

URC2-02



DESERTED DOMINION

A One-Round D&D[®] LIVING GREYHAWK[®]
County of Urnst Regional Adventure

Version 1

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Iuz and Redhand troops are amassing North of the Artonsamay River. Shouldn't the Countess's lands be a lot better defended? An adventure for characters level 1-6.

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

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

PREPARATION

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

Read this entire adventure at least once before running the event. Take time to review any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

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

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

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

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the County of Urnst. All characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

This adventure is part of the County of Urnst plot "Plundered." It is the sequel to "Mean and Devious" by Jay Hafner, however it is not a prerequisite to have played that scenario.

"Prince" Zeech Redhand is a Bandit Lord who is allied with Iuz and is a hated enemy of the County of Urnst. Zeech made a daring raid on the port of High Mardreth in 590, but the County of Urnst felt they couldn't retaliate openly, in fear that they may be breaking the Pact of Greyhawk, and worse, incurring the wrath of Iuz.

Zeech took advantage of this situation and has been quietly plundering the County of its resources. Lately, it's been slaves and stolen supplies from hobgoblin raids.

For slaves, he carefully chose people that wouldn't be missed, such as refugees and vagabonds. However, he couldn't resist attempting to capture the bounties on the

son of the County of Urnst's ambassador to Nyrond, and Ros Earlis, a well-known adventurer and enemy of the wizard Cranzer, one of the dreaded Boneheart of Iuz.

He found profitability in these raids when the Lesser Boneheart ruler of Rookroost, Cranzer began to require need of slaves for work in the dangerous silver mines of Riftcanyon.

In the adventure Mean and Devious, the characters thwarted the attempt on the Ambassador's son, however Ros Earlis was captured and was to be shipped to the Redhand port and capital of Alhaster.

On the trip to Alhaster, Ros Earlis escaped his bonds and made his way off the boat and to shore near Dominion. In the week since being freed, Earlis has been busy finding out who has been most active in Dominion with regard to the slave and plunder trade.

Ros discovered where the slavers regularly meet and was going to attempt to capture or kill them at their meeting place. However, his Mercenary unit, the Screaming Manticores met with an unfortunate encounter involving some harpies, and since then, he has also acquired the attention of another bounty hunter. The bounty hunter is one of the Boneheart's favorites, a werewolf named J'lann Shea.

Ros laid low while getting word to his old friend, Shandell Damian, the Ambassador to Nyrond. The Ambassador knew just the people to send in this situation. After all, they freed his only son from the bonds of slavery at Ardrinn. These people are the characters.

The characters are given a request by the County of Urnst's Ambassador to Nyrond, Shandell Damian to follow up on leads from the slaver activities in High Mardreth. They are instructed to find the so-called 'Man in Dominion,' and bring him to justice, alive! Those leads take them to the castle village of Dominion.

Along the way to Dominion the characters aid some local farmers in taking care of a monster problem. The farmers alert the characters that the patrols around Dominion have been scant, even with the much-exaggerated rumor of enemy troop build-ups in Trallant.

The characters move on and arrive at Dominion by night and are directed by the Innkeeper to go see the lieutenant of the garrison of Dominion castle. There, the lieutenant requests the aid of the characters in recovering the lost mercenary unit, the Screaming Manticores.

The characters head in the direction of where the mercenary unit was last seen. They encounter and defeat the harpies who have captured the leaders of the mercenary unit.

The mercenaries note that they were going to meet their former leader, Ros Earlis for a task. Since being captured by the harpies, they do not know where Ros is and direct the characters to ask around town while they reorganize the unit.

In town the characters can question the local cleric of Mayaheine, Seamstress, boatwright, guards, beggars, and finally the Seer. After inquiring with the Seer, they find that she knows that there is supposed to be a meeting of the slavers tonight and that Ros Earlis is soon to be found by a bounty hunter.

The characters are directed to the shore of the mighty river, Artonsamay where they encounter Ros in the midst of a fight with the werewolf J'lann Shea. After rescuing Ros, he shows them the way to the final encounter with the slavers.

The final encounter with the slavers is a meeting between the Zeech contact in Dominion, Rivas Khelom, and a lesser Boneheart wizard, Vox Saldir. They are accompanied by hobgoblins that are busy loading human prisoners onto a raft bound for Trallant, on the other side of the river.

The characters must confront the slavers in order to capture 'the Man in Dominion,' who is none other than the Lieutenant that tried to send them to their deaths with the harpies.

INTRODUCTION

Prior to reading the introduction, the DM needs to ask the players if they have played the adventure "Mean and Devious." Those players that have played that adventure should be given Handouts 1, 2, and 3 and allowed to read them prior to beginning the adventure. The handouts are from Shandell Damian, the County's ambassador to Nyrond. He is urging them to follow up on the lead featured at the conclusion of Mean and Devious.

Players who have not played Mean & Devious should find their own reasons for heading to Dominion. Perhaps it is for work as mercenaries, or to find adventure on the northern frontier.

It is the month of Readying (spring). Yesterday, your group plodded out of Radigast City and headed northwards to the fort-town of Dominion. The weather was overcast, dark and dreary the entire trip. Chilling rainstorms pummeled you every couple hours, and camp last night was miserable.

Today, you're closer to your destination, but a viscous fog has consumed the quiet countryside and your vision is limited to a mere thirty feet in all directions. There is only the creaking of traveling leather and the distant bleating of sheep in the nearly mute landscape.

This is a good time to have the characters introduce themselves.

ENCOUNTER 1: SLAUGHTERHOUSE

It is nearly dusk when the fog seems to be inhaled to the North as it sinks downward and away.

Erupting from the distant, sinking fog is a tower. As the fog continues to recede, walls and battlements become visible as well. Torches illuminate the dying light and there in the distance, are the sounds of a village preparing for the evening. Pots clang, calling children in to supper, the wooden clack of shutters and doors being closed to the cool night air. To either side of the road you walk, is fenced farmland.

Suddenly, sounds erupt from the darkening and dissipating fog to the East of the road. Screams rip through the night, alerting you to trouble.

The DM should consult DM's Map 1- Slaughterhouse.

One hundred feet from the road is a group of three farmhouses. Three men and one woman are screaming and banging pots and tools at monsters that are attacking their chickens, cows, and livestock. The farmers are non-combatants. Characters who make a successful Listen check (DC 15) determine that the screaming seems like it's in fear and intimidation.

The moderate darkness and remaining fog incur a 10% concealment miss chance for characters without *low light vision* or *darkvision*.

APL 2 (EL 3)

☛ **Ankheg:** hp 25; see *Monster Manual*.

Tactics: The one Ankheg is currently attempting to make off with a farmer's cow as the characters approach the scene. DM's should recall that if the character fails his save versus the Spit Acid, his exposed items must make the DC 14 saves also.

APL 4 (EL 5)

☛ **Ankhegs (2):** hp 25 each; see *Monster Manual*.

Tactics: One Ankheg is attacking the cow, while the other awaits the approach of another creature, most likely the characters or a farmer. Then it uses its burrowing ability to rise up from the ground (treated as a charge attack). DM's should recall that if the character fails his save versus the Spit Acid, his exposed items must make the DC 14 saves also.

APL 6 (EL 7)

☛ **Ankhegs, advanced (3):** hp 60 each; see Appendix I.

Tactics: Two Ankhegs are attacking the cow, while the other hides, awaiting the approach of another creature, most likely the characters. Then it uses its burrowing ability to rise up from the ground (treated as a charge attack). DM's should recall that if the character fails his save versus the Spit Acid, his exposed items must make the DC 14 saves also.

The human farmers while angry, are not brave enough to approach the Ankhegs in combat.

Development: After the battle, Wairn, the spokesperson for the six resident farmers approaches the party and thanks them for their help.

☛ **Wairn:** Male human Exp1.

Wairn is in his 60's and whistles through his teeth when he talks. He perpetually holds a pitchfork or other long-handled tool while communicating with the

characters. He is very talkative and openly begins speaking about the following:

- Since the Lord stopped sending out good patrols, these things have been happening. We've not seen a serious patrol around here in a couple weeks.
- The fog must be magical, hiding the monsters that the demon lord across the river is summoning. There must be thousands of them across in that accursed place, Trallant. (If a character casts detect magic, the fog turns out to be non-magical.)
- Hobgoblins raided near here just last week and there are lots more to come. Those creatures bring humans as shields so that the Lord Gellor's archers don't shoot at them.
- The lord of Dominion is Lord Mayor Wier Gellor
- It's unsafe to travel at night. Several people on the outer fringes of society: vagabonds, hermits, and now travelers have gone missing.
- There was a band of hobgoblins that raided the hamlets east of here and may still be in the area.

ENCOUNTER 2: ARRIVAL

Continuing down the road, you finally arrive at your destination. Dominion is on a hill a half-mile above the river. The road overlooks the valley, as game trails crisscross along the riverbanks. Above you, the high castle walls of Dominion appear to be topped by many torches. Below the walls and ahead on the road is the village inn. A painted sign reads "the Countess's Rest." The place appears warm and inviting.

The common area of the inn is clean, warmly lit by a fireplace and candles, and vacant except for the innkeeper and his wife. The party arrives just before the innkeeper is closing for the night.

The inn is of good quality and the innkeeper, Storl and his wife, Ketsy are friendly and openly loyal to the Countess. The inn is cheap since most mercenaries have left town. Rates for food and lodging are 5sp and 2gp per day respectively. He serves good wine, ale, and mead, but tends to shut down the small tavern area early (about 9 pm). Behind the bar is a portrait of a beautiful, golden-brown-haired woman in a stately satin gown with evidence of wizard symbols. A character with the Knowledge (local) or Knowledge (nobility) recognizes this painting to be of the Countess, Bellissica.

☛ **Storl:** Male human Exp3.

☛ **Ketsy:** Female human Exp3.

Storl can relay the following information if characters wish to speak with him:

- Storl is very loyal to the Countess and speaks highly of her.
- Storl lets the characters know that tomorrow they can seek employment with the Castle Lieutenant, Rivas Khelom. He tells them to go to the main castle entrance and ask around for him.
- There are only 3 or 4 mercenary bands that remain and the main one of those is the Screaming Manticores, they are famed for their loyalty to the Countess.
- These lands are part of the Archbarony of Dyvarna, the Countess's family lands. The area around Dominion is known as the Field Barony of Dominion and is administered by Lord Mayor Wier Gellor.
- The lands south of here, including Radigast City, are overseen by Lord Mayor Dekram Gellor and are also part of the Countess's family lands.

The characters should be encouraged to take this lodging and retire for the evening. They do not find any other adventure this night. Do not spend too much time on this encounter.

ENCOUNTER 3: THE CASTLE

Once the characters decide to leave the inn and head to the castle, read the following.

Morning brings new life to the fort-village of Dominion. Apparently, news of your deeds last night made it to town. The townsfolk seem to smile and wave in your direction, as if they've known you forever.

High walls, evenly spaced merlons, and mighty towers constructed of stone loom over you as you head to the main gate. A lone guard on the high wall above waves down to your group and then marches proudly to a tower in the same direction you're headed.

At the massive castle gatehouse, numerous windows and arrow slits stare emptily out at you. A steel-helmeted guard in plate armor, halberd, and a red tabard waves you heartily through the front gate.

A single pageboy hurriedly approaches you. The page takes you across the large, empty courtyard into the garrison barracks.

During the escort, the Page asks the characters about their actions last night and seems very proud to be in their presence. Even if the party failed to defeat the ankhegs, he and the rest of the town are impressed by their bravery.

He knocks on the door then motions you inside to a conference room that is sparsely furnished. Along the walls you notice various coats of arms and military banners. In the center of the room is a large elliptical table with seating for many people.

Standing at the far end of the room, staring out a bright window, you see the back of Lieutenant Khelom. With hair swept back, his elven heritage, though not pure, is evident.

"Please...sit down," he says with his back still turned away from you. "I have heard of your exploits of last evening. I know you have just arrived here, but I require capable persons for performing a most urgent mission. If your prowess of yester night is measure of your fitness, you are the persons I seek. I have no men of my own to spare from the protection of this citadel. Will you hear me out?"

The adventurers probably already have many questions, but when they are willing to listen, continue.

The lieutenant has an *amulet of nondetection* (acts like a permanent *nondetection* spell cast at 18th level of ability) he wears under his coat while in conference at the castle. He doesn't wear it to the final encounter, thus the characters do not ever find the amulet. Rivas Khelom's statistics, though unnecessary for this encounter, are listed in Appendix 1: NPCs.

"Several nights ago, the Screaming Manticores, a mercenary unit known for their loyalty to the Countess, marched out of Dominion without any explanation. Initially, we did not realize anything was in error. We thought that perhaps they were going to take care of another raid from across the river, but they did not return. I sent some men to find them, but rain had washed away the tracks, and I cannot spare having any troops away from Dominion for extended periods.

In these times, we face less tribute of manpower from southern Urnst, and most of our mercenaries have headed East for more action. We cannot afford to lose any soldiers, as hobgoblin raids and marauding monster attacks are increasing with alarming frequency.

Having the Manticores here is essential to the defense of Dominion. The garrison can only protect the keep itself. I need those men to patrol the area and scout the activities of malicious foes that occasionally make it to our side of the river.

I'm not sure if you can find them when even the Countess's own trackers couldn't find them, but I've got a feeling there's something special about your group. What is it that you call your mercenary band?

As incentive, I can pay you 50 gold crowns each and promise future employment as well. Will you go find them and convince them to return?

Rivas Khelom now attempts to answer any questions. He can relay the following to the characters:

- The unit was last seen heading east on the road running alongside the river.
- Mercenary troops usually break-up during travel and it is up to the leaders to get them back together. Find the leaders and the rest of the band shouldn't be hard to re-assemble.
- The river valley tends to be foggier this time of year, giving the enemy more chance to do their evils.

- Rivas' superior is Captain Tarn Lightfleck. The name of the Lord of Dominion is Lord Mayor Wier Gellor.
- The Lieutenant offers to sell them any items they want from the *Player's Handbook* at normal cost.

Development: If the characters refuse to accept this mission, the adventure is over.

ENCOUNTER 4: TORMENTORS FROM ABOVE

When the characters finally accept the terms of the mission, they should head east out of Dominion.

The east road is plain and in good condition and a sign ahead reads "To Hardwyn." The path winds in and out of short sandstone cliffs and groves of trees. The north view overlooks the mighty Artonsamay river valley and delta. The river itself looks nearly a quarter of a mile wide here and the valley itself is about four miles wide. On the opposite shore of the river from Dominion cannot be seen because of a foggy river valley.

Tracking/Wilderness Lore checks find the following up the road:

(DC 5) The character finds the tracks of the recovery patrol. It appears as if they gave up about four hours out of town.

(DC 10) The character finds boot prints just off the south side of the road. They appear to be holding some water. A listen check (DC 10) at this location alerts the characters to a sound from the south of a woman's voice.

(DC 15) Near the boot tracks is some bloodied, leathery skin and hair clinging to a broken spear.

(DC 20) Reveals a faint blood trail and tracks leading south. (The tracks lead to the harpy clearing).

If the characters step off the road to the south, they fall within the range of the harpy's *Captivating song*. The blood trail leads to the harpy clearing and the bound prisoners (See DM'S MAP 2: Harpy Encounter).

Some things to consider:

- You need to be familiar with the Bard's countersong ability in the *Player's Handbook* page 28. If a bard in the party begins to sing, the harpies make Listen checks (DC 10) to be alerted to the bard.
- Rules for Aerial Movement are on *DUNGEON MASTERS Guide* page 69.
- The players should be alerted that only prior encounters with harpies allow the characters to know that harpies have a captivating song.
- Only a silence spell or a bard's countersong can block the effects of the song. The sealing wax listed in the PHB is enough to fill everyone's ears, however only one person each round can cover their ears unless each person has his or her own sealing wax.

- Covering ears with hands, cloth, cotton or other material will add a +1 or +2 circumstance bonus to save against the harpies' song based on the DM's discretion.
- All characters must save against each harpy's song. Therefore if playing this encounter at APL 6, three separate saves must be made by each party member.

If the characters do not pick up the trail, they continue for another fifteen minutes. At that time, the Harpies erupt from just over the trees and attack them. Each character must succeed in an opposed Listen vs. Move Silently check or be caught flat-footed, unless of course they have uncanny dodge, or some other ability that prevents this. The screaming of the prisoners should lead the party to the bound mercenary leaders.

APL 2 (EL 4)

 **Harpy:** hp 31; see *Monster Manual*.
Possessions: glaive

Tactics: The harpy attempts to charm the party using her captivating song. The harpy will attack the charmed character with the highest Charisma first. For general combat, she uses her Flyby Attack with the glaive (10 ft. reach) to attack the most attractive opponents first. She uses her Dodge feat against anyone with a reach weapon or bow. The harpy continues with diving aerial attacks, never landing on the ground unless it wins the combat. It continues to sing while it attacks.

APL 4 (EL 6)

 **Harpys (2):** hp 31 each; see *Monster Manual*.
Possessions: glaive

Tactics: The harpies attempt to charm the party using their captivating song. The harpies attack the charmed character with the highest Charisma first, flanking for greater attack bonuses. For general combat, they use their Flyby Attack with the glaive (10 ft. reach) to attack the most attractive opponents first. They use their Dodge feat against anyone with a reach weapon or bow. The harpies continue with diving aerial attacks, flanking whenever possible, and never landing on the ground unless they win the combat. They continue to sing while they attack.

APL 6 (EL 8)

 **Harpys (3):** Female harpy Rog1; hp 34 each; see Appendix I.

Tactics: The harpies attempt to charm the party using their captivating song. The harpies attack the charmed character with the highest Charisma first, flanking for greater attack bonuses. For general combat, they use their Flyby Attack with the glaive (10 ft. reach) to attack the most attractive opponents first. They use their Dodge feat against anyone with a reach weapon or bow. The harpies

continue with diving aerial attacks, flanking whenever possible for sneak attack damage, and never landing on the ground unless they win the combat. They continue to sing while they attack.

Development: If the entire party fails their saves against the harpy songs and all become charmed, the two characters with the lowest Charisma scores are not killed. Instead they are tortured to 1 hit point. Then the harpies fly to the road to find new victims and the characters can escape. The characters are freed of the Harpy's song once the harpies leave.

In the clearing are thousands of bones and moldy clothing. The Screaming Manticore leaders are bound to large Cottonwood trees. They are severely injured, dehydrated and have infected wounds from the tortures they suffered. One prisoner, Lottle is obviously dead. His eyes are gone and his abdomen has been spilled. Pone is the current senior officer. Varik is another leader of the unit.

☠ **Lottle:** Male elf Ftr1. (Deceased)

☠ **Pone:** Male human Ftr4.

☠ **Varik:** Male Human Ftr3.

If they are untied from the trees, healed and given water, they relate the recent misfortune that has befallen them:

- Our group was on assignment when the Harpies ambushed us. The rest of our group was probably charmed or chased away by the harpies. We will gather the rest of our merc band and head back to Dominion.
- We invite you to join the Screaming Manicores. This is possible at the end of the adventure (see Metagaming certificate). A sewn-on patch of a manitcore identifies the members. The seamstress in town can get them a patch with the permission of one of the leaders.

Pone asks the characters who sent them. If the characters seem trustworthy, or ask about Ros Earlis, or the Man in Dominion, they relate the following:

- We received a note from our former commander, Ros Earlis.
- Pone relates, "In it, we learned that Ros was captured by slavers while investigating their activities within the County. He was bound on a ship heading for Alhaster, but narrowly managed to escape his bonds and jump overboard. He swam to our shores and is hiding out in the area. Knowing he could only fully trust us, he asked us to travel along the road heading east. Then he would find us."
- Ros is a hated enemy of Iuz and the Bandit Lord, Zeech Redhand so we must find him before they do. The Mercenary leaders describe Ros as a medium

built man, having a goatee beard, black hair, and a ponytail. Those who have played *Mean and Devious* should be reminded that Ros Earlis is the famous adventurer who was scheduled to meet them at the beginning of the scenario with some important information but stood them up.

- Varik notes, "We knew he needed our help, so we left in the dark several nights ago. Then at the road where you just came from, those harpies and a mixed group of humanoids ambushed us. It was almost as if they knew we were coming, but we told no one of our departure!"
- Ros was to meet us, however our incident with the monsters has thrown us off track. It would be a strike against Iuz if you would help us find him.
- We're not sure how to find him, but we know he used to do charity work for the cleric in town.

The party should head back to the village and ask around for further details on Ros Earlis.

ENCOUNTER 5: THE VILLAGE

Adjacent to the castle of Dominion is the village of the same name. People hustle and bustle back and forth going about their daily business.

If the characters search for information regarding Ros Earlis in the village, the common peasants do not recognize his name. Other areas listed below are places where the characters may find more information. DM's should feel free to add dead end leads as they see fit.

5A. SHRINE TO MAYAHEINE

This is a shrine to the deity of good, healing and protection. Mayaheine is a demigod in service to Pelor, and details may be found in the *LIVING GREYHAWK Gazetteer* on pages 175 and 176. The smallish building is in the shape of a shield and has an open roof (for Pelor's light). The cleric here, Javic, is an expatriate of the Duchy of the Artonsamay (a land north of Charn in the Bandit Kingdoms).

☠ **Javic:** Male human Clr9 (Mayaheine).

The following can be learned from Javic.

- He notes that fewer homeless people are coming to the nightly supper and staying in the shelter. We used to have a lot of Reyhu, Riftcrag, and Artonsomay refugees, as well as some displaced people from the Shield Lands.
- One vagabond from another town upriver says he saw strange people wandering through the village at night. "They had big mouths and rough skin... etc."
- He is able to cast cleric spells for the characters at the following costs:

- 0-level spells: 5gp
- 1st-level spells: 10gp
- 2nd-level spells: 60gp
- 3rd-level spells: 150gp
- 4th-level spells: 280gp
- 5th-level spells: 450gp
- *Raise dead*: 950gp
- Characters may spend their influence points to reduce these amounts. The relative value is 100gp per influence point assuming that it was granted by someone directly connected to Mayaheine, Pelor, or who had a reputation for forwarding the cause of good, protection and light.

5B. YEM'S MAGICIAN SHOP

Yem is an older woman who wears hues of orange and yellow silken clothes. A sign outside this building is of a magic wand.

🔮 **Yem:** Female human Wiz3.

The following can be learned from Yem.

- She knows that there's always plenty of gossip at the Countess's Rest.
- Mundane (non-magic) wizard items may be bought and sold here (including the mundane items on pages 71-72 of the *Tome and Blood* builder book).

5C. GLAINE'S SWORDS

Glaine begins to offer weapons at outrageously high prices (25% above *Player's Handbook* listed cost). He explains that the cost is due to the recent presence of hobgoblin raiders in the lands of Dominion. He can be talked down to regular prices though if a character can succeed in a Bluff or Diplomacy check (DC 15). He'll settle for listed price plus 10% with a Bluff or Diplomacy check (DC 10).

🔪 **Glaine:** Male human Exp5.

The following can be learned from Glaine.

- This weapon shop has all the weapons in the *Player's Handbook* for sale.
- If asked about Ros Earlis, he notes that a hairy-looking barbarian wearing wolf skins was asking about him a few days ago.

5D. COUNTESS'S REST

Encounter 2 details the basics of the inn and the innkeeper. Other patrons are now in the inn.

🔪 **Grenkin:** Male human Exp2.

A professional fisherman, Grenkin has a small hut just beside the river upstream. He knows the following:

- He saw lights from a large transport ship docked near the County side upriver one night, but he has not seen any since.
- He is very inebriated and babbles about other strange things, all of which are completely false (mostly exaggerations about how many troops are amassing on the Iuz side of the Artonsamay).
- A less obvious clue is that he saw metal shavings and a key (from the shackles) on the ground in that area when he snooped the next day. He has both items on his person and a successful Escape Artist or Profession: Locksmith check (DC 10), or Open Locks (DC 15) allows one to determine that they are related to workers manacles for prisoners or slaves.

🔮 **Traze:** Male human Ftr2.

Traze, the Rivermaster, does not control the vessels that travel along the river, he only knows which vessels dock on the CoU side. He knows the following:

- Lately he's seen more unidentified boats sailing in the area, but the seasonal fog has made it difficult to tell who the owners are.
- He has seen strange boat landing areas where it looks like things have been loaded or unloaded on the County side of the river near here.

🔮 **Pyal:** Male human Rng3.

Pyal, the Lord's game warden speaks only to characters that know something about Wilderness Lore prior to speaking of anything else. He then tells them of strange new wolf tracks on the game trails near the river.

5E. TELINDRA THE SEAMSTRESS

This shop's sign is a needle being threaded. The seamstress' shop is primarily a cover for the house of ill repute. It becomes evident to any character succeeding in an *Innuendo* check (DC 5) that all the 'models' standing around on stools in various states of undress are a little too friendly. Telindra is the owner and madam of this shop. She maintains a low profile and the military officials look the other way.

🔮 **Telindra:** Female human Com3; Bluff +4, *Innuendo* +4.

Telindra has the following information:

- A Diplomacy or Charisma check (DC 10) along with a bribe (25 gp+), and she tells the party that a lot of money in the town seems to pass through Zegda the Seer's hands.
- Telindra has met Ros Erlis, but none of the other girls have. He's a good-looking fellow with a goatee, black hair, and ponytail.

- The fishermen talk a lot about some strange boats landing on the river shores near here. They usually hang out at the inn.
- The three very attractive models (Cha 16, 15, 17), Siona, Mila, and Jaïne flirt with the characters, especially singling out paladins, monks, or characters appearing wealthy. If the characters question them, they simply giggle and flirt more.
- If the characters ignore Telindra and only question the models, she jealously chases the girls to a back room and deals with the characters themselves.
- Before the characters leave, she hints that the Seer, Zegda knows more than she lets on.

5f. Guards at the castle gate

The guards at the castle gate can relate that Ros Erlis was a leader of the Screaming Manicores, but Pone has been leading them lately. The Screaming Manicores are very loyal to the Countess.

🔱 **Guards (2):** Male human Ftr2.

5G. BEGGARS OR STREET URCHINS

When speaking to the street urchins or beggars, a small bribe and a successful Innuendo check (DC 15) informs the characters of the following:

🔱 **Urchins (3):** Male human Rog1; Pick Pocket +4.

The urchins know the following:

- The Seer knows and tells more than she lets on and the Seamstress has pretty models.

5H. ZEGDA THE SEER

Zegda is a Sorcerer actually makes a meager living as a seer. As the characters enter, she stares at them intently and says, "I sense you are looking for someone." If the party asks her questions about Ros Earlis, strange boats, or hobgoblins, she poorly feigns ignorance or is deliberately non-cooperative. Winning a contested Sense Motive vs Bluff check against Zegda, *charm person* or *detect thoughts* spell reveals that she is not telling everything she knows or outright lying, depending on the questions. They only find out additional information if they make a successful Intimidate check (DC 15), or threaten to bring her to the authorities.

🔱 **Zegda:** Female human Sor5; Bluff +4.

Zegda know the following:

- She breaks down and confesses her true purpose in Dominion. She notes that for about two weeks, she has been sending and receiving messages from a hooded man who only refers to himself as 'the Moneyman' and a person across the river known as Vox Saldir. Zegda relays information using the whisper wind spell and is ignorant of the full

implications of the messages she is sending. She notes that her latest message was brought today. It read, "Send: Tonight the wolf will have caught the rabbit on the riverbank. The owners will be pleased."

- If asked about Ros Erlis, she relays that this past week she has sent messages regarding that name across the river to a man named Vox. Most of the messages had to do with a Bounty Hunter named the Wolf.
- If asked about slavers, she admits there has been talk of slavery in some of the messages.
- If the characters decide to follow her after-hours, she heads to the edge of Dominion and then flashes a lantern twice towards the opposite shore of Dominion. A Spellcraft check (DC 10) identifies that she is casting *Whispering Wind*. If confronted, she lies and says that she is attempting to scry the location of the missing Screaming Manticores.
- The back room of her shop contains mundane items and sheets of paper. There is no cashbox and nothing of value. One sheet of parchment on the back table note, "Send: Tonight the wolf will have caught the prey on the riverbank. The owners will be pleased."

The party should be encouraged to search the shore upriver from Dominion for Ros Earlis or the meeting.

Encounter 6: The Search Continues

Winding to and fro up the riverbank, there are old game trails. Although the fog is still present, it seems to disperse slightly close to the river, which along with the moonlight improves visibility. After several hours of travel alongside the river the only sounds are of the river flowing and occasional fish jumping out of the water.

Ahead, there appears to be a thick copse of trees. A particularly large number of birch trees make it glow in the moonlight.

Have everyone make a Listen check (DC 10). Those who succeed hear the sound of galloping hoof beats. Between the darkness and the fog, it is impossible to see the source and whether it is approaching or getting farther from them. Then suddenly:

You can see a horse and rider moving toward you further up the trail. The rider is hugging the horse close and appears to be trying to squeeze every last drop of speed from the mount and his cloak flaps in the wind. The rider is about 150 feet away from you, when he suddenly veers towards the birch forest.

The rider's hood falls back to reveal a man with a goatee beard, and ponytail. Then he veers again and disappears into the forest. Hot on his heels, another form appears across the path following the rider. The shape pauses for an instant, silhouetted against the moonlight. Then it raises its head to the sky and howls at the moon with an almost deafening pitch before also disappearing into the copse following the horse and rider.

The characters should take a direct route through the forest to the shack. This keeps them from falling too far behind the very fast horse, rider, and wolf chase.

Encounter 7: Moonlight Showdown

The characters find the game trail again and follow Ros and the Wolf to a small shack.

Savage snarling and the clanging of metal can be heard up ahead. A ghoulish sound comes from what must be a horse in pain. A shack comes into view and more sounds of snarling and clanging metal come from inside.

Ros and the werewolf are battling inside the shack. When the characters arrive, Ros is on his back, fending off the werewolf with his short sword. If J'lann Shea (the werewolf) bites any of the characters, they must make a successful Fortitude save (DC 15) or become inflicted with lycanthropy.

APL 2 (EL 2)

➤ **J'lann Shea:** Male human-werewolf (hybrid); hp 17; see Appendix I.

APL 4 (EL 4)

➤ **J'lann Shea:** Male human-werewolf Rgr2 (hybrid); hp 20; see Appendix I.

APL 6 (EL 6)

➤ **J'lann Shea:** Male human-werewolf Rgr2/Bbn2 (hybrid); hp 45; see Appendix I.

Tactics: This creature is bent on killing anyone it comes in contact with, but is mainly interested in killing Ros Earlis first.

➤ **Ros Earlis:** Male human Rog2/Ftr6; CR 8; Medium-size humanoid; hp 68; see Appendix I.

Tactics: Though a superior fighter in all respects, Ros does not have the silver or magic weaponry required to defeat J'lann Shea, and so has been running for his life from the werewolf.

Development: A spy for the Admiralty of the County of Urnst's navy, a merchant-adventurer, a mercenary leader, and an enemy of the Boneheart, Ros needs to be cured, as he has been bitten. After the werewolf is defeated, Ros gasps and going nearly unconscious (0 hp). When healed, Ros embraces any character he knows (i.e. those whom he invited to Mean & Devious). If the party is unable to heal him magically, a successful Heal check (DC 15) stabilizes him.

He then informs the party he discovered that a meeting is to take place tonight near here on the River at

the fishing platform. The agents of Iuz will be there and must be stopped. Ros tells the party that he is too injured to accompany them, and he awaits their return here.

Encounter 8: Evil Rendezvous

Following the lead of Ros Earlis (or his directions), you race back to the road. After traveling on the road beside the river for several hundred yards, you find the game trail leading down into the river valley. The fog and mist does not sink down into the river valley so visibility is greatly improved.

Within a few moments, you see a most disturbing sight. Approximately a half-mile away is several figures standing on a fishing platform. Even from this distance you see they are herding slaves onto a large raft with sides. Also standing on the platform are two smaller hooded figures talking. A single lantern hanging over the platform dimly lights the area.

See DM's Map 4 The Meeting

The characters come across the meeting. The hobgoblins have loaded ten prisoners onto a large raft and are also moving some stolen sacks of grain onboard. On shore, there is a fishing platform where Vox and the hooded man are standing, discussing business. There is a single lantern illuminating the area.

An alarm spell has been cast on a rock at each incoming game trail to the platform. A *detect magic* spell cast and directed over the area reveals magic, and if the spellcaster concentrates for three rounds and makes a successful Spellcraft check (DC 16), they determine that it is a spell from the school of Abjuration.

The alarm goes off if the characters enter the space within 25 ft. of either rock. The spell is the silent, mental version and has been placed on both ends of the trail leading to the fishing platform at a distance of 100 feet. If alerted, Vox, the Wizard quietly informs the hooded figure as the party approaches. The hooded man blows out the lantern and hides beneath the platform. He loudly whispers to the hobgoblins to go investigate the alarm. The wizard already has darkvision cast on him, and Rivas uses low-light vision to accompany the hobgoblins. The battle tactics are simple and bloody. The wizard blasts the characters with the spells and the hobgoblins led by Rivas lob missile weapons first and then close for melee.

The men herding the slaves onto the platform are non-combatants and will flee at the first sign of trouble.

APL 2 (EL 4)

➤ **Lesser Boneheart Wizard Vox Saldir:** Male human Wiz3; hp 16; see Appendix I.

➤ **Lt. Rivas Khelom:** Male half-elf Ftr1; hp 12; see Appendix I.

➤ **Hobgoblins (2):** hp 5 each; see *Monster Manual*.

Possessions: small wooden shield, studded leather armor, longsword, 3 javelins

Tactics: Vox has already cast *mage armor* and *darkvision* on himself. When he becomes aware of the party, and after he quietly informs Rivas, Vox casts *invisibility* on himself. Once this has been done, he positions himself at range, to fire crossbow bolts from a distance. He uses *ray of frost* to finish off characters that have dropped, and *daze* on an opponent who gets close enough to attack him in melee.

APL 4 (EL 6)

🔥**Lesser Boneheart Wizard Vox Saldir:** Male human Wiz5; hp 24; see Appendix I.

🔥**Lt. Rivas Khelom:** Male half-elf Ftr2; hp 20; see Appendix I.

🔥**Hobgoblins (2):** Male hobgoblin Ftr1; hp 11 each; see Appendix I.

Tactics: Vox has already cast *mage armor* and *darkvision* on himself. When he becomes aware of the party, and after he quietly informs Rivas, Vox starts by casting *slow* on the characters, then *fireball*. He then casts *invisibility* on himself. Once this has been done, he positions himself at range to cast spells and fire crossbow bolts from a distance. He uses *ray of frost* and *magic missile* to finish off characters that have dropped, and *daze* on an opponent who gets close enough to attack him in melee.

APL 6 (EL 8)

🔥**Lesser Boneheart Wizard Vox Saldir:** Male human Wiz7; hp 32; see Appendix I.

Lt. Rivas Khelom: Male half-elf Ftr5; hp 45; see Appendix I.

Hobgoblins (3): Male hobgoblin Ftr1; hp 11 each; see Appendix I.

Tactics: Vox has already cast *mage armor* and *darkvision* on himself. When he becomes aware of the party, and after he quietly informs Rivas, Vox starts by casting *fly* on himself, then *slow* on the characters, followed by *fireball*. He then picks out the toughest looking fighter, and casts *Otiluke's resilient sphere* on her. He then casts *flaming sphere*, followed by *invisibility* on himself and positions himself at range roll the flaming sphere at the characters. He uses *ray of frost* and *magic missiles* to finish off characters that have dropped.

CONCLUSION

The optimal outcome is that both Rivas and Vox are captured alive. If either one or both of them escape or are killed, do not reveal the following information about them in this section.

If Rivas is captured alive, he is interrogated and reveals that the slaves were bound to be sent back across

the river to Trallant at the behest of Zeech and the lesser Boneheart mage, Vox. He also reveals that Zeech has other heists going on in the County, namely on our gold hills of the Franz river.

If Vox is captured alive, he is interrogated and confirms Rivas' story. Further questioning will disclose that the Boneheart mages are working to consolidate power in the area, although an outright attack on the County of Urnst is unlikely. They are using more subtle methods to weaken their enemies.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Slaughterhouse

Defeat Ankhegs	
APL 2	60 XP
APL 4	120 XP
APL 6	180 XP

Encounter 4: Tormentors from Above

Defeat Harpys	
APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 5: The Village

Good Information Gathering	
APL 2	30 XP
APL 4	60 XP
APL 6	90 XP

Encounter 7: Moonlight Showdown

Defeat the Werewolf, J'lann Shea	
APL 2	30 XP
APL 4	90 XP
APL 6	180 XP

Encounter 8: Evil Rendezvous

Defeat Vox Saldir, Lt. Khelorn, and the hobgoblins	
APL 2	90 XP
APL 4	180 XP
APL 6	240 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP

TREASURE SUMMARY

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

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

The coin total is the number of gold 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 treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 4: Tormentors from Above

L: Harpy's glaive(s)

C: Paid by Captian Tarn Lightfleck for returning the Screaming Manicore leaders.

APL 2: L: 1 gp; C: 50 gp; M: 0

APL 4: L: 2 gp; C: 50 gp; M: 0

APL 6: L: 153 gp; C: 50 gp; M: 0

Encounter 7: Moonlight Showdown

L: J'lann's masterwork short swords.

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

APL 4: L: 124 gp; C: 0 gp; M: 0 gp

APL 6: L: 124 gp; C: 0 gp; M: 0 gp

Encounter 8: Evil Rendezvous

L: Weapons and Armor from Saldir, Khelorn, and hobgoblins.

C: Bag with payment in gold for the slaves.

APL 2: L: 69 gp; C: 250 gp; M: 0 gp

APL 4: L: 69 gp; C: 550 gp; M: 0 gp

APL 6: L: 73 gp; C: 950 gp; M: 0 gp

Total Possible Treasure

APL 2: 370 gp

APL 4: 795 gp

APL 6: 1350 gp

- **Influence Point will be gained with Captain Tarn Lightfleck and the Lord Mayor Wier Gellor** (one per character, not tradeable): This point will be useful in future adventures in and around the Dominion area. They remember what your character did and are willing to do you a favor in the future. This kind of activity is beneath the notice of the Countess, however.
- **Membership in the Screaming Manticores mercenary unit** (one per character, not tradeable): Your character has earned the respect and admiration of both units. Your character finds dealings advantageous and may participate in future employment opportunities with this group. However, you are obligated to respond to calls of assistance from the unit as well. The symbol of the Manticores is a patch with a mantichore on a red background.
- **INFAMY!!!** (one per character, not tradeable): Word gets out that the characters have killed or captured a lesser Boneheart mage and have recovered Ros Erlis. This news reaches Zeech and Cranzer and counts as INFAMY in the Bandit Kingdoms. Anytime a holder of the certificate plays a Bandit Kingdom scenario, they are treated as though they did not purchase the Adventurer's Standard upkeep. Additionally, this infamy can affect your future adventures in other ways, as well.
- "Bounty: __Character's Name__ as an enemy of the Boneheart of Iuz. 500 gp reward for their death payable by Prince Zeech Redhand.

APPENDIX I: NPCS

➤ **Ankhegs, advanced** : CR 4; Huge beast; HD 6d10+30; hp 60 each; Init -1; Spd 30 ft., burrow 20 ft; AC 19 (touch 7, flat-footed 19); Atks +9 melee (Bite 2d8+9); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved grab, acid, spit acid; SQ Tremorsense; AL N; SV Fort +8, Ref +2, Will +2; Str 29, Dex 8, Con 21, Int 1, Wis 13, Cha 6.

Skills: Listen +7

Improved Grab (Ex): To use this ability, the ankheg must hit with its bite attack. If it gets a hold, it deals automatic bite damage each round the hold is maintained. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at burrowing speed, dragging the victim with it.

Acid (Ex): Acidic enzymes drip from an ankheg's mouth each round it maintains a hold. It automatically deals 1d4 points of acid damage each round in addition to bite damage.

Spit Acid (Ex): Stream of acid 5 feet high, 5 feet wide, and 30 feet long, once every 6 hours; damage 4d4, Reflex half DC 15. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time.

Ankhegs do not use this ability unless they are desperate or frustrated. They most often spit acid when reduced to fewer than half their hit points or when they have not successfully grabbed an opponent.

Tremorsense (Ex): Ankhegs can automatically sense the location of anything within 60 feet that is in contact with the ground.

➤ **Harpys, advanced**: Female harpy Rog1; CR 5; Medium-size monstrous humanoid; HD 7d8+1d6; hp 34 each; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13 (touch 12, flat-footed 11); Atks +8/+3 melee (1d10/x3, glaive) or +2 melee (1d3, 2 claws); SA Captivating song, sneak attack; AL CE; SV Fort +2, Ref +9, Will +5; Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 15.

Skills and Feats: Bluff +8, Listen +7, Perform (buffoonery, chant, epic, limericks, melody, ode, storytelling) +9, Spot +6; Dodge, Mobility, Flyby Attack

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed at a Will save (DC 15) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that harpy's song for one day.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, etc.), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but suffers no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings. A bard's countersong ability

allows the captivated creature to attempt a new Will save

Possessions: masterwork glaive

➤ **Jlann Shea (APL 2 version)**: Male human-werewolf (hybrid); CR 2; Medium-size shapechanger; HD 2d8+4; hp 17; Init +6; Spd 50 ft.; AC 16 (touch 12, flat-footed 14); Atks +3 melee (1d6+1, bite) or +1 melee (1d3+1 subdual, unarmed strike); SA Trip, lycanthropic empathy, curse of lycanthropy; SQ Scent, damage reduction 15/silver; AL CE; SV Fort +7, Ref +5, Will +2; Str 13, Dex 15, Con 15, Int 10, Wis 10, Cha 10

Skills and Feats: Hide +3, Listen +13, Move Silently +4, Search +8, Spot +11, Wilderness Lore +4; Blind-fight, Improved initiative, Weapon Finesse (bite)

➤ **Jlann Shea (APL 4 version)**: Male human-werewolf Rgr2 (hybrid); CR 4; Medium-size shapechanger; HD 2d10+4; hp 20; Init +7 (+3 Dex, +4 Improved Initiative); Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Atks +5 melee (1d6+1, bite) or +4 melee (1d6+1/19-20, 2 short swords); SA Trip, lycanthropic empathy, curse of lycanthropy; SQ Scent, damage reduction 15/silver, favored enemy (humans); AL CE; SV Fort +7, Ref +6, Will +2; Str 13, Dex 16, Con 15, Int 10, Wis 10, Cha 10

Skills and Feats: Hide +8, Jump +6, Listen +13, Move Silently +8, Search +8, Spot +11, Swim +6, Wilderness Lore +9; Blind-fight, Dodge, Improved initiative, Track, Weapon Finesse (bite), Weapon Finesse (short sword)

Possessions: 2 masterwork short swords

➤ **Jlann Shea (APL 6 version)**: Male human-werewolf Rgr2/Bbn2 (hybrid); CR 6; Medium-size shapechanger; HD 2d10+2d12+11; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 60 ft.; AC 17 (touch 13, flat-footed 14); Atks +7 melee (1d6+2, bite) or +6 melee (1d6+2/19-20, 2 short swords); SA Trip, lycanthropic empathy, curse of lycanthropy, rage; SQ Scent, damage reduction 15/silver, favored enemy (humans), fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +10, Ref +6, Will +2; Str 14, Dex 16, Con 15, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +6, Hide +8, Jump +8, Listen +13, Move Silently +8, Search +8, Spot +11, Swim +9, Wilderness Lore +11; Blind-fight, Dodge, Improved initiative, Toughness, Track, Weapon Finesse (bite), Weapon Finesse (short sword)

Possessions: 2 masterwork short swords

➤ **Ros Earlis**: Male human Rog2/Ftr6; CR 8; Medium-size humanoid; HD 2d6+6d10+16; hp 68; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +12/+7 melee (1d6+5/19-20, short sword) or +9/+4 ranged (1d8/x3, composite longbow); SA Sneak attack; SQ

Evasion; AL CG; SV Fort +7, Ref +7, Will +2; Str 17, Dex 15, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Bluff +6, Climb +12, Diplomacy +6, Disable Device +8, Escape Artist +7, Gather Information +6, Handle Animal +6, Hide +7, Jump +10, Listen +5, Move Silently +7, Open Locks +7, Ride +12, Search +8, Sense Motive +5, Wilderness Lore +5; Combat Reflexes, Dodge, Improved Initiative, Leadership, Mobility, Track, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: chain shirt, masterwork shortsword, composite longbow, 20 arrows, light warhorse (military saddle, bit & bridle).

✦ **Lesser Boneheart Wizard Vox Saldir (APL 2 version):** Male human Wiz3; CR 3; Medium-size humanoid; HD 3d4+6; hp 16; Init +5; Spd 30 ft; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d6, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); SA Spells; AL CE; SV Fort +2, Ref +2, Will +3; Str 10, Dex 12, Con 13, Int 16, Wis 11, Cha 8

Skills and Feats: Alchemy +8, Concentration +6, Knowledge (arcane) +8, Knowledge (religion) +8, Profession (slaver) +5, Spellcraft +8; Combat Casting, Improved Initiative, Scribe Scroll, Toughness

Spells Prepared (4/3/2; base DC = 13 + spell level): 0 – *daze*, *detect magic*, *ray of frost* (2); 1st – ~~alarm~~ (2), ~~mage armor~~; 2nd – ~~darkvision~~, *invisibility*

Possessions: quarterstaff, light crossbow, 10 bolts, Boneheart amulet (The symbol for the Boneheart is a bone, piercing a heart dripping blood over the symbol of Iuz.), bag with payment in gold for the slaves (see Treasure Summary for amount).

✦ **Lt. Rivas Khelom (APL 2 version):** Male half-elf Ftr1; CR 1; Medium-size humanoid; HD 1d10+2; hp 12; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft; AC 17 (touch 11, flat-footed 16); Atk +4 melee (1d10+4/19-20, bastard sword) or +3 ranged (1d8/x3, composite longbow); SQ Immune to sleep spells, +2 to save against Enchantment spells or effects, low-light vision, elven blood; AL LE; SV Fort +4, Ref +2, Will +0; Str 16, Dex 15, Con 14, Int 12, Wis 10, Cha 8

Skills and Feats: Climb +7, Jump +7, Swim +7; Combat Reflexes, Improved Initiative

Possessions: bastard sword, composite longbow, 20 arrows, masterwork banded mail armor.

✦ **Lesser Boneheart Wizard Vox Saldir (APL 4 version):** Male human Wiz5; CR 5; Medium-size humanoid; HD 5d4+8; hp 24; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d6, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); SA Spells; AL CE; SV Fort +3, Ref +3, Will +5; Str 10, Dex 12, Con 13, Int 16, Wis 12, Cha 8

Skills and Feats: Alchemy +10, Concentration +8, Knowledge (arcane) +10, Knowledge (religion) +10, Profession (slaver) +8, Spellcraft +10; Combat Casting,

Empower Spell, Improved Initiative, Scribe Scroll, Toughness

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0 – *daze*, *detect magic*, *ray of frost* (2); 1st – ~~alarm~~ (2), ~~mage armor~~, *magic missile*; 2nd – ~~darkvision~~, *invisibility*, *see invisibility*; 3rd – *fireball*, *slow*

Possessions: quarterstaff, light crossbow, 10 bolts, Boneheart amulet (The symbol for the Boneheart is a bone, piercing a heart dripping blood over the symbol of Iuz.), bag with payment in gold for the slaves (see Treasure Summary for amount).

✦ **Lt. Rivas Khelom (APL 4 version):** Male half-elf Ftr2; CR 2; Medium-size humanoid; HD 2d10+4; hp 20; Init +6; Spd 20 ft; AC 17 (touch 11, flat-footed 16); Atk +5 melee (1d10+4/19-20, bastard sword) or +4 ranged (1d8/x3, composite longbow); SQ Immune to sleep spells, +2 to save against Enchantment spells or effects, low-light vision, elven blood; AL LE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 15, Con 14, Int 12, Wis 10, Cha 8

Skills and Feats: Climb +8, Jump +8, Swim +8; Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative

Possessions: bastard sword, composite longbow, 20 arrows, masterwork banded mail armor.

✦ **Hobgoblins:** Male hobgoblin Ftr1; CR 1; Medium-size humanoid; HD 1d10+1; hp 11 each; Init +1; Spd 30 ft; AC 15 (touch 11, flat-footed 14); Atk +1 melee (1d8/19-20, long sword) or +2 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills and Feats: Jump +4, Swim +4; Combat Reflexes, Dodge

Possessions: small wooden shield, studded leather armor, longsword, 3 javelins

✦ **Lesser Boneheart Wizard Vox Saldir (APL 6 version):** Male human Wiz7; CR 7; Medium-size humanoid; HD 7d4+10; hp 32; Init +5; Spd 30 ft; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d6, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); SA Spells; AL CE; SV Fort +4, Ref +4, Will +6; Str 10, Dex 12, Con 13, Int 16, Wis 12, Cha 8

Skills and Feats: Alchemy +12, Concentration +10, Knowledge (arcane) +12, Knowledge (religion) +12, Profession (slaver) +10, Spellcraft +12; Combat Casting, Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Toughness

Spells Prepared (4/5/4/3/1; base DC = 13 + spell level): 0 – *daze*, *detect magic*, *ray of frost* (2); 1st – ~~alarm~~ (2), ~~mage armor~~, *magic missile* (2)*; 2nd – ~~darkvision~~, *flaming sphere**, *invisibility*, *see invisibility*; 3rd – *fireball**, *fly*, *slow*; 4th – *Otiluke's resilient sphere**

*Evocation spells (base DC = 15 + spell level)

Possessions: quarterstaff, light crossbow, 10 bolts, Boneheart amulet (The symbol for the Boneheart is a bone, piercing a heart dripping blood over the symbol

of Iuz.), bag with payment in gold for the slaves (see Treasure Summary for amount).

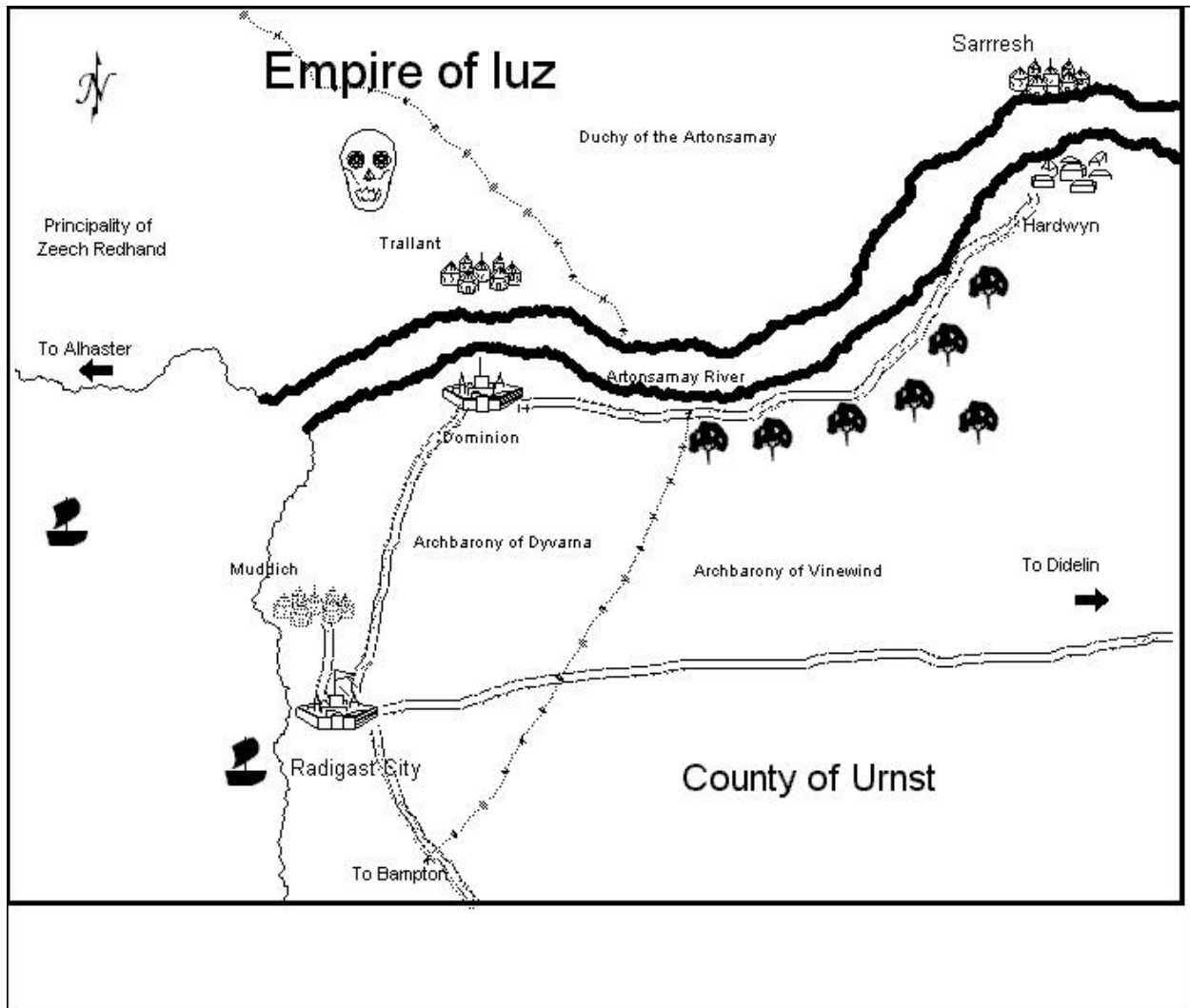
➤ **Lt. Rivas Khelom (APL 8 version):** Male half-elf Ftr5; CR 5; Medium-size humanoid; HD 5d10+10; hp 45; Init +7; Spd 20 ft; AC 18 (touch 12, flat-footed 16); Atk +10 melee (1d10+6/19-20, bastard sword) or +8 ranged (1d8+3/x3, composite longbow); SQ Immune to sleep spells, +2 to save against Enchantment spells or effects, low-light vision, elven blood; AL LE; SV Fort +6, Ref +4, Will +1; Str 16, Dex 16, Con 14, Int 12, Wis 10, Cha 8

Skills and Feats: Climb +11, Jump +11, Swim +11; Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Possessions: masterwork bastard sword, mighty composite longbow (+3), 20 arrows, masterwork banded mail armor.

PLAYERS HANDOUT 1

Map of Dominion and Surroundings



PLAYERS HANDOUT 2

Leads from Mean and Devious

Sir Shandell Damian, Ambassador of the County of Urnst to Nyronnd has taken this matter personally, since his son was nearly abducted by High Mardreth.

He provides you with the following copied evidence from the slaver incident at Ardrinn:

BOUNTY RECORD

Refugees taken to date for the slave mines of the Old One 26.

High Priority 1. Enemy of the Boneheart-Ros Earlis. His fate will soon be decided by our man in Dominion.

High priority 2. I have discovered that the County's Ambassadors' son was here. He will take all priority and this will end our activities here for now. The Dreadlord will be pleased.

Full bounty payment will be accepted in Dominion...as always.

Vrenna, Loyal Subject of Iuz

PLAYERS HANDOUT 3

Bounty for live capture of the 'Man in Dominion'

It is hereby known that a bounty of 150 g.p. will be given for live capture of the proved 'Man in Dominion' henceforth referenced in the enemy document recovered in the village of Ardrinn.

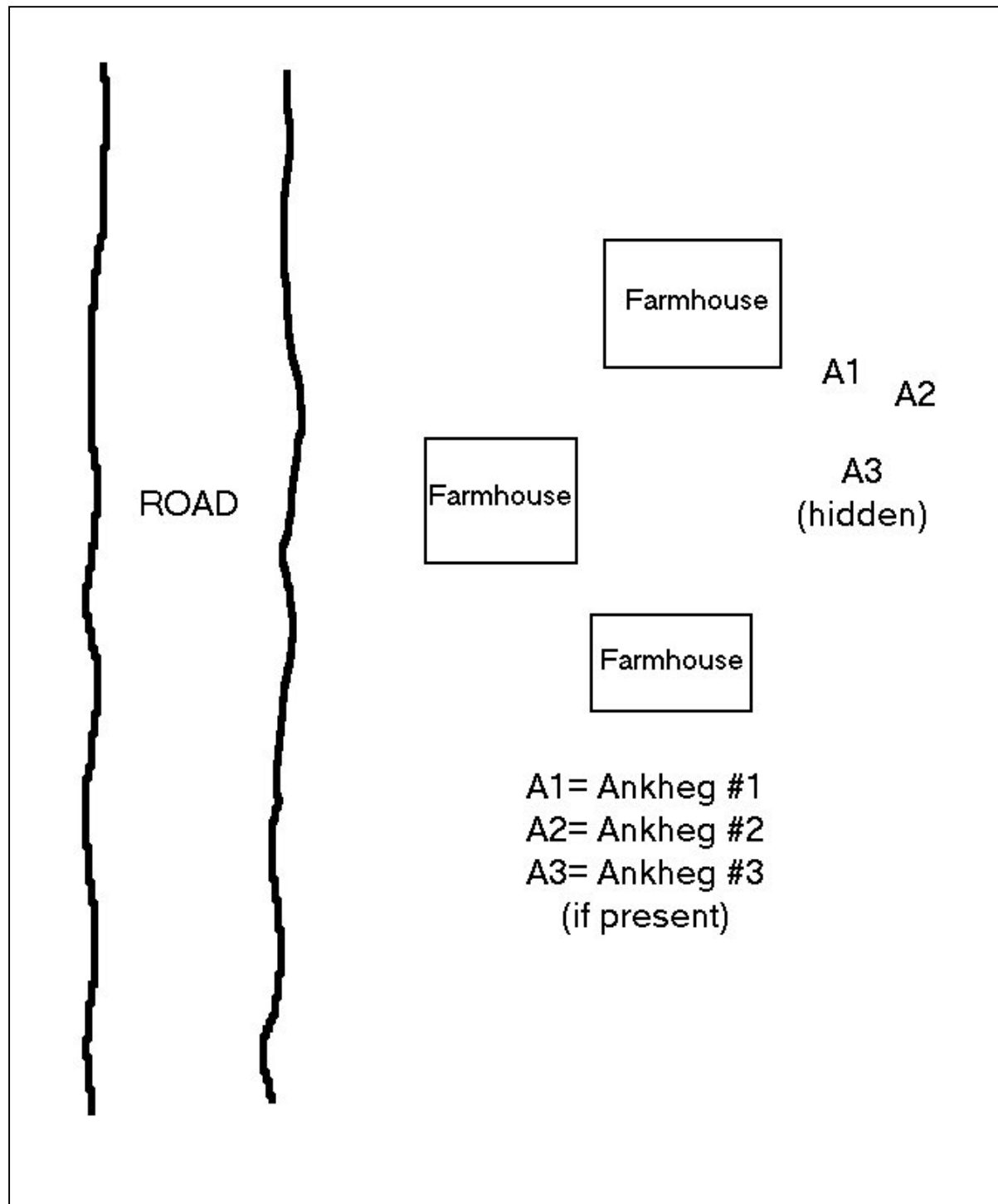
PLAYER'S HANDOUT 4

Message of the Seer

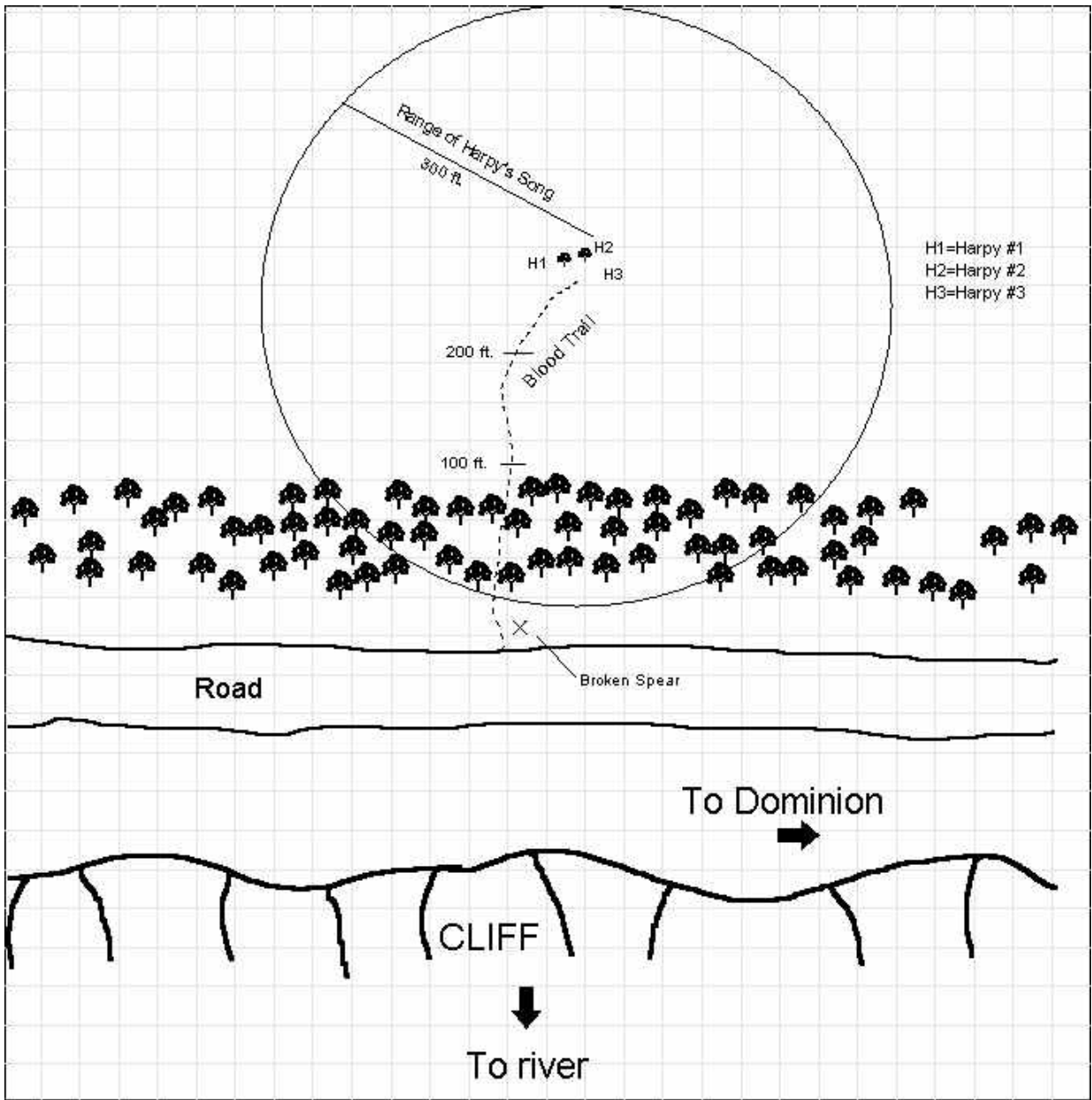
Send:

Tonight the wolf will have caught the prey on the riverbank. The owners will be pleased.

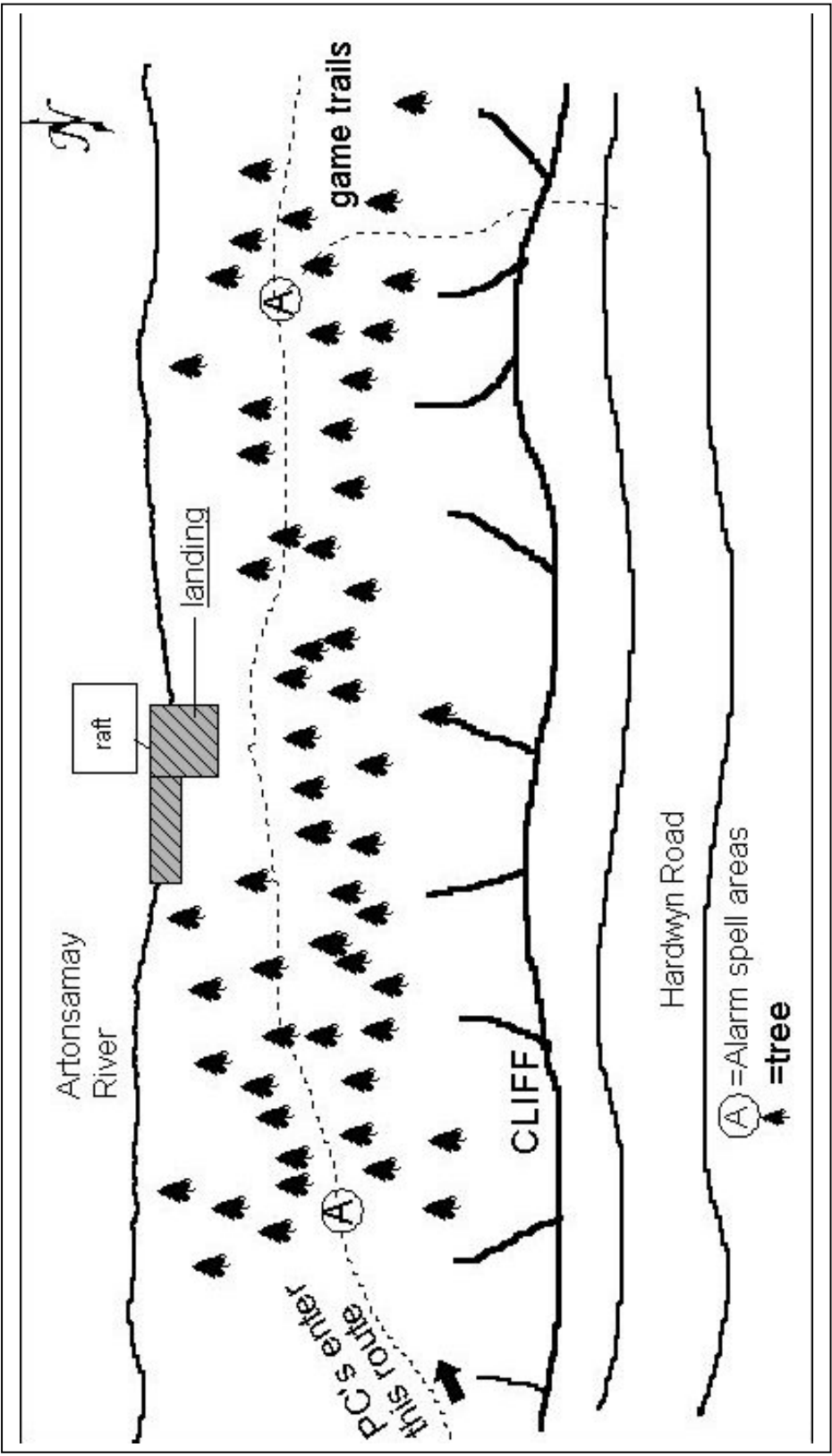
DM MAP 1 SLAUGHTERHOUSE



DM MAP 2 HARPIES



DM MAP 3 THE MEETING



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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