

URC4-02

# The Making of a Lord

(Part Two of the Under Plot, Lordmaker 13)

A One Round D&D LIVING GREYHAWK®

County of Urnst Regional Adventure

for APL's 2 & 4

Version 1.0

by David Morgan

It seems Lord Jacobis Underley has your entire itinerary for today laid out. It's probably a fair return for his having saved all of you from being eaten by devils, but still. Who in their right mind would want to go wandering the streets of Radigast City in time of war?

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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# 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 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

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

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

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

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

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

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

it easier for the players (and the DM) to keep track of who is playing which character.

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

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

## Reporting

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After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

## Living Greyhawk

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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 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

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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.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) 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.

| Mundane Animals Effect on APL |           | # of Animals |   |    |    |
|-------------------------------|-----------|--------------|---|----|----|
| CR of Animal                  | 1/4 & 1/6 | 1            | 2 | 3  | 4  |
|                               | 1/3 & 1/2 | 0            | 0 | 0  | 1  |
|                               | 0         | 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 County of Urnst. Characters native to the County pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

## Author's Notes to the DMs

You cannot over-prepare this module. This is an open module and the players are free to take several routes in order to accomplish their tasks. There may also be opportunities for creative fast footwork on the part of the DM to keep things on track.

Regarding Time: while the party only has one day to complete the missions, none of the tasks will take all that long. After a leisurely breakfast, the party leaves the safe house at around 10am in the morning. Crossing the city from the Southtown district to the Hills should take about 45 minutes. They'll spend 2 hours as prisoners and perhaps 2 more wandering around in the sewers, but it should be very easy for them to finish everything, even if they're not terribly focused on their mission.

Another important point to keep in mind while running this module; there are several instances (the park, the rats, the great patrol, etc.) in this module where the party is acting in opposition to overwhelming forces. During these situations, it needs to be kept firmly in mind that unlike some modules,

“hack and slash” is not their only option. There is almost always a solution out of their predicaments, without necessarily resorting to fighting.

For the final battle, you will need a lot of miniatures (or counters or jelly bears or whatever) for the final battle to represent the two clashing armies fighting all around the party. The armies are also several ranks deep, so it should come across as a very large fight that the characters are only a very small part of.

## Acknowledgements

I'd like to thank my editors and playtesters for their support. But I'd especially like to thank all six members of the County of Urnst Triad, past and present, which gave me a green light on writing the concluding four modules of the Lordmaker saga.

## Adventure Summary

### Intro

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**Introduction:** The party finds itself in a private home after having had a trying night the evening before. They are asked to join Lord Underley for breakfast as soon as he returns from his errand.

**Encounter One:** Breakfast with Lord Underley. He explains that it was necessary to isolate Lord Nimar in order to bring out his leadership qualities, which would be needed in the coming crisis. However, the time has come to reunite the Council in preparation for the Countess' return. Would the party be interested in running a few errands today?

**Encounter Two:** The four lords fired from the council were the Lord Chamberlain, Marcus Alan Dane; the grand admiral, Matthias Gellor; the lord mayor, Dekram Gellor, and one other he will disclose if they are successful. The characters are given some background information on each of them and where they might be found. The mission will need to be completed before nightfall.

The next three sets of encounters can be done in any order.

### I

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**Encounter Three:** The Lord Mayor. The party will arrive at the Lord Mayor's residence just in time to see him being arrested by several of the Lord of the East's troops. They will either need to rescue him by force of arms or by sneaky subterfuge.

### II

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**Encounter Four:** The Lord Admiral. He is thought to be at sea on the Nyr Dyv, but a message left at his home should reach him. But while traveling to his home, the party is captured by a press gang working for the LOE's army.

**Encounter Five:** Given a task to perform as guides to the city, the characters are required to convey medical supplies to a critical battle; the storming of the Countess' tower. Several options will open up here, roleplaying or combat.

**Encounter Six (optional):** If the characters go to see the battle, they will have the opportunity to assist the defenders by taking out a piece of siege equipment. Optional combat.

### III

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**Encounter Seven:** The Lord Chamberlain. Upon arriving at his house, the party will learn that the Marcus Alan Dane disappeared shortly after his dismissal. But the party will see a painting of him and recognize the mad hermit in the sewers from *Beneath the Crossroads*. The Chamberlain's family will ask for the party's assistance in bringing him safely home.

**Encounter Eight:** The party tracks down the hermit, overcomes his defenders and then subdues him and returns him to his estate. The Chamberlain will not be able to resume his duties, but in gratitude, his son will step up and assume the position.

### Conclusion

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**Encounter Nine:** Upon successful completion of the three tasks, Lord Underley will reveal himself to be the final Lord who must be recruited. There will be a presentation in the Reception Hall of the Palace tomorrow and Underley doesn't have enough troops available in the city to make a good showing. If the players will honor him by standing with his troops at the ceremony, he will consider their debt repaid in full.

**Encounter Ten:** The ceremony in the Reception Hall (from *The Crossroads*), told from a different point of view. The armies of the Lord of the East invade during the ceremony, but everyone flees in terror from the final gatecrasher, a huge devil.

**Conclusion:** Several days later, an agent of the Ruling Council finds the characters and expresses the various lords' thanks and appreciation (monetarily).

## DM's Background

The players begin the adventure in Radigast City, a city under siege by human armies by day and by devils at night.

Eight months ago, the rulers of the County unwittingly opened up portals into the Hells, releasing hordes of infernal creatures into the County. Since then, the Lord of the East, Terarde Duncombe who rules the eastern half of the County has raised an army and invaded the western half. He claims it is to re-unite the County and deal with the devil infestation, but in truth his actions show that conquest is closer to his true goals.

This is the second of a two module series. It begins the morning after the players were offered sanctuary from the devils prowling the streets last night. The person responsible for this was a member of the upper nobility, Jacobis Underley. In exchange for saving their lives, he expects them to perform certain tasks that he needs accomplished today and tomorrow.

## Concerning Winds of Change

In Lordmaker 11: *The Winds of Change*, characters are asked to choose sides in the civil war between Countess Belissica and Lord Terarde Duncombe, the Lord of the East. Based on these choices they either received a tattoo of a Swan, showing them loyal to the Countess or of a Bull declaring them loyal to the Lord Duncombe.

This module can be played without any reference to the tattoos, but this module is written from the standpoint of forces loyal to the Countess and it is possible that at least some of the players will have the wrong tattoos (Bulls).

Before *The Making of a Lord* premiers, there will be a teaser posted on the County of Urnst websites graphically illustrating that the Lord of the East's forces are directly allied with the infernal invasion. After its posting on the Internet, this teaser will need to be added as an Appendix B, Adventurers' Handout 2 to be given to any character with a Bull tattoo. It will also make known an optional method of removing the tattoos, but this procedure will not be available until after this module is completed.

The roleplaying effects of the tattoos in this module are as follows:

While in Radigast City, any character with a Swan tattoo receives a positive +2 circumstance bonus when using any skill interacting with citizens loyal to

Countess Belissica and a -4 circumstance bonus when interacting with forces loyal to the Lord of the East.

Any character with a Bull tattoo receives a positive +4 circumstance bonus when using any skill interacting with citizens loyal to the Lord of the East and a -4 circumstance bonus when interacting with forces loyal to the Countess.

The tattoos radiate magic and are easily detected as such. Tattoos may be covered up, but since they are an identifying mark being used by the armies on both sides, they are difficult to hide; Disguise DC 15.

If the Disguise check is failed, the DM should make a note of it, but not tell the player that they didn't succeed.

## Introduction

Note: This is the follow-up module to *Beneath the Crossroads* (URC4-01). Although not recommended, it is possible that some of the players might be playing this module out of order (for whatever reason) without playing *Beneath the Crossroads* first. If this is the case, then describe to the characters this alternate history.

## Alternate History

The characters arrived at a safehouse late last night, just ahead of a horde of fiends that had been pursuing them for several hours. The safehouse is located in the Southtown section of Radigast City, not too far from the Merchant Gate where they entered the city. Lord Underley has personally asked them to run some errands for him in exchange for their staying the night in his safehouse.

*You awaken in a soft bed, covered by a silken comforter, to the sound of something screaming and rattling the window shutters ineffectively just before dawn. In fact, the sound stops abruptly as a rooster crows in the distance and the first rays of the morning sunrise begin streaming through the shutters and into the room. With a brief knock at the door, a half elf dressed as a valet pokes his head into the room and moves over towards a cabinet, carrying a pitcher. He pours some water into a ceramic bowl on top of the cabinet and pulls some towels from a drawer before turning to leave. As he closes the door behind him, he remarks, "The Lord will be having his breakfast in two hours. Please be dressed and ready to dine with him at that time."*

It is about 6:40 in the morning now, and Lord Underley has already left the safehouse to go and recruit another group of heroes for an important task elsewhere in the city (as told in the module *The Crossroads*). However, he will return soon to sit down with the characters over breakfast and explain what he needs them to do today and why.

The party can take the time to arrange for baths (to get rid of the smell of the sewers perhaps), pray for spells, go back and get some more sleep, or whatever they wish. At 9 am, the valet will return and announce Lord Underley's return and escort the party to breakfast.

## Encounter One: The Puppet Master (EL o)

The party is brought to a dining room with a long table dominating the center.

*There are exactly enough chairs for all of you, plus one slightly larger chair at the head of the table. The table is set with silver utensils, fine china dishes and crystal goblets. The walls are covered with paintings of important moments from the history of the city and wonderful smells waft through a doorway in the west wall.*

As the characters seat themselves, Lord Underley will enter the room.

*"Good morning, my friends! Good morning! Let us eat!"*

*As he sits down at the head of the table a stream of servers begin entering the room each carrying a different dish.*

*Bacon. Sausages. Roasted game hens. Boiled eggs. Scrambled eggs. Omelets. Pancakes. Waffles. Blintzes. Crepes. Muffins. Sweet rolls. Toast. Potatoes fried with onions. Fresh fruit from distant lands. Jams and jellies. Pitchers of milk, juice, ale, and beer. The city may be going to the Hells, but you'd never know it from the way this member of the upper nobility sets his table.*

Allow the players to roleplay breakfast a bit, including any necessary introductions. Lord Underley keeps a pleasant demeanor throughout and will answer any general questions the party might have that don't directly bear upon the tasks he has for them. After a leisurely breakfast he will give them some background information and then give them the tasks he needs accomplished.

## Encounter Two: The Making of a Lord (EL o)

*Over a croissant, Lord Underley speaks,*

*"Today and tomorrow will be great days, long remembered. You see, Belissica, our fair Countess, will be returning soon and all will be well with the County again! All of the nobility are scurrying around trying to get ready, and I am no different. In fact I have so many tasks to take care of, I will need your assistance today to complete them all"*

*"As you may know, the Countess has been missing from the throne. This is a self-imposed absence as she is searching for a way to correct the current devil problem that was caused with the joining of the two gems into the Sword of Dominion. Just the sort of thing a true ruler should do.*

*"Unfortunately though, she also made a critical mistake. You see, before she departed, she put Lord Nimar Chrysale Gellor in charge. Now don't get me wrong, Lord Nimar has always been a pleasant enough fellow to work with, but he really didn't have the skills necessary to govern the entire County. He immediately began setting up committees to make critical decisions, and I KNEW that if he were left alone, eventually he was going to royally mess things up."*

*"So, acting in the best interests of the Countess, I took some steps. I systematically began cutting his support system to shreds.*

*"The Lord Chamberlain, Marcus Alan Dane, has always been one of the chief supporters for whoever sat upon the throne. So I had some people of mine make a few false accusations, and presto: the Chamberlain was fired.*

*"Lord Matthias Gellor is the Lord Admiral of the County. A bit of magically controlled sword dueling and he left the Council in disgrace to return to the fleet.*

*"With Lord Nimar's growing feelings of abandonment in the face of the crisis and without the Chamberlain there to maintain order, it was easy enough to force a few arguments between Nimar and the Lord Mayor Dekram Gellor. And a few days later, the Lord Mayor had resigned his post.*

*"His support taken away, Nimar turned to the last high-ranking person on the Council that he trusted. And that individual's betrayal (of a personal nature that we needn't dwell upon) was more than he could bear.*

*"And so, with the Lord of the East's armies marching without restraint through the western half of the County, Lord Nimar canceled his committees, dismissed his remaining counselors, seized control of the County with an iron hand, and has become a true leader in every sense of the term."*

*"Just like we needed him to be in this time of war."*

*"But now, with the return of the Countess, it will be necessary to bring the council back together again. I have prepared letters of apology for the three lords along with invitations to return to their duties. I need you to hand deliver these letters to the Lord Chamberlain, the Lord Admiral, and the Lord Mayor by the end of today. Once this is accomplished, return to me here before nightfall and I'll give you the details for bringing the final Lord back into the fold. Then, your obligation to me will be fulfilled.*

The order in which the party attempts to deliver the letters is entirely up to them. (Each mission should take approximately 45 minutes of game time to complete. Any more and the party risks not finishing the module.) Each envelope is sealed but has an address to a location in The Hill, a district built upon a low rise in the city, which is home to many of the nobility. More importantly, it is also home to many of the courtiers and politicians of the Administrators' Circle. The adventurers start in a safehouse in Southtown and will have to cross the city in order to deliver their messages.

- The Lord Mayor, Dekram Gellor: 386 Crumberton Lane
- The Lord Admiral, Matthias Gellor: 1632 Battles Road
- The Lord Chamberlain, Marcus Alan Dane: 942 Apprentice Way

If the characters decide not to deliver the messages, that is their choice, but the module will end immediately.

## The Three Missions and the Civil War

At about the time that the characters sat down for breakfast, the armies of the Lord of the East took the western wall and several hundred troops entered the city. By the end of the day, most of them will be forced out again, but this is definitely going to be an interesting day within the city.

**Note:** A very important point that needs to be addressed concerns alignments. The County is effectively in a state of civil war. This is not an invasion by an evil humanoid army or by the forces of Iuz. The average soldier in the army of the LOE is almost exactly the same as a soldier in the army of the Countess and generally of a "good" alignment. Players may or may not have a problem fighting soldiers of a good or lawful (or even lawful good) alignment. But the soldiers of the Lord of the East are well disciplined and under orders and they will obey those orders to the best of their abilities. Most of them will be willing to take prisoners, should the party choose to surrender, but they haven't invaded the city in order to have tea and crumpets. They are here to overthrow a callous ruler who has turned a deaf ear on the pleas of her populace (the Countess Belissica). Therefore, if the party should attempt to convince enemy soldiers to change sides, based on similar alignments or the like, the attempts should be role played, but with the understanding that they are doomed to certain failure.

In a similar vein, paladins and other good aligned characters are not to be penalized for dealing with good aligned enemies as enemies (although any role playing anguish for such deeds can and should be addressed as appropriate). The players do not have the luxuries of Time or having high-level characters to deal with the situation in any way other than the way it has been presented to them, and it would be wrong to punish their good-aligned characters for a situation beyond their scope of control.

**Important Note:** Any good aligned opponents the party fights (except for the Snow Tigers in the last encounter) will try to surrender if reduced to 2 hit points or less. The advantage of fighting good people is they typically treat prisoners humanely.

### The Great Patrol

With the invasion of the city, there is an encounter that the DM can insert as often as desired: The Great Patrol. Essentially, this is a body of 120 troops that are slowly making the rounds of the wealthier parts of the

city. The troops are all dressed in half-plate or breastplate and are armed with polearms and heavy crossbows. Their commanders are in full plate, carry great swords and are mounted on heavy warhorses in plate barding. The entire procession is decked out with banners and colorful pennants in the colors of the LOE (red and gold). While their basic mission is that they are looking for nobles to arrest, their main purpose is to make it clear that Terarde Duncombe, the Lord of the East, has arrived and has breached the city walls.

If the party should encounter the patrol, it will be an easy matter for them to hide or evade it until it passes.

### Checking In

As the party proceeds with their deliveries, they may decide to check in with Lord Underley before they are finished. If they do this, they will be admitted back into the safehouse but be told by an underling that:

*Lord Underley is out and about the city and should not be returning until an hour before sunset.*

## Encounter Three: It's a Raid! (EL 3 or 5)

- **The Lord Mayor, Dekram Gellor:** 386 Crumberton Lane

As the party moves through the streets towards the Lord Mayor's mansion, they should catch sight of the Great Patrol (described above) if they have not already. When they draw near to the Mayor's address, read the following:

*Up the street, there appears to be a commotion in front of the gates to a large mansion. Several soldiers are fighting with what appears to be unarmored men. As you watch they force their way inside. A few seconds after that you hear "STOP THIS!" and the sounds of fighting end.*

A small troop of the LOE's soldiers led by a Sergeant Brakkus have seized the initiative and are in the process of arresting the Mayor, even as the party approaches. The Mayor, caught off-guard and unwilling to sacrifice the lives of his servants is surrendering and will soon be led to a containment area the LOE's army has set up in a nearby park.

The party will either need to set up a hasty ambush to rescue the mayor from the soldiers or else wait until he's imprisoned and try to sneak him out using subterfuge. If they set up an ambush, draw out a

layout of a generic city street and let the players set up their attack. Use the stat blocks for Sgt Brakkus and his soldiers from the Appendix. There are 4 soldiers at APL2 and 8 at APL4.

#### APL 2:

☛ **Sergeant Brakkus, Ftr3;** 31 hp, see Appendix 1

☛ **Soldiers (4), War1;** 11 hp each, see Appendix 1

#### APL 4:

☛ **Sergeant Brakkus, Ftr3;** 31 hp, see Appendix 1

☛ **Soldiers (8), War1;** 11 hp each, see Appendix 1

If the players let the sergeant and his troops take the Mayor to their assembly area in a nearby park, their task will become more of a roleplaying challenge and less of a combat encounter. Refer to the map of the park. The park is located near the center of the Hills District and is an open area bordered on all sides by shops and houses. There are several bushes, trees and flowerbeds with a small fountain and a path cutting through the center of the park. Near the center the invaders have set up a storage pen out of large crates, barrels and an overturned wagon. The Mayor will be kept here until the end of the day when he will be removed from the city. The various street entrances each have stationary guards watching the approaches, but the players should be able to get closer to spy out the situation if they use the nearby rooftops.

Scattered about the park, guarding prisoners, the main tent or the perimeter, there are

#### APL 2:

☛ **Sergeants or lieutenants (2), Ftr3;** 30 hp. each, see Appendix 1

☛ **Soldiers (20), War1;** 11 hp each, see Appendix 1

#### APL 4:

☛ **Sergeants or lieutenants (4), Ftr3;** 30 hp. each, see Appendix 1

☛ **Soldiers (40), War1;** 11 hp each, see Appendix 1

The DM will need to work with whatever plan the characters come up with, and with a well thought out plan, the party should be allowed to succeed. Once the Mayor reaches the park, a fighting rescue should be all but impossible. The party will need to use SKILLS to rescue the mayor at this point. Some skills will be more effective in this situation than others and if the characters think to acquire army uniforms or armor, they should receive a +2 circumstance bonus on some of their skill checks (noted with an \*).



Skills that might come into play and their DCs are:

| Skill         | APL2 | APL4 |
|---------------|------|------|
| Bluff*        | 12   | 14   |
| Diplomacy*    | 12   | 14   |
| Forgery* 12   | 14   |      |
| Hide          | 14   | 16   |
| Intimidate*   | 14   | 16   |
| Move Silently | 12   | 14   |
| Open Locks    | 10   | 12   |

Once rescued, the Lord Mayor will heartily thank the group. He will read the letter and pledge his support to Lord Underley's plans. Then he will thank the party once more and move off in the general direction of his mansion, sticking close to the alleys. He will not expect them to escort him home, although if they offer he will accept.

## Encounter Four: Shanghai Surprise! (EL 0)

- The Lord Admiral, Matthias Gellor: 1632 Battles Road

*Making your way to the home of the Lord Admiral, on several occasions you are forced to hide to avoid discovery by large bands of the Lord of the East's troops. At last you reach Battles Road and the Admiral's home is in sight.*

The Lord Admiral is not at home. But one of his aides, Lieutenant Vikal is keeping a watch on the Admiral's home and will answer the door.

### ☛ Lieutenant Vikal Rog3: 15 hp

Lt Vikal will invite the party off the streets and into the entry hall of the Admiral's home, but no further. If the characters confide in him that they have a letter for the Admiral, he will swear an oath (to Pelor if necessary) to see it personally delivered to the Admiral himself. The party can choose to trust him or not as they see fit. But there is no way to hand deliver this particular letter as the Admiral is currently at sea on the Nyr Dyv.

Upon leaving the Admiral's home, a short distance down the road the party will be ambushed.

Use as many troops as necessary (or possibly even the Great Patrol), but the characters will be flanked, cut-off from any retreat and told to surrender. They will be arrested on a charge of espionage and their

weapons will be taken from them. Then they will be escorted to the army's assembly area within the city. **The park/assembly area is detailed in Encounter Three.**

If the party resists, go ahead and play out the (short and overwhelming) combat but the soldiers will be attacking to subdue and the end result will be the same.

Once incarcerated in the holding area, the party will be closely watched and guarded, but mostly ignored for the next two hours. But during that time, if the characters are watching their guards, they will notice that more and more soldiers are being rotated through the guard duty here in the park. By the time the two hours have passed, the soldiers that arrested them will have been dispatched to other parts of the city and no one is left who will remember why they were arrested in the first place!

## Encounter Five: The Price of Freedom (EL 1 or 2)

*After a few hours, a soldier in breastplate with the bearing of an officer and captain's tabs on his shoulders steps up to the holding area you are being kept in. "Are any of you familiar with this city?" he asks. "I have a mission of mercy that needs to be taken care of immediately and none of my couriers are familiar with Radigast. I'm not sure why you're being detained here, but if any of you would be willing to act as local guides, I would consider that to be mitigating evidence in your favor."*

**Captain Relova** took a blow to the head earlier. Right now he's in a tight spot and isn't really thinking very clearly at the moment, otherwise he wouldn't have made the party such a weak offer. The players will need to decide without discussing it amongst themselves (there is no place within the holding area out of earshot), but they can easily negotiate the return of their weapons ("for defensive reasons, of course") if they agree to the task.

If they refuse, the park will be re-taken by forces loyal to the Countess a short while later. The group will be able to recover their possessions from the main tent and they will be able to continue on with their errands.

But if they agree, the Captain tells them that they need to escort some medics to the front lines where they can heal wounded soldiers. He will see them re-equipped and then introduce them to his chief medic, Sammandia.

#### APL 2:

🐉 **The Couriers (3):** Exp1: 8 hp ea.

#### APL 4:

🐉 **The Couriers (6):** Exp1: 8 hp ea.

Sammandia and her female assistants are very concerned with doing their duty, but they are also quite willing to chat with the characters as they head towards their destination. This should be a short roleplaying encounter to give the players an opportunity to draw some information out that they might not otherwise learn. Sammandia and her fellow couriers know the following information;

- Their current mission is to take valuable medical supplies to a battle elsewhere in the city.
- The battle they are headed towards is the taking of Belissica's Tower and the Administrators' Circle.
- They have always wanted to visit Radigast City, but they wish it hadn't been in wartime.
- They are corpsmen in the army of the Lord of the East. Their main duty is to try to save as many soldiers' lives as they can.
- Their "cargo" consists of healing salves to be used to save as many soldiers as they can.
- The forces of the Lord of the East took the Western wall at around 9:15 this morning, but the citizens are putting up a stiff resistance. The army may not be able to hold what they take today. But we'll be back again tomorrow and the next day, as long as is needed.
- The Lord of the East is a good man. It was Belissica who betrayed her people.

Sammandia and her couriers are Neutral Good in alignment and are quite friendly if approached right. This should come out clearly during any roleplaying. Because of the secretive nature of their mission (sneaking through a hostile city), they are not wearing the Lord of the East's colors on their armor.

The players have several options at this point.

1. They can betray the couriers, in which case Sammandia and her friends will defend themselves as best they can, but it should be an easy victory for the party (and innocent but enemy blood on their hands).
2. They can escort the couriers to the battle after which Sammandia and her friends will be too busy being combat medics. They will forget about the

characters and the party will be free to do as they wish.

3. They can mislead the couriers to another part of the city. After about an hour, Sammandia will sense the group's trickery and will begin trying to get herself and her couriers away from the group without arousing their suspicions.

Depending on what the group decides to do, they may discover what the couriers are actually carrying. The couriers have a satchel containing

**APL2: 40 potions of cure light wounds**

**APL4: 60 potions of cure light wounds**

**Note:** If the party finds these potions, they become the "treasure" for the entire module. For each potion they consume during the remainder of the module, deduct 10gp from their final total.

## Encounter Six: Lending a Helping Hand (EL 2)

If the characters get close enough to see the battle,

*Up ahead can be heard the sounds of a great battle! Countess Belissica's tower stands apart from the other residences here on The Hill. The main tower is surrounded by a thick, stonewall and a large iron fence surrounds her gardens. But even from several hundred yards away you can make out several groups of crossbowmen firing coordinated volleys over the walls at the defenders and at least fifty soldiers seem to be slamming a huge ram into the main entrance. All in all, it looks like over two hundred and fifty troops of various types are making a concerted effort to take the keep.*

*But for all of their numbers, the attackers are not having an easy victory. Scattered about the grounds, over a hundred attackers lie wounded, dying or dead. A thunderclap rolls overhead as a bolt of lightning streaks from an otherwise clear sky, permanently knocking several of the soldiers to the ground. And atop one of the walls seems to be a lone warrior figure shouting taunts at the attackers, surrounded by piles of bodies all around him.*

Give the players a chance to react to the battle. If any of them seem to be entertaining thoughts of joining in, read the following:

*Suddenly, a small ball of orange flame comes arcing towards you from the keep! Fortunately, it falls short of where you're standing...*

But roll 10d6 in sight of the players and describe the area of effect that just got obliterated by the Fireball spell.

*As you watch, you hear a heavy THRANG sound coming from just off to the side as an enormous rock hurdles from between two other houses to crash into one of the Countess' towers. Looking that direction, you see a heavy catapult lightly guarded by some engineers.*

The characters may not be able to join in the main fight, but if they want, they can take out a piece of siege artillery. The forces of the Lord of the East have brought up a heavy catapult to aid in the assault. If the party were to destroy it, they would definitely be helping the defenders...

#### **Heavy Catapult, and Engineers (6), EXP: 9 hp ea.**

Even if the group takes out the catapult, it will be obvious to them that the battle will still be continuing for quite some time. They will have helped, but they may need to be reminded of their own mission. If they decide to stay and fight some more, the attackers are generic warriors and fighters ranging in level from 2<sup>nd</sup> to 10<sup>th</sup>, but most are veterans of the campaign (3<sup>th</sup> or 4<sup>th</sup> level warriors). Fights with one or two of these soldiers along with some occasional collateral damage coming out of the keep should be used to remind the group that they have already completed this task and that they have other tasks to attend to.

## **Encounter Seven: Recognition (EL 0)**

- The Lord Chamberlain, Marcus Alan Dane: 942 Apprentice Way

*Unlike the other two lords' homes, the Lord Chamberlain's residence lies just to the south of the affluent Hill district in the Wayman's District. In this part of the city, six or eight two- and three-story homes lie in close proximity to each other to form city blocks. And there are dozens of these housing blocks in this neighborhood. It appears that the Chamberlain's home is one of them.*

When the players knock, a serving maid greets them. She will ask them what their business is and then will invite them to enter. Then she will lead them to a sitting room and ask them to wait while she fetches the young master. The characters can make themselves comfortable while they wait.

*As you wait in this sitting room, the wealth of this home becomes more and more apparent. Ornate rugs cover the floor and the walls are covered with shelves holding hundreds of books. The window actually has glass windowpanes and the furniture is soothingly comfortable in a way that only a master crafter can build. Above a marble fireplace is a detailed painting of a Suel soldier on a horse leading a charge into battle. The face of the soldier looks strangely familiar, but you're not sure where you've...*

*The door suddenly opens again to admit a young man in his early thirties and an older lady, both wearing rich apparel.*

The lady is Seylia Alan Dane, the wife of the Chamberlain and the young man is Darius Alan Dane, his son. If the party explains their mission, the young man and his mother will exchange a stricken look. Then the young man will explain.

*It is a good thing that you have come to invite my father to return to the Council. But unfortunately, we do not know where he is. After his illness from when he was released from service, he began to grow more and more troubled as the days passed. Finally, one day he just vanished while he was sitting in our garden in back. This must have been five or six months ago. And we haven't seen or heard from him since.*

Allow the characters to react, then ask each player to make a Gather Information check (DC 12). To the ones who make it read,

*As you sit pondering this turn of events, your eyes are drawn again to the painting. Seeing his son before you, it is obvious that the soldier portrayed is of the Lord Chamberlain back in the days when he was the greatest general in the County. But as you look at the face in the painting, memory assaults you and the image blurs. You remember the striking image of damp tunnels and rats, of vile odors and sewage, and the old man running into the darkness- a man who strongly resembled the one in the painting.*

This assumes that the party just finished Beneath the Crossroads. The old hermit whose minions they fought and defeated was in fact the Lord Chamberlain, driven mad by age and circumstances.

If the players suggest that they might know where Marcus Alan Dane may be hiding, the lady and the son will ask them if they can possibly rescue him from wherever he is.

*Darius Alan Dane speaks up, "Due to the current situation in the city, I do not have the resources to offer you a reward. But if you can return my father home to us, I will try to aid you in completing your task for Lord Underley to his satisfaction."*

If the party agrees to help, continue on to Encounter Eight.

## Encounter Eight: Weren't We Just Here? (EL 0; EL 2 or 3; and EL 1)

Marcus Alan Dane went slightly crazy after being fired by Lord Nimar. Escaping from his private garden, he wandered the streets for a few weeks until he finally found a home in the sewer system below the city. Here he encountered the animals that lived down here and, after a couple of tense battles with the Birds of Prey, a local band of rogues, he gained a new level of experience. Having only a dim recollection of his former life by this time and seeking the friendship of the creatures around him, he took his new level in Druid, which granted him the abilities that the characters experienced in the previous module.

What follows are three combat encounters. If the party returns to the sewers, they can make Tracking Checks (DC 12), Search checks (DC 15) or just wander the sewers for a couple of hours to pick up the trail and track him to his lair near another of the collection pools scattered throughout the sewer complex (as described in Beneath the Crossroads).

### Fight Number One (EL 0)

*Up ahead you can hear the shrill squeaking of rodents. As you get closer, the sewer tunnel appears to open up into a chamber. But the floor of the chamber writhes like a furry living carpet.*

The first encounter is with rats. As the party approaches the lair, they will find their way blocked by hundreds and hundreds of rats ranging in size from normal to dire (over 2000 rats in all). The path will be filled so densely that it will be impossible to take a step into the room without stepping on several of the animals.

But it's a Bluff. Marcus the Hermit doesn't want to see more of his little friends slain and if the party attacks a single rat, all the rats have been instructed to flee.

Having several hundred rats suddenly go swarming past them, the characters will all need to make grapple checks versus a grapple check DC of 22. If they succeed, they retain their footing and the horde of rats move past them around their legs. But if the characters fail the grapple check, the rats will knock them to the ground and will run over them instead. Characters who are knocked down will not take any damage from this gross experience. It should be just another nasty memory to take home concerning today's delightful sewer experience.

*As the rats swarm over you, their claws scrape over your armor and their hairless tails and hairy little bodies pin you to the floor. They exit out the tunnel you just entered from, moving over your bodies and faces like an endless tide of disgusting squeaking fur...*

### Fight Number Two (EL 3 or 5)

*With the rats out of the way, the details of this room are easier to make out. Most of the back half of the room appears to be a pool of scummy water. Off to the left appears to be a side tunnel and you realize you are being watched.*

*"Go Away!" screams the old man, "You'll make my Little Puppy mad if you don't go away!" And with that he vanishes deeper into the side tunnel.*

The entrance to the side tunnel is beyond the edge of the water and the hermit will not respond to any further entreaties by the party.

Hidden in the scummy water is the Hermit's last guardian (Spot DC 22, but only if the characters state they are actively checking the water.) If the party enters the water, the Hermit's "Little Puppy" will attack.

APL 2:

➤ Alligator (1) "Little Puppy": 30 hp, see Appendix 1

APL 4:

➤ Giant Alligator (1) "Little Puppy": 62 hp, see Appendix 1

### Fight Number Three (EL 2)

*A short distance into the side tunnel it dead-ends in a small room. The old man is crouched in a corner, rocking frantically back and forth and whispering loudly to himself "Little Puppy will*

*win. Little Puppy will get them. Little Puppy will win. Little Puppy will get them." over and over.*

If the party attacks him, casts a spell or approaches within 5 ft of him, the hermit will attack.

**The Hermit:** (Lord Marcus Alan Dane, Lord Chamberlain of the County of Urnst), Brb1/Ftr8/Ari2/Drd1; 15 hp, see Appendix 1

Fortunately for the party, the Lord Chamberlain has contracted several wasting diseases during his extended stay down in the sewers. Given the opportunity, characters may make Heal checks, DC 12 to determine that he is currently suffering from several debilitating illnesses.

The Chamberlain will attack viciously with his club/walking stick, and will close in order to use his whirlwind attack on several of the characters at once. Fortunately for the party, his Strength and Constitution are currently so low that the party should be able to defeat him without too much effort.

**Note:** Upon becoming Lawful Good in order to better serve the needs of the County, the Chamberlain lost the ability to rage that he once enjoyed in his youth. The events of the past year have driven him slightly insane and his alignment has now changed to Lawful Neutral when he became a Druid and befriended the sewer creatures. He has already cast all of his spells for the day.

If they strike to subdue him, the party will be able to carry him back home before he wakes.

If they accidentally kill him, the Chamberlain's family will be able to raise the funds to have a Raise Dead cast later on.

In either case, upon return to the Chamberlain's home, Darius will thank them.

*"Thank you for returning my father to his home. We will see to his needs and if it is possible, we will make sure that he recovers from his illnesses. Tell Lord Underley, that I do not appreciate what he did to my father. But I am prepared to take my father's place in the Circle as Lord Chamberlain, pending Countess Belissica's approval. This should complete your task in our home." And with that he turns to tend to his father.*

## Encounter Nine: The Final Lord (EL o)

After the characters return to Lord Underley's safe house at the end of the day, he will greet them at the door personally.

*"Come in my friends, come in! I've already heard rumors of your exploits and I'm sure that you're most interested in clearing up the issue with the final lord and being done with these errands."*

*He leads you back into the dining hall and sits again at the head of the table. As he sits down the cooks again begin to bring a small feast out of the kitchen.*

Allow the players to sit and begin eating. Once the cooks leave, Underley will begin his final tale.

*"You'll be pleased to know that our army has driven Terarde Duncombe's forces from Radigast City. But even more importantly, Countess Belissica is returning to our city even as we speak. Tomorrow, I understand there will be a small ceremony to welcome her home and all of her lords and nobles have been asked to participate. Each has been asked to be present, along with their personal guards. I happen to know that the final member banished from the Council doesn't have any troops to represent him in such an endeavor. If you would be willing to stand in as his troops, it would surely improve the opinions of the other nobles as well as end my tasks for you. What do you say?"*

If the party declines this final task, Lord Underley thanks them for the tasks they've already accomplished and allows them to stay the night. The module will end at this point without the final encounter.

But if they agree to the final task, Lord Underley will rise and grandly bow to them.

*"Thank you! This is most excellent! For you see, I am the final Lord and I can think of no other heroes I would rather have with me when I stand before my Countess once again."*

*And with that he retires for the night, leaving you to finish the large meal still awaiting your attention. But even before you finish, servants begin moving into the room with fresh garments while others wait to polish your armor, weapons and other equipment in preparation for the ceremony tomorrow morning.*

## Encounter Ten: A Hell of a Party (EL 3 or 5)

*The next day, your equipment immaculate, you ride with Jacobis Underley in carriages to the Palace. This large stone castle once housed the royal family, but upon the ascension of House Gellor to the Countship, the actual duties of ruling the County of Urnst moved to the Administrators' Circle located in the gardens in front of Belissica's Tower. Now the Palace is primarily used to impress foreign dignitaries as well as for indoor functions and celebrations.*

*As you enter, the light of the morning sun fills the huge Reception Hall through an immense stained glass window of a swan on a green field set into the ceiling. Lord Underley is swept away to assist in the preparations while you are shown a place to stand, shoulder to shoulder with hundreds of other soldiers and heroes, many of who show signs of having recently been in battle. A captain walks over to you and says, "Watch for my signal and then raise your weapon in salute like this." and he demonstrates. Then he moves on.*

Allow the players to interact with the other soldiers around them a bit. All of the warriors in this hall are the best in the city or else they are members of elite guards from all the noble houses. If the party asks one of them what's going on, one of the warriors will fill them in.

*Belissica? Yeah, I'd heard she was back. But this isn't about her. A band of heroic adventurers have volunteered to undertake a mission to save the County from all the devils. But from what I hear, the lord wizards and clerics have done some Auguries and have found out that most of these guys won't be coming back. So we are here to honor these heroes as best we can before we send them to their permanent deaths. At least that's what my sergeant told me.*

After a few minutes, read the following:

*With the sounding of a horn, the ranks of warriors snap to attention around you. Then the great doors to the Hall open and several figures enter the hall. As the doors close behind them, you are able to see these heroes as they make their way down a corridor between the ranks of soldiers. They look grim but determined and you wonder if you would ever have the courage of these adventurers. You also begin to wonder if anyone mentioned the Auguries to them as the Captain signals and every*

*blade in the hall clears its sheathe with a ring of steel.*

*The heroes move to the front and after a minute you begin to hear the chanting of many casters all casting the same spell in unison.*

If anyone wishes, they may make a Spellcraft check (DC 22) to recognize it as some kind of Greater Teleport spell.

*But before the spell is finished, the doors to the Hall explode, Shattering into kindling as the armies of the Lord of the East charge into the room. And with a roar, the warriors around you charge directly at them.*

**Setup and Tactics:** There is no map for this encounter. The room is much too large. Instead, have the party arrange itself in a combat line, with spellcasters or rogues in back if they choose. Then to either side of them, continue their front line across the map with additional warrior miniatures. Finally, at a distance of 30 ft, build the attacking line of the LOE's troops (equally long). Then roll for initiative.

**Note:** This is a clash of armies. There are many ranks of combatants on both sides, enough to fill any battle mat. Therefore flanking maneuvers will be difficult. But in the interest of practicality, only the front ranks are shown.

The party will have the dubious pleasure of fighting one of the Lord of the East's special mercenary units, the Snow Tigers. These barbarians will rage on the first round and their stat blocks reflect this. Their rage will last for eight (8) rounds, after which time their Str and Con will drop by 4 for the last two rounds of the battle.

The Snow Tigers will approach in 2 ranks of two, or 2 ranks of three.

**APL 2:**

❧ **Snow Tigers (4)**, BrbI; 17 hp each, see Appendix I

**APL 4:**

❧ **Snow Tigers (6)**, BrbI; 17 hp each, see Appendix I

At the end of the third (3<sup>rd</sup>) round of combat, there is a great crash of breaking glass from high overhead. If any character glances upwards, they will see dozens of winged devils flying through the smashed stained glass window and headed towards where the wizards are still chanting their spell.

Starting at the end of the sixth (6<sup>th</sup>) round and every round thereafter, have the players make Listen checks. While the party can't see what's happening, the chanting of the wizards is gradually getting louder and louder.

#### Round DC

6 24

7 20

8 16

9 12

This is a bigger battle than could possibly be finished in eight hours, much less at the end of a module. If the party defeats all of the Snow Tigers, they can assist with other enemies, but no one else will be attacking them

At the end of the tenth (10<sup>th</sup>) round, everyone must make a Will save DC 30. (In other words natural 20's will make it but everyone else should fail. If anyone *does* make the roll, read the following boxed text, then ask the players if they really want to stand alone against the arch-fiend or run away with everyone else.)

*Suddenly, from the direction of the wizards' chanting comes the cyclone shriek of countless damned souls. A huge figure with horns and enormous bat-like wings appears, towering over the room as a wave of soul-numbing fear drives into your brain like an icy spike. With screams of fear, the mixed soldiers of both armies blindly flee the Reception Hall without any sense of order or sides or any thought other than RUN FOR YOUR LIVES!*

## Conclusion

*When at last you come to your senses, you find yourself alone, crouched in an unfamiliar alleyway. Your friends are nowhere to be seen and you hope that they were as fortunate in escaping as you were. High up above, the moon shines and stars twinkle down at you in their normal friendly way. Glancing around, you, it's well past nightfall, but the sounds of screams and the hellish howlings of devils seem to be gone from the Radigast City for the first time in weeks. Perhaps those heroes were successful after all.*

*You make your way back to the inn where you had your reservations. Was it only two nights ago? There you find your companions, but while the*

*room is abuzz with the departure of the devils, there isn't much talking between yourselves. The memories of the Thing at the end are still too overwhelming, and will be for many nightmares to come.*

*A few days later, an emissary from the Council to the Countess Belissica finds you. It seems that several of the higher-ranking members of the Council have positive memories of things you have done for them recently. In addition to their thanks, it seems that they also wish to express their gratitude in a more material way...*

## The End

## Experience Point Summary

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

### Encounter Three

Experience objective  
APL2 120 xp; APL4 150 xp;

### Encounter Six

APL2 60 xp; APL4 60 xp;

### Encounter Eight

Little Puppy:  
APL2 60 xp; APL4 90 xp;  
Hermit:  
APL2 60 xp; APL4 90 xp;

### Encounter Ten

APL2 90 xp; APL4 150 xp;

### Story Award

For rescuing the Lord Mayor:

APL2 20 xp; APL4 30 xp;

For taking out the heavy catapult:

APL2 20 xp; APL4 30 xp;

For bringing the Lord Chamberlain back, alive

APL2 20xp; APL4 30 xp;

For standing as Lord Underley's troops during the ceremony:

APL2 20 xp; APL4 30 xp;

### Total possible experience:

APL2 450 xp; APL4 660 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.

### OPTION ONE

If the characters captured the potions of *Cure Light Wounds* from the courier/corpsmen in **Encounter Five: The Price of Freedom**, they receive the following amounts, minus 10gp for each potion they used for the rest of the adventure.

L: Looted gear from enemy



C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL 2: L: 0 gp; C: 0 gp; M: 400 gp

APL 4: L: 0 gp; C: 0 gp; M: 600 gp

## OPTION TWO

Otherwise, the party receives a cash reward at the **Conclusion** of the module from the nobles they assisted

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL 2: L: 0 gp; C: 400 gp; M: 0 gp

APL 4: L: 0 gp; C: 600 gp; M: 0 gp

## Total Possible Treasure

APL 2: 400 gp

APL 4: 600 gp

## Special

### On the Adventure Record

**Many Thanks:** For assisting the various noble houses before the return of Countess Belissica, each character gains one time access to a single magic item that may be purchased after any regional County of Urnst module. Once each item is purchased, cross it off this AR. If the party was unable to complete one or more of the five tasks as listed below, cross off that reward as appropriate.

From the Lord Mayor for rescuing him: a *Ring of Protection* +2 (8000 gp).

From the Lord Admiral if they left the letter with Lieutenant Vikal: a *Quaal's Feather Token, Anchor* (50 gp).

From the Countess if the party took out the catapult crew: *Oil of Greater Magic Weapon* +4 (2400 gp).

From Darius Alan Dane for bringing back his father alive: a *Wand of Cure Light Wounds* (750 gp).

From Lord Underley for standing in as his troops in the ceremony: *Gloves of Dexterity* +2 (4000 gp) OR the ability to obtain a Swan familiar.

**Tattoo Removal:** 100 gp. At the end of this module, a method becomes available which can remove the magical tattoos from the module "The Winds of Change". While the symbols were applied using a modified Arcane Mark spell, the procedure to remove the tattoo is alchemical in nature. Most of the cost is for the materials to burn the tattoo off without injuring the person beneath.

Note: There may still be advantages to having the tattoos in later modules. Therefore this process is completely optional and at the character's discretion. The process can be used to remove a tattoo after any module set in Radigast City.

**Swan Familiar:** Small Animal; HD 1d8+1; hp 9; Init +2 (Dex); Spd 10ft, Fly 60ft (poor), Swim 40ft; AC: 13 (+1 size, +2 Dex), Touch 12, Flat-footed 13; Base Attack/Grapple: +1/-2; Attack: Bite +4 (1d3-4); Full Attack: Bite +4 (1d3-4); Align NG; Space/Reach: 5ft/5ft; SA: -; SQ: -; Saves: Fort +3, Ref +4, Will +0; Abilities: STR 4, DEX 14, CON 12, INT 4, WIS 10, CHA 10

*Skills:* Swim +11, Spot +5

*Feats:* Weapon Finesse

Swans normally avoid combat if possible, however they can attack with their bill. Also, a Swan can issue a trumpet once a round. There is no combat effect, but it can be an effective alarm.

They receive a +10 racial bonus to Swim checks and a +5 racial bonus to Spot checks.

A Swan Familiar grants its master a +3 bonus to Swim checks. Within the County of Urnst, a Swan Familiar will be recognized as a symbol of honor and respect. When dealing with any County of Urnst official, a Swan Familiar will confer a +2 circumstance bonus to appropriate social skills.

### Item Availability:

**APL2:** see above

**APL4:** see above

## Appendix 1: Encounters

### Encounter Three

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**Sergeant Brakkus, Fgt3;** CR 2; Medium Humanoid; HD 3d10+9; hp 31; Init +2 (Dex); Spd 20 ft (4 squares); AC 19 (+2 Dex, chainmail, heavy shield), touch 12, flat-footed 17; Grapple +5; Atk +7 melee (1d8+2) masterwork longsword; Atk +7 melee (1d8+2) masterwork longsword; AL LN; SV Fort +6, Ref +3, Will +2; Str 14, Dex 14, Con 16, Int 10, Wis 9, Cha 11;

*Skills:* Climb -1, Handle Animal +4, Jump -7, Ride +6, Swim -10; *Feats:* Combat Reflexes, Iron Will, Power Attack, Cleave, Weapon Focus (longsword).

Equipment: chainmail, heavy steel shield, masterwork longsword,

**Soldiers; Warri;** CR ½; Medium Humanoid; HD 1d8+3; hp 11 ea; Init +1 (Dex); Spd 30 ft (4 squares); AC 14\* (+1 Dex, studded leather), touch 11, flat-footed 13; Grapple +4; Atk +5 melee (1d10+3) halberd; Full Atk +5 melee (1d10+3) halberd; AL LN; SV Fort +5, Ref +1, Will -1; Str 16, Dex 13, Con 16, Int 9, Wis 8, Cha 10;

*Skills:* Climb +2, Jump +2, Ride +2, Swim +2; *Feats:* Dodge\*, Weapon Focus (halberd).

Equipment: studded leather, halberd.

### Encounter Five

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**Couriers, Expt;** CR 1/3; Medium Humanoid; HD 1d6+2; hp 8 ea; Init +1 (Dex); Spd 30 ft (4 squares); AC 13 (+1 Dex, leather armor), touch 11, flat-footed 12; Grapple +1; Atk +1 melee (1d6+1) rapier; Full Atk +1 melee (1d6+1) rapier; AL NG; SV Fort +2, Ref +3, Will +3; Str 12, Dex 13, Con 14, Int 12, Wis 12, Cha 13;

*Skills:* Climb +3, Decipher Script +3, Diplomacy +7, Disguise +5, Escape Artist +5, Forgery +3, Gather Information +5, Hide +3, Sense Motive +7, Survival +5; *Feats:* Lightning Reflexes, Negotiator.

Equipment: leather armor, rapier,

### Encounter Six

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**Engineers (6), Expt;** CR 1/3; Medium Humanoid; HD 1d6+3; hp 9 ea; Init +0; Spd 30 ft (4 squares); AC 14 (chain shirt), touch 10, flat-footed 14; Grapple +1; Atk +1 melee (1d8+1) heavy mace; Full Atk +1 melee (1d8+1) heavy mace; AL CG; SV Fort +5, Ref +0, Will +2; Str 12, Dex 11, Con 16, Int 15, Wis 10, Cha 9;

*Skills:* Concentration +6, Craft: Carpentry +6, Diplomacy +3, Disable Device +6, Handle Animal +3, Knowledge Engineering +6, Knowledge Dungeoneering +6, Profession: Siege Artillery +4, Use Rope +4; *Feats:* Great Fortitude, Skill Focus (Disable Device)

Equipment: chain shirt, heavy mace.

## **Encounter Eight**

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**APL 2: Alligator (1) “Little Puppy”;** CR 2; Medium Animal; HD 3d8+9; hp 30; Init +1 (Dex); Spd 20 ft (4 squares), Swim 30 ft; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Grapple +6; Atk Bite +6 melee (1d8+6) or Tail Slap +6 melee (1d12+6); Full Atk Bite +6 melee (1d8+6) or Tail Slap +6 melee (1d12+6); Space/Reach 5 ft/5 ft; SA Improved Grab; SQ Hold Breath, Low-light Vision; AL N; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2;

*Skills:* Hide +7\*, Listen +4, Spot +4, Swim +12;

*Feats:* Alertness, Skill Focus (Hide).

**Improved Grab (Ex):** To use this ability, an alligator must hit with its bite attack. It can then start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the alligator establishes a hold on the opponent with its mouth and drags it into the water, attempting to pin it to the bottom.

**Hold Breath (Ex):** An alligator can hold its breath for 68 rounds before it risks drowning.

**APL 4: Giant Alligator (1) “Little Puppy”;** CR 4; Huge Animal; HD 7d8+28; hp 59; Init +1 (Dex); Spd 20 ft (4 squares), Swim 30 ft; AC 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15; Grapple +21; Atk Bite +11 melee (2d8+12) or Tail Slap +11 melee (1d12+12); Full Atk +11 melee (2d8+12) or Tail Slap +11 melee (1d12+12); Space/Reach 15 ft/10 ft; SA Improved Grab; SQ Hold Breath, Low-light Vision; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2;

*Skills:* Hide +7\*, Listen +5, Spot +5, Swim +16;

*Feats:* Alertness, Endurance, Skill Focus (Hide).

**Improved Grab (Ex):** To use this ability, an alligator must hit with its bite attack. It can then start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the alligator establishes a hold on the opponent with its mouth and drags it into the water, attempting to pin it to the bottom.

**Hold Breath (Ex):** An alligator can hold its breath for 68 rounds before it risks drowning.

**The Hermit:** (Lord Marcus Alan Dane, Lord Chamberlain of the County of Urnst), Brbr1/Ftr8/Ari2/Drd1; CR 1; Medium Humanoid; HD 1d12+8d10+2d8+1d8-48; hp 28; Init +1 (Dex); Spd 40 ft (8 squares); AC 11\* (+1 Dex), touch 11, flat-footed 10; Grapple +7; Atk +8 melee (1d6-3) club; Full Atk +7/+2 melee (1d6-3) club; AL NG; SV Fort +6\*, Ref +5, Will +9; Str 5\*, Dex 13, Con 3\*, Int 13, Wis 14, Cha 7\*;

*Skills:* Bluff +0, Climb +1, Craft: Weaponsmithing +15, Diplomacy +4, Gather Information +0, Handle Animal +8, Heal +4, Intimidate +8, Jump +5, Listen +6, Ride +17, Sense Motive +6, Spot +4, Survival +6, Swim -1; *Feats:* Animal Affinity, Blind Fight, Combat Expertise, Dodge, Leadership, Lightning Reflexes, Mobility, Mounted Combat, Ride-By Attack, Spring Attack, Whirlwind Attack

### **Encounter Ten**

**The Snow Tigers, Brbr1;** CR 1; Medium Humanoid; HD 1d12+3; hp 17 ea; Init +0; Spd 40 ft (4 squares); AC 14 (-2 rage, +1 Dex, +5 breastplate), touch 9, flat-footed 15; Base Atk/Grapple +1/+6; Atk +7 melee (1d8+5) masterwork battleaxe; Full Atk +7 melee (1d8+5) masterwork battleaxe; AL CG; SV Fort +5, Ref +3, Will +4; Str 16, Dex 12, Con 16, Int 9, Wis 10, Cha 9;

*Skills:* Climb +3, Jump +7, Listen +2, Ride +3, Survival +4, Swim -3; *Feats:* Iron Will, Lightning Reflexes

Equipment: breastplate, masterwork battleaxe

## Appendix 2: Concerning Lord Underley

### From the Radigast City Who's Who;

*The House of Underley holds little land though its influence is great. Several small holdings all within the East fall to this House, though none of note. However, this House has always held significant influence with the ruler of Urnst. Currently, the Lord Mage of Urnst is the head of this household. There is significant division within the House as Lord Jacobis Underley was adopted by Darius Underley, the prior head of House. This adoption short-shifted Lord Anasil Underley and Lord Derrik Underley, Jacobis' two nephews. Jacobis spends most of his time in Radigast City and has given High Mardreth, an important coastal port south of Bampton, to Anasil. But there are still hard feelings between them.*

*The House is currently administered from Ventor a small community in the far reaches of the Kingdom that is known largely for the dungeon it keeps for political and social dissidents.*

Jacobis Underley is completely loyal to the County of Urnst and especially to Countess Belissica. Officially, as head of his house he is the Lord Baron of Ventnor. He is also the Lord Mage of Urnst, appointed as such by the Countess, and is her favorite adviser on matters of state as well as a member of her Administrators Circle.

Unofficially, he is the head of a network of informants and spies funded out of his own pocket that works in the interests of the Countess and the County. As such he frequently has knowledge of far reaching events that could have an impact on the political situation in the County of Urnst as well as the surrounding regions. While primarily an information gathering service, the Underley Network has been known on occasion to take an active hand in influencing events. Examples of this include orchestrating the original capture of Lucius Grakkon and the conveyance of the Hilt Gem from Hardwyn to Radigast City.

While Neutral Good in alignment, Lord Underley is a major player in the game of power politics. He is a negotiator and manipulator without par in the County and he will ruthlessly use whatever means are necessary to achieve his goals. Only his devoted loyalty to the

Countess, his strongly held sense of personal ethics, his wish to serve the people of the County and a strong desire to stay out of the spotlight prevent him from sometimes taking his actions to extremes and descending into evil. Long ago he decided that expanding his power by attempting to become the ruler of the County was insufficiently interesting. Instead he enjoys the challenge of pulling strings and influencing events completely behind the scenes, playing his own game and answering in the end only to the Countess herself. Perhaps this explains his wholehearted resistance to the recent presumptions of the Lord of the East.

A "real life" analogy would be General George S. Patton. Without a strong Eisenhower figure (like the Countess) to rein him in, Lord Underley will undertake whatever actions are necessary to accomplish a mission, completely on his own authority. He will do what he feels is the right thing to do, without looking for or expecting support from those around or above him. Fortunately, he is intelligent enough that only rarely does he make errors in judging people or situations.

### Some examples of how Jacobis Underley operates;

When Belissica left Radigast City, for some reason she did not consult with Lord Underley concerning her plans. Instead she left Lord Nimar Gellor in charge and vanished. Lord Underley on his own initiative immediately began a campaign (with mixed results) to quell rumors and to present the Countess' disappearance in the most favorable light.

When Lord Nimar began showing signs of being a weak leader, rather than overthrow him Lord Underley secretly re-defined the entire structure of the Countess' government to force Nimar to take charge of the situation directly and become the leader Underley felt the County needed.

When the characters arrive at the second safehouse at the end of *Beneath the Crossroads*, Lord Underley uses the fact that they have only just escaped a horde of devils to manipulate them into running errands for him the next day.

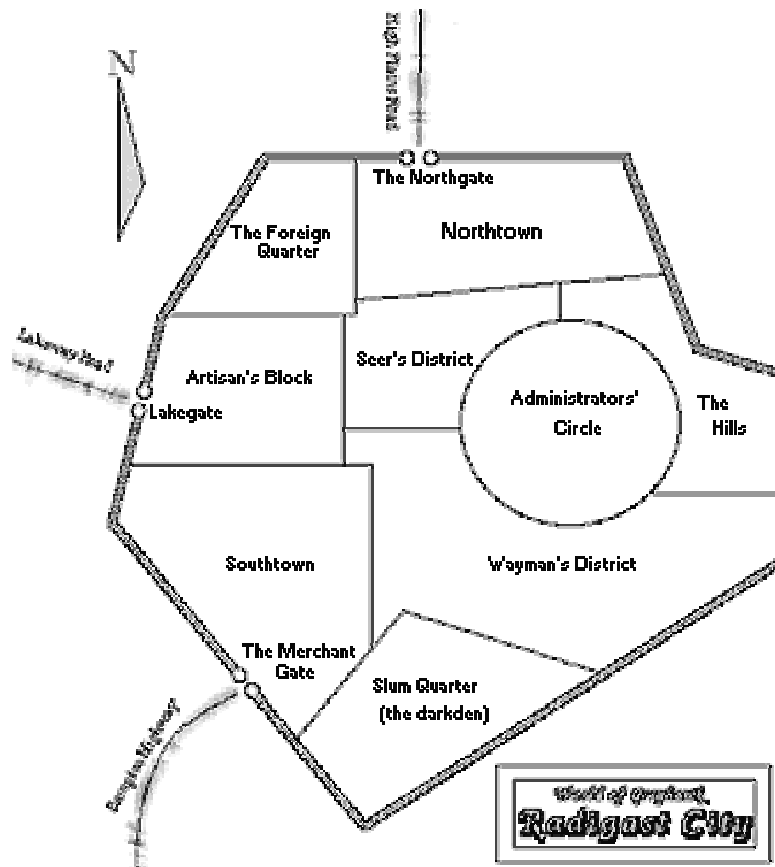
When Lord Underley “confesses” to the players, it is to motivate them to think the way he wants them to think so that they will be amenable to his requests. But if a character were ever to attempt to bring the information to light, it would be their word against that of a member of the nobility. Any accusations would be dismissed and the accusers discredited.

When Lord Underley states that he has no troops for the final ceremony, this is blatantly false. Through the Underley Network, he has access to dozens if not hundreds of fighters, mercenaries and rogues. But standing in the open would reveal those operatives to public scrutiny. Therefore Underley uses the party as blind operatives to keep his real agents’ and forces identities a secret.

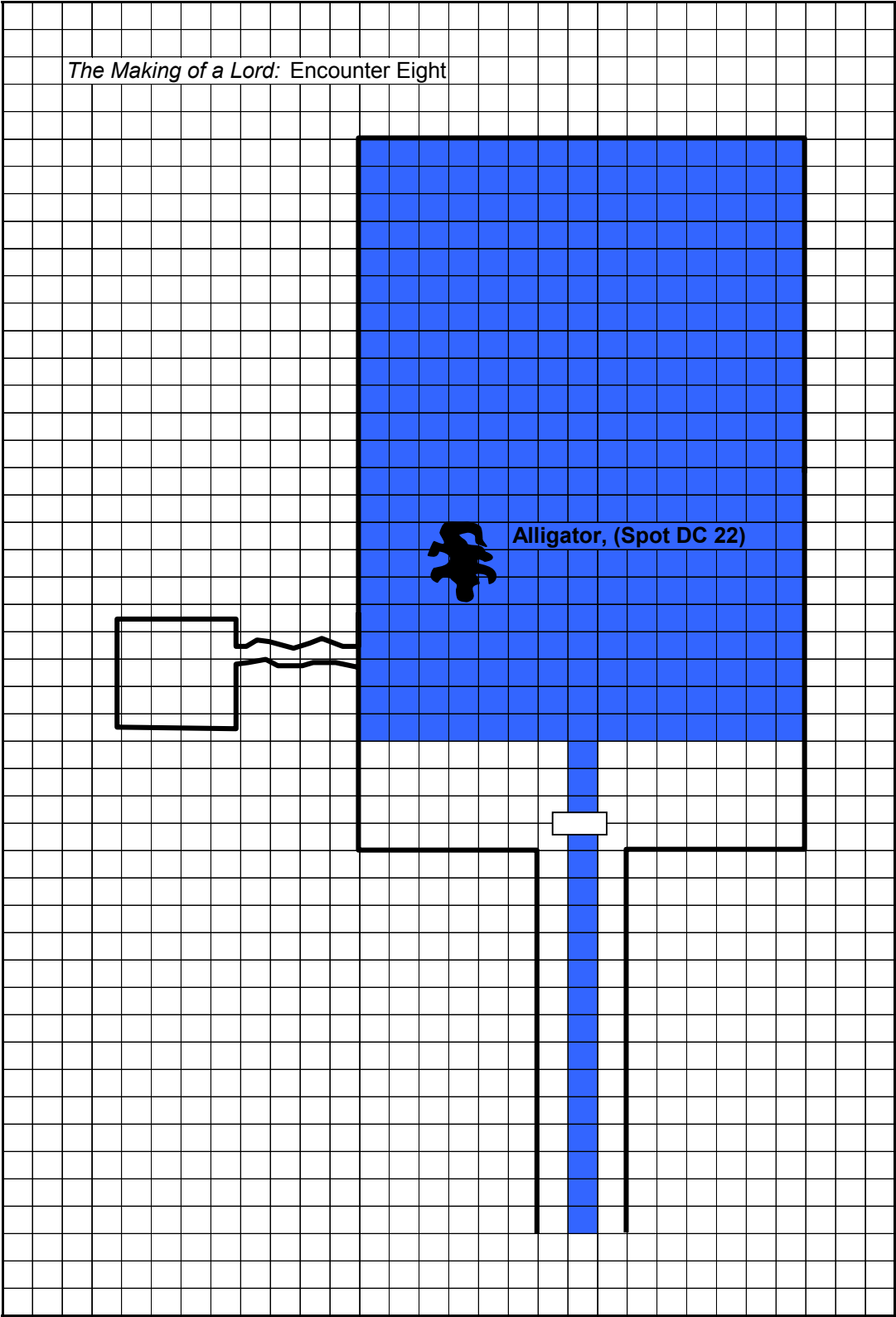
There may be many characters who believe themselves to be members of the Underley Network. In reality, Lord Underley has dozens of false cells planted throughout the County. They are there to be used as needed or to be discarded to protect the true cells as required. Very few (if any) PC’s are currently members in the true Underley Network.

But for all of his abilities and his extensive knowledge base, Jacobis Underley is still only human and can still be caught off guard, although this happens very rarely. An example of this would be when the Hilt Gem was mysteriously misrouted and ended up in the hands of Terarde Duncombe, the Lord of the East. He is also unaware of the true details concerning the Countess’ absence and has been operating without complete information for several months.

## ADVENTURERS' HANDOUT ONE



DM Aid #1 – Encounter Eight





## Player Handout #2 – Park Map

