

VER8-04

Bred in the Bone

A One-Round Dungeons & Dragons® Living Greyhawk™ Verbobonc Regional Adventure by Gregory Hanigan

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'What is bred in the bone will out in the flesh.' A race to save an innocent young woman from the depredations of a madman reveals a plan for revenge as old as the gods. A one-round Verbobonc adventure for PCs level 4-14 (APL 6-12).

Metaorganizational Focus: House Estival, The Family.

Resources for this adventure [and the authors of those works] include *Complete Champion* [Ed Stark et al], *Complete Mage* [Ari Marmell and Skip Williams], *Players Handbook II* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan and Ed Stark], *Magic Item Compendium* [Andy Collins et al.], and *Spell Compendium* [Matthew Sernett et al.].

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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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read

aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

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

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

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level PCs may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise PCs to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard 1-round Verbobonc adventure. ***As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is in Verbobonc, or 24 gp for out-of-region PCs. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.***

PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

The Brandenburg family was first introduced in VER3-04 *A Matter of Love* when Julius Brandenburg attempted to use an amulet belonging to his mother, the Lady Katrina Brandenburg, to open a magical prison in the Kron Hills. Fortunately for the Viscounty, adventurers successfully recovered the amulet after Julius was killed by a group of Vecna worshippers.

The Lady Elise Brandenburg rose to prominence as the head of house Avgustin after the death of her uncle Baron Rolof Avgustin and the subsequent murder of her cousin, the late Baron's son.

During the events described in VER5-02 *Fallen Hero* it was learned that the Lady Elise Brandenburg and her mentor Captain Yronl were concealing their worship of the god Trithereon. The worship of such a chaotic god was an affront to the good name of Rolof Avgustin (a devout follower of St. Cuthbert) and was looked upon with suspicion by many of the other nobles.

Several years later the Lady Elise was again thrust to the forefront of events in Verbobonc when she and Captain Yronl of House Avgustin arranged for a fellow Trithereonite named Vershan to be rescued from a group of House Langmuir guards. At the trial of Vershan in VER7-01 *Cleanse Thy House* it was revealed that the papers by which Viscount Langard based his claim to the position had been forged by a gnome named Hodgki Peperquill. Lord Ludovic Langmuir was present at the trial, albeit still under the thumb of his overbearing mother Lady Godeleva Langmuir. It was during this trial that Bishop Haufren took up the Renvash Splinter and was struck down by it, falling into a deep coma. In the absence of direct deific intervention supporting his claim, the Viscount was led away to Veluna, where the matter was to be more closely investigated. Shortly

thereafter word was received that that the Viscount had disappeared on the road from Glory to Veluna.

What followed was anarchy, as the nobles first schemed and later fought each other across the Viscounty.

In VER7-03 *Mourning Glory* Lord Shannus led an invasion into the Chondell lands and invaded the town of Validia. This was met in VER7-05 *The Lion and the Dragon* by a combined army of Nobles, headed up by Captain Yronl. In that campaign the town of Validia was recovered from the forces of Shannus, but Captain Yronl was nobly killed during the battle.

The Lady Elise Brandenburg had little time to grieve for Yronl. In VER7-06 *The Swan and the Crow* she learned that forces of House Langmuir threatened the town of Swan. Once again a band of brave adventurers were able to intervene and save the town from the Lady Godeleva's plots, this time with the assistance of Ludovic Langmuir. Upon revelation of the plots against the Lady Elise Brandenburg Ludovic wrested control of the house guards from his mothers control, had her arrested, and now keeps her under house arrest upon his lands.

Several months later Lord Ludovic Langmuir was called upon to present his patents of nobility in VER8-01 *Mediation*. The Lady Elise, now betrothed to Ludovic asked a band of adventurers to recover a tome detailing the Avgustin family from her home. Inspection of the tome revealed what Julius Brandenburg learned in VER3-04 *A Matter of Love* that House Avgustin descended directly from Kas the Betrayer.

Lord Ludovic was spared from having to explain how his young love was directly descended from such an unspeakably evil creature when Lord Wellborn Estival was named as the next Viscount.

The Investiture ceremony was intended to return the Viscounty to stability, but such hopes were shattered when dozens of assassins assaulted the assembled nobles. Fortunately several bands of adventurers were able to interpose themselves and save the lives of Viscount Wellborn Estival, the Lady Elise Brandenburg, and Lord Ludovic Langmuir. More than half a dozen other nobles were not so fortunate and fell to the blades of the assassins. In a special mission, the Mounted Borderers raided the staging area of the assassins and learned that the assassins were assisted by followers of Trithereon, led by one known only as the Masquerade.

It is now several months later, and a growing dread in the Viscounty whispers of a great evil that has returned to the lands. It is here that the Lady Elise Brandenburg once again is thrust to the forefront of the Viscounty.

CAST OF PCS

The PCs interact with several NPCs in the course of this adventure. As these PCs reappear in other Verbobonc adventures, it is important that they are roleplayed consistently by all DMs, so players recognize these NPCs when they meet them again.

Viscount Wellborn Estival: Viscount Estival is an early middle aged noble who recently arrived in Verbobonc. After proving his lineage to the Estival line he took possession of a very small amount of land surrounding his family estate and castle. Estival has labored to free his families' reputation it received during the Short War. During that time the Estivals supported the invading Keoish forces. When the combined forces of Veluna, Furyondy and Verbobonc finally routed the Keoish forces, the Estival family fled. After his arrival in Verbobonc Lord Wellborn Estival provided food to the people during the winter famine and upheld the Viscount's authority. Several months ago it was determined that Lord Estival had the strongest claim to the title of Viscount, and he was invested with that authority by the Velunan emissary Richter Warwick. Just before the Investiture ceremony a group of assassins struck at the noble families, killing many of them. The Mounted Borderers discovered the staging point for the assassins and learned that the Church of Trithereon was implicated as being the masterminds behind the assassinations. Viscount Estival responded by making the worship of Trithereon a crime in Verbobonc (see Appendix #3 Laws of the Viscounty). As Viscount, Estival has become increasingly tyrannical. He has incorporated the lawful military of Verbobonc into his personal and increasingly ruthless house guard (the Bondsmen of House Estival), provoked controversies with Veluna and Furyondy, and driven away many good-hearted allies in the Viscounty.

Lord Ludovic Langmuir: Lord Ludovic has grown mightily since he escaped from under the thumb of his domineering mother. That he has fallen in love with such a young and fiercely independent lady has filled his life with a vigor that he readily admits he has never felt before. Ludovic and Elise have spent the past several months in Verbobonc City, passing their days in each others company. Ludovic's courtship has been long, understandably so considering the age difference between Ludovic and the young Lady Elise.

Lady Elise Brandenburg: The Lady Elise has slowly recovered from the horrors of the past several months, and has found in Ludovic a man who escaped from his mother with his kindness and goodness intact. Since the worship of Trithereon was made illegal the Lady Elise has

made a show of removing all shrines to the god from her holdings. Whether the young Lady has given up Trithereon in her heart is a subject of much discussion in the city of Verbobonc.

Turim Varostak: Named for his paternal grandfather, this Rhennee has been a follower of Trithereon for years. As a true follower of Trithereon he had high hopes that the noble Elise Brandenburg as a similar follower of Trithereon might open doors to the open and accepted worship of the Summoner in Verbobonc. His hopes were dashed when, after the attacks on the nobles and the subsequent criminalization of the worship of Trithereon, the Lady Elise did not speak out against the criminalization of her faith. That and the fact that Elise was now betrothed to Ludovic Langmuir, a person with questionable morality, has led Turim to believe that the Lady Elise Brandenburg's mind has been twisted. In an attempt to free Lady Elise's mind he has decided that he must confine, for a brief time, her body.

ADVENTURE SUMMARY

Pre-Adventure events: Turim Varostak has for most of his life served as a cleric of Trithereon in the Rhennee barge town of Darkhapor. Several months ago he began to receive divinations from his god that implied that a follower of Trithereon would be used to unleash a great evil. Numerous other divinations later and Turim discovers the identity of the person is the Lady Elise Brandenburg. Determined to free the Lady Elise from whatever evil has afflicted her Turim gathered together some like minded people and hatched a plan to free her. With these assistants, he teleported from a muddy bank of Darkhapor to an abandoned home in Verbobonc City. After waiting to recover his spells, he and his companions traveled under darkness to where he knew Elise has been spending her time with Lord Langmuir. Arriving at The Lady Elise's home in Verbobonc City, he broke into her bedroom while she slept, had his companion Maul Cutpurse knock her out, and then used a wand of *inflict light wounds* to drain her down into negative hit points. Turim then stabilized the young noble and teleported the group to his barge in Darkhapor. In order to conceal the Lady Elise's presence Turim has one of his companions cast *sequester* on the Lady Elise from a scroll. The *sequester* spell shields the Lady Elise from being detected via divination spells, and also renders her invisible and comatose. Since then Turim's been spending his time magically attempting to discover and dispel the enchantment placed upon her. Unfortunately for Turim, there is no enchantment on the

Lady Elise, and he's beginning to realize that he's made a grave error.

Encounter 1. Meet the hook. The adventurers are plucked off the streets of Verbobonc and brought before Viscount Estival, who is consoling Lord Langmuir over the kidnapping of Elise. Langmuir is beside himself with grief, and Estival can barely withhold his rage. The two Lords explain that the lady Elise has been kidnapped, that all indications are that she was taken by followers of Trithereon, and that while no ransom note has been yet received they expect one shortly.

Encounter 2: A Lady Lost. The PCs meet Lord Estival and Lord Langmuir and are given the task to discover where the Lady Elise Brandenburg is and rescue her.

Encounter 3. Investigation in Verbobonc. The PCs can ask around. If they do so, they find the location where the team of kidnappers spent the night previous (They teleported into an empty home of a displaced Tritheronite). If the PCs search Lady Elise's room they discover indications that the kidnappers did indeed take Elise, but also had packed a case for her.

Encounter 4. Putting it all together / Clue by Four. The PCs seek guidance or arcane assistance in order to narrow down where the Lady Elise is. In this encounter there are a variety of means provided to do that. Due to the teleportation magic used to kidnap Elise there isn't a physical trail to follow. However, there are several clues indicating where the Tritheronites were located (black silt found at the home of the Tritheronite similar to the silt of a river, high Gather Information reveals that the lion's share of Tritheronites now reside at Darkhapor, Divinations state that the truth may be found "at the point of a spear" and so forth.)

Encounter 5. Rhynehurst. The PCs may follow a lead on a bard named Ollamah. Once in Rhynehurst they discover that Ollamah came to Rhynehurst from Darkhapor.

Encounter 6. Darkhapor. PCs travel to Darkhapor, either directly from Verbobonc or down the river from Rhynehurst, to find it bursting with people. Non-seaworthy barges line the spit of land and planks are laid between them. At the height of the spit of land a broad patch of land makes up an open air market. Several makeshift docks extend into the water. Through asking around in Darkhapor the PCs attract the attention of Maul Cutpurse and Turim Varostak, two conspirators in Lady Elise's abduction. The PCs may discover the location of the Lady Elise through a variety of means.

Encounter 7 – Resolutions. Investigations in Darkhapor in Encounter Six may trigger any number of

responses. This encounter resolves their choices. The PCs may, with the proper connections, speak with Maul. Otherwise he attacks. Turim Varostak decides either to attack the PCs or to give up, depending on whether the PCs have defeated both Ollamah and Maul Cutpurse. In the end the Lady Elise is freed by either the PCs themselves or by Turim Varostak.

The PCs complete their mission, and a pair of Caravels sent from Verbobonc City arrives to collect them all.

Encounter 8. Milgram. In the time it took to find Elise and rescue her, Viscount Estival has assembled a pair of Caravels and given them orders to raze Darkhapor to the ground. After the PCs bring Elise on board, the captain moves the ships so that they line up perpendicular to the town. A group of mages line the side of the ship and use scrolls of lightning bolt to start burning the hamlet to the ground. Other ships rain arrows onto anyone attempting to put out the flames.

The PCs may intervene here, potentially saving hundreds of innocent townspeople, but branding themselves traitors to the Viscounty in the process.

Conclusion. The PCs learn the consequences of their actions.

PREPARATION FOR PLAY

Before playing you should identify members of the Family Meta-organization.

INTRODUCTION

The adventure begins with the PCs strolling along the streets of Verbobonc City, near Castle Greyfist. It is midmorning in late spring, and the markets are filling with the first crops from lands in the south.

ENCOUNTER ONE: MEET THE HOOK

The child standing before you could not have seen more than a dozen summers and yet he wears the tabard of Viscount Estival with an authority his few years do not warrant.

The child's voice cracks as he speaks. "The Viscount Wellborn Estival requires your attendance to hear of a matter of great importance. You are to follow me to him now."

The lad waits expectantly for your acquiescence.

The child is one of the members of Lord Estival's auxiliary corps of young men. This particular one has

been tasked with seeking out armed men or women who fit the stereotypical description of an "adventurer" and bring them back to Castle Greyfist. This assignment is one the child's first, and he is very nervous that nobody will respect the uniform he's been given.

Provided the PCs agree he leads them to Castle Greyfist and through the castle to Lord Estival's hall. The child however knows nothing beyond his assignment, but may provide some information DC 10 or lower from the Appendix: Legwork in Verbobonc City.

If the PCs refuse, the child begins to weep in frustration, and repeats his command. Nearby commoners and merchants attempt to cajole the PCs into doing what the boy asks. PCs that still refuse may choose to leave the child wailing in the street. For them the adventure is over, sign the AR's marking off zero gold and zero XP.

ENCOUNTER TWO: A LADY LOST

Once the PCs choose to follow the boy inside Castle Greyfist read the following.

Several other similarly dressed young boys, each with an adventurer in tow, meet up with you. You all are led through Castle Greyfist until you reach the inner bailey hall. Beyond the outer doors, the cavernous hall echoes with the sounds of a man pleading. "Please Wellborn, I cannot lose her, you must turn the Viscounty out and find her!" The panic stricken voice of Lord Ludovic Langmuir is offset by the anger in Viscount Estival's. "Lord Ludovic! Calm yourself; here are the adventurers we sent word for."

Lord Ludovic Langmuir and Viscount Estival turns to your group. Grimly the Viscount greets you. "My apology for the imposition, but a serious crime has occurred, time is of the essence, and there is little time for niceties."

Let us begin by you telling me what you are competent in, and then we can move on to the briefing."

At this point allow the players to introduce their PCs. Feel free to role-play Estival as a man well aware of the capabilities of an adventuring party.

Once introductions are completed Viscount Estival moves on with explaining to the PCs what has occurred. Lord Ludovic Langmuir defers to Viscount Estival, but injects his own anguish when appropriate. Role-play this as a terse military briefing with Viscount Estival playing

the general, and the PCs in the role of the gruff group of misfits out to win the war all on their own.

- At some point during the night a group entered the Avgustin house here in Verbobonc.
- There were at least 3 people involved. All were skilled in stealth.
- One guard at house Avgustin was subdued by several blows to his head and was stuffed in a closet. He is currently at the Avgustin manor recovering.
- The intruders entered the bedroom of Lady Elise Brandenburg and while she was asleep abducted her from the house.
- The Lady Elise's disappearance was discovered about three hours after daybreak when her maid entered her room. The maid is similarly being held at the Avgustin house
- The house is available for inspection and both the guardsman and the maid are available for questioning.
- Scrying cast by the Church of St. Cuthbert was unable to view the Lady Elise, despite the numerous items the cleric possessed.
- The clerics did complete a *divination* to St. Cuthbert asking the location of the lady Elise. The answer they received was "she is held at the point of a spear by the river road."
- Both Lord Langmuir and Viscount Estival agree that the divination means that armed men along the river road are holding the Lady Elise.

During the briefing the Viscount makes the following request of the character that shows the most loyalty to him:

Viscount Estival explains that he's very concerned that whatever has taken the Lady Elise might overwhelm the PCs, and asks permission to have the Church of St. Cuthbert periodically cast Scry upon a character in the group, preferably a rogue or fighter.

Viscount Estival also provides the party with a *sending stone* as described in Appendix 2 to allow the PCs to contact the stone at the Cathedral of St. Cuthbert. He instructs the character to use the stone to tell him where Elise is when they've discovered her location.

Upon completing the briefing Viscount Estival requests the PCs quietly and quickly find the Lady Elise and safely return her. Estival reminds the PCs that many nobles

were recently targeted for assassination and that this current abduction may be part of that plot. Use the following as a guide for Estival to respond to character questions:

Why do you think it's a kidnapping?

If it wasn't a kidnapping, but rather an attempt on her life, then she wouldn't be missing.

May we investigate the Avgustin Manor house?

Please do. A runner will bring you there.

What authority do we have?

What authority do you require in order to accomplish the task? If you wish I'll draft you into the Bondsmen and provide any who do with a writ of low justice. We'll have tabards brought up immediately - just get Elise back. (Bondman of Estival tabards are provided immediately - note which/whether PCs wear them.)

Is there any consumable magic items you have we can use?

There is spell casting available at the temples here in the city. Charges for such casting directly related to recovering Elise will be paid by House Langmuir.

Has there been any ransom note delivered? No.

Who knows about this?

Thus far we've kept it quiet. I have guards at the Avgustin manor and will hold the witnesses there.

Who do you suspect?

Naturally we suspect the same group behind the assassination of the nobles, the cult of Trithereon.

Could it be Halmadar?

I have heard rumors of that name. If this Halmadar is behind the kidnapping, perhaps in addition to saving the Lady Elise you could also get some proof that the unfounded speculation of his return is valid.

Development: Where to go from here.

If the PCs wish to investigate the Avgustin Manor House please refer to Encounter three; location Avgustin Manor.

If the PCs seek to perform some divinations themselves or to have divinations cast by a church for them please refer to encounter three; location A: gathering information via spells.

If the PCs decide to move directly to Rhynehurst skip to encounter Five.

If the PCs decide to move directly to Darkhapor skip to Encounter Six.

ENCOUNTER THREE: INVESTIGATION IN VERBOBONC CITY

This encounter focuses on the investigation within Verbobonc City, and is broken down into locations where the PCs might seek to learn the location of Elise. The key non-player PCs are noted within each location, as is what they know which might allow the PCs to learn the location of Elise.

If the PCs move beyond the means provided within this encounter of determining where Elise is and what happened please refer back to the adventure summary for a complete description of Turim Varostak's actions. Otherwise the character actions are provided for below:

Location A: Verbobonc City

Possible means of gathering clues: Gather Information

Asking around Verbobonc results in finding very little out about the Lady Elise primarily due to the fact that so few people know that the Lady Elise Brandenburg has been kidnapped.

Gather information in Verbobonc City

Use the following to as a guide. Results are cumulative, so read all of the information up to and including the result of the check.

DC 8 Things are getting worse here in Verbobonc since the gentlemen of the watch has been incorporated into the Bondsmen of Estival.

DC 12 Over there is ample proof—the Gibbinflowers a nice gnomish couple driven out of their homes just because they're followers of the summoner.

DC 16 There's dozens of people who've left the city because of harassment from the Bondsmen. Abandoned homes all over the city, Cuthbert help us if we start getting squatters.

DC 20 Why just last night I saw some lights in that abandoned home over there. The owner's run off to Darkhapor I hear.*

DC24 You know, Trithereon attracts all sorts of followers, and I hear that even some nobles like the Lady

Elise Brandenburg's a follower. This is probably why those Bondsmen were all over her place this morning.

* If the PCs wish to investigate please skip to Location C: The Abandoned House

Gathering information via Spells.

Please note that this section is provided as a guide prior to investigating the crime scenes. An expanded use of scrying is included in Encounter Four: Putting it all together.

Commune: Use the events described in the Pre-adventure events to adjudicate the use of this spell, please remember that questions specifically tied to discovering her location fails due to the Sequester spell.

Divination: Any question regarding the Lady Elise's location is answered "She is held at the point of a spear by the river road." For other questions please see the adventure summary for a guide for answering the question posed.

Discern location: Functions normally and provides the PCs with the exact location of Elise Brandenburg in the Temple of Trithereon in Darkhapor.

Find the path: Fails since it cannot be used to find the location of a creature but rather a known location.

Locate creature: Fails, in part because the Lady Elise is outside of the range, but also because the Sequester spell blocks this divination.

Locate object: The *Contact Medallion** that Elise had with her may be located, once the PCs get within range in Darkhapor. Similarly the earring Elise was wearing can be located using this spell

Scrying: Fails due to the Sequester spell cast upon the Lady Elise. Scrying through use of the handkerchief that can be found in Location C: The Abandoned House potentially allows the caster to view Maul Cutpurse. Due to having some blood and the rogue's handkerchief, Maul receives a -4 to his will save. His statistics are located in Appendix #2; his location is in the Darkeye as detailed in Encounter six.

Sending: Succeeds, however the lady Elise does not receive the message and cannot respond due to being comatose.

Location B: Avgustin Manor House.

Map: See Map 1 Appendix #4 Maps

The Avgustin manor home in Verbobonc City reflects the tastes of the former Rollof Avgustin. The two

story stone building is modest in construction and strong on defenses. The outer stone wall is topped with spikes clearly as a discouragement to would be thieves. The very stoutly built double iron gate stands open. Clearly the designer of this house was no stranger to warfare.

Inside the house there are several Bondsmen of Estival who are there to secure the location.

The PCs may wish to examine the scene of the crime themselves, or to interview the witnesses. Use the following as a guide for resolving the actions the PCs may wish to take:

Investigating the scene of the crime: Searching and Tracking

Ask PCs who may wish to Search or Track where they are doing their searching or tracking. Use the following to as a guide. Results are cumulative, so read all of the information up to and including the result of the check.

Search check outside

DC 15 Right by the front door there is a small amount of white powder, similar to clay, ground into one of the flagstones.

DC 18 A broken white clay pipe bowl lies in the grass, its stem is missing.

DC 21 Amongst the grass is a small amount of pipe weed, barely burnt. A few flecks of blood lie about in the grass.

DC 24 Further away from the door and on the closely trimmed grass are three pairs of boot prints. All are medium sized.

DC 27 The boot prints are no deeper than when a man walks, it does not appear that the intruders jumped down from the high wall.

Track check inside

Use the following to as a guide. Results are cumulative, so read all of the information up to and including the result of the check.

DC 18 Numerous people have trampled through here.

DC 21 Three human sized boots began by the wall and then apparently moved carefully across the lawn to the door.

DC 24 Someone was attacked by the door, his pipe shattered when it hit the ground, later someone stepped on the pipe stem, crushing it.

DC 24 The person attacked by the door was carried inside; the few drops of blood on the walkway indicate a wound that didn't produce much blood.

DC 27 By the door, about where the person was attacked there's a tiny amount of caked silt mud. The mud is very dark, and seems to have fallen off of the side of a boot. It looks like the mud you find in a marsh or along a river.

Search check inside

Use the following to as a guide, if the PCs get result of 20 read all of the information up to that result:

DC 18 There are a few drops of blood in the front hall.

DC 21 The front closet has a small pool of blood inside.

DC 24 Lady Elise's room is mostly undisturbed and there are little signs of a struggle. There is a little dirt, more like caked silt. The mud is very dark, and seems to have fallen off of the side of a boot. It looks like the mud you find in a marsh or along a river.

DC 27 Under the armoire is a very well made tin whistle; it's been crushed, as if it had been stepped on. *

* If asked Ara tells the PCs that the whistle does not belong to the Lady Elise.

Track check inside

Use the following to as a guide. Results are cumulative, so read all of the information up to and including the result of the check.

Tracking inside is more difficult due to the lack of soft earth, and the recent traffic with the Bondsmen of Estival

DC 21 The few drops of blood in the front hall indicate that someone walked or was dragged to the closet.

DC 24 The small pool of blood in the front closet shows that someone was shoved in there, with a non-life threatening wound. The pooling also shows that whoever was shoved in there did not move for several hours after being put into the closet.

DC 27 Judging from the small bits of mud left on the stairway leading to the second floor the assailants moved upstairs to the Lady Elise Brandenburg's room.

DC 30 After entering the Lady Elise's bedroom the three assailants attacked her on the bed. No blood implies that they did not use a physical means of assault. No evidence of the assailants bringing Elise out of the bedroom implies some magical means of escape.

Investigating the scene of the crime: Interviewing people at the scene

The PCs may also wish to interview the witnesses and examine the house for clues. Use the below as a guide for running the encounter.

Interviewing the witnesses

There are two witnesses who have some information which may prove valuable in discovering the location of the Lady Elise. They are the House Guardsman who was knocked unconscious and the House maid who discovered the Lady Elise had gone missing. Neither is particularly bright and so is not aware of any importance to what they know. They answer any questions honestly.

Questioning the unconscious guard.

If the PCs choose to question the guard read the following.

A middle aged guard, dried blood staining the side of his tabard, sits dully in the kitchen. His bandaged head is cradled in his hands as he stares at the mug of ale sitting before him.

The guards name is Jaswal; he's been a guard for House Avgustin for most of his life. If asked what happened he says the following:

"I drew middle watch, spent it in the front room mostly. When I went outside to have a pipe, that's when they hit me. I've fought ogre's who didn't pack such a wallop but just two hits laid me out. Next thing I knew I was getting drug out of the closet by the Bondmen."

If examined the guard was struck several times by a blunt object. A DC 15 Heal check reveals the blows landed precisely and could not have been self inflicted. Below is a guide of answers to questions that the PCs may have for Jaswal.

How many were there?

Three I think. Two got on either side of me quick as lightening. I think one other was staying back.

Where did they attack you?

Right by the front door. I had just lit my pipe from my lantern, and didn't see them come up.

Who else was in the house?

Two other guards than me, the Lady Elise and the housemaid; a nice girl named Ara.

What! Just four of you?

The Lady is willful. She said she had magic's that protect her. Don't know why they didn't this time.

Where are the other guards?

They were sleeping in the quarters; they didn't wake up until Ara started screaming.

Questioning the Housemaid Ara

If the PCs choose to question the Ara the housemaid read the following.

A young woman, barely over twenty and wearing simple clothing sits quietly in the front room. Her hands pull absently at a handkerchief and she looks up with tearstained cheeks at your entry.

Ara grew up on the Avgustin lands and was taken in as a housemaid. Ara showed herself to be loyal and shrewd in her service to Lord Rollof Avgustin, Her promotion to managing the Avgustin home here in Verbobonc City has given her great opportunity which in turn further strengthened her devotion to the family. She is overwhelmed with grief over the loss of her Lady and feels responsible for not doing something more to keep her charge safe.

Below is a guide of answers to questions that the PCs may have for Ara:

If asked what happened she says the following:

"I woke at sunrise as usual and stoked the fire for breakfast. My Lady has simple tastes, porridge with some bacon crumbled on top, so it was no time at all before it was done. She usually comes downstairs when she smells the bacon, so I waited. But when she didn't I decided maybe she was feeling under the weather, so I brought up a tray. That's when I saw she was gone."

Below is a guide of answers to questions that the PCs may have for Elise.

Was Elise alone that night?

What a question to ask! Of course she was.

Do you know of anyone who would want to do this?

I don't know who might have wanted to take my Lady; she's not an important noble.

What about Langmuir?

Oh, some have said he's far too old, but he seems very smitten with the Lady, and it's not too unusual for a Lord to take a much younger wife.

No, would Langmuir want to take her?

Why would he want that?

Was there any sign of a struggle?

No, the bed covers were barely disturbed.

What did you do when you discovered the Lady Elise was missing?

I used my medallion they had given me to contact Watchman, I mean, Bondsman Caleb. He and the other bondsmen came within a few minutes after that. (If asked she produces the medallion, it radiates moderate enchantment)

Interviewing Bondsman Caleb

If the PCs choose to question Bondsman Caleb read the following.

You find Bondsman Caleb upstairs in Elise's room. His swarthy hand gently pulls at the neatly trimmed van dyke mustache as he pensively looks about the room. Seeing your entry he straightens, his quarterstaff resting gently by his side.

Caleb is a former Watch Captain in the now disbanded Gentlemen of the Watch. PCs played in VER4-06 *A Fool's Errand* or VER5-04 *Fool's Gold* recognize him as the streetwise and pragmatic St. Cuthbertine Watch Captain. Since the attacks on the Nobles in VER18-01 *Investiture* and the subsequent dissolution of the Mounted Borderers and the Gentlemen of the Watch, Caleb has suffered through a demotion and now once again walks the watch.

Caleb's critical eye has already gleaned everything there is to know about the break-in from both examining the room and speaking to the witnesses (see below), but he is somewhat resentful of his demotion and so does not readily share that information with the PCs. Caleb's attitude begins as unfriendly towards anyone who wears Estival livery or who makes it clear that they work for the Viscount. If Caleb has met the PCs before treat his attitude as indifferent. A Diplomacy check sufficient to shift his attitude to helpful results in him describing what he thinks happened.

If the PCs are successful in shifting his attitude to helpful Caleb states the following:

Looks to me like some time after midnight but not before two bells three people used some form of flight to land in the front yard. They then snuck forward and subdued the person on watch. They drug the watchman in through front hall and stuffed him in the front closet. They then snuck up the stairway to the Lady Elise's room, used some form of magic to subdue her, and used magic to escape with the young Miss.

This was pretty well thought out and well executed; our adversary knows both magic and stealth. The Lady Elise hasn't contacted us so she's either had her

contact medallion taken from her, or is more than a mile away.

The best clue we have is the small bits of mud over there on the bed, and the tin whistle under the armoire. It means the assailants at some point very near the time they assaulted the home had been near a marsh or a river. That means – not Verbobonc City. The tin whistle is masterly crafted in either Rhynehurst or Darkhapor.

Watch Captain Caleb: male human (Rhennee) Rog2/Ftr6.

Questions the PCs may have for Caleb:

How do you know this?

I've been a member of the watch for almost 10 years. You pick these things up.

How do you know it was magic?

There are no tracks leading out of the house, we already know that they used magic to subdue the Lady Elise, it makes sense that they would use magic to make their escape.

What about the mud?

Well, you'll notice that it's silt mud, and very dark. The kind of mud you find in a bog or a river. Also, it hasn't rained for perhaps 3 days here in Verbobonc, so these assailants couldn't have picked it up in the city, or by casual travel. Lastly, the fact that their boots still had mud on them indicates that they didn't walk or ride here. They got mud on their boots. Traveled quickly to the city and then they shed the dried mud when they made their assault.

What do you mean "contact medallion"?

The Lady Elise wears at all times a magical medallion that allows her to contact people known to her. It only works when she's within a mile.

How do you know about the tin whistle?

I'm Rhennee. Those whistles are popular in our music and seeing how the best are made by the Rhennee it's simple to deduce that whoever bought this one bought it in Rhynehurst or Darkhapor

Where do you think they came from?

Perhaps from downriver, but most of the ports there have docks. My guess would be they came from a smugglers backwater upriver. Most likely they came through Darkhapor.

What do you know about Darkhapor?

It's a Rhennee barge town along a spit of land between the meeting of the Velverdyva river and the Celeb'vara river. The town was barely under the control of Lord Rhynehurst, but since his death the guard doesn't even attempt to police it. It's well known as a gambling den and a stronghold of Trithereonite worship.

Location C: The Abandoned House

Turim Varostak had never been inside the Avgustin home, so he and his compatriots first teleported into the abandoned home of a fellow Trithereonite they knew had left their home in Verbobonc City.

Splashes of red paint on the front door indicate that this was once the home of a follower of Trithereon. Most of the windows have been smashed by rocks and outside there's a fair amount of rotten garbage similarly thrown against the house.

If the PCs go inside the home read the following.

Although the home has been abandoned for some time, there are signs that someone has been here very recently. In the front room the small amount of dust that coats the floor and furniture has been disturbed.

The PCs most likely want to track or search the location. Use the following as a guide:

Track check inside the abandoned house

Use the following to as a guide. Results are cumulative, so read all of the information up to and including the result of the check.

DC 14 Numerous people have trampled through here.

DC 18 Three medium sized individuals were here not too long ago. From the dried mud and boot prints it's clear they took off their wet and mucky boots and built a small fire to dry them

DC 22 The three people entered without leaving tracks, perhaps by magic, and left via the front door.

DC 26 The three people returned, again most likely by magic, and set something heavy down. By its shape it left in the dust it was too big for a single man to carry easily.

DC30 Under the table in the front room, not far from where the three people returned, and stuck in-between the floorboards is a small pearl earring with a series of sapphire chips around the edge.*

* If the earring is shown to the Housemaid Ara she confirms that the earring is the Lady Elise's.

Search check inside the abandoned house

Use the following to as a guide. Results are cumulative, so read all of the information up to and including the result of the check.

DC 14 The dust is disturbed in the front room; there are foot prints there too.

DC 18 There are three sets of dried mud boot prints by the fireplace.

DC 22 The dried mud is dark and crumbles into silt at the touch. It's the kind of mud you'd find in a bog or by a river.

DC 26 A cotton handkerchief is balled up and partially burnt in the ashes by the fire. The handkerchief was used at some time to blot up some blood.

DC 30 Under the table in the front room, not far from where the three people returned, and stuck in-between the floorboard is a small pearl earring with a series of sapphire chips around them.*

* If the earring is shown to the Housemaid Ara she confirms that the earring is the Lady Elise's.

Development: What to do now? Once the PCs have completed their investigations they may want to cast some spells, have some spells cast, confer with their own knowledge's or try and gather some information. Move on to encounter four to resolve the PCs questions and the results of their investigations.

ENCOUNTER FOUR: PUTTING IT ALL TOGETHER / CLUE BY FOUR

At a minimum the PCs have been told by Estival and Langmuir that they believe that Elise is being held along the river road. The Clerics of St. Cuthbert had also provided them the result of the divination. Depending upon their investigation the PCs may also have any one of the following:

- The thick mud from the boots of the assailants.
- The Lady Elise's earring from the abandoned house
- The rogue's handkerchief from the abandoned house.
- The tin whistle from Elise's bedroom.
- Watchman Caleb's analysis and potentially his opinion that the assailants came from upstream.

Using the clues above there is a couple of options for determining where the culprits are. Below is a guide for adjudicating how to put the pieces together.

The PCs may attempt to scry on either the tin whistle or the handkerchief. Use the following as a means of resolving these choices:

Scrying on the tin whistle

The tin whistle allows the PCs to scry upon the bard Ollamah. Due to the PCs not knowing the name of the bard, and only having the tin whistle to scry on gives an overall bonus of +6 to his save over the DC of the spell caster. If the PCs hire a spell-caster the save DC for the scrying is 17. The statistics for Ollamah are located in Appendix #1.

If Ollamah fails his save:

If the PCs cast or have scrying cast and Ollamah fails his save against the spell read or the PCs the following. If the PCs had someone else cast the spell paraphrase the following:

A young Rhennee man with long black hair strums at a mandolin in an oddly shaped room. The walls slope outward from the floor to the ceiling. The far wall is much narrower than the front wall, creating an almost triangular room. The small door leading into the room opens and a middle aged Rhennee woman enters with a decanter of wine. Behind her is a vast room, lit with chandlers and filled with carousing people, mostly Rhennee, the light pouring in from the square hatches makes it clear that the bar is actually a ship, but the lack of motion makes it equally clear that this ship is not on the water.

The PCs may after viewing or by being related this may attempt a knowledge local check to determine the location of the scrying. Add five to the DC if the person attempting the knowledge local check is not the person who cast the spell.

DC 15: The location appears to be the interior of the Darkeye, a beached Rhennee barge in the town or Darkhapor.

Contingency: Teleport!

PCs that have access to scrying may also have access to *teleport* and may choose at this point in time to *teleport* directly to the location that they see. Allow the PCs to do so, noting the restrictions on the number of people (one additional person per 3 caster levels) that can be teleported. Also note the potentiality of mishap from teleporting into a location the caster has only seen once. Below is the percentage for resolving this:

Familiarity	On Target	Off Target	Similar Area	Mishap
Viewed once	01-76	77-88	89-96	97-100

Please note that at such levels Ollamah equally has access to teleportation magic and uses it to escape. Refer to Ollamah's statistics in Appendix #3 for running this encounter. Then skip ahead to **Encounter Seven Resolution: One night only in Darkhapor** for resolving the rest of the module.

If Ollamah succeeds his save

If Ollamah makes his save he quickly deduces that because he was alone in a room without anyone else around then that means that someone must have attempted to scry upon him. He goes and tells Maul Cutpurse and also Turim. They all agree that it would be best for Ollamah to leave town, they provide him enough money to travel and within an hour Ollamah is in Rhynehurst and making plans to leave Verbobonc. PCs may still be able to catch him there however by continuing to attempt to scry upon him until he fails his save.

If the PCs continue to attempt to scry upon Ollamah roll a few more saves and then choose to fail one. Relate the following:

A black haired man enters an inn called "The Gulls Wing Inn". As he does the barkeep shouts out "Ollamah! Good to see you! We didn't know you were traveling again." The barkeep takes a bottle from behind the bar and pours a glass full of amber liquid. "Will you grace us with a performance tonight?"

Ollamah smiles. "Sure, I could use a bit of coin to start me on my travels. A silver piece for each man woman or child I keep in your bar?"

"Done." The man behind the bar says. "But you pay for your own drinks, and you'll sleep in the kitchen."

If the PCs then wish to travel to Rhynehurst see Encounter Five: Rhynehurst if the PCs are still trying to find Ollamah.

Scrying on the Handkerchief:

The blood stained handkerchief allows the PCs to scry upon the rogue Maul Cutpurse. Due to the PCs not knowing the name of the rogue, but having both a possession of his and a bit of blood to scry on, there is an overall bonus of -4 to his save over the DC of the spell caster. If the PCs hire a spell-caster the save DC for the

scrying is 17. The statistics for Maul Cutpurse are located in Appendix #1.

If Maul fails his save:

If the PCs cast or has scrying cast and Maul fails his save against the spell read or the PCs the following. If the PCs had someone else cast the spell paraphrase the following:

A middle aged half-orc, his shaved head gleaming in the sun skillfully taps a chisel against a wood carving of a woman's bust. With a critical eye the half-orc taps away a bit more wood from her jaw line and then steps back to view his creation. A Rhennee man passes and complements the half-orc's work. "That's a beauty Maul, she'll fly proud at the bow of the Selkie's Song." The half-orc smiles as he wipes the wood chips from his forearms with a handkerchief. "Aye - that she will."

After viewing this or having it related to them, the PCs may attempt a knowledge local check to determine the location of the scrying. Add five to the DC if the person attempting the knowledge local check is not the person who cast the spell. Subtract 10 from the DC if the character attempting the knowledge local check is a member of the Family.

DC 15: The location appears to be an exterior location in the town of Darkhapor.

DC 20: The Selkie's Song is a ship being built at the docks in Darkhapor.

DC 30: Maul Cutpurse is a reasonably accomplished thief, not necessarily the smartest, but a good entry man and handy in scrap.

Special Note: If there are any PCs who are members of the Family meta-organization give them Insider Knowledge #1 from Appendix #5 at this time.

Contingency: Teleport!

PCs that have access to scrying may also have access to *teleport* and may choose at this point in time to *teleport* directly to the location that they see. Allow the PCs to do so, noting the restrictions on the number of people (one additional person per 3 caster levels) that can be teleported. Also note the potentiality of mishap from teleporting into a location the caster has only seen once. Below, for your convenience, is the percentages for mishaps when using teleport into a location you've only viewed once:

Familiarity	On Target		Off Target	Similar Area	Mishap
Viewed once	01-76	77-88	89-96		97-100

Please note that at such levels Maul equally has access to teleportation magic and uses it to escape. Refer to Maul's statistics in Appendix #3 for running this encounter. Then skip ahead to **Encounter Seven: Resolution: Darkhapor Deathmatch** for resolving the rest of the adventure.

If Maul succeeds his save

If Maul makes his save he figures that some law enforcement group is attempting to locate him, but doesn't presume it was due to his most recent caper. He goes and tells Ollamah and also Turim just in case though. He then goes to The Family's save house at Location 12 in Darkhapor (really safe barge). That location is continually protected by Mordenkainen's Private Sanctum. Since Maul stays there for the next two days he is not able to be scryed upon. However when the PCs arrive in Darkhapor Maul presumes they're there to arrest him and decides to head off the situation with a few more cutpurses on hand. Please see **See Resolution: Darkhapor Death Match** in **Encounter Seven: Resolution** for resolving his actions.

Gathering Information / Knowledge checks with the clues.

PCs may also seek to gather some information or use their own abilities to determine where the clues they found lead. Use the following to resolve the questions the PCs have.

Gathering Information on the Whistle and Bardic Knowledge checks on the Tin Whistle

Provide only the highest result from the PCs skill check.

DC 10 It's a whistle.

DC 14 That's a very well made whistle

DC 18 That's a whistle that's tuned to the key of C. You can buy them in most music stores, this one is masterwork quality.

DC 22 Whistles like this one are called a C whistle, and are popular in Rhennee folk music. Many of the best ones are made in the town of Darkhapor.

Gather information or knowledge nature on the mud.

Provide only the highest result from the PCs skill check

DC 10 It's dried mud.

DC 14 It's dried mud from a river or bog

DC 18 It's dried mud from a river or bog that adhered to a boot and then fell off.

DC 22 It's dried mud from the Volverdyva River.

Knowledge Local on Darkhapor.

Provide only the highest result from the PCs skill check:

DC 10 It's a town.

DC 14 It's a town located on a spit of land between the Celeb'vara and the Volverdyva Rivers.

DC 18 It's a town on a spit of land that acts as a home to the Rhennee, who repair and build barges there, and to drifters and thieves who ply their skills there.

DC 22 It's a town consisting of a series of barges pulled up onto land or floating at docks and is a hotbed of Trithereonite activity, as well as a den of scum and villainy.

Development: We've got nothing.

If after an hour or so, if the players are still unable to piece together enough clues to discover the location of Elise, Estival intercedes with an investigator who quickly puts together the clues and informs the PC's that the Lady Elise is most likely being held in Darkhapor.

If the PCs decide to move on to Rhynehurst skip to encounter five

If the PCs decide to move on to Darkhapor skip to encounter six.

ENCOUNTER FIVE: RHYNEHURST

This encounter is designed as a catch in case the PCs learned enough to lead them to Rhynehurst but not enough to further lead them to Darkhapor, and also to resolve the PCs hunting down of Ollamah the bard, if he succeeded on this save against scrying.

If the PCs are planning on doing any investigating in Rhynehurst read the following when they arrive.

The streets of Rhynehurst teem with tradesmen and merchants but there is ample proof that things have changed here the same way they have in Verbobonc. Armed troops travel through the city, all wearing the tabard of Viscount Estival. As they pass the populace averts their eyes, some going so far as to not even protest when one guard plucks an apple from a vendor's cart.

Investigations in Rhynehurst are reasonably simple. The PCs, if they scryed upon Ollamah know where he's staying. See the **Location A: Gulls Wing Inn** If the PCs are looking to gather some information or learn about Darkhapor refer to the following.

Gather Information or Knowledge Local on Darkhapor.

Use the following to as a guide. Results are cumulative, so read all of the information up to and including the result of the check.

DC 6 It's a town.

DC 10 It's a town located on a spit of land between the Celeb'vara and the Volverdyva Rivers.

DC 14 It's a town on a spit of land that acts as a home to the Rhennee, who repair and build barges there, and to drifters and thieves who ply their skills there.

DC 18 It's a town consisting of a series of barges pulled up onto land or floating at docks and is a hotbed of Trithereonite activity, as well as a den of scum and villainy.

DC 22 It's a small town that is made up of non-seaworthy barges and docks. There's always people leaving or arriving. Careful of the cutpurses, and the Darkeye has the best shows and gambling.

Gather Information or Knowledge Local in general.

Use the following to as a guide. Results are cumulative, so read all of the information up to and including the result of the check.

DC 6 Things are bad in Rhynehurst since the lord died.

DC 10 A lot of people have come through Rhynehurst from Verbobonc City.

DC 14 The people who have come through are mostly Trithereonites. Many relocated to Darkhapor

DC 18 (provided only if the PCs are not wearing Estival livery) The Bondsmen of Estival have been becoming more and more belligerent and have been driving followers of Trithereon out of town

DC 22 (provided only if the PCs are not wearing Estival livery) People have gone missing. Not just left but arrested. Taken to the quarries or elsewhere.

Location A: Gulls Wing Inn

If/When the PCs do run down Ollamah they can find him at the Gulls Wing Inn. The Inn is one of the best in Rhynehurst, and offers numerous private rooms. When the PCs reach the Gulls Wing Tavern it is most likely that night, having spend several hours investigating, casting Scrying several times (1 hour cast time) and then several hours in travel. However, if they were particularly fast in getting there feel free to paraphrase this encounter, otherwise read the following:

The Gull's Wing Inn is a large well-built and very well maintained building in Rhynehurst. The entry is still lit by ever burning torches, although inside is mostly dark. The front door stands open, inside a dim glow of a lamp can be seen.

Inside the Inn nearly all the staff has gone to sleep, the son Jorad of the owner is still awake though and keeping watch at the front desk as he studies his magical tome. Jorad has hopes of someday becoming an adventurer and is fascinated by the many adventurers who stay in his father's inn.

If the PCs enter read them the following.

A sandy haired youth looks up from the book before him a broad smile forming on his face. "Welcome to the Gull's Wing. You must be weary from your trip, how many rooms will you require?"

If asked for where Ollamah is, Jorad hems and haws, but he breaks down at the least attempt at intimidation or diplomacy and then leads the way back through the inn and to the kitchen. When the PCs reach the kitchen read the following.

The beam of light from the door reveals a cot, set up by the stove. An arm draws back the blanket as a swarthy Rhennee man blinks up at the light. Beside him a still sleeping blonde woman turns her head away from the door. "Jorad, I thought I told you..." the man mumbles before he sees your group and then falls silent.

Regardless of his ability to flee Ollamah tries not to tell the PCs anything that might allow them to trace him back to Darkhapor or to give up Turim or Maul.

If the PCs are able to hold Ollamah below is what he is willing to say, and what he attempts to lie about:

- Ollamah and two others were behind the kidnapping. (partial truth)
- He and two other rogues he hired broke in and kidnapped Elise. (lie)
- Elise is alive and well, and if the PCs release him he can set up the exchange. (lie)
- Ollamah offer's to provide them his shirt and some hair so it's easy to find him again.

No matter what, Ollamah refuses to provide the PCs with his accomplice's names. Only through magical means such as detect thoughts can the PCs glean the identities of his compatriots. The PCs are free to do with Ollamah what they wish, although turning him over the watch is probably the easiest.

Jorad and the waitress however know that Ollamah recently came to Rhynehurst from Darkhapor and happily relate this to the PCs.

APL 6 (EL 7)

Ollamah: male Rhennee Bard 7; hp 37; Appendix 1.

APL 8 (EL9)

Ollamah: male Rhennee Bard 9; hp 47; Appendix 1.

APL 10 (EL 9)

Ollamah: male Rhennee Bard 9; hp 47; Appendix 1.

APL 12 (EL 13)

Ollamah: male Rhennee Bard 13; hp 71; Appendix 1.

Tactics: Ollamah isn't prepared for combat and knows that he's most likely outmatched so unless there's just one or two PC's present he attempts to lie his way out of the situation. Fortunately, he had cast *glibness* about 40 minutes prior when he was discussing how much he loves the waitress he is presently with. He knows however that his crime carries with it a stiff sentence and he believes in what Turim is trying to do with Elise. If pressed by the PCs he attempts to use whatever spells he has available, using his Captivating Melody feat in order to increase the DC of his enchantment spells by an additional +2. If bound he activates his *bracers of arcane freedom* to cast spells in order to hold off the PCs while he gets his *cape of the mountebank* on and uses it to flee the city. At higher levels Ollamah has access to *dimension door* and uses it at the first opportunity to flee. Ollamah's stats are in Appendix #3.

Treasure:

APL 6: Loot 1 gp; Magic 1092 gp; *bracers of arcane freedom* (192 gp), *cape of the mountebank* (900 gp); Total 1093 gp.

APL 8 and 10: Loot 1 gp; Magic 1092 gp; *bracers of arcane freedom* (192 gp), *cape of the mountebank* (900 gp); Total 1093 gp.

APL 12: Loot 1 gp; Magic 2925 gp; *bracers of arcane freedom* (192 gp), *cape of the mountebank* (900 gp) *pink and green ioun stone* (667 gp) *veil of allure* (1166 gp); Total 2926 gp.

Development: Where to go from here.

From this encounter the PCs most likely know that Ollamah came from Darkhapor and can continue their investigation there. Getting to Darkhapor is as easy as renting a boat to ferry them downstream.

Please note that if the PCs do go to Rhynehurst and confront Ollamah, they do not fight Turim in

Encounter Seven: Resolutions. See **Resolution: Turim's Surrender.**

Regardless continue on to Encounter Six below when the PCs choose to do so.

ENCOUNTER SIX: DARKHAPOR

Most likely the PCs arrive in Darkhapor during the daytime. As they approach please read or paraphrase the following:

Darkhapor rests upon a spit of land at the point where the Celeb'vara and Velderdyva Rivers meet. All along both sides of this long spit of land dozens of docks extend into the river.

Towering above the docks and quite clearly beached on the land are several larger barges. These now serve as homes or taverns to the numerous residents. People teem about the hamlet, busy with their daily work.

There are numerous locations in Darkhapor for the PCs to explore, and there are several actions that the PCs may take which might result in the populace to react.

First and foremost, Darkhapor is now home to a large population of displaced Trithereonite followers who were displaced after Viscount Estival made worship of Trithereon a crime. Subsequently Darkhapor has also become a hotbed of anti-Viscount sentiment.

Due to this general view of the populace, any PCs wearing the tabard of Estival, or presenting themselves as representatives of the law, are viewed in the worst possible light. All residents of Darkhapor begin with an attitude of unfriendly toward such people, any resident who is also a follower of Trithereon starts as hostile against the PCs.

Finding Elise via magic

The PCs, through their searching in the abandoned house, or discussing Elise's possessions with Housekeeper Ara may know that Elise had a *contact medallion**. Similarly they may have found the single earring in the abandoned house in Encounter Three Location C. If so, it is reasonably easy to discover Elise's location via Locate Object.

Looking for a *contact medallion** finds one or two about in Darkhapor, but the PCs should be able to quickly narrow it down to the one in the Temple of Trithereon.

Looking for Elise's other earring is far more accurate and leads directly to the Temple of Trithereon.

In either event skip directly to **Encounter Seven: Resolution: Turim's last stand.**

Location: Darkhapor in General.

Once the PCs move into Darkhapor proper read the following to set the scene, then ask where they would like to go.

The thick tarred planks beneath your feet are warm through your boots, and you're thankful that they keep you from having to tread in the mud and muck below. All around you the town buzzes with activity. Rhennee workers hoist bales of goods out of one barge and swing it over to another. The smells of heavily spiced roasting meat wafts by as you pass a booth, the gnomish vendor turning the spit as he calls out his wares. Rhennee children push by clamoring up the ramps to some of the more permanent buildings, laughing as they go.

Ask the PCs where they would like to go. Below is a listing of the numbered locations, and descriptions and developments which may occur from the PCs actions

Allow the PCs to attempt a DC 10 Knowledge (Local) check. If they succeed then they are approached by a young teen that provides them a quick run down of the points of interest in the Town. Specifically the boy points out the various bars, gambling establishments, and brothels. The boy also asks for the PCs to mention his name "Lazy Eye Iggy" so that Iggy gets credit for steering the PCs to the bars, gambling establishments and brothels. Presuming they succeed provide the players with the map to Darkhapor located at the end of the adventure.

Special Note: If there are any PCs who are members of the Family meta-organization give them Insider Knowledge #2 from Appendix #5 at this time.

Location 1: The low tide fence

A fence, constructed of lashed beams driven deep into the black mud between Darkhapor and the main land.

There is nothing of further interest here.

Location 2: Veth Siddharra

Standing off at the end of a rickety pier is a small vessel, a sign nearby warns of great evil curses inflicted upon those who approach with evil intent.

The Veth Siddharra reads fortunes for sailors and the like, for a small fee of course.

Location 3: The Gull's Rest Inn.

The Gull's Rest Inn, like nearly all of the buildings in Darkhapor, was once a barge. This barge is larger than most, with three masts, now removed at the deck, and is tall enough for at least two levels inside. A plank and rope walkway leads up to the main deck.

Once the PCs enter read the following.

The inside of the Gull's Rest is well lit from several open slats in the makeshift roof that was added to this Caravel. The common room extends to the bow and is served by a bar set into the stern of the ship.

If the PCs were the ones who performed the scrying on Ollamah they can tell that this was not the Inn they viewed. It is however the local hangout of a fair number of Trithereonite's who are very angry with what has been happening in the Viscounty.

If the PCs are wearing the tabard of Estival, present themselves as representatives of Estival, or even mention they're working for Estival, the mood in the Gull's Rest turns against them. The people's attitude in the bar turns hostile and the patrons start throwing bottles of beer and food at the PCs.

Development trigger: The patrons then shout at the PCs to leave, and even when they do children follow them. Within the hour the entire village knows that the PCs are representatives of the Viscount.

This triggers two events:

First, Maul Cutpurse decides that he has to take out the law before the law takes out him. He pulls in a few rogues to help him. **See Encounter Seven: Resolution: Darkhapor Death Match** below.

Second, Turim Varostak learns that the PCs are in town and increases his efforts to free Elise from whatever enchantment she is under. **See Encounter Seven: Resolution: Turim's last stand** below.

Location 4: Lyzanore's

Red lanterns are strung from the rigging of this large Caravel, a red awning extends down to the docks advertising it as a "pleasure ship".

Other than the fact that this is a brothel, there is nothing of further interest here.

Location 5: Cooper

Thin slats of wood are bent here into a variety of barrels. Several brands, glowing in a brazier make it clear that this cooper can make his barrels appear to originate from Veluna, Verbobonc, the Free City of Dyvers, or Furyondy.

There is nothing of further interest here, however if the PCs question the patrons or present themselves as representatives of the law or the Viscount, word spreads through the hamlet of their presence.

Development trigger: Within the hour the entire village knows that the PCs are representatives of the Viscount.

This triggers two events:

First, Maul Cutpurse decides that he has to take out the law before the law takes out him. He pulls in a few rogues to help him. **See Encounter Seven: Resolution: Darkhapor Death match** below.

Second, Turim Varostak learns that the PCs are in town and increases his efforts to free Elise from whatever enchantment she is under. **See Encounter Seven: Resolution: Turim's last stand** below.

Location 6: Sailwright

Sheets and sails in the process of being sown and stitched makes the profession of the merchant here readily apparent for all.

There is nothing of further interest here, however if the PCs question the merchant or present themselves as representatives of the law or the Viscount, word spreads through the hamlet of their presence.

This triggers two events:

First, Maul Cutpurse decides that he has to take out the law before the law takes out him. He pulls in a few rogues to help him. **See Encounter Seven: Resolution: Darkhapor Death match** below.

Second, Turim Varostak learns that the PCs are in town and increases his efforts to free Elise from whatever enchantment she is under. **See Encounter Seven: Resolution: Turim's last stand** below.

Location 7: The Repair Yard

This location is only remarkable if the PCs cast scry upon Maul Cutpurse, succeeded on the first try, and cast the spell themselves.

If all of the above is true – read the following to the person who cast scrying.

A broad work area with heavy tackles and woodworking tools is set up here. Near the dock where you're walking a carving of a woman's bust is partially completed. Nearby the abandoned station there are a few other Rhennee workers making repairs.

The Rhennee workers here are very distrustful of outsiders. Unless there's a Rhennee in the party they begin with an attitude of Unfriendly. They refuse to even note that the half-orc exists until their attitude is shifted to friendly.

If that is accomplished, the workers reveal that Maul has gone to the Darkeye for a drink. The workers tell the PCs his name and his location. This may allow the PCs to get the jump on Maul Cutpurse in Location 11 below.

Location 8: Cargo Cranes

This is one of the numerous cranes which off-load cargo from the large Caravel's docked nearby and loads the merchandise onto the smaller river barges.

There is nothing of further interest here.

Location 10: The Smithy

Great bellows ring the bow of this ship which supports a small but intensely bright ironworks. Long iron nails, recovered from the nearby repair yard are smelted down and reforged into new ship parts.

There is nothing of further interest here.

Location 11: The Darkeye

If and when the PCs go to the Darkeye read the following.

The Darkeye was once a very large caravel, nearly 80 feet from stem to stern. The inside of the inn is well lit from the open hatches in the deck above, and the interior is split between a series of rooms towards the stern of the ship and an open area towards the bow. Tables fill the area and several patrons sit about drinking.

If the PCs attempted to scry upon Ollamah and succeeded on their first attempt they easily recognize this as the location where Ollamah was practicing.

The PCs may also be able to get the jump on Maul Cutthroat, if they had scryed upon him and he failed his save the first time the PCs attempted to scry upon him.

If the PCs cast scrying themselves read the following to the character who cast the spell.

Sitting by the bar is the same balding half-orc you saw through the scrying.

Maul is somewhat paranoid, and constantly scans the room. If the PCs converse in any way about Maul, such as pointing out to the rest of the party his presence here, or heading towards him, Maul reacts. Roll initiative, and have Maul attempt to flee using the magic he has available to him (at lower levels this is an *anklet of translocation*, at higher levels he has a *cape of the mountebank*).

Once Maul has escaped he regroupes and plots an attack on the PCs. See **Encounter Seven: Resolution: Darkhapor Death match** below.

Location 12: Farrin Freehill, attorney at law

A large barge for what apparently is just the home of a lawyer named Farrin Freehill. This ship appears to be in good repair despite it being obviously being one of the oldest ships in town.

This location is actually The Family's safe house here in Darkhapor, any Family member knows this. It is protected against scrying every morning via the casting of *Mordenkainen's private sanctum*, and within it has numerous places for a person to hide.

If the PCs go onboard read the following.

The interior of the barge is well lit by green hooded lamps. Sitting behind an ornate desk is a halfling, his expensive suit speaks of wealth; a contrast to the meagerness of the town in general. The halfling smiles as you enter. In a thick lisp he greets you. "Welcome to my offisse. Are you intwissted in employing my sservissess?"

Farrin Freehill is a short, even for a halfling, solicitor here in Darkhapor. His legitimate business deals with mediating ownership rights of ships and managing the wills of sailors. His primary business though is as the head of the Family here in Darkhapor. He is overly sensitive to his speech impediment, and takes offense if anyone makes fun of him over it.

If Maul Cutpurse made his save against scrying in encounter Four he is located here. If the PCs have made

their presence known he plots to kill the PCs. See **Encounter Seven: Resolution: Darkhapor Death match** below.

If there is a Family member present, they should be told of Farrin's position in the family. If PCs in good standing with the family wish, they may meet with Farrin. Farrin in turn can arrange for the family members to meet with Maul, provided the Family member agrees to meet him alone. If all of these conditions are met skip to **Encounter Seven: Resolution: Darkhapor Discussion** below.

Location 13: Market Pier

This broad area has numerous tents set up selling all sorts of wares, crafts, weapons, and nautical gear.

There is nothing of further interest here.

Location 14: Smithy

Great bellows ring the bow of this ship which supports a small but intensely bright ironworks.

There is nothing of further interest here.

Location 15: Fishmonger

Great slabs of fish dry on hundreds of lines set up in the rigging of this ship. On the deck, workers expertly slice and prepare more fish for the drying lines. Above, in the crows nest, a child with a sling keeps an eye out to see if any of the gulls about the ships are foolish enough to approach within range.

Other than the copious amount of herring, there is nothing of further interest here.

Location 16: Fritz's Fortune

From the sounds of it this ship is now some form of a gambling establishment; the rope ringed area in the middle of the deck makes it clear that bare knuckled fights are the most popular thing to bet upon.

There is nothing of further interest here, however if the PCs question the patrons or present themselves as representatives of the law or the Viscount, word spreads through the hamlet of their presence.

This triggers two events:

First, Maul Cutpurse decides that he has to take out the law before the law takes out him. He pulls in a few rogues

to help him. See **Encounter Seven: Resolution: Darkhapor Death match** below.

Second, Turim Varostak learns that the PCs are in town and increases his efforts to free Elise from whatever enchantment she is under. See **Encounter Seven: Resolution: Turim's last stand** below.

Location 17: The Temple of Trithereon.

When the PCs approach the Temple of Trithereon read the following.

Before you even reach the temple of Trithereon you can hear the priest over the din.

"... it has been the authorities, the noble, the religious, the lawful authorities who attempted to comfort us by giving us order, rules, regulations, informing, and forming in our minds their view of reality.

"Brethren! Their laws and their rules comfort us by imposing their will in place of our own. For once a man frees his spirit, no physical cage can hold his body."

The temple where the priest is preaching was once a mid-sized Caravel, now stuck in the mud at the end of the Darkhapor. Its proud bow, adorned with the symbol of the summoner juts out over the broad public area in front of the ship. Two wooden ramps lead up from the dock to the prow, and provide parishioners access to the interior of the ship.

Turim Varostak, upon finishing his sermon turns to providing his parishioners with whatever healing services he can. After the sermon a group of injured villagers line up to see what the preacher can do for them. Turim performs a bit of healing, relying upon his Heal check for non-serious injuries and illness.

Upon finishing with the villagers Turim warmly greets the PCs. Unless warned by Maul or Ollamah he is unprepared for any direct confrontation. He has however taken the precaution to keep a flask filled with a *potion of glibness* on his person. If any of the PCs are obvious representatives of the law Turim drinks from the flask after finishing his sermon. If confronted with his drinking from his flask Turim responds simply that preaching is thirsty work. Presume that Turim is taking a 10 on his Bluff skill when conversing with the PCs.

Questioning Turim after he has ingested the *glibness* *potion* is difficult, due to the ease by which he may lie. Issues may arise when, no matter how believable Turim is, he gives PCs information that they know to be false.

If questioned about the Lady Elise Brandenburg, Turim immediately presumes that the PCs are there to find her. If the PCs have not yet been attacked by Maul Cutpurse Turim attempts to steer the PCs towards his location, hoping that the rogue takes care of their meddling.

Below is a guide to answering questions the PCs may have for Turim.

You're a worshiper of Trithereon? Yes. The summoner is still revered here and worship of him is not persecuted.

You know it's illegal now. Yes, the refugees from your Viscount's draconian laws have informed us that they've been persecuted by his men.

Do you know where the Lady Elise is? No. Although it's very concerning that she's been kidnapped.

We didn't say anything about kidnapped. We asked you if you knew where she was. What are you hiding? You clearly were sent to find the Lady Elise; if she is missing I just presumed she was taken. If, though, she's just run away from that middle aged fop who was courting her, then that's even better.

Can we search your temple? No.

What do you know about a Bard named Ollamah? I think he plays at the Darkeye. Rhennee man as I recall, very popular with the ladies.

Do you know where he is? The Darkeye I presume, or he might have gone to Rhynehurst or even out on the road. Bards do that quite a bit.

We're looking for the person who owns this whistle. That's pretty common here, I don't know if you'll be able to find who owns it or even who made it.

We're looking for the person who owns this bit of handkerchief. Good luck.

If the PCs threaten or attack Turim in any way move **see Encounter Seven: Resolution: Turim's last stand** below.

Please note that the temple of Trithereon is protected against planar travel into or out of the building by a Hallow with a Dimensional anchor attached to it.

Development: Where to go from here.

Most likely the PCs either know where Elise is (if they used magic to locate any of the clues) or have triggered one or more of the resolutions below.

ENCOUNTER SEVEN: RESOLUTION

This encounter serves to resolve the character choices they made in Encounter Six: Darkhapor. Following each title of the resolution there is a brief text block describing how one might trigger the resolution.

Resolution: One night only in Darkhapor

By scrying on the bard Ollamah and teleporting to his location the PCs experience this resolution. Use the map for the Darkeye, placing Ollamah in the bow room. The PCs may teleport anywhere within 10' of Ollamah's location and read the following.

With a harsh snap you find yourself on at the bow of a large ship, but from the rock steadiness of the ship and the slight list of the deck it's clear you're not on the sea. Before you is a panicked Rhennee man, who clearly wasn't expecting a group of armed men to appear in his changing room. Behind you is the open area of the deck, almost two dozen patrons are there drinking. Your arrival throws the entire ship into chaos.

The PCs have teleported into one of the more popular bars here in Darkhapor. Unfortunately for them, Ollamah has some friends at the bar.

APL 6 (EL 9)

Ollamah: male Rhennee Bard 7; hp 37; Appendix 1.

Iron Wood Brutes (2): were dire wolf Barbarian 2 hybrid form; hp 83 each; see Appendix 1.

APL 8 (EL 11)

Ollamah: male Rhennee Bard 9; hp 47; Appendix 1.

Iron Wood Brutes (4): were dire wolf Barbarian 2 hybrid form; hp 83 each; see Appendix 1.

APL 10 (EL 13)

Ollamah: male Rhennee Bard 9; hp 47; Appendix 1.

Iron Wood Brutes (2): were dire wolf Barbarian 6 hybrid form; hp 127 each; see Appendix 1.

APL 12 (EL 15)

Ollamah: male Rhennee Bard 13; hp 71; Appendix 1.

Iron Wood Brutes (4): were dire wolf Barbarian 6 hybrid form; hp 127 each; see Appendix 1.

Tactics: Ollamah isn't prepared for combat and knows that he's most likely outmatched. He begins with a shout to his compatriots, then cast *inspirational boost* and start singing. The following round he casts *swift invisibility*, moves or uses his *anklet of transportation* to teleport into the main room, and then casts *haste* on the barbarians there. The barbarians, in the mean time, quick draw their weapons, rage and charge the nearest character.

If Ollamah is being overwhelmed, he uses his *cape of the mountebank* to flee the city. At higher levels Ollamah has access to *dimension door* and may also use that to flee. Ollamah's stats are in Appendix #1.

Treasure: Loot from Ollamah and the Barbarians

APL 6: Loot 3 gp; Magic 1506 gp; *bracers of arcane freedom* (192 gp), *cape of the mountebank* (900 gp) ; *brute gauntlets* (2) (41gp each); *cloak of predatory vigor* (2) (117gp each); masterwork chain shirt (2) (20gp each); masterwork greatsword (2) (29gp each) (Total 1509 gp.)

APL 8: Loot 6 gp; Magic 1920 gp; *bracers of arcane freedom* (192 gp), *cape of the mountebank* (900 gp) ; *brute gauntlets* (4) (41gp each); *cloak of predatory vigor* (4) (117gp each); masterwork chain shirt (4) (20gp each); masterwork greatsword (4) (29gp each) (Total 1926 gp.)

APL 10: Loot 6 gp; Magic 1920 gp; *bracers of arcane freedom* (192 gp), *cape of the mountebank* (900 gp) ; *brute gauntlets* (4) (41gp each); *cloak of predatory vigor* (4) (117gp each); masterwork chain shirt (4) (20gp each); masterwork greatsword (4) (29gp each) (Total 1926 gp.)

APL 12: Loot 6 gp; Magic 3753 gp; *bracers of arcane freedom* (192 gp), *cape of the mountebank* (900 gp) ; *brute gauntlets* (4) (41gp each); *cloak of predatory vigor* (4) (117gp each); masterwork chain shirt (4) (20gp each); masterwork greatsword (4) (29gp each), *pink and green ioun stone* (667gp) *veil of allure* (1166gp) (Total 3759gp.).

Development: News of this battle in the Darkeye quickly spreads through Darkhapor. This battle triggers Maul Cutpurse to plot his attack, see **Resolution: Darkhapor Death match** below and Turim Varostak to complete his attempts at freeing Elise from the magic he things has bound her mind. See **Resolution: Turim's surrender** below.

Resolution: Darkhapor Discussion

By finding Maul Cutpurse's handkerchief in the abandoned home, scrying upon his position and he makes his save thereby moving to Farrin Freehill's barge. Farrin's barge is the Family's safe house in Darkhapor and is protected from scrying. If the PCs are members of the Family and talk to Farrin Freehill, he arranges for Maul to

come out of his hiding place and speak to the Family members. Please note, non-Family members are instructed to leave. If the non Family PCs refuse to leave Farrin refuses to set up a meeting.

Once the Family members are alone read the following.

Farrin Freehill concentrates for a moment, shortly there are sounds of movement from inside the barge and a middle aged half orc appears from deep within the hold of the ship.

"You've been asking about me. What do you want?" The half orc grumbles as his gaze shifts nervously about the room.

Maul, unlike Ollamah or Turim, is just a hired hand in Turim's plot. As such he's willing to trade information on the plot and on Turim's role in it for the promise that his involvement is overlooked.

If the PCs agree to let Maul go he tells them that he took part in breaking into Elise Brandenburgs home, knocking out the guard, stuffing him in a closet and knocking Elise unconscious. He states that after he had knocked Elise unconscious with his sap Turim used a wand over and over. Then when the girl was just about to die Maul healed her a little and the whole group teleported back to Darkhapor. Since then Turim's kept the young noble in his temple, away from sight. Maul relates that he was told that the lady Elise Brandenburg was under some kind of enchantment and that Turim and Ollamah were going to break her out of whatever foul magic's had been cast on her.

Development: While this information allows the PCs to discover exactly where Elise is being hidden it doesn't make it any easier for them to recover the young noble. In such a case Turim decides that it's up to him to defend Elise. Skip to **Resolution: Turim's last stand**.

Resolution: Darkhapor Death match

By either getting the Darkhapor location from Ollamah in Rhynehurst, or by attacking Ollamah in the Darkeye, or by simply asking around in Darkhapor, this resolution is very easy to trigger. In it Maul Cutpurse hears about the PCs presence in Darkapor and decides that a preemptive attack is necessary to save his skin.

Maul gathers together some bar regulars and, after buffing themselves, they attack the PCs as they walk through the streets of Darkhapor.

APL 6 (EL 9)

Maul Cutpurse: male half orc Rogue 7; hp 44; Appendix 1.

Iron Wood Brutes (2): were dire wolf Barbarian 2, hybrid form; hp 83 each; see Appendix 1.

APL 8 (EL 11)

Maul Cutpurse: male half orc Rogue 9; hp 56; Appendix 1.

Iron Wood Brutes (4): were dire wolf Barbarian 2, hybrid form; hp 83 each; see Appendix 1.

APL 10 (EL 13)

Maul Cutpurse: male half orc Rogue 9; hp 56; Appendix 1.

Iron Wood Brutes (2): were dire wolf Barbarian 6, hybrid form; hp 127 each; see Appendix 1.

APL 12 (EL 15)

Maul Cutpurse: male half orc Rogue 13; hp 80; Appendix 1.

Iron Wood Brutes (4): were dire wolf Barbarian 6, hybrid form; hp 127 each; see Appendix 1.

Tactics: Maul is well aware that his effectiveness is limited when fighting alone, so he always attempts to flank while attacking. At APL 12 Maul uses his *belt of battle* to maneuver into a flanking position with one of the Iron Wood Brutes, and then uses his Savvy Rogue feat to take attacks of opportunity as the others attack. The Iron Wood Brutes don't know any better and fight until they die, using their *cloaks of predatory vigor* every round they can to keep themselves fighting. Maul has no interest in laying down his life and gives up if seriously wounded or clearly incapacitated.

If captured Maul offers information on Turim Varostak and the Lady Elise Brandenburg on the sworn oath that he will be let free.

Treasure: Loot from Maul and the Barbarians

APL 6: Loot 3 gp; Magic 622 gp; *anklet of translocation* (117 gp each); *brute gauntlets* (2) (41gp each); *cloak of predatory vigor* (2) (117gp each); masterwork daggers (2) (50gp each); masterwork chain shirt (3) (20gp each); masterwork greatsword (2) (29gp each) (Total 625 gp).

APL 8: Loot 3 gp; Magic 622 gp; *anklet of translocation* (117 gp each); *brute gauntlets* (2) (41gp each); *cloak of predatory vigor* (2) (117gp each); masterwork daggers (2) (50gp each); masterwork chain shirt (3) (20gp each); masterwork greatsword (2) (29gp each) (Total 625 gp).

APL 10: Loot 3 gp; Magic 955 gp; *anklet of translocation* (117 gp each); *brute gauntlets* (2) (41gp each); *cloak of predatory vigor* (2) (117gp each); *gloves of dexterity +2* (333gp); masterwork daggers (2) (50gp each); masterwork chain shirt (3) (20gp each); masterwork greatsword (2) (29gp each) (Total 958 gp.)

APL 12: Loot 3 gp; Magic 2955 gp; *anklet of translocation* (117 gp each); *belt of battle* (1000gp) *brute gauntlets* (2) (41gp each); *cloak of predatory vigor* (2) (117gp each); *gloves of dexterity +4* (1333gp); masterwork daggers (2) (50gp each); masterwork chain shirt (3) (20gp each); masterwork greatsword (2) (29gp each) (Total 2958 gp.)

Development: News of this battle in the Darkeye quickly spreads through Darkhapor. If the PCs traveled to Rhynehurst and captured or encountered Ollamah, Turim Varostak attempts one final try at throwing off the enchantments on the Lady Elise's mind. Once that fails he realizes that all is lost and surrenders to the character See **Resolution: Turim's surrender** below.

If the PCs did not encounter Ollamah and have only fought or talked to Maul Cutpurse, Turim decides that he might still have a chance. He readies himself for combat, summons a few Trithereonite assistants and attacks. Skip to **Resolution: Turim's Last Stand**.

Resolution: Turim's Surrender

If the PCs have already defeated Ollamah and Maul Cutpurse, Turim gives up. He dispels the *sequester* on Elise Brandenburg, heals her of her wounds, and explains to her his guilt, as well as the PCs impending approach. Read the following as the PCs approach the Temple of Trithereon.

Turim Varostak, priest of Trithereon, looks down on you with great sadness in his eyes.

"I tried to free her of the enchantments placed upon her by that toad Langmuir. But I've failed. There must be some magic beyond my abilities that keeps her bound to him.

"I surrender and return the Lady Elise unharmed to you, but I would warn you that Trithereon told me that she is a key that will allow a great evil to enter into this world.

"My only regret is that I was unable to purge whatever evil that was inflicted upon her"

With that Turim Varostak opens the door to the temple and allows the lady Elise to exit.

The PCs are free to take Turim into custody, he doesn't resist in any way. The Lady Elise indeed is unharmed although rather disorientated to find herself in Darkhapor. Located in the temple are the normal items, along with notes on the Lady Elise, plans of the house in Verbobonc and several notes on how to rid a person from enchantments and curses.

There are also several pages of notes of questions and under each a cryptic phrase. Any spell caster recognizes that these cryptic phrases are the result of casting *divination*. The questions start out questioning generally about leading the church of Trithereon. When one of them returned a mention of a "master and servant" the questions become very specific. Over several entries the questions and cryptic replies continue; first questioning how this master and servant dare related to Trithereon and when it is revealed that it is a follower of Trithereon who is infused with some great evil that is involved, the questions focus on attempting to determine who the follower is. Finally the notes end with an entry of the Lady Elise's name, along with some notes that some great evil has infused her and must be expunged.

If necessary remind the PCs that they had been asked to contact Viscount Estival once they recovered the Lady Elise. Then move on to the Development below:

Development: As soon as the PCs have secured the Lady Elise, Turim Varostak, and his notes, read the following:

From the Deck of the Temple of Trithereon it is easy to see the two Caravels as they round the bend in the river. As they do so the flag of Viscount Estival flutters straight from the lead ship. An Oeridian man, clearly the captain, shouts across the 50 yards.

"We have been sent to escort you back to Verbobonc, Lord Langmuir is with us! We'll send a boat, wait there!"

The Lady Elise brightens considerably when she hears that Lord Langmuir is on the ship, and regardless of what the PCs do will wait for the boat to bring her back to the ship.

The PCs are free to flee if they wish to at this point, or to follow the Lady Elise.

Skip to Encounter Eight: Milgram

Resolution: Turim's Last Stand

If the PCs came straight to Darkhapor and did not encounter or fight Ollamah in Rhynehurst but did get attacked by Maul Cutpurse or spoke with Maul Cutpurse at the Family Safe house in Darkhapor then Turim

Varostak decides that he'll have to take matters into his own hands. Fortunately, almost the entire town of Darkhapor views Turim as a very good personal friend and so any word of the PCs impending attack swiftly reaches his ears. He spends the time casting spells on himself, and readying his minions.

Turim Varostak, the priest of Trithereon in Darkhapor greets you from the prow of his temple.

"Though this won't matter, I am sorry that it has come to this. However my God has made it clear to me that the Lady Elise is to be used to unleash great evil. I cannot allow that to happen."

Roll initiative and resolve the combat as usual

APL 6 (EL 9)

Turim Varostak: male rhennee Cleric 7; hp 59; Appendix 1.

Beast of Trithereon: hp 125 each; see Appendix 1.

APL 8 (EL 11)

Turim Varostak: male rhennee Cleric 9; hp 89; Appendix 1.

Hound of Trithereon: hp 127; Appendix 1.

APL 10 (EL 13)

Turim Varostak: male rhennee Cleric 9; hp 89; Appendix 1.

Hounds of Trithereon (2): hp 127; Appendix 1.

APL 12 (EL 15)

Turim Varostak: male rhennee Cleric 13; hp 170; Appendix 1.

Hounds of Trithereon (4): hp 127; Appendix 1.

Tactics: Turim is sure what he is doing is right and so fights until killed or incapacitated. Turim sends the hounds or beast of Trithereon forward first, using the beast as a shield to keep the PCs from reaching the temple, while throwing down as many spells as he can muster in the time he has. Once the opponents engage Turim directly he relies upon his Chaos

Treasure: Loot from Turim Varostak

APL 6, 8 and 10: Loot 336gp; Magic 358gp; *armband of elusive action* 66gp; *ring of mystic healing* 292gp ; Total 694gp.

APL 12: Loot 336gp; Magic 1691gp; *armband of elusive action* 66gp; *ring of mystic healing* 292gp; *ring of greater counter spells* 1333gp; Total 2027gp.

Development: Once Turim is defeated the PCs are free to enter the temple. Inside The Lady Elise is still under the effects of the *sequester* spell. A quick search however

finds her. If the PCs are able to dismiss the spell (it was cast from a scroll, caster level 13) the Lady Elise is rather disorientated to find herself in Darkhapor. Located in the temple are the normal items, along with notes on the Lady Elise, plans of the house in Verbobonc and several notes on how to rid a person from enchantments and curses.

There are also several pages of notes of questions and under each a cryptic phrase. Any spell caster recognizes that these cryptic phrases are the result of casting *divination*. The questions start out questioning generally about leading the church of Trithereon. When one of them returned a mention of a “master and servant” the questions become very specific. Over several entries the questions and cryptic replies continue; first questioning how this master and servant are related to Trithereon and when it is revealed that it is a follower of Trithereon who is infused with some great evil that is involved, the questions focus on attempting to determine who the follower is. Finally the notes end with an entry of the Lady Elise’s name, along with some notes that some great evil has infused her and must be expunged.

If necessary remind the PCs that they had been asked to contact Viscount Estival once they recovered the Lady Elise

From the Deck of the Temple of Trithereon it is easy to see the two Caravel’s as they round the bend in the river. As they do so the flag of Viscount Estival flutters straight from the lead ship. An Oeridian man, clearly the captain, shouts across the 50 yards.

“We have been sent to escort you back to Verbobonc, Lord Langmuir is with us! We’ll send a boat, wait there!”

The Lady Elise brightens considerably when she hears that Lord Langmuir is on the ship, and regardless of what the PCs do demands that they wait for the boat to bring her back to the ship.

Skip to Encounter Eight: Milgram

ENCOUNTER EIGHT: MILGRAM

This encounter serves to conclude the adventure by presenting a situation that may not be acceptable for PCs to take part in. Due to the seriousness of choice it is vital to follow the box text and instructions clearly.

Furthermore it is vital not to allow PCs to “rewind the action” and change what their actions are when they hear what is occurring. Inform the players that they may

consider themselves in “rounds” for this encounter and inform them that at any moment they may choose to intervene. If and when one of them does intervene, allow that character to complete their action, then roll initiative and resolve the combat.

Carefully cut the **Player Handout #2** lengthwise and have the PCs place themselves, along with the Lady Elise and Lord Langmuir on one of the ships. On each ship place half of the crew and half of the artillery. Also, on your battle-mat draw out the eastern section of the town of Darkhapor, so that you may slide the two paper ships along and show the PCs their relation to the town. Once that is completed continue below.

When the PCs reach the ships sent by Viscount Estival read the following.

As you come aboard the Lady Elise rushes to Lord Langmuir and they embrace each other tightly. Above them, by the wheelhouse the Captain appears to be deep in consultation with an amulet. “Yes my Lord, they have the Lady Elise with them.” The captain pauses as a serious look replaces his jubilation. “But my Lord, there are—” Again the Captain pauses, much longer this time. “Yes, my Lord, it will be done.”

Turning to his signalman the captain orders “raise the signal for attacking in line, and bring us about.”

The PCs may ask what is happening and the captain, using clipped tones of a man carrying out difficult orders tells them that he has been “*informed that this temple of Trithereon and it’s worshipers are in violation of the law and I have been ordered to raze the town of Darkhapor to the ground*”. The captain refuses any attempts by the PCs to dissuade him of his given orders. If the PCs continue to argue, the captain orders the PCs to be taken into custody and brought below. Any attempt to magically change the Captain’s mind results in the PCs initiating combat as the second in command notes the deviation from order and takes over command.

Using the two ships depicted on the map in Appendix 4 briefly show and describe to the PCs the ships turning and forming a line so that as they sail along the ships are perpendicular to the length of Darkhapor. The ship the PCs are on should be the second in the line.

If the PCs choose to intervene skip to the development: This Cannot Be! below. If they do not intervene continue with the following.

The two caravels sail in line closer to the town of Darkhapor. On the ship ahead of yours drummers beat to quarter and a half while a dozen men fall into precise positions along the port railing. As one they reach into a scabbard at their hips and draw out

scrolls. Darkhapor now lies just off the ships port bow. From your position behind you can see villagers, both young and old pointing at the ships as they approach.

Advance the two ships closer to the length of Darkhapor, arranging the Artillery men along the side closest to the town.

Provide the PCs with a few moments to react at this time, if they do so skip to the development below. If they do not, continue below.

As the first ship reaches the line of Darkhapor the order is given. As one the mages read their scrolls and half of a dozen lines of lightning lance through the town. Scores of villagers are slain outright. The lightning sets fire to rigging, bursts lamps, and oil barrels scattering flaming debris about and setting the town alight. Aboard your ship the Lady Elise screams in shock as she realizes what is happening.

The first ship in the line should be 90 degrees perpendicular to the main mass of the town of Darkhapor at this point.

Provide the PCs with a few moments to react at this time. You should remind players with paladins (or any other class with a code of conduct, such as holy liberators) that failing to act to prevent this massacre may violate their code of conduct.

If the party reacts to stop the massacre, skip to the **Development: This cannot be!** below. If they still do not act, continue below.

As the flames spread the lieutenant on your ship informs his captain. "Sir, the villagers have formed a bucket brigade."

Indeed, the survivors have started a hastily gathered line of buckets, as they attempt to battle the flames consuming their town. The Captain's face hardens as he orders "Lieutenant, Order the crossbowmen to kill anyone with a bucket."

The Lady Elise attempts to throw herself at the captain, but Lord Langmuir holds her back. Her cries and anguish are lost amid the shouted orders of the crew.

Advance the two ships forward so that the ship that the PCs are on is now lined up with the town of Darkhapor.

Provide the PCs with a few moments to react at this time, if they do so skip to the development: This Cannot Be! below. If they still do not act, continue below.

Crossbowmen aboard both ships fire on the bucket brigade, slaying a dozen or so. The rain of bolts

continues, slaying young and old alike before the villagers are driven into the inferno that is now Darkhapor.

The Lady Elise collapses to the deck, tears of grief and anger streaming down her face as she helplessly watches the villagers die.

At this point inform any paladin or character class with a strict moral code who has not acted to stop the slaughter that their connection to his god has been severed. Such PCs lose all spell casting abilities and any abilities to turn undead. An *atonement* spell is required to return such abilities to them. Continue to the conclusion, reading the appropriate text.

Development: This cannot be!

At any point during the encounter the PCs may step in and stop the ships from their assault on the town. If the PCs do so, the ships crew's attempts to fight back, but are most likely greatly out matched by the PCs. After the combat is resolved, continue to the appropriate conclusion.

APL 6 (EL 7)

Estival Artillery man (9): male human adept 1; hp 6; Appendix 1.

Ship Crew (9): male human expert 1; hp 6; Appendix 1.

APL 8 (EL 8)

Estival Artillery man (12): male human adept 1; hp 6; Appendix 1.

Ship Crew (12): male human expert 1; hp 6; Appendix 1.

APL 10 (EL 8)

Estival Artillery man (12): male human adept 1; hp 6; Appendix 1.

Ship Crew (12): male human expert 1; hp 6; Appendix 1.

APL 12 (EL 8)

Estival Artillery man (12): male human adept 1; hp 6; Appendix 1.

Ship Crew (12): male human expert 1; hp 6; Appendix 1.

Tactics: The sailors and crew on board are not prepared for melee combat and so spend the first round picking up weapons to fight the PCs with. Each of the adepts on the other ship has two scrolls of *lightning bolt*, but the Captain of that ship refuses to use them on the PCs. He instead orders his adepts to draw crossbows and begin firing on the PCs ship. The people aboard ship the PCs

are on attempt to fight back via the crossbows they have with them, before drawing clubs and attempting melee.

Treasure: Two ships, ownership of which is grounds for immediate arrest and execution.

APL 6, 8, 10 and 12: Loot 3,333 gp; Total 20,000 gp.

CONCLUSION

Read the appropriate conclusion.

If the PCs attacked the ships before they attacked or kept the ships from stopping the bucket brigade read the following:

Not an hour had passed that everyone in Darkhapor knew of your actions. Not a day had passed before the posters for your arrest appeared on every signpost in the Viscounty. A few days after that and a few close scrapes with bounty hunters and you hear word that Darkhapor has pulled anchor and what could sail away has. As you pass a signpost with yet another notice for your head you can only hope that it was worth it.

Mark **Outlaw!** On the AR of the PCs.

If the PCs fled the scene or did not stand idly by as the slaughter took place (such as attempting to encourage the villagers to flee, etc) read the following.

Word quickly spreads of the slaughter at Darkhapor. With each retelling the number of victims increases, with every telling the size of the armada that razed the village to the ground grows. It is fortunate then that your name and your role seem to be overlooked.

Mark **Poltroon!** On the AR of the PCs.

If the PCs did not stop the slaughter of Darkhapor read the following:

Villagers spit on you as you pass, inns refuse to rent you rooms, and more than once, someone threw a dagger at your back. You are plagued by nightmares and shadowed by Rhennée. The Bondsmen of Estival however think you're great.

Mark **Pariah!** On the AR of the character.

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 FIVE: RHYNEHURST

Defeat Ollamah and discover the location of Lady Elise:

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

ENCOUNTER SEVEN: RESOLUTIONS

Fight or negotiate with Maul Cutpurse

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

ENCOUNTER SEVEN: RESOLUTIONS

Fight Turim and/or free the Lady Elise

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

ENCOUNTER EIGHT: MILGRAM

Stop the razing of Darkhapor:

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

STORY AWARDS

ENCOUNTER TWO:

Receive your mission from Estival.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

ENCOUNTER FOUR:

Discover the location of Lady Elise.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

TOTAL POSSIBLE EXPERIENCE

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

During an adventure, PCs 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.

ENCOUNTER FIVE: RHYNEHURST

Fight Ollamah

APL 6: Loot 1 gp; Magic 1092 gp; *bracers of arcane freedom* (192 gp), *cape of the mountebank* (900 gp) ; Total 1093 gp.

APL 8 and 10: Loot 1 gp; Magic 1092 gp; *bracers of arcane freedom* (192 gp), *cape of the mountebank* (900 gp) ; Total 1093 gp.

APL 12: Loot 1 gp; Magic 2925 gp; *bracers of arcane freedom* (192 gp), *cape of the mountebank* (900 gp) *pink*

and green ioun stone (667 gp) veil of allure (1166 gp) ;
Total 2926 gp..

ENCOUNTER SEVEN: RESOLUTION

Fight Maul Cutpurse

APL 6: Loot 3 gp; Magic 622 gp; *anklet of translocation* (117 gp each); *brute gauntlets* (2) (41gp each); *cloak of predatory vigor* (2) (117gp each); masterwork daggers (2) (50gp each); masterwork chain shirt (3) (20gp each); masterwork greatsword (2) (29gp each) (Total 625 gp.

APL 8: Loot 3 gp; Magic 622 gp; *anklet of translocation* (117 gp each); *brute gauntlets* (2) (41gp each); *cloak of predatory vigor* (2) (117gp each); masterwork daggers (2) (50gp each); masterwork chain shirt (3) (20gp each); masterwork greatsword (2) (29gp each) (Total 625 gp.

APL 10: Loot 3 gp; Magic 955 gp; *anklet of translocation* (117 gp each); *brute gauntlets* (2) (41gp each); *cloak of predatory vigor* (2) (117gp each); *gloves of dexterity +2* (333gp); masterwork daggers (2) (50gp each); masterwork chain shirt (3) (20gp each); masterwork greatsword (2) (29gp each) (Total 958 gp.)

APL 12: Loot 3 gp; Magic 2955 gp; *anklet of translocation* (117 gp each); *belt of battle* (1000gp) *brute gauntlets* (2) (41gp each); *cloak of predatory vigor* (2) (117gp each); *gloves of dexterity +4* (1333gp); masterwork daggers (2) (50gp each); masterwork chain shirt (3) (20gp each); masterwork greatsword (2) (29gp each) (Total 2958 gp.)

and/or Turim Varostak.

APL 6, 8 and 10: Loot 336gp; Magic 358gp; *armband of elusive action* 66gp; *ring of mystic healing* 292gp ; Total 694gp.

APL 12: Loot 336gp; Magic 1691gp; *armband of elusive action* 66gp; *ring of mystic healing* 292gp; *ring of greater counter spells* 1333gp; Total 2027gp.

ENCOUNTER EIGHT: MILGRAM

Stop the razing of Darkhapor.

APL 6, 8, 10, and 12: Loot 0gp; Magic 0gp; Total 0gp.

MAXIMUM POSSIBLE TREASURE

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

SPECIAL

Wanted! You rebelled against the forces of the Viscount Estival and will pay, and pay dearly for your insolence. You begin every Verbobonc regional adventure with either 80% of your max hit point total or with 20% of your spells expended as you must expend your resources to keep out of the clutches of the law.

Poltroon! When confronted by an imminent threat against innocent life you did not intervene to stop it before it occurred. While your actions may not have branded you an outlaw, they have shown your lack of character.

Pariah! You stood by while the forces of Viscount Estival slaughtered hundreds of villagers, all because they revered Trithereon. In any Charisma based interactions with The Lady Elise you must take a -8 penalty. Charisma based Interactions with good aligned non-player PCs in Verbobonc similarly suffer a -4 penalty. This penalty is permanent with Elise Brandenburg, but the general penalty for good aligned NPC's ends after completing 12 adventures.

Secret! You have discovered a secret about the Lady Elise and how she is instrumental in bringing forth some great evil.

Friend of the Family: You know to never rat on your friends and always keep your mouth shut. If you're a member of the family add +5 to your affiliation score, if not, keep your mouth shut and you'll go far.

ITEMS FOR THE ADVENTURE RECORD

Metaorganizational Access:

ITEM ACCESS

APL 6

Anklet of translocation (Freq: Adv, MIC, 1400 gp)

Bracers of arcane freedom (Freq: Adv, MIC, 2300 gp)

Cape of the mountebank (Freq: Adv, DMG, 10800 gp)

Brute gauntlets (Freq: Adv, MIC, 500 gp)

Cloak of predatory vigor (Freq: Adv, MIC, 1400 gp)

Armbands of elusive action (Freq: Adv, MIC, 800 gp)

Ring of mystic healing (Freq: Adv, MIC, 3500 gp)

APL 12 (as APL 6-10 plus the following)

Pink and green ioun stone (Freq: Adv, DMG, 8000 gp)

Veil of allure (Freq: Adv, MIC, 14,000 gp)

Belt of battle (Freq: Adv, MIC, 12,000 gp)

Ring of greater counterspells (Freq: Adv, MIC, 16,000 gp)

APPENDIX 1: APL 6

ENCOUNTER FOUR: RHYNEHUST

OLLAMAH

CR 7

Male human (Rhennee) Bard 7
CN Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Rhopan,

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 37 (7 HD)

Fort +3, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares)

Melee dagger +5 (1d4/19-20)

Ranged dagger +5 (1d4/19-20)

Base Atk +5; **Grp** +5

Combat Gear *bracers of arcane freedom**, *cape of the mountebank*

Bard Spells Known (CL 7th; +5 melee touch, +6 ranged touch):

3rd (1/day)—*charm monster* (DC 19), *glibness* (DC 19)

2nd (3/day)—*detect thoughts*, *glitterdust* (DC 16), *silence*, *tongues*

1st (4/day)—*charm person*, *cure light wounds*, *feather fall*, *Tasha's hideous laughter* (DC 17)

0 (3/day)—*daze* (DC 16), *detect magic*, *know direction*, *mage hand*, *message*, *prestidigitation*

Pre-cast Spells: *glibness* (CL 7, factored into these stats)

Abilities Str 10, Dex 12, Con 12, Int 11, Wis 10, Cha 18

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Captivating Melody*, Melodic Casting*

Skills Bluff +12 (currently +32), Diplomacy +16, Knowledge (history) +6, Knowledge (religion) +4, Perform (Stringed Instruments) +14, Perform (Tin Whistle) +8, Perform (Poetics) +6, Profession (Gambler) +4, Spellcraft +4, Tumble +7, Use Magic Device +12

Possessions: combat gear plus dagger, feathers, small tarts,

* see Appendix 2: New Rules Items

ENCOUNTER SEVEN: RESOLUTIONS

MAUL CUTPURSE

CR 7

Male half-orc rogue 7
CN Medium humanoid (Half Orc)
Init +4; **Senses** Listen +2, Spot +1
Languages Common, Orc

AC 18, touch 14, flat-footed 14
(+4 Dex, +4 Armor)

hp 44 (7 HD)

Fort +4, **Ref** +9, **Will** +1

Speed 30 ft. (6 squares)

Melee dagger +11 (1d4+2/19-20) or dagger +9 and dagger +9 (1d4+2/19-20)

Ranged dagger +11 (1d4+2/19-20)

Base Atk +5; **Grp** +7

Atk Options Sneak Attack +4d6

Combat Gear *Dagger*, *anklet of translocation**

Abilities Str 14, Dex 18, Con 14, Int 8, Wis 8, Cha 9

SQ Dodge, Trap Sense, Evasion, Sneak Attack, Trapfinding

Feats Two Weapon Fighting, Weapon Finesse, Weapon Focus

Skills Climb+6, Disable Device +9, Escape Artist +14, Gather Information +5, Jump +10, Listen +2, Search +5, Sleight of Hand +7, Spot +1, Tumble +12, Use Magic Device +9, Use Rope +8.

Possessions: combat gear plus masterwork chain shirt, masterwork daggers

* see Appendix 2: New Rules Items

WERE DIRE WOLF (HYBRID FORM) CR 6

Male human were dire wolf barbarian 2

CE Large humanoid (human, shapechanger)

Init +7; **Senses** low-light vision, scent, Listen +9, Spot +9

Languages Common

AC 21, touch 12, flat-footed 18; uncanny dodge
(-1 size, +3 Dex, +4 armor, +5 natural armor)

hp 83 (8 HD); **DR** 10/silver

Fort +13, **Ref** +8, **Will** +9

Speed 40 ft. (8 squares)

Melee masterwork greatsword +16/+11 (3d6+15/19-20) and bite +11 (1d8+5)

Ranged javelin +8 (1d8+10)

Base Atk +6; **Grp** +20

Atk Options Curse of lycanthropy, Power Attack, rage 1/day

Combat Gear *cloak of predatory vigor**

Abilities Str 30, Dex 17, Con 20, Int 10, Wis 14, Cha 8

SQ Alternate form, fast movement, uncanny dodge, wolf empathy

Feats Alertness, Improved Initiative, Iron Will, Power Attack, Run, Track, Weapon Focus (bite)

Skills Climb +15, Hide +7, Intimidate +1, Jump +14, Listen +9, Move Silently +7, Spot +9, Survival +12, Swim +11

Possessions combat gear plus, masterwork chain shirt, 3 javelins, *masterwork great sword*, *brute gauntlets*

Alternate Form (Su) A were dire wolf can assume a human form or the form of a dire wolf.

Curse of Lycanthropy (Su) Fort DC 15 or contract lycanthropy.

Rage (Ex) while raging, the were dire wolf's stats change as follows:

AC 19, touch 10, flat-footed 16

hp 99

Fort +15, **Will** +11

Melee* masterwork greatsword +15/+10 (3d6+24/19-20) and bite +10 (1d8+9)

Ranged javelin +8 (1d8+10)

Grp +22

Abilities Str 34, Con 24

Skills Climb +17, Jump +17, Swim +15

*3-point Power Attack

* see Appendix 2: New Rules Items

ENCOUNTER SEVEN: RESOLUTIONS

TURIM VAROSTAK, PRIEST OF TRITHEREON
CR 7

Male human cleric 7

CG Medium humanoid (human)

Init -2; **Senses** Listen +2, Spot +2

Languages Common

AC 18, touch 10, flat-footed 18

(-2 Dex, +5 armor, +3 shield, +2 deflection); ignore attack of opportunity 1/day

hp 59 (7 HD)

Immune

Fort +6, **Ref** +1, **Will** +9

Speed 40 ft. (8 squares)

Melee shortspear +17(1d8+8) or shortspear +17/+12(1d8+8)

Ranged shortspear +13 (1d8+8)

Base Atk +5; **Grp** +17

Space 10 ft.; **Reach** 10 ft.

Atk Options feat of strength 1/day (+7 to Str for 1 round), turn undead 3/day

Combat Gear ring of mystic healing*, armband of elusive action*

Cleric Spells Prepared (CL 7th):

4th—~~chaos hammer~~ (4d6, DC 17) ~~divine power~~

3rd—~~magic vestment**~~, ~~magic vestment**~~, searing light (DC 16)

2nd—hold person (DC 15), shatter** (DC 15), spiritual weapon, sound burst (DC 15)

1st—~~divine favor*~~, ~~enlarge person**~~, protection from law, sanctuary (DC 14), ~~shield of faith~~

0—detect magic, detect poison, light, mending

** Domain spell. Domains: Chaos (cast chaos spells at +1 caster level), Strength (feat of strength 1/day)

Pre-Cast Spells *divine favor* (included in statistics), *divine power* (included in statistics) *enlarge person* (included in statistics), *magic vestment** (included in statistics) *shield of faith* (included in statistics), *protection from law* (not included in statistics), Divine Vigor (included in statistics)

Abilities Str 22, Dex 6, Con 12, Int 10, Wis 16, Cha 12

Feats Divine Vigor*, Weapon Focus; Spear, Quick Draw

Skills Escape Artist +0, Heal +6, Open Lock +4

Possessions combat gear plus masterwork chain shirt, masterwork heavy wooden shield,

masterwork shortspear, spell component pouch, holy symbol of Trithereon

* see Appendix 2: New Rules Items

BEAST OF TRITHEREON

CR 8

CN Large magical beast

Init +0; **Senses** Darkvision 60 ft., low-light vision, scent; Listen +1, Spot +10

Languages —

AC 19, touch 9, flat-footed 19

(-1 size, +10 natural)

hp 125 (10 HD)

Fort +14, **Ref** +7, **Will** +4

Speed 30 ft. (6 squares)

Melee bite +15 (2d6+6) and 2 claws +10 each (1d6+3)

Base Atk +10; **Grp** +20

Space 10 ft.; **Reach** 10 ft.

Atk Options Improved Grab, rend 2d6+9

Abilities Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8

Feats Cleave, Power Attack, Improved Bull Rush, Track

Skills Hide+2, Spot +10, Survival +3

COMBAT

A beast of Trithereon attacks to kill, whether to bring down prey or to protect itself or those it has adopted. When hunting, it sometimes attempts to hide and wait for prey to wander close.

Improved Grab (Ex): To use this ability, a beast of Trithereon must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): A beast of Trithereon that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d6+9 points of damage.

Skills: Beasts of Trithereon have a +4 racial bonus on Spot checks due to their keen eyes.

ENCOUNTER EIGHT: MILGRAM

ESTIVAL ARTILLERYMAN

CR

1/2

Male human Adept 1

LN Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 6 (1 HD)

Fort +0, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)

Melee Club -1 (1d6)

Ranged crossbow, light +1 (1d8/19-20)

Base Atk +0; **Grp** -1

Combat Gear scroll of lightning bolt, scroll of scorching ray, acid flask

Abilities Str 8, Dex 12, Con 11, Int 10, Wis 13, Cha 9
Feats Endurance, Diehard
Skills Intimidate +3, Knowledge (local: VTF) +4
Possessions combat gear plus travelers outfit, club, crossbow, 10 bolts,

ESTIVAL SAILOR **CR**

1/2

Male human Expert 1

N Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 6 (1 HD)

Fort +0, **Ref** +1, **Will** +2

Speed 30 ft. (6 squares)

Melee dagger +1 (1d4+1)

Ranged crossbow, light +1 (1d8/19-20)

Base Atk +0; **Grp** -1

Abilities Str 13, Dex 12, Con 10, Int 9, Wis 11, Cha 8

Feats Endurance, Diehard

Skills Balance +5, Climb +5, Jump +5, Profession (Sailor) +4, Swim +5, Use Rope +5

Possessions travelers outfit, dagger, crossbow, 10 bolts

ENCOUNTER FOUR: RHYNEHURST

OLLAMAH **CR 9**

Male human (Rhennee) Bard 9
CN Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0

Languages Common, Rhopan,

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 47 (9 HD)

Fort +4, **Ref** +7, **Will** +6

Speed 30 ft. (6 squares)

Melee dagger +6 (1d4/19-20)

Ranged dagger +6 (1d4/19-20)

Base Atk +6; **Grp** +6

Combat Gear *bracers of arcane freedom**, *cape of the mountebank*

Bard Spells Known (CL 7th; +6 melee touch, +7 ranged touch):

3rd (3/day)—*charm monster* (DC 19), *glibness* (DC 19), *phantom steed*

2nd (4/day)—*detect thoughts*, *glitterdust* (DC 16), *silence*, *tongues*

1st (4/day)—*charm person*, *cure light wounds*, *feather fall*, *Tasha's hideous laughter* (DC 17)

0 (3/day)—*daze* (DC 16), *detect magic*, *know direction*, *mage hand*, *message*, *prestidigitation*

Pre-cast Spells: *glibness* (CL 7, factored into these stats)

Abilities Str 10, Dex 12, Con 12, Int 11, Wis 10, Cha 19

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Captivating Melody*, Melodic Casting*, Retributive Spell* (*Tasha's hideous Laughter* DC 17)

Skills Bluff +14 (currently +34), Diplomacy +18, Knowledge (history) +8, Knowledge (religion) +4, Perform (Stringed Instruments) +16, Perform (Tin Whistle) +10, Perform (Poetics) +6, Profession (Gambler) +4, Spellcraft +4, Tumble +7, Use Magic Device +14

Possessions: combat gear plus dagger, feathers, small tarts

* see Appendix 2: New Rules Items

ENCOUNTER SEVEN: RESOLUTIONS

MAUL CUTPURSE **CR 9**

Male half-orc rogue 9
CN Medium humanoid (Half Orc)
Init +4; **Senses** Listen +6, Spot +7

Languages Common, Orc

AC 19, touch 15, flat-footed 14
(+5 Dex, +4 Armor)

hp 56 (9 HD)

Fort +5, **Ref** +11, **Will** +2

Speed 30 ft. (6 squares)

Melee dagger +13 (1d4+2/19-20) or dagger +11 and dagger +11 (1d4+2/19-20)

Ranged dagger +13 (1d4+2/19-20)

Base Atk +6; **Grp** +8

Atk Options Sneak Attack +5d6

Combat Gear masterwork daggers, *anklet of translocation**

Abilities Str 14, Dex 20, Con 14, Int 8, Wis 8, Cha 10
SQ Uncanny Dodge, Trap Sense +3, Evasion, Sneak Attack, Trapfinding, improved uncanny dodge

Feats Two Weapon Fighting, Weapon Finesse, Weapon Focus

Skills Climb +6, Disable Device +9, Escape Artist +15, Gather Information +5, Jump +10, Listen +6, Search +7, Sleight of Hand +8, Spot +7, Tumble +15, Use Magic Device +9, Use Rope +9.

Possessions: combat gear plus *gloves of dexterity* +2, masterwork chain shirt, masterwork daggers

WERE DIRE WOLF (HYBRID FORM) **CR 6**

Male human were dire wolf barbarian 2

CE Large humanoid (human, shapechanger)

Init +7; **Senses** low-light vision, scent, Listen +9, Spot +9

Languages Common

AC 21, touch 12, flat-footed 18; uncanny dodge
(-1 size, +3 Dex, +4 armor, +5 natural armor)

hp 83 (8 HD); **DR** 10/silver

Fort +13, **Ref** +8, **Will** +9

Speed 40 ft. (8 squares)

Melee masterwork greatsword +16/+11 (3d6+15/19-20) and bite +11 (1d8+5)

Ranged javelin +8 (1d8+10)

Base Atk +6; **Grp** +20

Atk Options Curse of lycanthropy, Power Attack, rage 1/day

Combat Gear *potion of cure moderate wounds*

Abilities Str 30, Dex 17, Con 20, Int 10, Wis 14, Cha 8

SQ Alternate form, fast movement, uncanny dodge, wolf empathy

Feats Alertness, Improved Initiative, Iron Will, Power Attack, Run, Track, Weapon Focus (bite)

Skills Climb +15, Hide +7, Intimidate +1, Jump +14, Listen +9, Move Silently +7, Spot +9, Survival +12, Swim +11

Possessions combat gear plus masterwork greatsword, masterwork chain shirt, 3 javelins

Alternate Form (Su) A were dire wolf can assume a human form or the form of a dire wolf.

Curse of Lycanthropy (Su) Fort DC 15 or contract lycanthropy.

Rage (Ex) while raging, the were dire wolf's stats change as follows:

AC 19, touch 10, flat-footed 16

hp 99

Fort +15, **Will** +11

Melee* masterwork greatsword +15/+10 (3d6+24/19-20) and bite +10 (1d8+9)

Ranged javelin +8 (1d8+10)

Grp +22

Abilities Str 34, Con 24
Skills Climb +17, Jump +17, Swim +15
*3-point Power Attack

TURIM VAROSTAK, PRIEST OF TRITHEREON
CR 9

Male human cleric 9
CG Medium humanoid (human)
Init -2; **Senses** Listen +2, Spot +2
Languages Common

AC 21, touch 10, flat-footed 21
(-2 Dex, +6 armor, +4 shield, +3 deflection); ignore
attack of opportunity 1/day

hp 71 (9 HD)

Immune

Fort +7, **Ref** +2, **Will** +10

Speed 40 ft. (8 squares)

Melee shortspear +19(1d8+9) or shortspear
+19/+14(1d8+9)

Ranged shortspear +11 (1d8+9)

Base Atk +6; **Grp** +19

Space 10 ft.; **Reach** 10 ft.

Atk Options feat of strength 1/day (+9 to Str for 1
round), turn undead 3/day

Combat Gear *ring of mystic healing**, *armband of
elusive action**

Cleric Spells Prepared (CL 9th):

5th—~~break enchantment~~, *righteous might***

4th—*chaos hammer* (x2) (5d8, DC 17) ~~divine
power~~

3rd—~~magic vestment**~~, ~~magic vestment**~~,
searing light(x2) (DC 16)

2nd—*hold person* (DC 15), *shatter*** (DC 15),
spiritual weapon (x2), *sound burst* (DC 15)

1st—~~divine favor*~~, ~~enlarge person**~~, ~~protection
from law~~, *sanctuary* (DC 14), ~~shield of faith~~

0—*detect magic*; *detect poison*, *light*, *mending*

* Domain spell. Domains: Chaos (cast chaos spells at
+1 caster level), Strength (feat of strength 1/day)

Pre-Cast Spells *divine favor* (included in statistics),
divine power (included in statistics) *enlarge person*
(included in statistics), *magic vestment** (included
in statistics) *shield of faith* (included in statistics),
protection from law (not included in statistics),
Divine Vigor (included in statistics)

Abilities Str 22, Dex 6, Con 12, Int 10, Wis 17, Cha
12

Feats *Divine Vigor**, *Weapon Focus*; *Spear*, *Quick
Draw*

Skills *Escape Artist* +0, *Heal* +6, *Open Lock* +4

Possessions combat gear plus masterwork chain
shirt, masterwork heavy wooden shield,
masterwork shortspear, spell component pouch,
holy symbol of Trithereon

* see Appendix 2: New Rules Items

BEAST OF TRITHEREON **CR 10**

CN Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision,
scent; Listen +8, Spot +8

Languages —

AC 27, touch 10, flat-footed 26
(-1 size, +1 Dex, +17 natural)

hp 127 (15 HD); fast healing 10 **DR** 5/
SR 21

Fort +12, **Ref** +10, **Will** +7

Speed 50 ft. (10 squares)

Melee bite +22 (1d8+8) and 2 claws +17 each
(1d4+4)

Base Atk +15; **Grp** +27

Space 10 ft.; **Reach** 5 ft.

Atk Options *Power Attack*, *trample* 2d6+12 (Reflex
DC 25 half), *vorpall bite*

Abilities Str 27, Dex 13, Con 17, Int 2, Wis 14, Cha 9

Feats *Alertness*, *Awesome Blow*, *Diehard*,
Endurance, *Improved Bull Rush*, *Power Attack*

Skills Listen +8, Spot +8, Survival +8

Vorpall Bite (Ex): On a successful critical hit against a
creature of up to one size category larger than
itself, the Hound's bite attack severs the opponents
head (if it has one) from its body. Though some
creatures, such as golems and undead other than
vampires, are not affected by the loss of their
heads, most creatures die when their heads are cut
off.

ENCOUNTER EIGHT: MILGRAM

ESTIVAL ARTILLERYMAN **CR**

1/2

Male human Adept 1

LN Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 6 (1 HD)

Fort +0, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)

Melee Club -1 (1d6)

Ranged crossbow, light +1 (1d8/19-20)

Base Atk +0; **Grp** -1

Combat Gear *scroll of lightning bolt*, *scroll of
scorching ray*, acid flask

Abilities Str 8, Dex 12, Con 11, Int 10, Wis 13, Cha 9

Feats *Endurance*, *Diehard*

Skills *Intimidate* +3, *Knowledge* (local: VTF) +4

Possessions combat gear plus travelers outfit, club,
crossbow, 10 bolts

ESTIVAL SAILOR **CR**

1/2

Male human Expert 1

N Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 6 (1 HD)

Fort +0, **Ref** +1, **Will** +2

Speed 30 ft. (6 squares)

Melee dagger +1 (1d4+1)

Ranged crossbow, light +1 (1d8/19-20)

Base Atk +0; **Grp** -1

Abilities Str 13, Dex 12, Con 10, Int 9, Wis 11, Cha 8

Feats Endurance, Diehard

Skills Balance +5, Climb +5, Jump +5, Profession
(Sailor) +4, Swim +5, Use Rope +5

Possessions combat gear plus travelers outfit,
dagger, crossbow, 10 bolts

APL 10

ENCOUNTER FOUR: RHYNEHURST

OLLAMAH **CR 9**

Male human (Rhennee) Bard 9
CN Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0

Languages Common, Rhopan,

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 47 (9 HD)

Fort +4, **Ref** +7, **Will** +6

Speed 30 ft. (6 squares)

Melee dagger +6 (1d4/19-20)

Ranged dagger +6 (1d4/19-20)

Base Atk +6; **Grp** +6

Combat Gear *bracers of arcane freedom**, *cape of the mountebank*

Bard Spells Known (CL 7th; +6 melee touch, +7 ranged touch):

3rd (3/day)—*charm monster* (DC 19), *glibness* (DC 19) *phantom steed*

2nd (4/day)—*detect thoughts*, *glitterdust* (DC 16), *silence*, *tongues*

1st (4/day)—*charm person*, *cure light wounds*, *feather fall*, *Tasha's hideous laughter* (DC 17)

0 (3/day)—*daze* (DC 16), *detect magic*, *know direction*, *mage hand*, *message*, *prestidigitation*

Pre-cast Spells: *glibness* (CL 7, factored into these stats)

Abilities Str 10, Dex 12, Con 12, Int 11, Wis 10, Cha 19

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Captivating Melody*, Melodic Casting*, Retributive Spell* (*Tasha's hideous Laughter* DC 17)

Skills Bluff +14 (currently +34), Diplomacy +18, Knowledge (history) +8, Knowledge (religion) +4, Perform (Stringed Instruments) +16, Perform (Tin Whistle) +10, Perform (Poetics) +6, Profession (Gambler) +4, Spellcraft +4, Tumble +7, Use Magic Device +14

Possessions: combat gear plus dagger, feathers, small tarts

* see Appendix 2: New Rules Items

ENCOUNTER SEVEN: RESOLUTIONS

MAUL CUTPURSE

CR 9

Male half-orc rogue 9
CN Medium humanoid (Half Orc)
Init +4; **Senses** Listen +6, Spot +7

Languages Common, Orc

AC 19, touch 15, flat-footed 14
(+5 Dex, +4 Armor)

hp 56 (9 HD)

Fort +5, **Ref** +11, **Will** +2

Speed 30 ft. (6 squares)

Melee dagger +13 (1d4+2/19-20) or dagger +11 and dagger +11 (1d4+2/19-20)

Ranged dagger +13 (1d4+2/19-20)

Base Atk +6; **Grp** +8

Atk Options Sneak Attack +5d6

Combat Gear masterwork daggers, *anklet of translocation**

Abilities Str 14, Dex 20, Con 14, Int 8, Wis 8 Cha 10

SQ Uncanny Dodge, Trap Sense +3, Evasion, Sneak Attack, Trapfinding, improved uncanny dodge

Feats Two Weapon Fighting, Weapon Finesse, Weapon Focus

Skills Climb +6, Disable Device +9, Escape Artist +15, Gather Information +5, Jump +10, Listen +6, Search +7, Sleight of Hand +8, Spot +7, Tumble +15, Use Magic Device +9, Use Rope +9.

Possessions: *gloves of dexterity* +2, masterwork chain shirt, masterwork daggers

* see Appendix 2: New Rules Items

WERE DIRE WOLF (HYBRID FORM) **CR 10**

Male human were dire wolf barbarian 6

CE Large humanoid (human, shapechanger)

Init +7; **Senses** low-light vision, scent, Listen +10, Spot +10

Languages Common

AC 17, touch 12, flat-footed 17; improved uncanny dodge

(-1 size, +3 Dex, +5 natural armor)

hp 127 (12 HD); **DR** 10/silver

Fort +15, **Ref** +10, **Will** +11

Speed 40 ft. (8 squares)

Melee masterwork greatsword +20/+15 (3d6+15/19-20) and bite +15 (1d8+5)

Ranged javelin +12 (1d8+10)

Base Atk +10; **Grp** +24

Atk Options Curse of lycanthropy, Power Attack, rage 2/day

Combat Gear *potion of cure moderate wounds*

Abilities Str 30, Dex 17, Con 20, Int 10, Wis 14, Cha 8

SQ Alternate form, trap sense +1, wolf empathy

Feats Alertness, Cleave, Improved Initiative, Iron Will, Power Attack, Run, Track, Weapon Focus (bite)

Skills Climb +16, Hide +9, Intimidate +10, Jump +15, Listen +10, Move Silently +8, Spot +10, Survival +12, Swim +13

Possessions combat gear plus masterwork greatsword, 3 javelins

Alternate Form (Su) A were dire wolf can assume a human form or the form of a dire wolf.

Curse of Lycanthropy (Su) Fort DC 15 or contract lycanthropy from bite attack.

Rage (Ex) while raging, the were dire wolf's stats change as follows:

AC 15, touch 10, flat-footed 15

hp 151

Fort +17, **Will** +13
Melee* masterwork greatsword +19/+14 (2d8+26) and bite +13 (1d8+10)
Ranged javelin +12 (1d8+12)
Grp +24
Abilities Str 34, Con 24
Skills Climb +18, Jump +17, Swim +15
 *4-point Power Attack

TURIM VAROSTAK, PRIEST OF TRITHEREON
CR 9
 Male human cleric 9
 CG Medium humanoid (human)
Init -2; **Senses** Listen +2, Spot +2
Languages Common

AC 21, touch 10, flat-footed 21
 (-2 Dex, +6 armor, +4 shield, +3 deflection); ignore attack of opportunity 1/day
hp 71 (9 HD)
Immune
Fort +7, **Ref** +2, **Will** +10

Speed 40 ft. (8 squares)
Melee shortspear +19(1d8+9) or shortspear +19/+14(1d8+9)
Ranged shortspear +11 (1d8+9)
Base Atk +6; **Grp** +19
Space 10 ft.; **Reach** 10 ft.
Atk Options feat of strength 1/day (+9 to Str for 1 round), turn undead 3/day
Combat Gear *ring of mystic healing**, *armband of elusive action**
Cleric Spells Prepared (CL 9th):
 5th—~~break enchantment~~, *righteous might***
 4th—*chaos hammer* (x2) (5d8, DC 17) ~~divine power**~~
 3rd—~~magic vestment**~~, *magic vestment***, *searing light*(x2) (DC 16)
 2nd—*hold person* (DC 15), *shatter*** (DC 15), *spiritual weapon* (x2), *sound burst* (DC 15)
 1st—~~divine favor**~~, ~~enlarge person**~~, ~~protection from law~~, *sanctuary* (DC 14), ~~shield of faith~~
 0—*detect magic*; *detect poison*, *light*, *mending*
 * Domain spell. Domains: Chaos (cast chaos spells at +1 caster level), Strength (feat of strength 1/day)
Pre-Cast Spells *divine favor* (included in statistics), *divine power* (included in statistics) *enlarge person* (included in statistics), *magic vestment** (included in statistics) *shield of faith* (included in statistics), *protection from law* (not included in statistics), *Divine Vigor* (included in statistics)

Abilities Str 22, Dex 6, Con 12, Int 10, Wis 17, Cha 12
Feats Divine Vigor*, Weapon Focus; Spear, Quick Draw
Skills Escape Artist +0, Heal +6, Open Lock +4
Possessions combat gear plus masterwork chain shirt, masterwork heavy wooden shield, masterwork shortspear, spell component pouch, holy symbol of Trithereon
 * see Appendix 2: New Rules Items

BEAST OF TRITHEREON
 CN Large magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +8, Spot +8
Languages —

AC 27, touch 10, flat-footed 26
 (-1 size, +1 Dex, +17 natural)
hp 127 (15 HD); fast healing 10 **DR** 5/-
SR 21
Fort +12, **Ref** +10, **Will** +7

Speed 50 ft. (10 squares)
Melee bite +22 (1d8+8) and 2 claws +17 each (1d4+4)
Base Atk +15; **Grp** +27
Space 10 ft.; **Reach** 5 ft.
Atk Options Power Attack, trample 2d6+12 (Reflex DC 25 half), vorpal bite
Pre-Cast Spells

Abilities Str 27, Dex 13, Con 17, Int 2, Wis 14, Cha 9
Feats Alertness, Awesome Blow, Diehard, Endurance, Improved Bull Rush, Power Attack
Skills Listen +8, Spot +8, Survival +8

Vorpal Bite (Ex): On a successful critical hit against a creature of up to one size category larger than itself, the Hound's bite attack severs the opponents head (if it has one) from its body. Though some creatures, such as golems and undead other than vampires, are not affected by the loss of their heads, most creatures die when their heads are cut off.

ENCOUNTER EIGHT: MILGRAM

ESTIVAL ARTILLERYMAN
CR 1/2
 Male human Adept 1
 LN Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Languages Common

AC 11, touch 11, flat-footed 10
 (+1 Dex)
hp 6 (1 HD)
Fort +0, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)
Melee Club -1 (1d6)
Ranged crossbow, light +1 (1d8/19-20)
Base Atk +0; **Grp** -1
Combat Gear *scroll of lightning bolt*, *scroll of scorching ray*, *acid flask*

Abilities Str 8, Dex 12, Con 11, Int 10, Wis 13, Cha 9
Feats Endurance, Diehard
Skills Intimidate +3, Knowledge (local: VTF) +4
Possessions combat gear plus travelers outfit, club, crossbow, 10 bolts,

ESTIVAL SAILOR
CR 1/2

Male human Expert 1
N Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Languages Common

AC 11, touch 11, flat-footed 10
(+1 Dex)
hp 6 (1 HD)
Fort +0, **Ref** +1, **Will** +2

Speed 30 ft. (6 squares)
Melee dagger +1 (1d4+1)
Ranged crossbow, light +1 (1d8/19-20)
Base Atk +0; **Grp** -1

Abilities Str 13, Dex 12, Con 10, Int 9, Wis 11, Cha 8
Feats Endurance, Diehard
Skills Balance +5, Climb +5, Jump +5, Profession
(Sailor) +4, Swim +5, Use Rope +5
Possessions combat gear plus travelers outfit,
dagger, crossbow, 10 bolts

ENCOUNTER FOUR: RHYNEHURST**OLLAMAH****CR 13**

Male human (Rhennee) Bard 13

CN Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0**Languages** Common, Rhopan,**AC** 11, touch 11, flat-footed 10

(+1 Dex)

hp 67 (12 HD)**Fort** +5, **Ref** +9, **Will** +8**Speed** 30 ft. (6 squares)**Melee** dagger +9 (1d4/19-20)**Ranged** dagger +9 (1d4/19-20)**Base Atk** +9; **Grp** +9**Combat Gear** *bracers of arcane freedom**, *cape of the mountebank***Bard Spells Known** (CL 12th; +9 melee touch, +10 ranged touch):5th (1/day)—*song of discord* (DC 25), *suggestion*, *mass* (DC 25)4th (3/day)—*dominate person* (DC 24), *dimension door*, *modify memory* (DC 24)3rd (4/day)—*charm monster* (DC 23), *crushing despair* (DC 23) *glibness*, *phantom steed*2nd (5/day)—*detect thoughts*, *glitterdust* (DC 17), *silence*, *tongues*1st (5/day)—*charm person*, *cure light wounds*, *feather fall*, *Tasha's hideous laughter* (DC 21)0 (3/day)—*daze* (DC 20), *detect magic*, *know direction*, *mage hand*, *message*, *prestidigitation***Pre-cast Spells:** *glibness* (CL 13, factored into these stats)**Abilities** Str 10, Dex 12, Con 12, Int 11, Wis 10, Cha 23**Feats** Eschew Materials, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Captivating Melody*, Melodic Casting*, Retributive Spell* (*dominate person* DC 24)**Skills** Bluff +18 (currently +38), Diplomacy +22, Knowledge (history) +12, Knowledge (religion) +4, Perform (Stringed Instruments) +20, Perform (Tin Whistle) +10, Perform (Poetics) +6, Profession (Gambler) +4, Spellcraft +4, Tumble +15, Use Magic Device +14**Possessions:** *pink and green ioun stone*, *veil of allure**, dagger, feathers, small tarts

* see Appendix 2: New Rules Items

ENCOUNTER SEVEN: RESOLUTIONS**MAUL CUTPURSE****CR 13**

Male half-orc rogue 13

CN Medium humanoid (Half Orc)

Init +4; **Senses** Listen +9, Spot +7**Languages** Common, Orc**AC** 20, touch 16, flat-footed 14

(+6 Dex, +4 Armor)

hp 80 (13 HD)**Fort** +6, **Ref** +14, **Will** +5**Speed** 30 ft. (6 squares)**Melee** masterwork dagger +17 (1d4+2/19-20) or masterwork dagger +15/+15/+10 (1d4+2/19-20)**Ranged** dagger +17 (1d4+2/19-20)**Base Atk** +9; **Grp** +11**Atk Options** Sneak Attack +7d6, opportunist, crippling strike**Combat Gear** masterwork daggers *anklet of translocation**, *belt of battle****Abilities** Str 14, Dex 23, Con 14, Int 8, Wis 8, Cha 10**SQ** Uncanny Dodge, Trap Sense +3, Evasion, Sneak Attack, Trapfinding, improved uncanny dodge**Feats** Two Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Combat Expertise, Savvy Rogue***Skills** Climb +6, Disable Device +9, Escape Artist +19, Gather Information +5, Jump +13, Listen +9, Search +13, Sleight of Hand +9, Spot +7, Tumble +19, Use Magic Device +15, Use Rope +10.**Possessions:** *gloves of dexterity* +4 masterwork chain shirt, masterwork daggers,

* see Appendix 2: New Rules Items

WERE DIRE WOLF (HYBRID FORM) CR 10

Male human were dire wolf barbarian 6

CE Large humanoid (human, shapechanger)

Init +7; **Senses** low-light vision, scent, Listen +10, Spot +10**Languages** Common**AC** 17, touch 12, flat-footed 17; improved uncanny dodge

(-1 size, +3 Dex, +5 natural armor)

hp 127 (12 HD); **DR** 10/silver**Fort** +15, **Ref** +10, **Will** +11**Speed** 40 ft. (8 squares)**Melee** masterwork greatsword +20/+15 (3d6+15/19-20) and bite +15 (1d8+5)**Ranged** javelin +12 (1d8+10)**Base Atk** +10; **Grp** +24**Atk Options** Curse of lycanthropy, Power Attack, rage 2/day**Combat Gear** *potion of cure moderate wounds***Abilities** Str 30, Dex 17, Con 20, Int 10, Wis 14, Cha 8**SQ** Alternate form, trap sense +1, wolf empathy**Feats** Alertness, Cleave, Improved Initiative, Iron Will, Power Attack, Run, Track, Weapon Focus (bite)**Skills** Climb +16, Hide +9, Intimidate +10, Jump +15, Listen +10, Move Silently +8, Spot +10, Survival +12, Swim +13**Possessions** combat gear plus masterwork greatsword, 3 javelins**Alternate Form (Su)** A were dire wolf can assume a human form or the form of a dire wolf.

Curse of Lycanthropy (Su) Fort DC 15 or contract lycanthropy from bite attack.

Rage (Ex) while raging, the were dire wolf's stats change as follows:

AC 15, touch 10, flat-footed 15

hp 151

Fort +17, **Will** +13

Melee* masterwork greatsword +19/+14 (2d8+26) and bite +13 (1d8+10)

Ranged javelin +12 (1d8+12)

Grp +24

Abilities Str 34, Con 24

Skills Climb +18, Jump +17, Swim +15

*4-point Power Attack

TURIM VAROSTAK, PRIEST OF TRITHEREON
CR 13

Male human cleric 13

CG Medium humanoid (human)

Init -2; **Senses** Listen +4, Spot +4

Languages Common

AC 22, touch 10, flat-footed 21

(-2 Dex, +7 armor, +5 shield, +4 deflection); ignore attack of opportunity 1/day

hp 170 (13 HD) **DR** 10/adamantine (130 hit points)

Immune fear, poison

Fort +11, **Ref** +3, **Will** +12

Speed 40 ft. (8 squares)

Melee shortspear +26(1d8+12) or shortspear +26/+21(1d8+12)

Ranged shortspear +17 (1d8+12)

Base Atk +9; **Grp** +23

Space 10 ft.; **Reach** 10 ft.

Atk Options feat of strength 1/day (+13 to Str for 1 round), turn undead 3/day

Combat Gear ring of mystic healing*, armband of elusive action*, ring of greater counter spells* (greater dispel magic)

Cleric Spells Prepared (CL 13th):

7th—*Bigby's grasping hand****, blasphemy* (DC 21)

6th—~~stone skin~~***, heal, heroes' feast*

5th—~~break enchantment~~*, righteous might****, flame strike* (DC 18) (X2)

4th—*chaos hammer* (x2) (5d8, DC 18) ~~divine power~~***, greater magic weapon, spell immunity* (fireball, scorching ray, ray of enfeeblement)

3rd—~~magic vestment~~***, magic vestment****, searing light*(x3) (DC 17)

2nd—~~bear's endurance, hold person~~ (DC 15), ~~resist energy~~ (fire), ~~shatter~~** (DC 15), *spiritual weapon* (x2), *sound burst* (DC 16)

1st—~~divine favor, enlarge person~~***, protection from law, sanctuary* (DC 15) (x3), ~~shield of faith~~

0—*detect magic* (X3); *detect poison, light, mending*

* Domain spell. Domains: Chaos (cast chaos spells at +1 caster level), Strength (feat of strength 1/day)

Pre-Cast Spells *bear's endurance* (CL 13th included in statistics), *divine favor* (CL 13th included in

statistics), *divine power* (CL 13th included in statistics), *enlarge person* (CL 13th included in statistics), *hero's feast* (CL 13th included in statistics) *magic vestment*** (CL 13th included in statistics) *resist energy* (fire) (CL 13th included in statistics), *shield of faith* (CL 13th included in statistics), *protection from law* (not included in statistics), Divine Vigor (included in statistics), *spell immunity* (fireball, scorching ray, ray of enfeeblement) (CL 13th included in statistics)

Abilities Str 22, Dex 6, Con 16, Int 10, Wis 18, Cha 12

Feats Divine Vigor*, Weapon Focus; Spear, Quick Draw, Chaos Devotion*

Skills Escape Artist +0, Heal +6, Open Lock +4

Possessions combat gear plus masterwork chain shirt, masterwork heavy wooden shield, masterwork shortspear (greater magic weapon +3), spell component pouch, holy symbol of Trithereon

* see Appendix 2: New Rules Items

BEAST OF TRITHEREON **CR 10**

CN Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +8, Spot +8

Languages —

AC 27, touch 10, flat-footed 26

(-1 size, +1 Dex, +17 natural)

hp 127 (15 HD); fast healing 10 **DR** 5/-

SR 21

Fort +12, **Ref** +10, **Will** +7

Speed 50 ft. (10 squares)

Melee bite +22 (1d8+8) and 2 claws +17 each (1d4+4)

Base Atk +15; **Grp** +27

Space 10 ft.; **Reach** 5 ft.

Atk Options Power Attack, trample 2d6+12 (Reflex DC 25 half), vorpal bite

Abilities Str 27, Dex 13, Con 17, Int 2, Wis 14, Cha 9

Feats Alertness, Awesome Blow, Diehard, Endurance, Improved Bull Rush, Power Attack

Skills Listen +8, Spot +8, Survival +8

Vorpal Bite (Ex): On a successful critical hit against a creature of up to one size category larger than itself, the Hound's bite attack severs the opponents head (if it has one) from its body. Though some creatures, such as golems and undead other than vampires, are not affected by the loss of their heads, most creatures die when their heads are cut off.

ENCOUNTER EIGHT: MILGRAM

ESTIVAL ARTILLERYMAN

CR

1/2

Male human Adept 1

LN Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 6 (1 HD)

Fort +0, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)

Melee Club -1 (1d6)

Ranged crossbow, light +1 (1d8/19-20)

Base Atk +0; **Grp** -1

Combat Gear *scroll of lightning bolt*, *scroll of scorching ray*, acid flask

Abilities Str 8, Dex 12, Con 11, Int 10, Wis 13, Cha 9

Feats Endurance, Diehard

Skills Intimidate +3, Knowledge (local: VTF) +4

Possessions combat gear plus travelers outfit, club, crossbow, 10 bolts

ESTIVAL SAILOR

CR

1/2

Male human Expert 1

N Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 6 (1 HD)

Fort +0, **Ref** +1, **Will** +2

Speed 30 ft. (6 squares)

Melee dagger +1 (1d4+1)

Ranged crossbow, light +1 (1d8/19-20)

Base Atk +0; **Grp** -1

Abilities Str 13, Dex 12, Con 10, Int 9, Wis 11, Cha 8

Feats Endurance, Diehard

Skills Balance +5, Climb +5, Jump +5, Profession (Sailor) +4, Swim +5, Use Rope +5

Possessions combat gear plus travelers outfit, dagger, crossbow, 10 bolts

APPENDIX 2: NEW RULES ITEMS

MAGIC ITEMS

Anklet of Translocation

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Swift (command)

Weight: —

An anklet of translocation allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect. You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you. An anklet of translocation functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 XP, 2 days.

Armband of Elusive Action

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated (as an immediate action), the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *cat's grace* or *evade attack*; Price 800 gp; Weight 1 lb.

Source: *Magic Item Compendium*

Armbands of Might

Price (Item Level): 4,100 gp (9th)

Body Slot: Arms

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: —

Weight: 2 lb.

These bronze armbands are engraved with images of bulls' horns.

When you wear these armbands, you gain a +2 bonus on Strength checks and Strength-based skill checks. If you have the Power Attack feat, you also gain a +2 bonus on melee damage rolls for any attack on which you use the Power Attack feat and take a penalty of at least -2 on your attack roll.

Prerequisites: Craft Wondrous Item, *bull's strength*.

Cost to Create: 2,050 gp, 164 XP, 5 days.

Belt of Battle

Price (Item Level): 12,000 gp (13th)

Body Slot: Waist

Caster Level: 9th

Aura: Moderate; (DC 19) transmutation

Activation: — and swift (mental)

Weight: —

A belt of battle helps you avoid being caught off guard in combat and allows occasional bursts of extra activity. While worn, it grants you a +2 competence bonus on initiative checks. This is a continuous effect and requires no activation. In addition, a belt of battle has 3 charges, which are renewed each day at dawn. Each time you activate the belt, one of the black pearls set into its buckle turns white. The pearls return to normal when the ring's charges renew. Spending 1 or more charges grants you an extra action, which must be taken immediately (before you take any other action).

1 charge: 1 move action.

2 charges: 1 standard action.

3 charges: 1 full-round action.

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 6,000 gp, 480 XP, 12 days.

Bracers of Arcane Freedom

Price (Item level): 2,300 gp (6th)

Body Slot: Arms

Caster Level: 7th

Aura: Moderate; (DC 18) abjuration

Activation: Swift (command)

Weight: 1/2 lb.

Bracers of arcane freedom allow you to cast arcane spells without the normal complex gestures required. When you activate these bracers, you omit the somatic component of the next arcane spell you cast before the end of your turn (as if applying the Still Spell feat to it, but without altering the spell's level or casting time). This effect functions two times per day.

Prerequisites: Craft Wondrous Item, *freedom of movement*.

Cost to Create: 1,150 gp, 92 XP, 3 days.

Brute Gauntlets

Price (Item Level): 500 gp (3rd)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Weight: —

Brute gauntlets allow you to temporarily increase your physical might. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a morale bonus on Strength checks, Strength-based skill checks, and melee weapon damage for 1 round.

1 charge: +2 morale bonus.

2 charges: +3 morale bonus.

3 charges: +4 morale bonus.

Prerequisites: Craft Wondrous Item, *bull's strength*.

Cost to Create: 250 gp, 20 XP, 1 day.

Cloak of Predatory Vigor

Price (Item Level): 1,400 gp (5th)

Body Slot: Shoulders

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: Swift (mental)

Weight: 2 lb.

A cloak of predatory vigor helps you channel the power of your combat frenzy into rejuvenating energy. While in a rage or frenzy, you can activate this cloak to heal damage to yourself equal to your Hit Dice. This effect functions two times per day.

Prerequisites: Craft Wondrous Item, *cure moderate wounds*.

Cost to Create: 700 gp, 56 XP, 2 days.

Contact Medallion

Price (Item Level): 3,000 gp (7th)

Body Slot: Throat

Caster Level: 9th

Aura: Moderate; (DC 19) enchantment

Activation: Standard (mental)

Weight: —

When you activate a contact medallion, you forge a telepathic bond (as *Rary's telepathic bond*) with one person who is within 1 mile and known to you. This bond lasts for 1 minute. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *Rary's telepathic bond*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

Devastation Gauntlets

Price (Item Level): 2,000 gp (6th)

Body Slot: Hands

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: Swift (command)

Weight: —

Stylized flames rendered in scarlet enamel encircle these steel gauntlets.

Devastation gauntlets are prized by anyone who earns gold by fighting in melee, from raging barbarians to wily swashbucklers. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a bonus to the damage dealt by a critical hit you make in melee. You activate the gauntlets after you have confirmed a critical hit, but before damage is rolled.

1 charge: +2d6 points of damage.

2 charges: +3d6 points of damage.

3 charges: +4d6 points of damage.

Prerequisites: Craft Wondrous Item, *keen edge*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Ring of Greater Counterspells

Price (Item Level): 16,000 gp (14th)

Body Slot: Ring

Caster Level: 15th

Aura: Strong; (DC 22) abjuration

Activation: — and immediate (command)

Weight: —

A ring of greater counterspells can hold a spell of 1st through 6th level, much like a ring of counterspells. You cannot cast a stored spell out of the ring, but should that spell ever be cast upon you, it is immediately countered, as a counterspell action, requiring no action (or even knowledge) on your part. This use causes the ruby stone to flash once and uses up the stored spell. Once it is gone, a new spell (or the same one as before) can be replaced into the ring. If you are a spellcaster capable of countering a spell on your own, you can also access the ring's secondary ability. Once per day as an immediate action, you can attempt to counter a single spell cast by a spellcaster you can see, provided he is within 100 feet. Like the ring's other ability, this one requires no preparation or knowledge on your part. You need not make a Spellcraft check to identify the spell being cast, and the spell you use to counterspell can be of any level. This counterspell attempt functions like greater dispel magic used to counter a spell, except that you add your caster level to the counterspell check (maximum +20). Thus, a 12th-level wizard wearing a ring of greater counterspells would roll 1d20+12 when activating this ability. When you activate this secondary effect, the braids of white gold seem to twist and writhe on your finger, and the metal glows faintly as if it were growing hot, although you feel no heat.

Prerequisites: Forge Ring, *greater dispel magic*, *imbue with spell ability*.

Cost to Create: 8,000 gp, 640 XP, 16 days

Sending Stones

Price (Item Level): 1,400 gp (5th)

Body Slot: — (held)

Caster Level: 7th

Aura: Moderate; (DC 18) evocation

Activation: Standard

Weight: 1 lb.

These fist-sized chunks of unworked stone are mirror images of one another.

These unremarkable-looking stones come in pairs. Once per day, the bearer of each stone can send a message (as the sending spell) to the bearer of the other stone. If a stone's mate is not in a creature's possession, no message is sent and you know the communication has failed. If either stone of the pair is destroyed, the other becomes useless.

Prerequisites: Craft Wondrous Item, *sending*.

Cost to Create: 700 gp, 56 XP, 2 days.

Ring of Mystic Healing

A *ring of mystic healing* provides a boost to your healing spells. When casting *cure* spells, you gain a +1 competence bonus to your caster level. This is a continuous effect and requires no activation.

In addition, this ring has 3 charges, which are renewed each day at dawn. Spending 1 or more charges (as an swift action) grants a bonus to the damage healed by the next *cure* spell you cast before the end of your next turn.

1 charge: +2d6 points of healing.

2 charges: +3d6 points of healing.

3 charges: +4d6 points of healing.

Faint (DC 17) conjuration; CL 5th; Forge Ring, *cure serious wounds*; Price 3,500 gp; Weight —.

Source: *Magic Item Compendium*

Veil of Allure

Price (Item Level): 14,000 gp (14th)

Body Slot: Face

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: —

Weight: —

Dyed in swirls of pink and purple, this semi-transparent veil looks like the garb of a sultan's harem dancer.

A veil of allure increases the save DC of your enchantment spells or spell-like abilities, as well as the

Charisma-based save DCs of your extraordinary or supernatural abilities, by 2.

Prerequisites: Craft Wondrous Item, *eagle's splendor*.

Cost to Create: 7,000 gp, 560 XP, 14 days.

NEW FEATS

Chaos Devotion [Domain]

Benefit: Once per day as a swift action, you can summon the force of chaos to aid you. When you activate this ability, roll 1d6. If the result is odd, add that number as a sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on your attack rolls until your next action. If the result is even, add that number as a sacred or profane bonus to your AC. At the beginning of each action thereafter, roll the die again and apply the designated bonus. This effect lasts for 1 minute.

Captivating Melody

Prerequisites: Bardic music, ability to cast arcane spells.

Benefit: As a swift action before casting a spell, you can attempt a Perform check (DC 15 + the level of the spell you intend to cast). If you succeed, you can sacrifice one of your daily uses of bardic music to increase the save DC of the next enchantment or illusion spell you cast in the same round by 2. If the Perform check fails, you still lose one daily use of bardic music but gain no benefit.

You can apply Captivating Melody only to spells cast by the same class that grants you your bardic music ability. For instance, if you are a multiclass bard/wizard, you can apply this feat to bard spells, but not to spells you cast as a wizard.

Divine Vigor

You can channel energy to increase your speed and durability.

Prerequisite: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Source: *Complete Warrior*

Melodic Casting

You can weave your music and magic together into a single perfect voice.

Prerequisites: Perform 4 ranks, Spellcraft 4 ranks, bardic music class feature.

Benefit: Whenever a Concentration check would be required to cast a spell or use a spell-like ability (such as when you cast defensively or are distracted or injured while casting), you can make a Perform check instead. In addition, you can cast spells and activate magic items by command word or spell completion while using a bardic music ability. Bardic music abilities that require concentration still take a standard action to perform.

Normal: A bard can't cast spells or activate magic items by command word or spell completion while using bardic music.

Savvy Rogue

Prerequisite: Rogue level 10th.

Benefit: Based on the rogue special abilities you have (PH 50), you gain one or more additional special benefits as described below. You gain the benefits for all the special abilities you have, even those you gain after selecting this feat.

Crippling Strike: You can deal Strength damage even to a target that is immune to extra damage from sneak attacks.

Defensive Roll: You can use this ability three times per day, rather than once per day.

Improved Evasion: You gain a +2 competence bonus on Reflex saves.

Opportunist: You can use the opportunist ability as many times per round as you can make attacks of opportunity, but no more than once per creature per round. Each use of the opportunist ability counts as an attack of opportunity.

Skill Mastery: When taking 10 with a skill to which you have assigned skill mastery, you can treat the die roll as a 12 instead of as a 10. (In effect, you're "taking 12.")

Slippery Mind: You gain a +2 competence bonus on the extra save granted by slippery mind

Retributive Spell [Metamagic]

Benefit: When you cast a spell modified by this metamagic feat, the spell has no immediate effect. Any time you are dealt damage by a melee attack during the next 24 hours (or until you next prepare or ready your spells), you can choose to cast the spell on that attacker as an immediate action. Once activated, a retributive spell disappears (it can only affect one attacker). You can apply this feat only to a spell that targets a creature. A retributive spell can target only the attacker that triggered it, even if the spell would normally allow you to target multiple creatures. You can have only one retributive spell cast at a time. Casting a second retributive spell cancels the first (eliminating it with no effect). If you prepare or ready spells while you have a retributive spell cast, the spell dissipates with no effect. A retributive spell uses up a spell slot one level higher than the spell's actual level

APPENDIX 3: THE LAWS OF THE VISCOUNTY

The Laws of Verbobonc are designed to maintain the status quo, protecting the nobility at the expense of the common man. Commoners – including all player PCs – have very few rights. If they break the law, they will be punished.

HIGH CRIMES AND LOW CRIMES

All crimes in the Viscounty are classified as either high crimes or low crimes.

Commoners can be accused of any crime by any agent of law enforcement or any noble at any time, so long as the accusing authority is within his jurisdiction.

Nobles cannot be accused of low crimes. They can be accused of high crimes, but only by individuals with the Right of High Justice.

LEGAL AUTHORITY: THE RIGHT OF JUSTICE

All legal authority in Verbobonc is divided into two distinct categories: High Justice and Low Justice.

Representatives of the law imbued with the Right of Low Justice are involved in the prosecution of ‘day-to-day’ law enforcement and may charge and arrest any non-noble offender for any crime. A character that bears the Right of Low Justice may only arrest another character if he either witnesses a crime being committed or if a criminal confesses to committing a crime. Arresting agents cannot fine other player PCs TU and gold, nor can they remove PCs from play. The DM adjudicates the penalties for breaking the law.

The Right of High Justice is held by the Viscount, the heads of noble houses, and their most highly appointed representatives. Anyone with the Right of High Justice may charge, arrest, investigate, try, and sentence any offender for any crime. Only those with High Justice may charge a noble with breaking the law, and only for high crimes. Nobles are immune to prosecution for low crimes. No player character in Verbobonc has the right of High Justice, unless he has specific regional documentation to that effect.

See the **Table 1** below for more details on authority and jurisdiction of various Metaorganizations.

LAWS IN THE GAME

Laws are enforced by the Dungeon Master when the need arises. Before the arrest and adjudication of a player character happens, the DM should warn the player that he is about to commit a crime. If the player decides to act criminally, the DM must decide if there

is any way for the authorities to know what has transpired. If so, he should inform the player that his actions will have consequences and that they will be adjudicated after the play session. If the player continues to commit crimes, the DM should adjudicate it immediately and remove the character from the play session for the time being.

Once play has finished, the DM should make a final determination of all of the penalties that the character will receive, using **Table 2** below for guidance. Any crimes for which the punishment is Death or Exile, must be adjudicated by a member of the Verbobonc Triad. All other crimes may be adjudicated by the judge at the table.

If the player of a convicted character wishes to appeal the judge's ruling, he should contact the Verbobonc Triad.

ILLEGAL GOODS

The following items are illegal in the Viscounty: *Assassin's dagger*, *Dagger of venom*, *Darkskull*, drugs, *Dust of disappearance*, flesh golems and *Flesh golem manuals*, *Gal-garan*, *Hand of glory*, *Hand of the mage*, holy symbols to evil gods, *Life-drinker*, *Nine lives stealer*, poisons, *Robe of bones*, slaves, *Slaying arrow*, *Sword of life stealing*, thieves' tools, thinuan weapons, and *Unholy* weapons.

Additionally, scrolls and wands of spells with the [Evil] descriptor and any item that radiates an aura of evil, requires an evil creator, bestows curses, summons or commands elementals, demons, or devils, or animates the dead are likewise outlawed.

This list is not exhaustive, and Dungeon Masters should exercise their judgment.

More detailed information on Verbobonc's laws, legal system, and methods of law enforcement can be found in the *Laws of the Viscounty* document, available for download at www.verbobonc.net.

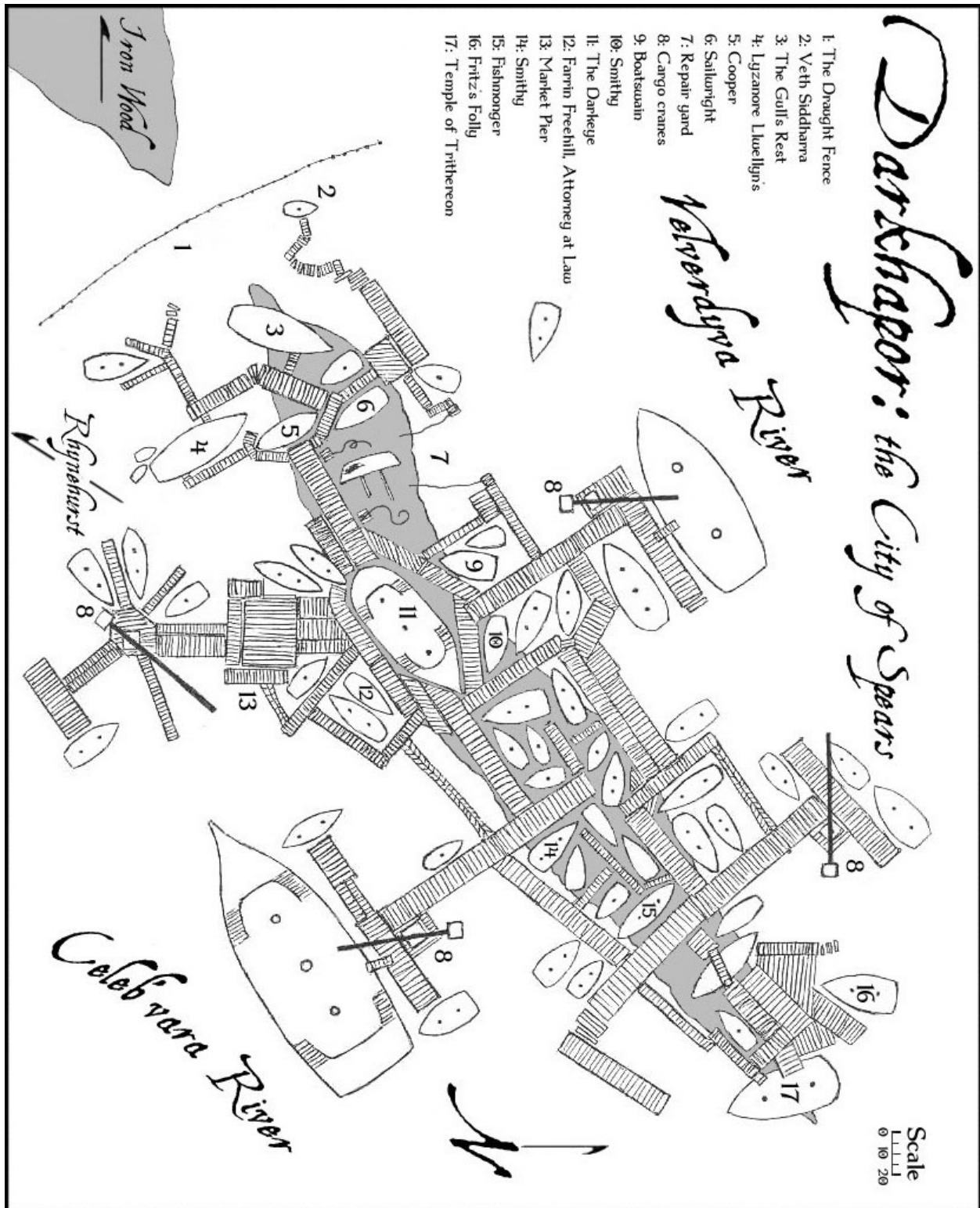
Table 1: Legal Jurisdiction of Verbobonc Metaorganizations

Organization	Authority	Jurisdiction
Knights of the Faithful Defender	High Justice	All Verbobonc
Mounted Borderers	Low Justice	All lands within Verbobonc except Verbobonc City.
Gentlemen of the Watch	Low Justice	Verbobonc City
Gnarley Rangers	Low Justice	Gnarley Forest
Noble House Guards	Low Justice	Appropriate Noble Lands
Mayors, Sheriffs, and Constables	Low Justice	The local settlement they have been appointed to

Table 2: Crimes and Penalties

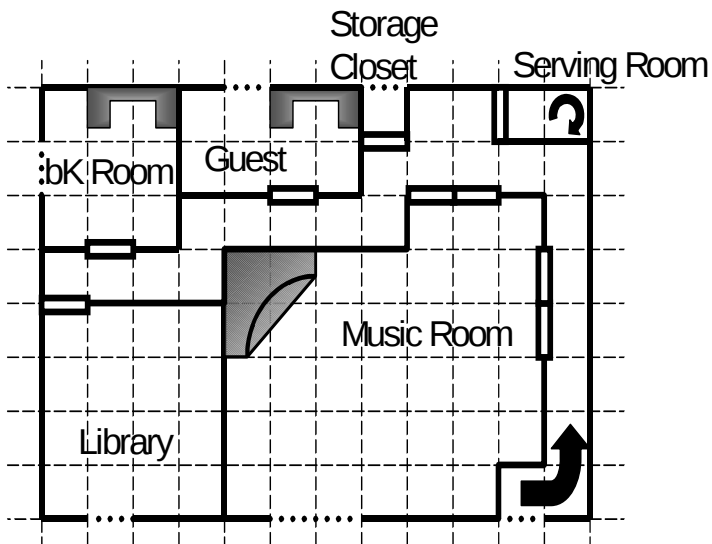
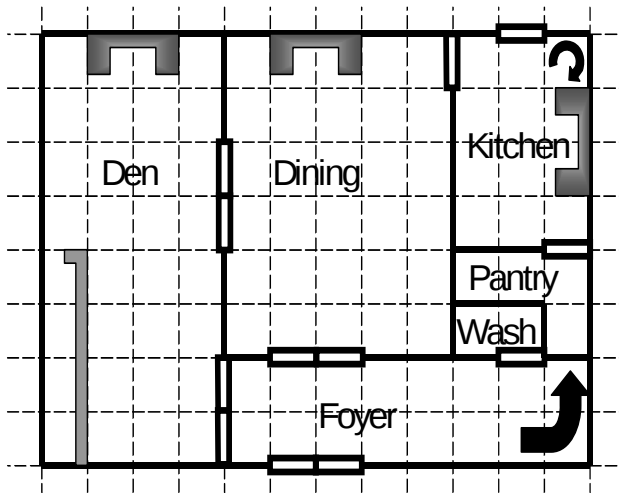
Crime	Class	Penalty
Aiding and Abetting	Low	100 gp OR 500 gp OR 1,000 gp + 4 TU
Arson	High	500 gp +, 1 TU
Assault	Low	50 gp OR 1,000 gp, 2 TU
Banditry	High	Forfeiture of all possessions, 1 TU per 100 gp of stolen goods.
Battery	Low	200 gp OR 2,000 gp, 10 TU
Blackmail	High	90% of wealth, 26 TU
Blasphemy	High	Public whipping
Bribery	Low	Ten times value offered and public whipping OR forfeiture of all gold carried, expulsion from metaorg, and public whipping
Burglary	Low	200 gp, 2 TU OR 1,000 gp, 10 TU
Destruction of Noble's Property	High	Cost of repairs, 1 TU per 1,000 gp of damage
Disturbing the Peace	Low	Up to 450 gp and/or 1 TU
Extortion	High	90% of wealth, 26 TU
Forgery	Low	Confiscation of all possessions, 13 TU, loss of finger
Fraud Against a Noble	High	Forfeiture of all possessions, 26 TU OR death
Grave Robbing	Low	Confiscation of carried goods, 1,000 gp, 5 TU OR confiscation of carried goods, 5,000 gp, 13 TU
Impersonation of a Noble	High	Forfeiture of wealth and all possessions, 52 TU OR death
Interfering with the Representative of a Noble	Low	Up to 300 gp, 4 TU
Kidnapping	High	Confiscation of goods carried, 1,000 gp, 26 TU OR confiscation of goods carried, 10,000 gp fine, 104 TU, and loss of eye and hand.
Magical Assault	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of spellbooks and goods carried, 2,000 gp, 13 TU, and loss of ear.
Malicious Mischief	Low	Up to 1,000 gp, up to 4 TU, and full reimbursement of property value
Manslaughter	High	Forfeiture of all equipment, property, and wealth, 52 TU.
Murder	High	Death
Negligent Use of Magic	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of spellbooks and goods carried, 2,000 gp, 13 TU, and loss of ear.
Ownership of Illegal Goods	Low	Varies: Confiscation of the item(s) owned and a warning and fine of 100 to 2,000 gp to exile from the region, as deemed by the item.
Perjury	High	600 gp, 8 TU
Piracy	High	Confiscation of all wealth, 500 gp, 10 TU OR confiscation of all wealth, 2,000 gp, 26 TU, and loss of eye.
Resisting Arrest	Low	300 gp, 2 TU OR 600 gp, 4 TU
Robbery	High	Confiscation of goods carried, 1,000 gp, 10 TU OR confiscation of goods carried, 5,000 gp, 26 TU, loss of hand
Sedition	High	13 TU
Smuggling	High	Confiscation of illegal goods, 2,000 gp, 13 TU, public whipping, loss of a finger. Sometimes exile.
Theft	Low	Confiscation of goods carried, 200 gp, 5 TU OR confiscation of goods carried, 1,000 gp, 12 TU, loss of finger
Treason/Revolt	High	Forfeiture of all possessions, property, and wealth, and death by hanging, draw and quartering, or stoning.
Trespassing	Low	20gp – 500 gp

APPENDIX #4: MAPS



AVGUSTIN MANOR HOUSE IN VERBOBONC

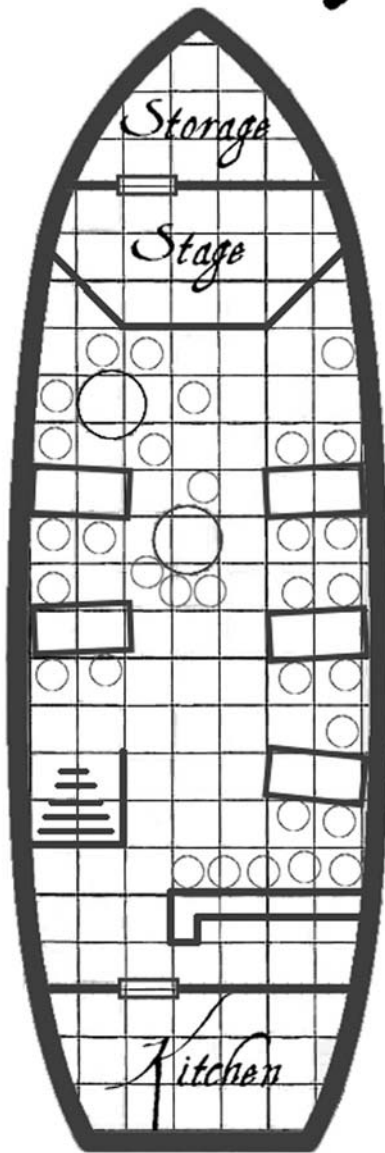
THIS MAP SHOWS THE AVGUSTIN MANOR HOUSE IN VERBOBONC CITY.



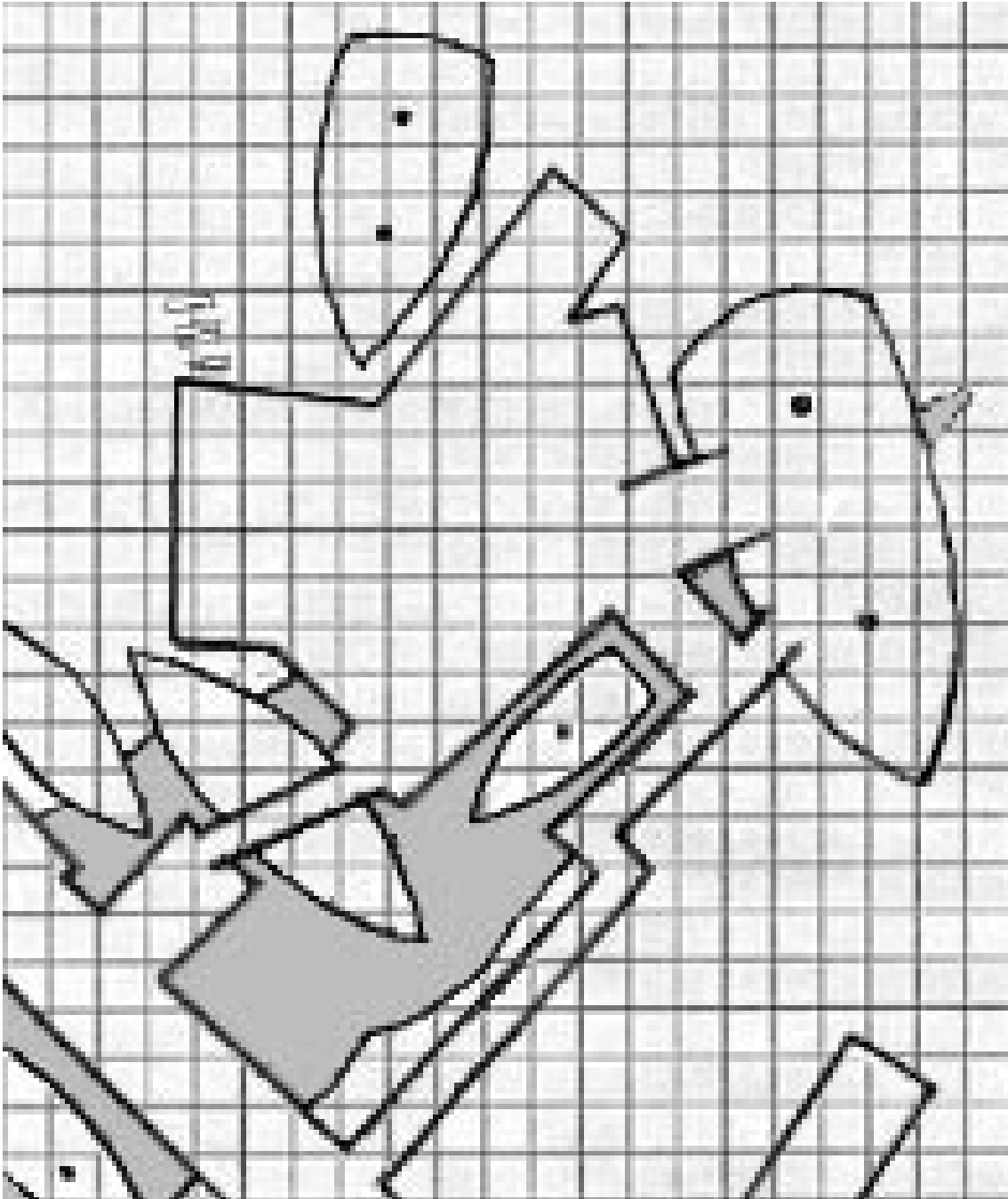
MAP OF THE DARKEYE

THIS MAP SHOWS THE LAYOUT OF THE DARKEYE

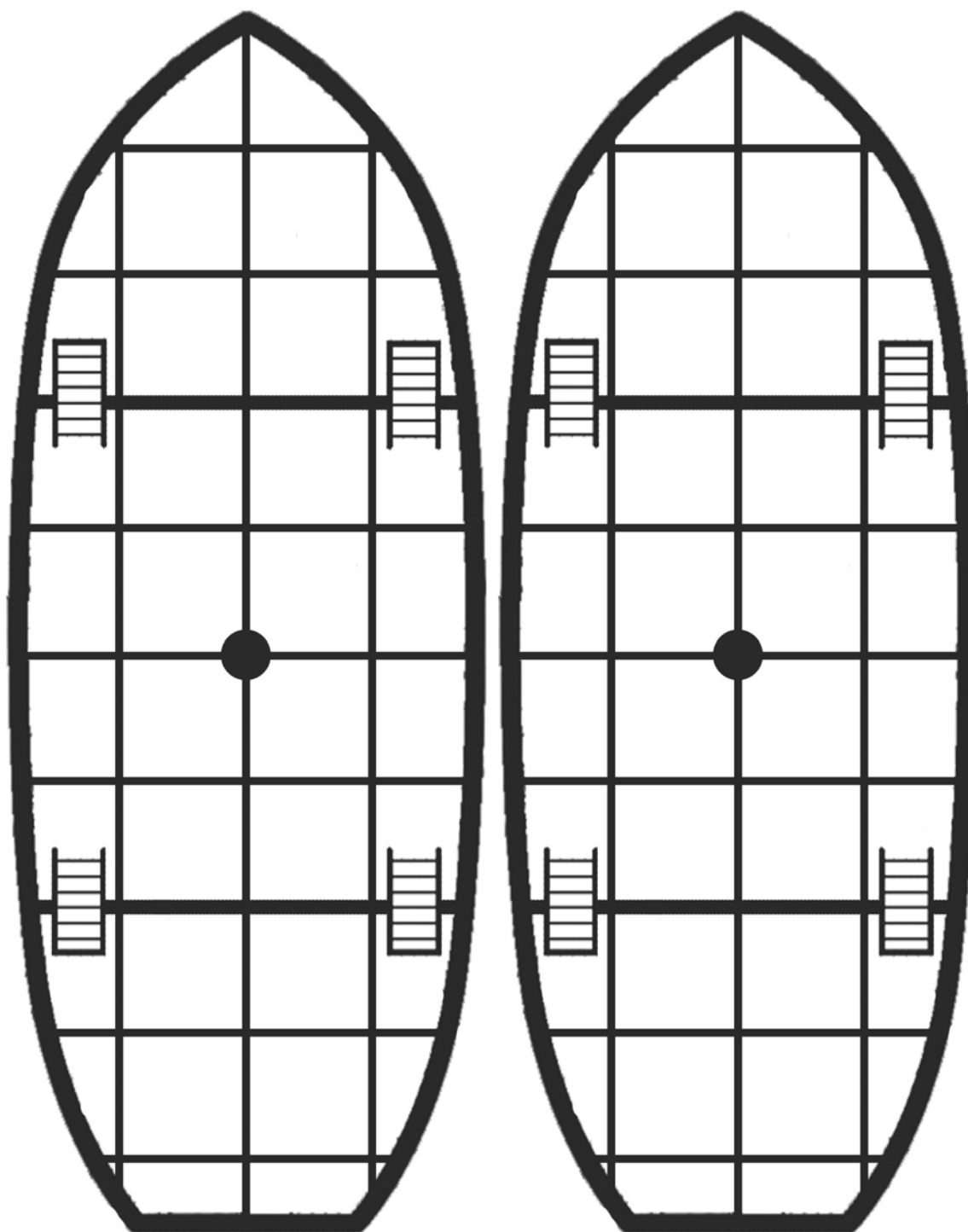
The Darkeye



MAP OF THE AREA IN FRONT OF THE TEMPLE OF TRITHEREON IN DARKHAPOR

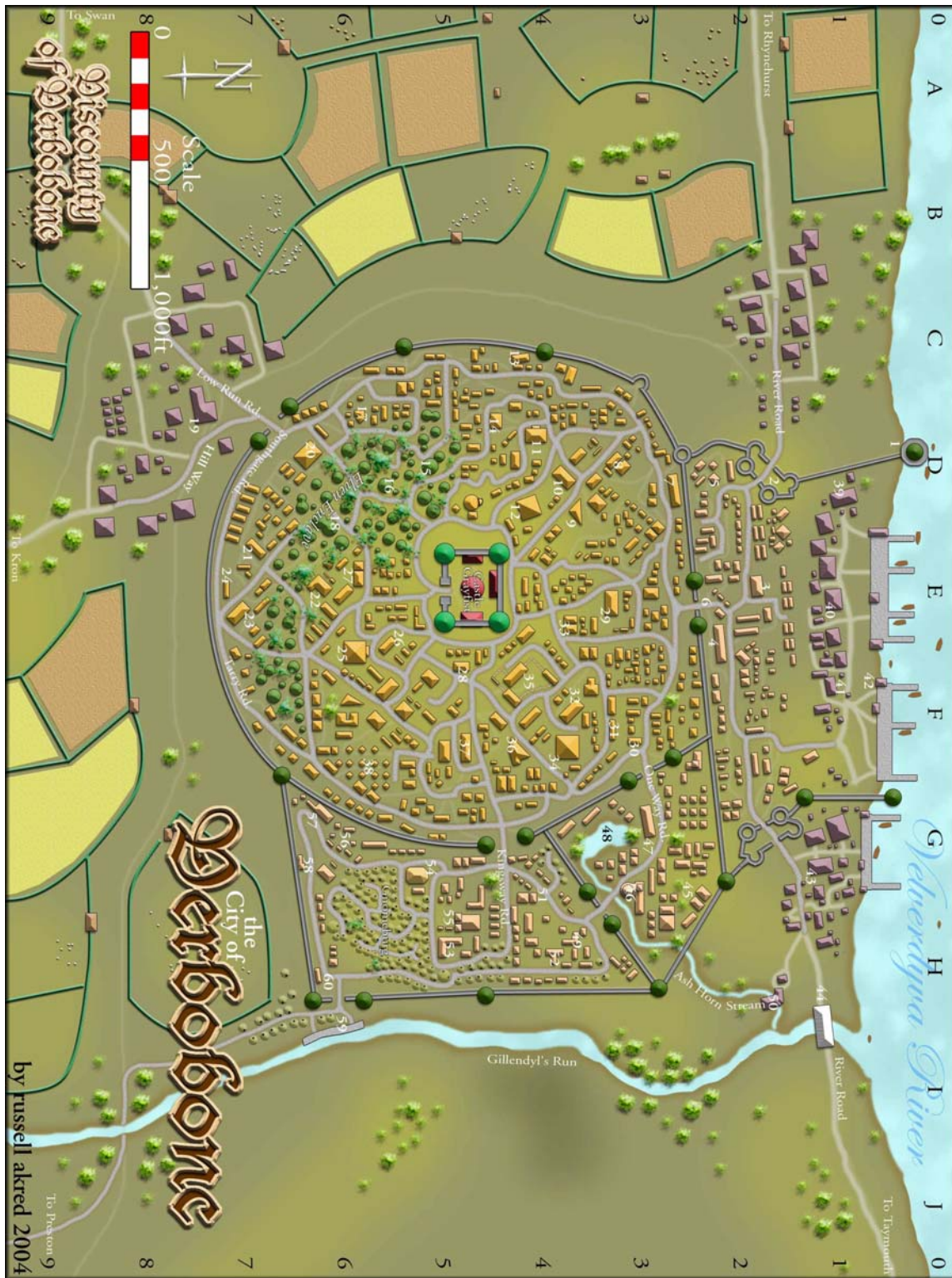


MAP OF THE TWO SHIPS IN ENCOUNTER EIGHT



MAP OF VERBOBONC CITY

THIS MAP SHOWS THE LAYOUT OF VERBOBONC CITY.



APPENDIX #5: INSIDER KNOWLEDGE

INSIDER KNOWLEDGE #1:

The Maul they're talking about is probably the half-orc thief Maul Cutpurse. Maul is a member of the Family, based out of Darkhapor. He's a first rate entry man even if he's a little slow in dealing with traps he's quiet as a whisper. Maul's also good in a scrap and usually uses a pair of daggers.

INSIDER KNOWLEDGE #2

The Family keeps a safe house here in Darkhapor. It's run by the local lawyer Farrin Freehill. Freehill's a good boss, quick and quiet like most Halflings he's still very touchy about his lisp. The last thief who made fun of him over the lisp was supposedly flayed alive and the poor sap's skin used as paper to issue orders.

NON-PLAYER CHARACTER PORTRAITS

THE LADY ELISE BRANDENBERG



VISCOUNT WELLBORN ESTIVAL



LORD LUDOVIC LANGMUIR

