).

Possessions: Masterwork Dragonhide Breastplate, Masterwork Light Crossbow, Light Crossbow, Masterwork Flail, Cloak of Resistance +1, Potion of Cure Light Wounds (X4), 150gp.

Fiendish Light Warhorse (3): CR 1; Large Magical Beast (Extraplanar); HD 3d8+9; hp 22, 22, 25; Init +1; Spd 60ft./X4; AC 14, touch 10, flat-footed 13; BAB/Grapple +2/+9; Atk: +4 melee (1d4+3, Hoof); Full Atk: +4/+4 melee (1d4+3, 2 Hooves) and -1 melee (1d3-1, Bite); Space/Reach: 10 ft./5 ft.; SA: Smite Good 1/day; SQ: Darkvision 60 ft., resistance to cold 5 and fire 5; SR 8; AL NE; SV: Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 3, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run;

Smite Good (Su): Once per day the fiendish light warhorse can make a normal melee attack to deal +3 damage against a good foe.

Encounter X, EL 7

Protector of the Crown (2): Male human, War4; CR 3; Medium Humanoid; HD 4d8+8; hp 32, 30; Init +2; Spd 20 ft./X3; AC 20, touch 10, flat-footed 20; BAB/Grp: +4/+7; Atk/Full Atk: +8 melee (1d8+4, +1 Lance) or +8 melee (1d8+3, Masterwork Flail) or +6 melee (1d6+3, Short Sword); AL LG; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Ride +9, Spot +3; Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: Masterwork Half-Plate Armor, +1 Lance, Masterwork Flail, +1 Heavy Mithral Shield, Potion of Cure Light Wounds (X2), 50gp.

Priestess: Female human, Clr3; CR 3; Medium Humanoid; HD 3d8+3; hp 22; Init +3; Spd 20 ft./X4; AC 19, touch 13, flat-footed 16; BAB/Grp: +2/+1; Atk/Full Atk: +6 ranged (1d8, Masterwork Light

Crossbow) or +5 ranged (1d8, Light Crossbow) or +3 melee (1d8-1, Masterwork Longsword); AL LG; SV: Fort +5, Ref +5, Will +6; Str 8, Dex 16, Con 12, Int 10, Wis 14, Cha 11.

Skills and Feats: Concentration +7, Knowledge (Religion) +6, Ride +6; Mounted Combat, Mounted Archery, Combat Casting.

Spells: (4/3+1/2+1; Base DC = 12 + spell level); 0 – Detect Magic, Guidance, Resistance, Guidance; 1st – Magic Weapon*, Bless, Magic Weapon, Cause Fear; 2nd – Spiritual Weapon*, Bull's Strength, Sound Burst.

*Domain Spells; Domains: War (Martial Weapon Proficiency (Longsword), Weapon Focus (Longsword)); Good (Good spells cast at +1 caster level).

Possessions: Masterwork Dragonhide Breastplate, Masterwork Light Crossbow, Light Crossbow, Masterwork Longsword, Cloak of Protection, Potion of Cure Light Wounds (X4), 75gp.

Celestial Light Warhorse (3): CR 1; Large Magical Beast (Extraplanar); HD 3d8+9; hp 22, 22, 25; Init +1; Spd 60ft./X4; AC 14, touch 10, flat-footed 13; BAB/Grapple +2/+9; Atk: +4 melee (1d4+3, Hoof); Full Atk: +4/+4 melee (1d4+3, 2 Hooves) and -1 melee (1d3-1, Bite); Space/Reach: 10 ft./5 ft.; SA: Smite Evil 1/day; SQ: Darkvision 60 ft., resistance to acid 5, cold 5, and electricity 5; SR 8; AL NG; SV: Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 3, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run;

Smite Evil (Su): Once per day the celestial light warhorse can make a normal melee attack to deal +3 damage against an evil foe.

Encounter One, EL 8

Guard Group A

Bully Tax Collector: Male human, Ftr5; CR 5; Medium humanoid; HD 5d10+15; hp 49; Init +1; Spd 20 ft./X3; AC 22, touch 11, flat-footed 21; BAB/Grp: +5/+8; Atk/Full Atk: +10 melee (1d8+6, +1 Flail) or +9 melee (1d8+3, Masterwork Heavy Mace) or +8 melee (1d6+3, Short Sword) or +8 melee (1d4+3, Dagger) or +6 ranged (1d8, Light Crossbow); AL LE; SV Fort +7, Ref +2, Will +0; Str 16, Dex 12, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Intimidate +7, Jump -4, Ride +9; Power Attack, Cleave, Weapon Focus (Flail), Improved Sunder, Weapon Specialization (Flail), Quick Draw.

Combat Appendix – APL 6

Possessions: +1 Flail, Masterwork Heavy Mace, Short Sword, Dagger, Light Crossbow, +1 Full Plate, Heavy Mithral Shield, Potion of Bull's Strength.

Hextorite: Male human, Clr5; CR 5; Medium humanoid; HD 5d8; hp 28; Init +5; Spd 20 ft./X4; AC 18, touch 11, flat-footed 17; BAB/Grp: +3/+6; Atk/Full Atk: +8 melee (1d8+4, +1 Flail) or +3 ranged (1d8, Light Crossbow); AL LE; SV Fort +5, Ref +1, Will +7; Str 16, Dex 12, Con 10, Int 8, Wis 16, Cha 10.

Skills and Feats: Concentration +9, Heal +5, Knowledge (Religion) +2, Spellcraft +1; Improved Initiative, Maximize Spell, Divine Metamagic (Maximize Spell).

Spells: (5/4+1/3+1/2+1; Base DC = 13 + spell level); 0 – Detect Magic (2), Read Magic, Guidance, Resistance; 1st – Magic Weapon*, Bane, Bless, Cause Fear, Remove Fear; 2nd – Spiritual Weapon*, Cure Moderate Wounds, Hold Person, Sound Burst; 3rd – Magic Circle Against Good*, Blindness/Deafness, Invisibility Purge.

*Domain Spells; Domains: War (Martial Weapon Proficiency (Flail), Weapon Focus (Flail)); Evil (Evil spells cast at +1 caster level).

Possessions: +1 Flail, Masterwork Flail, Light Crossbow, +1 Breastplate, Ring of Protection +1.

Dire Wolf (2): CR 3; Large Animal; HD 6d8+18; hp 52, 52; see *Monster Manual* page 65.

OR

Guard Group B

City Guard: Male human, Ftr6; CR 6; Medium humanoid; HD 6d10+18; hp 60; Init +1; Spd 20 ft./X3; AC 23, touch 11, flat-footed 22; BAB/Grp: +6/+9; Atk: +9 melee (2d6+6, +1 Large Flail) or +10 melee (1d8+3, Masterwork Heavy Mace) or +9 melee (1d6+3, Short Sword; 1d4+3, Dagger) or +7 ranged (1d8, Light Crossbow); Full Atk: +9/+4 melee (2d6+6, +1 Large Flail) or +10/+5 melee (1d8+3, Masterwork Heavy Mace) or +9/+4 melee (1d6+3 Short Sword; 1d4+3 Dagger); AL LE; SV Fort +8, Ref +3, Will +1; Str 16, Dex 13, Con 16, Int 8, Wis 8, Cha 10.

Skills and Feats: Intimidate +9, Ride +10; Dodge, Power Attack, Cleave, Improved Sunder, Weapon Focus (Flail), Weapon Specialization (Flail), Quick Draw, Monkey Grip.

Possessions: +1 Flail, Masterwork Heavy Mace, Short Sword, Dagger, Light Crossbow, +1 Full Plate, Heavy Mithral Shield, Potion of Enlarge Person (X2).

Clergy: Female human, Clr6; CR 6; Medium humanoid; HD 6d8+6; hp 39; Init +1; Spd 20ft./X3; AC 19, touch 12, flat-footed 18; BAB/Grp: +4/+7; Atk/Full Atk: +9 melee (1d8+3, Masterwork Flail) or +8 melee (1d8+3, Flail) or +6 ranged (1d8, Masterwork Crossbow); AL LE; SV Fort +6, Ref +3, Will +7; Str 16, Dex 12, Con 12, Int 8, Wis 14, Cha 10.

Skills and Feats: Concentration +10, Knowledge (Religion) +3, Spellcraft +4; Combat Casting, Extra Turning, Maximize Spell, Divine Metamagic (Maximize Spell).

Spells: (5/4+1/4+1/2+1; Base DC = 12 + spell level); 0th – Detect Magic (2), Read Magic, Guidance, Resistance; 1st – Magic Weapon*, Bane, Bless, Cause Fear, Remove Fear; 2nd – Spiritual Weapon*, Cure Moderate Wounds, Hold Person, Sound Burst (2); 3rd – Magic Circle Against Good*, Blindness/Deafness, Invisibility Purge.

*Domain Spells; Domains: War (Martial Weapon Proficiency (Flail), Weapon Focus (Flail)); Evil (Evil spells cast at +1 caster level).

Possessions: Masterwork Flail, Flail, Masterwork Light Crossbow, +2 Breastplate, Potion of Cure Moderate Wounds (X2).

Advanced Hell Hound (2): CR 4; Medium Outsider (Lawful, Evil, Fire, Extraplanar); HD 7d8+7; hp 45; Init

+5; Spd 40ft.; AC 16, touch 11, flat-footed 15; Base Atk/Grp: +7/+8; Atk/Full Atk: +8 melee (2d6+1 plus 1d6 fire, bite); SA Breath weapon, fiery bite; SQ Darkvision 60ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +6, Ref +6, Will +5; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +15, Jump +14, Listen +9, Move Silently +15, Spot +9, Survival +9; Improved Initiative, Improved Natural Attack (bite), Run, Track.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Encounter Four (A), EL 7

Counterspy: Male half-fiend, Rng4; CR 5; Medium Outsider (Native) (Augmented Humanoid); HD 4d8+12; hp 35; Init +4; Spd 30 ft./X4, Fly 30ft. (average); AC 21, touch 15, flat-footed 18; BAB/Grp: +4/+9; Atk: +10 melee (1d8+5, Masterwork Flail), or +9 melee (1d4+2, Claw) or +9 ranged (1d8+4, Masterwork Composite Longbow [+4]); Full Atk: +10 melee (1d8+5, Masterwork Flail) and +7 melee (1d4+2, Claw) and +7 melee (1d6+5, Bite), or +9/+9 melee (1d4+2, 2 Claws) and +7 melee (1d6+5 Bite), or +7/+7 ranged (1d8+4, Composite Longbow [+4]); SQ: Darkvision 60ft., favored enemy (human), immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, damage reduction 5/magic, a half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction; SR 14; AL LE; SV Fort +6, Ref +3, Will -1; Str 20, Dex 18, Con 16, Int 10, Wis 8, Cha 12.

Skills and Feats: Knowledge (The Planes) +3, Listen +6, Move Silently +11, Search +2, Spot +6, Survival +6, Tumble +7; Improved Natural Armor, Multiattack, Power Attack.

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal +4 damage against a good foe.

Spell-Like Abilities (Sp): Darkness 3/day, Desecrate 1/day; Caster Level 4th.

Possessions: +1 Mithral Chain Shirt, Masterwork Flail, Masterwork Composite Longbow (+4), Ring of Protection +1, Potion of Blur, Potion of Shield of Faith +2, 90gp.

See *Monster Manual* page 147 for description.

Large Fire Elemental: CR 5; Large Elemental (Fire, Extraplanar); HD 8d8+24 hp 68; see *Monster Manual* page 98.

Encounter Four (B), EL 7

Impostor Printer: Male human, Mnk5; CR 5; Medium Humanoid; HD 5d8+5; hp 33; Init +3; Spd 40 ft./X4; AC 17, touch 17, flat-footed 14; BAB/Grp: +3/+5; Atk: +5 melee (1d6+1, Unarmed Strike; Full Atk: +5 melee (1d6+1, Unarmed Strike), or +3/+3 melee (1d6+1, Unarmed Strike – Flurry of Blows); SA Flurry of Blows (-1), Stunning Fist 4/day (DC 14 Fort resists); SQ Still Mind, Ki strike (magic), purity of body; AL LE; SV Fort +5, Ref +6, Will +7; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +11, Hide +11, Listen +10, Move Silently +11, Tumble +11; Blind-Fight, Dodge, Mobility, Improved Unarmed Strike, Stunning Fist.

Possessions: Potion of Mage Armor, Potion of Bull's Strength, Potion of Shield of Faith +3, Elixir of Truth, Smoking Bottle, Ring of Protection +1.

Kuo-Toa (3): CR 2; Medium Monstrous Humanoid (Aquatic); HD 2d8+2; hp 16; see *Monster Manual* page 163.

These Kuo-Toa are armed with Pincer Staffs as well as short spears and shields with adhesive. Also, they can generate the lightning bolt special attack working together.

Encounter Eight, EL 9

Scout (2): Male human half-fiend, Clr3/Ftr1; CR 5; Medium Outsider (Native); HD 4d8+12 plus 1d10+3; hp 38, 36; Init +3; Spd 20 ft./X3, Fly 30ft. (Average); AC 20, touch 14, flat-footed 17; BAB/Grp: +3/+8; Atk: +9 melee (1d8+7, Masterwork Lance) or +9 melee (1d8+5, Masterwork Flail) or +7 ranged (1d8, Masterwork Light Crossbow); SA Smite good; SQ Darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, DR 5/magic, a half-fiends natural weapons are considered magical for the purpose of overcoming damage reduction; SR 14; AL LE; SV Fort +8, Ref +4, Will +5; Str 20, Dex 16, Con 16, Int 10, Wis 14, Cha 12.

Skills and Feats: Concentration +7, Intimidate +5, Ride +8; Mounted Combat, Ride-By Attack, Spirited Charge.

Spells: (4/3+1/2+1; Base DC = 12 + spell level); 0 – Detect Magic, Guidance, Resistance, Guidance; 1st – Magic Weapon*, Bane, Magic Weapon, Cure Light Wounds; 2nd – Spiritual Weapon*, Bull's Strength, Sound Burst.

*Domain Spells; *Domains:* War (Martial Weapon Proficiency (Flail), Weapon Focus (Flail)); Destruction (Smite 1/day +4 to attack and +3 to damage).

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to +4 against a good foe.

Spell-Like Abilities (Sp): (Caster Level 4th) 3/day – Darkness; 1/day – Desecrate.

Possessions: +1 Dragonhide Breastplate, Masterwork Lance, Masterwork Flail, Masterwork Light Crossbow, Ring of Protection +1, Potion of Cure Light Wounds (X2).

Achaierai (2): CR 5; Large Outsider (Lawful, Evil, Extraplanar); HD 6d8+12; hp 42, 42; see *Monster Manual* page 9.

Encounter X, EL 9

Hound Archon (3): CR 4; Medium Outsider (Lawful, Good, Extraplanar, Archon); hp 49, 49, 52; see *Monster Manual* page 16.

Celestial Griffon (3): CR 5; Large Magical Beast (Extraplanar); HD 7d10+21; hp 65, 65, 68; Init +2; Spd 30ft./X3, Fly 80ft. (average); AC 17, touch 11, flat-footed 15; BAB/Grp: +7/+15; Atk: +12 melee (2d6+4, bite); Full Atk: +12 melee (2d6+4, bite) and +8/+8 (1d4+2, 2 claws); Space/Reach 10ft./5ft.; SA Pounce, rake (1d6+2), smite evil; SQ Darkvision 60ft., damage reduction 5/magic, the celestial griffon's natural attacks are considered magical for the purpose of overcoming damage reduction, lowlight vision, resistance to acid 5, cold 5, and fire 5, scent; SR 12; AL NG; SV Fort +8, Ref +7, Will +5; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite).

Smite Evil (Su): Once per day the celestial griffon can make a normal melee attack to deal +7 damage against an evil foe.

Combat Appendix – APL 8

OR

Encounter One, EL 10

Guard Group A

Bully Tax Collector: Male human, Ftr5/Occ2; CR 7; Medium humanoid; HD 5d10+2d8+21; hp 65; Init +5; Spd 20 ft./X3; AC 23, touch 11, flat-footed 22; BAB/Grp: +7/+10; Atk: +12 melee (1d8+6, +1 Flail) or +11 melee (1d8+3, Masterwork Heavy Mace) or +10 melee (1d6+3, Short Sword) or +10 melee (1d4+3, Dagger) or +8 ranged (1d8, Light Crossbow); Full Atk: +12/+7 melee (1d8+6, +1 Flail); AL LE; SV Fort +7, Ref +2, Will +3; Str 16, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Knowledge (Arcana) +4, Ride +7, Sense Motive +3, Spellcraft +5; Improved Initiative, Power Attack, Cleave, Improved Sunder, Weapon Focus (Flail), Improved Sunder, Weapon Specialization (Flail).

Possessions: +1 Flail, Masterwork Heavy Mace, Short Sword, Dagger, Light Crossbow, +1 Full Plate, +1 Heavy Mithral Shield, Cloak of Resistance, Potion of Bull's Strength, Potion of Cure Serious Wounds.

Hextorite: Male human, Clr7; CR 7; Medium humanoid; HD 7d8+7; hp 45; Init +5; Spd 20 ft./X4; AC 20, touch 12, flat-footed 19; BAB/Grp: +5/+8; Atk/Full Atk: +10 melee (1d8+3, Masterwork Flail) or +6 ranged (1d8, Light Crossbow); AL LE; SV Fort +6, Ref +3, Will +8; Str 16, Dex 12, Con 12, Int 8, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Heal +6, Knowledge (Religion) +3, Spellcraft +2; Improved Initiative, Maximize Spell, Divine Metamagic (Maximize Spell), Divine Vigor.

Spells: (6/5+1/4+1/3+1/1+1); Base DC = 13 + spell level; 0 – Detect Magic (2), Read Magic, Guidance (2), Resistance; 1st – Magic Weapon*, Bane, Bless, Cause Fear (2), Remove Fear; 2nd – Spiritual Weapon*, Cure Moderate Wounds, Hold Person, Sound Burst (2); 3rd – Contagion*, Blindness/Deafness, Invisibility Purge, Magic Circle Against Good; 4th – Divine Power*, Recitation.

*Domain Spells; *Domains:* War (Martial Weapon Proficiency (Flail), Weapon Focus (Flail)); Destruction (Smite 1/day for +4 to hit and +7 to damage).

Possessions: Masterwork Flail, Flail, Light Crossbow, +1 Breastplate, +1 Light Mithral Shield, Ring of Protection +1, Periapt of Wisdom +2.

Dire Wolf (4): CR 3; Large Animal; HD 6d8+18; hp 52, 52, 50, 50; see *Monster Manual* page 65.

Guard Group B

City Guard: Male human, Ftr7/Blk1; CR 8; Medium humanoid; HD 8d10+24; hp 76; Init +6; Spd 20 ft./X3; AC 19, touch 12, flat-footed 17; BAB/Grp: +8/+11; Atk: +11 melee (2d8+7, +1 Large Heavy Flail) or +12 melee (1d8+3, Masterwork Heavy Mace) or +11 melee (1d6+3, Short Sword) or +10 ranged (1d8, Light Crossbow); Full Atk: +11/+6 melee (2d8+7, +1 Large Heavy Flail) or +12/+7 melee (1d8+3, Masterwork Heavy Mace) or +11/+6 melee (1d6+3 Short Sword); AL LE; SV Fort +10, Ref +4, Will +1; Str 16, Dex 14, Con 16, Int 8, Wis 8, Cha 10.

Skills and Feats: Hide +6, Intimidate +2, Knowledge Religion +2, Ride +6; Improved Initiative, Power Attack, Cleave, Improved Sunder, Weapon Focus (Heavy Flail), Weapon Specialization (Heavy Flail), Monkey Grip.

Possessions: +1 Large Heavy Flail, Masterwork Heavy Mace, Short Sword, Dagger, Light Crossbow, +2 Mithral Breast Plate, Potion of Enlarge Person, Potion of Bull's Strength.

Clergy: Female human, Clr7/WaP1; CR 8; Medium humanoid; HD 7d8+7 plus 1d10+1; hp 52; Init +1; Spd 20ft./X3; AC 20, touch 12, flat-footed 19; BAB/Grp: +6/+9; Atk: +11 melee (1d8+3, Masterwork Flail) or +10 melee (1d8+3, Flail) or +8 ranged (1d8, Masterwork Crossbow); Full Atk: +11/+6 melee (1d8+3, Masterwork Flail); AL LE; SV Fort +9, Ref +4, Will +8; Str 16, Dex 12, Con 12, Int 8, Wis 15, Cha 10.

Skills and Feats: Concentration +5, Diplomacy +10, Sense Motive +7; Combat Casting, Extra Turning, Maximize Spell, Divine Metamagic (Maximize Spell).

Spells: (6/5+1/4+1/2+1/1+1); Base DC = 12 + spell level, or 13 + spell level for Enchantment spells; 0th – Detect Magic (2), Read Magic, Guidance (2), Resistance; 1st – Magic Weapon* (2), Bane, Bless, Cause Fear, Remove Fear; 2nd – Enthrall*, Cure Moderate Wounds, Hold Person, Sound Burst (2); 3rd – Contagion*, Blindness/Deafness, Invisibility Purge; 4th – Divine Power*, Inflict Critical Wounds.

*Domain Spells; *Domains:* War (Martial Weapon Proficiency (Flail), Weapon Focus (Flail)); Destruction (Smite 1/day for +4 to hit and +7 to damage); Domination (Spell Focus (Enchantment)).

Possessions: Masterwork Flail, Flail, Masterwork Light Crossbow, +1 Breastplate, +1 Light Mithral Shield, Cloak of Resistance, Potion of Cure Moderate Wounds (X2).

Advanced Hell Hound (4): CR 4; Medium Outsider (Lawful, Evil, Fire, Extraplanar); HD 7d8+7; hp 45; Init

+5; Spd 40ft.; AC 16, touch 11, flat-footed 15; Base Atk/Grp: +7/+8; Atk/Full Atk: +8 melee (2d6+1 plus 1d6 fire, bite); SA Breath weapon, fiery bite; SQ Darkvision 60ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +6, Ref +6, Will +5; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +15, Jump +14, Listen +9, Move Silently +15, Spot +9, Survival +9; Improved Initiative, Improved Natural Attack (bite), Run, Track.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Encounter Four (A), EL 9

Counterspy (2): Male half-fiend, Rng4; CR 5; Medium Outsider (Native) (Augmented Humanoid); HD 4d8+12; hp 35; Init +4; Spd 30 ft./X4, Fly 30ft. (average); AC 22, touch 15, flat-footed 19; BAB/Grp: +4/+9; Atk: +10 melee (1d8+5, Masterwork Flail), or +9 melee (1d4+2, Claw) or +10 ranged (1d8+5, +1 Composite Longbow [+4]); Full Atk: +10 melee (1d8+5, Masterwork Flail) and +7 melee (1d4+2, Claw) and +7 melee (1d6+5, Bite), or +9/+9 melee (1d4+2, 2 Claws) and +7 melee (1d6+5 Bite), or +8/+8 ranged (1d8+5, +1 Composite Longbow [+4]); SQ: Darkvision 60ft., favored enemy (human), immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, damage reduction 5/magic, a half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction; SR 14; AL LE; SV Fort +6, Ref +3, Will -1; Str 20, Dex 18, Con 16, Int 10, Wis 8, Cha 12.

Skills and Feats: Knowledge (The Planes) +3, Listen +6, Move Silently +11, Search +2, Spot +6, Survival +6, Tumble +7; Improved Natural Armor, Multiattack, Power Attack.

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal +4 damage against a good foe.

Spell-Like Abilities (Sp): Darkness 3/day, Desecrate 1/day; Caster Level 4th.

Possessions: +1 Mithral Chain Shirt, Masterwork Flail, +1 Composite Longbow (+4), Ring of Protection +1, Potion of Blur, Potion of Shield of Faith +2, 90gp.

See Monster Manual page 147 for description.

Large Fire Elemental (2): CR 5; Large Elemental (Fire, Extraplanar); HD 8d8+24 hp 68; see *Monster Manual* page 98.

Encounter Four (B), EL 9

Impostor Printer: Male human, Mnk7; CR 7; Medium Humanoid; HD 7d8+7; hp 45; Init +4; Spd 50 ft./X4; AC 19, touch 18, flat-footed 17; BAB/Grp: +5/+5; Atk: +10 melee (1d8+1, Unarmed Strike; Full Atk: +9/+9 melee (1d8+1, Unarmed Strike – Flurry of Blows); SA Flurry of Blows (-1), Stunning Fist 8/day (DC 17 Fort save resists); SQ Fast Movement, Still Mind, Slow Fall 30 ft., Ki strike (magic), Evasion, Purity of Body, Wholeness of Body; AL LE; SV Fort +7, Ref +10, Will +8; Str 10, Dex 18, Con 12, Int 11, Wis 16, Cha 8.

Skills and Feats: Escape Artist +14, Hide +14, Listen +12, Move Silently +14, Tumble +14; Blind-Fight, Dodge, Improved Trip, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Finesse, Combat Reflexes.

Possessions: Potion of Mage Armor, Potion of Cat's Grace, Potion of Shield of Faith +3, Elixir of Truth, Smoking Bottle, Ring of Protection +1, Amulet of Mighty Fists.

Displacer Beast (3): CR 4; Large Magical Beast; HD 6d10+18; hp 60; see *Monster Manual* page 66.

Encounter Eight, EL 11

Scout (2): Male human half-fiend, Clr3/Ftr2; CR 7; Medium Outsider (Native); HD 3d8+2d10+15; hp 50; Init +3; Spd 20 ft./X3, Fly 30ft. (Average); AC 20, touch 14, flat-footed 17; BAB/Grp: +4/+9; Atk: +10 melee (1d8+8, +1 Lance) or +10 melee (1d8+5, Masterwork Flail) or +8 ranged (1d8, Masterwork Light Crossbow); SA Smite good; SQ Darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, DR 5/magic, a half-fiend's natural weapons are considered magical for the purpose of overcoming damage reduction; SR 15; AL LE; SV Fort +9, Ref +4, Will +5; Str 20, Dex 16, Con 16, Int 10, Wis 14, Cha 12.

Skills and Feats: Concentration +7, Intimidate +5, Ride +10; Mounted Combat, Ride-By Attack, Spirited Charge, Quickdraw.

Spells: (4/3+1/2+1; Base DC = 12 + spell level); o – Detect Magic, Guidance, Resistance, Guidance; 1st – Magic Weapon*, Bane, Magic Weapon, Cure Light Wounds; 2nd – Spiritual Weapon*, Bull's Strength, Sound Burst.

*Domain Spells; *Domains:* War (Martial Weapon Proficiency (Flail), Weapon Focus (Flail)); Destruction (Smite 1/day +4 to attack and +3 to damage).

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to +5 against a good foe.

Spell-Like Abilities (Sp): (Caster Level 5th) 3/day – Darkness; 1/day – Desecrate, Unholy Blight.

Possessions: +1 Dragonhide Breastplate, +1 Lance, Masterwork Light Crossbow, Ring of Protection +1, Potion of Cure Light Wounds (X2).

Advanced Achaierai (2): CR 7; Large Outsider (Lawful, Evil, Extraplanar); HD 10d8+20; hp 80; Init +1; Spd 50 ft.; AC 25, touch 10, flat-footed 24; Base Atk/Grp: +10/+18; Atk: +14 melee (2d6+5, claw); Full Atk: +14/+14 melee (2d6+5, 2 claws) and +8 melee (4d6+2, bite); Space/Reach: 10ft./10 ft.; SA Black cloud; SQ Darkvision 60ft.; SR 19; AL LE; SV Fort +7, Ref +6, Will +7; Str 20, Dex 13, Con 14, Int 11, Wis 14, Cha 16.

Skills and Feats: Balance +14, Climb +17, Diplomacy +9, Hide +10, Jump +25, Listen +15, Move Silently +14, Sense Motive +15, Spot +15; Dodge, Mobility, Spring Attack, Weapon Focus (claw), Elusive Target.

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic, black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level 18th). The save DC is Constitution based.

Possessions: +1 Chain shirt barding.

Encounter X, EL 11

Hound Archon (6): CR 4; Medium Outsider (Lawful, Good, Extraplanar, Archon); hp 51; see *Monster Manual* page 16.

Celestial Griffon (6): CR 5; Large Magical Beast (Extraplanar); HD 7d10+21; hp 67; Init +2; Spd 30ft./X3, Fly 80ft. (average); AC 17, touch 11, flat-footed 15; BAB/Grp +7/+15; Atk: +12 melee (2d6+4, bite); Full Atk: +12 melee (2d6+4, bite) and +8/+8 (1d4+2, 2 claws); Space/Reach 10ft./5ft.; SA Pounce, rake (1d6+2), smite evil; SQ Darkvision 60ft., damage reduction 5/magic, the celestial griffon's natural attacks are considered magical for the purpose of overcoming damage reduction, lowlight vision, resistance to acid 5, cold 5, and fire 5, scent; SR 12; AL NG; SV Fort +8, Ref +7, Will +5; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite).

Smite Evil (Su): Once per day the celestial griffon can make a normal melee attack to deal +7 damage against an evil foe.

Combat Appendix – APL 10

Encounter One, EL 12

Guard Group A

Bully Tax Collector: Male human, Ftr5/Occ4; CR 7; Medium humanoid; HD 5d10+4d8+27; hp 81; Init +6; Spd 20 ft./X3; AC 23, touch 12, flat-footed 22; BAB/Grp: +9/+12; Atk: +14 melee (1d10+6, Masterwork Heavy Flail) or +13 melee (1d8+3, Masterwork Heavy Mace) or +12 melee (1d6+3, Short Sword) or +11 ranged (1d8, Light Crossbow); Full Atk: +14/+9 melee (1d10+6, Masterwork Heavy Flail) or +13/+8 melee (1d8+3, Masterwork Heavy Mace) or +12/+7 melee (1d6+3, Short Sword); AL LE; SV Fort +9, Ref +5, Will +5; Str 16, Dex 14, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Knowledge (Arcana) +4, Ride +9, Sense Motive +5, Spellcraft +7; Improved Initiative, Power Attack, Cleave, Improved Sunder, Quickdraw, Weapon Focus (Heavy Flail), Improved Sunder, Weapon Specialization (Heavy Flail), Power Critical (Heavy Flail).

Possessions: Masterwork Heavy Flail, Masterwork Heavy Mace, Short Sword, Dagger, Light Crossbow, +2 Full Plate, Ring of Protection +1, Cloak of Resistance, Potion of Bull's Strength, Potion of Cure Serious Wounds.

Hextorite: Male human, Clr9; CR 9; Medium humanoid; HD 9d8+9; hp 66; Init +5; Spd 20 ft./X4; AC 19, touch 11, flat-footed 18; BAB/Grp: +6/+9; Atk: +11 melee (1d8+4 plus 1d6 fire, +1 Flaming Flail) or +11 melee (1d8+3, Masterwork Flail) or +7 ranged (1d8, Light Crossbow); AL LE; SV Fort +8, Ref +5, Will +11; Str 16, Dex 12, Con 12, Int 8, Wis 18, Cha 10.

Skills and Feats: Concentration +13, Heal +7, Knowledge (Religion) +4, Spellcraft +3; Improved Initiative, Maximize Spell, Divine Metamagic (Maximize Spell), Divine Vigor, Improved Toughness.

Spells: (6/5+1/5+1/4+1/3+1/1+1); Base DC = 14 + spell level; 0th – Detect Magic (2), Read Magic, Guidance (2), Resistance; 1st – Magic Weapon*, Bane, Bless, Cause Fear (2), Remove Fear; 2nd – Spiritual Weapon*, Cure Moderate Wounds, Hold Person, Sound Burst (2), Silence; 3rd – Contagion*, Blindness/Deafness, Invisibility Purge, Magic Circle Against Good, Searing Light; 4th – Divine Power*, Recitation, Freedom of Movement; 5th – Flame Strike*, Insect Plague.

*Domain Spells; *Domains:* War (Martial Weapon Proficiency (Flail), Weapon Focus (Flail)); Destruction (Smite 1/day for +4 to hit and +9 to damage).

Possessions: +1 Flaming Flail, Masterwork Flail, Light Crossbow, +1 Breastplate, +1 Light Mithral Shield, Periapt of Wisdom +2, Potion of Owl's Wisdom, Potion of Cure Serious Wounds (2).

Nessian Warhound: CR 9; Large Outsider (Lawful, Evil, Fire, Extraplanar); HD 12d8+60; hp 125; see *Monster Manual* page 151.

OR

Guard Group B

City Guard: Male human, Ftr7/Blk2; CR 9; Medium humanoid; HD 9d10+27; hp 94; Init +6; Spd 20 ft./X3; AC 20, touch 13, flat-footed 18; BAB/Grp: +9/+12; Atk: +12 melee (2d8+7 plus 1d6 Electricity, +1 Large Shocking Heavy Flail) or +13 melee (1d8+3, Masterwork Heavy Mace) or +12 melee (1d6+3, Short Sword) or +11 ranged (1d8, Light Crossbow); Full Atk: +12/+7 melee (2d8+7 plus 1d6 Electricity, +1 Large Shocking Heavy Flail) or +13/+8 melee (1d8+3, Masterwork Heavy Mace) or +12/+7 melee (1d6+3, Short Sword); AL LE; SV Fort +12, Ref +5, Will +2; Str 16, Dex 14, Con 16, Int 8, Wis 8, Cha 10.

Skills and Feats: Hide +6, Intimidate +4, Knowledge Religion +2, Ride +6; Improved Initiative, Power Attack, Cleave, Improved Sunder, Weapon Focus (Heavy Flail), Weapon Specialization (Heavy Flail), Monkey Grip, Improved Toughness, Power Critical (Heavy Flail).

Possessions: +1 Large Shocking Heavy Flail, Masterwork Heavy Mace, Short Sword, Dagger, Light Crossbow, +2 Mithral Breast Plate, Ring of Protection +1, Potion of Enlarge Person, Potion of Bull's Strength, Cloak of Resistance.

Clergy: Female human, Clr7/WaP2; CR 8; Medium humanoid; HD 7d8+2d10+9; hp 59; Init +1; Spd 20ft./X3; AC 20, touch 12, flat-footed 19; BAB/Grp: +7/+10; Atk: +12 melee (1d8+4 plus 1d6 fire, +1 Flaming Flail) or +12 melee (1d8+3, Masterwork Flail) or +9 ranged (1d8, Masterwork Crossbow); Full Atk: +12/+7 melee (1d8+4 plus 1d6 fire, +1 Flaming Flail) or +12/+7 melee (1d8+3, Masterwork Flail); AL LE; SV Fort +10, Ref +4, Will +9; Str 16, Dex 12, Con 12, Int 8, Wis 16, Cha 10.

Skills and Feats: Concentration +7, Diplomacy +10, Sense Motive +7; Combat Casting, Extra Turning, Maximize Spell, Divine Metamagic (Maximize Spell), Extra Smiting.

Spells: (6/5+1/4+1/4+1/2+1; Base DC = 13 + spell level, or 14 + spell level for Enchantment spells); 0th – Detect Magic (2), Read Magic, Guidance (2), Resistance; 1st –

Magic Weapon* (2), Bane, Bless, Cause Fear, Remove Fear; 2nd – Enthral*, Cure Moderate Wounds, Hold Person, Sound Burst (2); 3rd – Contagion*, Blindness/Deafness (2), Invisibility Purge, Magic Circle Against Good; 4th – Divine Power*, Inflict Critical Wounds, Recitation.

*Domain Spells; Domains: War (Martial Weapon Proficiency (Flail), Weapon Focus (Flail)); Destruction (Smite 4/day for +4 to hit and +9 to damage); Domination (Spell Focus (Enchantment)).

Possessions: +1 Flaming Flail, Masterwork Flail, Masterwork Light Crossbow, +1 Breastplate, +1 Light Mithral Shield, Cloak of Resistance, Potion of Cure Moderate Wounds (X2), Periapt of Wisdom +2.

Nessian Warhound (2): CR 9; Large Outsider (Lawful, Evil, Fire, Extraplanar); HD 12d8+60; hp 125; see *Monster Manual* page 151.

Encounter Four (A), EL 11

Counterspy: Male half-fiend, Rng6/Rog1; CR 9; Medium Outsider (Native) (Augmented Humanoid); HD 6d8+1d6+21; hp 58; Init +5; Spd 30 ft./X4, Fly 30ft. (average); AC 23, touch 16, flat-footed 18; BAB/Grp: +6/+10; Atk: +12 ranged (1d8+5, +1 Mighty Composite Longbow [+4]), or +11 melee (1d10+6, Masterwork Bastard Sword) or +10 melee (1d4+2, Claw); Full Atk: +12/+7 melee (1d8+5, Mighty Composite Longbow [+4]) or +11/+6 melee (1d10+6, Masterwork Bastard Sword) and +9 melee (1d4+2, Claw) and +9 melee (1d6+4, Bite), or +10/+10 melee (1d4+2, 2 Claws) and +8 melee (1d6+4 Bite), or +10/+10 ranged (1d8+5, +1 Mighty Composite Longbow [+4]) or +8/+8/+3 ranged (1d8+5, +1 Mighty Composite Longbow [+4]); SA Sneak attack (+1d6); SQ: Darkvision 60ft., favored enemy (human +4, elf +2), immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, damage reduction 5/magic, a half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction, combat style (archery), improved combat style (archery), trapfinding; SR 17; AL LE; SV Fort +8, Ref +12, Will +2; Str 18, Dex 20, Con 16, Int 10, Wis 10, Cha 12.

Skills and Feats: Hide +15, Knowledge (The Planes) +3, Listen +7, Move Silently +12, Search +10, Spot +9, Survival +7, Tumble +8; Dodge, Mobility, Point Blank Shot, Precise Shot, Track, Endurance.

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal +4 damage against a good foe.

Spell-Like Abilities (Sp): Darkness 3/day, Desecrate 1/day, Unholy Blight 1/day, Poison 3/day; Caster Level 7th.

Possessions: +2 Mithral Chain Shirt, Masterwork Bastard Sword, +1 Mighty Composite Longbow (+4), Potion of

Blur, Potion of Shield of Faith +2, Potion of Cat's Grace, Potion of Bull's Strength.

See *Monster Manual* page 147 for description.

Huge Fire Elemental (2): CR 7; Huge Elemental (Fire, Extraplanar); HD 16d8+64 hp 150; see *Monster Manual* page 98.

Encounter Four (B), EL 11

Impostor Printer: Male human, Mnk9; CR 9; Medium Humanoid; HD 9d8+9; hp 57; Init +4; Spd 60 ft./X4; AC 21, touch 20, flat-footed 18; BAB/Grp: +6/+6; Atk: +11 melee (2d6+1, Unarmed Strike; Full Atk: +11/+11/+6 melee (2d6+1, Unarmed Strike – Flurry of Blows); SA Flurry of Blows, Stunning Fist 9/day (DC 18 Fort save resists); SQ Fast Movement, Still Mind, Slow Fall 40 ft., Ki strike (magic), Improved Evasion, Purity of Body, Wholeness of Body; AL LE; SV Fort +8, Ref +11, Will +11; Str 10, Dex 18, Con 12, Int 10, Wis 18, Cha 8.

Skills and Feats: Escape Artist +14, Hide +14, Listen +12, Move Silently +14, Tumble +14; Blind-Fight, Dodge, Improved Trip, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Finesse, Combat Reflexes, Spring Attack.

Possessions: Potion of Mage Armor, Potion of Cat's Grace, Potion of Shield of Faith +3, Elixir of Truth, Smoking Bottle, Ring of Protection +1, Amulet of Mighty Fists +1, Monk's Belt, Cloak of Resistance.

Displacer Beast (6): CR 4; Large Magical Beast; HD 6d10+18; hp 60; see *Monster Manual* page 66.

Encounter Eight, EL 13

Scout (2): Male human half-fiend, Clr3/Ftr3; CR 8; Medium Outsider (Native); HD 3d8+3d10+18; hp 59; Init +3; Spd 20 ft./X3, Fly 30ft. (Average); AC 21, touch 14, flat-footed 17; BAB/Grp: +5/+10; Atk/Full Atk: +11 melee (1d8+8, +1 Lance) or +11 melee (1d10+8, +1 Heavy Flail) or +9 ranged (1d8, Masterwork Light Crossbow); SA Smite good; SQ Darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, DR 5/magic, a half-fiends natural weapons are considered magical for the purpose of overcoming damage reduction; SR 16; AL LE; SV Fort +9, Ref +4, Will +5; Str 20, Dex 16, Con 16, Int 10, Wis 14, Cha 12.

Skills and Feats: Concentration +7, Intimidate +5, Ride +10; Mounted Combat, Ride-By Attack, Spirited Charge, Quickdraw.

Spells: (4/3+1/2+1; Base DC = 12 + spell level); o – Detect Magic, Guidance, Resistance, Guidance; 1st – Magic Weapon*, Bane, Magic Weapon, Cure Light Wounds; 2nd – Spiritual Weapon*, Bull's Strength, Sound Burst.

*Domain Spells; Domains: War (Martial Weapon Proficiency (Flail), Weapon Focus (Flail)); Destruction (Smite 1/day +4 to attack and +3 to damage).

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to +6 against a good foe.

Spell-Like Abilities (Sp): (Caster Level 6th) 3/day – Darkness; 1/day – Desecrate, Unholy Blight.

Possessions: +2 Dragonhide Breastplate, +1 Lance, Masterwork Light Crossbow, Ring of Protection +1, Potion of Cure Light Wounds (X2).

Advanced Achaierai (2): CR 10; Huge Outsider (Lawful, Evil, Extraplanar); HD 15d8+30; hp 130; Init +1; Spd 50 ft.; AC 26, touch 11, flat-footed 24; Base Atk/Grp: +15/+23; Atk: +19 melee (3d6+5, claw); Full Atk: +19/+19 melee (3d6+5, 2 claws) and +13 melee (4d6+2, bite); Space/Reach: 10ft./10 ft.; SA Black cloud; SQ Darkvision 60ft.; SR 19; AL LE; SV Fort +7, Ref +6, Will +7; Str 20, Dex 14, Con 16, Int 10, Wis 14, Cha 14.

Skills and Feats: Balance +19, Climb +22, Diplomacy +14, Hide +15, Jump +30, Listen +20, Move Silently +19, Sense Motive +20, Spot +20; Dodge, Mobility, Spring Attack, Weapon Focus (claw), Elusive Target, Improved Natural Attack (claw).

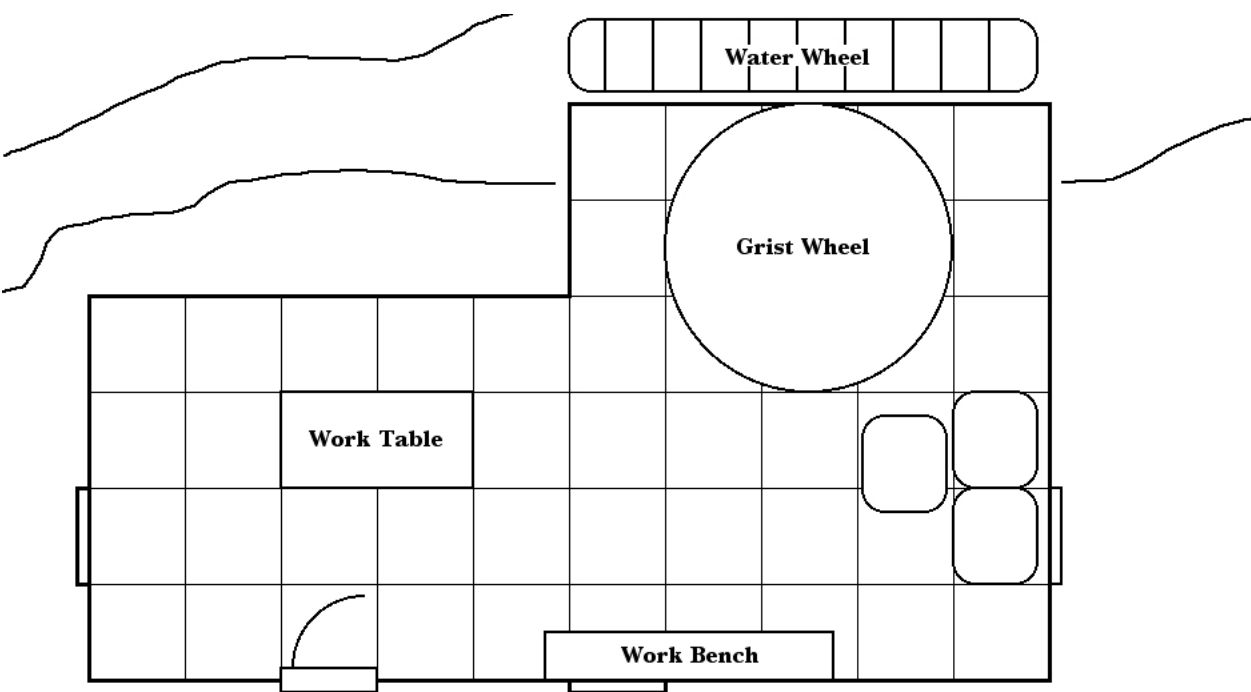
Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic, black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 16 Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level 18th). The save DC is Constitution based.

Encounter X, EL 13

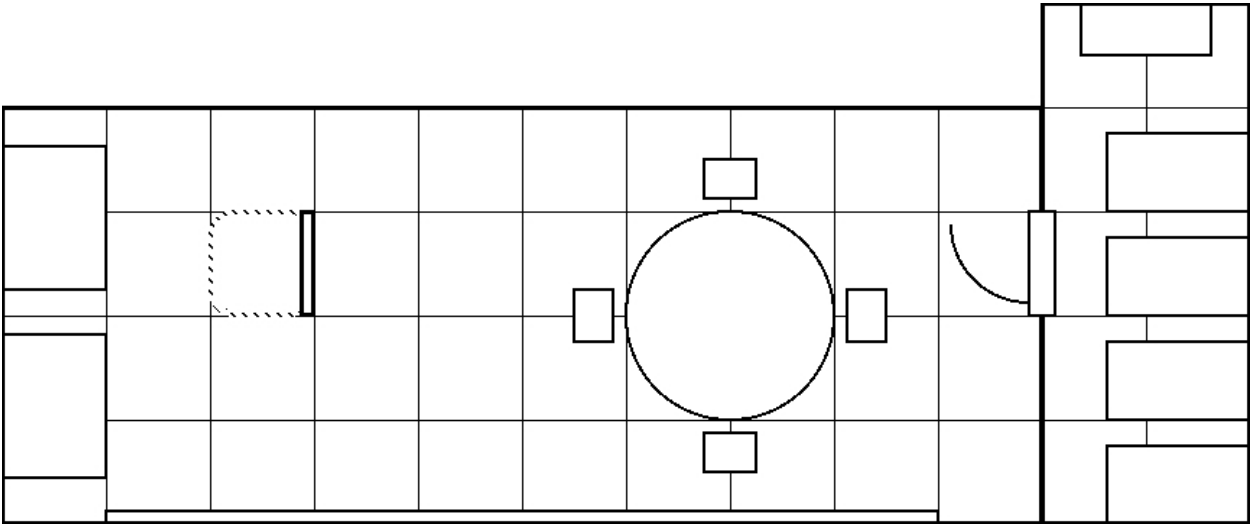
Celestial Charger: CR13; Large Magical Beast; HD 8d10+7d8+75; hp 165; see *Monster Manual* page 250.

Appendix B – Maps

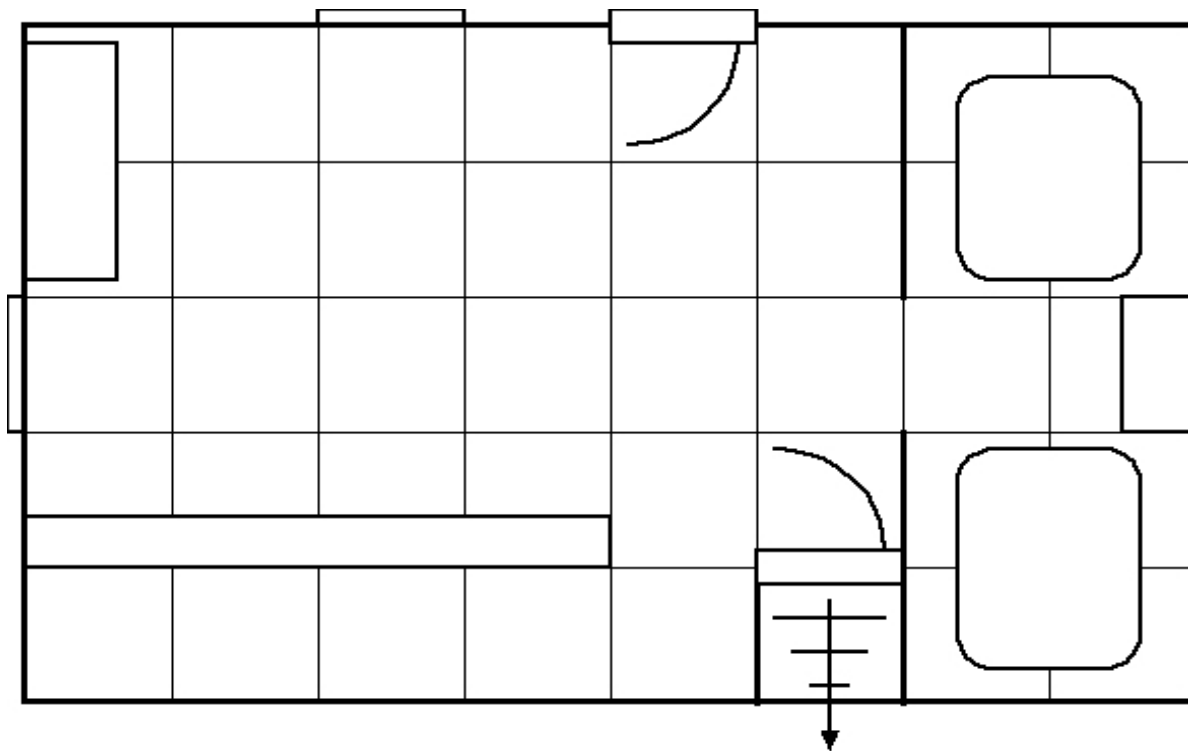
Arndulanth Grist Mill, Ground Level.



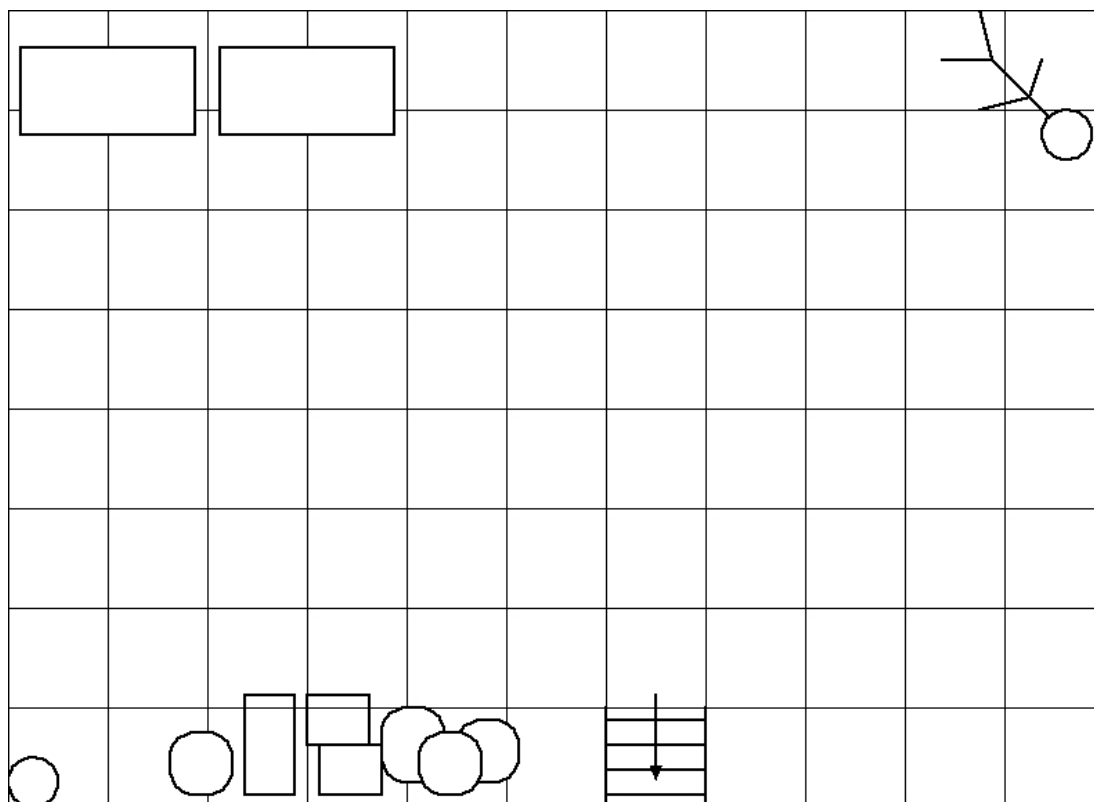
Arndulanth Grist Mill, Lower Level (Intelligence Base).



Shantadern Printer's Shop, Ground Level.



Shantadern Printer's Shop, Lower Level.



Appendix C – Template Information

Warpriest (*Complete Divine*)

Hit Die: d10

REQUIREMENTS

To qualify to become a warpriest, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Diplomacy 8 ranks, Sense Motive 5 ranks.

Feats: Combat Casting

Spells: Able to cast at least one divine spell from one of the following domains' spell lists: Destruction, Protection, Strength, or War. A character who can cast at least one spell from a domain counts as having access for this purpose.

Special: Ability to turn or rebuke undead.

CLASS SKILLS

The warpriest's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (history) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

The Warpriest

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+1	+2	+0	+0	Bonus domain, rally, turn or rebuke undead	–
2	+2	+3	+0	+0	Inflame +2	+1 level of existing divine spellcasting class
3	+3	+3	+1	+1	Mass cure light wounds	–
4	+4	+4	+1	+1	Inflame +4	+1 level of existing divine spellcasting class
5	+5	+4	+1	+1	Fear aura	–
6	+6	+5	+2	+2	Heroes' feast, inflame +6	+1 level of existing divine spellcasting class
7	+7	+5	+2	+2	Haste	–
8	+8	+6	+2	+2		+1 level of existing divine spellcasting class
9	+9	+6	+3	+3	Mass heal	–
10	+10	+7	+3	+3	Implacable foe, inflame +8	+1 level of existing divine spellcasting class

CLASS FEATURES

All of the following are class features of the warpriest prestige class.

Weapon and Armor Proficiency: Warpriests gain proficiency with all simple and martial weapons, with all types of armor, and shields (including tower shields).

Spells per Day / Spells Known: A warpriest continues advancing in divine spellcasting ability. When a warpriest gains a new even-numbered level, the character gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent remove disease, and so on).

For example, an 8th-level cleric / 2nd level warpriest gains divine spells per day as if he had risen to 9th level as a cleric. When he next gains a level as a warpriest, making him an 8th-level cleric / 3rd-level warpriest, his number of divine spells does not change; but when he improves his warpriest levels to 4th, he gains divine spells per day as if he had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before he became a warpriest, the player must decide which class to assign each even-numbered level of warpriest for the purpose of determining divine spells per day and spells known.

Bonus Domain: At 1st level, a warpriest gains the Glory domain (if he turns undead) or the Domination domain (if he rebukes undead).

Rally (Ex): A warpriest who is currently not suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus per warpriest level.

Turn or Rebuke Undead (Su): Levels of warpriest stack with any of the character's cleric or paladin levels when turning or rebuking undead.

Inflame (Ex): As a full-round action, the warpriest can inflame the passions of his allies. All who can hear the warpriest gain a morale bonus on saving throws against any charm or fear effect. The bonus begins at +2 for a 2nd-level warpriest and increases by +2 for each even-numbered level thereafter (+4 at 4th level, +6 at 6th level, and so on). The effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest. The warpriest also gains this bonus.

Mass Cure Light Wounds (Sp): Starting at 3rd level, a warpriest can use mass cure light wounds once per day as a spell-like ability. Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Fear Aura (Su): Once per day starting at 5th level, a warpriest can emanate a fear aura in a 20-foot radius for 1 round per level. Foes must make a Will save (DC 10 + warpriest's class level + warpriest's Cha modifier) or be affected as if by a fear spell.

Heroes' Feast (Sp): Once per day, a warpriest of 6th level or higher can use heroes' feast as a spell-like ability.

Haste (Sp): At 7th level, a warpriest gains the ability to use haste three times per day as a spell-like ability.

Mass Heal (Sp): Once per day, a warpriest of 9th level or higher can use heroes' feast as a spell-like ability. Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Implacable Foe (Su): At 10th level the warpriest can channel positive (or negative) energy to keep allies fighting even after suffering mortal wounds. Activating this ability requires only a move action, but the warpriest must concentrate to maintain it each round after that.

While active, the warpriest emanates an aura with a 100-foot radius. Allies within the radius may ignore the effects of being reduced to 0 or less hp. However, any creature reduced to -20 hp dies immediately. When the effect ends, or if a creature moves more than 100 feet from the warpriest, the normal effects of the damage apply immediately.

If the warpriest normally turns undead, this ability affects living allies. If the warpriest normally rebukes undead, this ability affects undead allies.

The Occult Slayer

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Magical Defense +1, Weapon Bond
2 nd	+2	+0	+0	+3	Vicious Strike, Mind over Magic 1/day
3 rd	+3	+1	+1	+3	Auravision, Magical Defense +2
4 th	+4	+1	+1	+4	Mind over Magic 2/day, Nondetection Cloak
5 th	+5	+1	+1	+4	Blank Thoughts, Magical Defense +3

Requirements

To qualify to become an occult slayer, a character must fulfill all of the following criteria.

Base Attack Bonus: +5

Skills: Knowledge (arcana) 4 ranks, Spellcraft 3 ranks

Feats: Improved Initiative, Weapon Focus (any weapon)

Class Skills

The occult slayer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int)

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the occult slayer prestige class.

Weapon and Armor Proficiency: Occult slayers are proficient with all simple and martial weapons and all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult Slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with her chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with the chosen weapon against a spellcaster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else--no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divination equivalent to a *nondetection* spell (caster level equals the character's occult slayer level), except that it affect only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

Domination Domain

The Domination Domain is found in Complete Divine. However for purposes of this scenario the only item of importance is the Spell Focus Enchantment granted domain power. This functions as the Spell Focus feat from the Player's Handbook.

Players Handout #1a – Grey Watch Letter

This letter was found underneath one of the beds in the abandoned gristmill in Arndulanth.

Friends,

Your work in Arndulanth is much appreciated, but our King has more urgent need of you now in Hendrenn Halgood.

Our liege's brother is making every effort to track the King down and kill him, so we must do our best to make sure that Sewardt is deceived.

Close up shop there as quickly as possible and meet me at our previously arranged rendezvous point.

-Sparrow

Players Handout #2a – Orders

This document was found on the body of one of the people who tried to destroy the Grey Watch station in the old mill in Arndulanth.

Zhentral,

Once you have finished with the Grey Watch spies in Arndulanth, proceed to our station outside of Hendrenn Halgood. Desther's forces are ready to strike there within the month. If the Emperor's misbegotten older brother is there, as we have been told, then we will need your help to take him alive.

-Marlonton

Players Handout #1b – Pro-Lynwerd Pamphlet

The following is the text of a pamphlet that is currently distributed throughout Southern Nyronnd. It is illustrated with flattering images of Lynwerd and landscapes of the Nyronnd countryside. There is also a very unflattering image of Sewardndt on the back, with a large cross through it.

HIS BY BIRTH, HIS BY RIGHT!

**ARE YOU A FRIEND OF NYRONND? OUR GOOD
KING LYNWERD HAS DEFENDED OUR
HOMELAND AND OUR LIBERTIES FOR YEARS.
WHY WOULD HE ABDICATE? THE ANSWER IS:
HE WOULDN'T!**

**SEWARNDT HAS DECEIVED US FROM THE
BEGINNING. IF YOU LOVE YOUR HOME AND THE
LIBERTIES THAT YOU'VE ENJOYED, REJECT THE
FALSE "EMPEROR" AND READY YOURSELF FOR
THE RETURN OF OUR KING!**

Player Handout #2b – Scarlet Brotherhood Message

This unfinished note was found in the former headquarters of the Loyalists in Shantadern. The agents of the Scarlet Brotherhood seem to have been planning to deliver it somewhere else soon. The ink is still wet.

Most Exalted Uncle,

The heretics here in Shantadern proved to be nothing more than some loosely organized commoners. These foul creatures you have provided me have made quick work of the seditionists we've found. Their leader, however, may actually have known something regarding the former ruler of this land. There is some indication that the Emperor's ill-fated brother is headed for the City of the Sun to the North, just as the Emperor suspected.

I recommend that we assist Nyron's new Lord in his imminent assault on ...

The message trails off as though the author was interrupted.

Player Handout #3 – Message for Dialwen

This sealed letter was given to you by the agent called Sparrow. You were instructed to deliver it to Dialwen without opening it.

Dialwen,

Thank you for your most recent report; I am relieved that Sewardt's forces have not yet attempted to occupy the region.

It appears our campaign of misinformation is keeping his attention spread out, just as we had hoped.

I apologize for the use of agents with whom you are unfamiliar. Our people are spread quite thin now, as you know, and I needed this message to get to you quickly.

The King has decided to move himself and the queen to a less-fortified but more secluded location. Be on the lookout for any sign of Sewardt's forces moving toward Woodwych. The King hopes to position himself closer to the safety of the Celadon and his allies there.

-Sparrow