

YEO6-04

Blood Shadows

A One-Round D&D® LIVING GREYHAWK™

Yeomanry Regional Adventure

Version 1.3

by Rich Oliver

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The town of Singleton in the northeastern corner of the Yeomanry has always been a bone of contention between the League and the Kingdom of Keoland. Control of the town has shifted back and forth across the years. The Yeomanry has the strongest claim currently, with their control for the past several hundred years. Whispers of renewed interest in the town from Keoland have sent you east to Singleton to gauge the lay of the land. A Yeomanry regional adventure for APLs 6-12, and Part 1 of the *Iron River* series.

Note: This adventure will be of particular interest to military PCs and all loyal Yeomen.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at beldred@midsouth.rr.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 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 characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table 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 characters 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.
3. Sum the results of step 1 and 2, and divide by the number of characters 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 characters 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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters 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 characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.org>.

LOFTWICK

The capital of the Yeomanry League, Loftwick stands high above the Wick Valley, at the southernmost end of the High Crag, a spur of the Jotens. Surrounded by high walls, and by higher peaks, Loftwick is a commanding presence in the western dales of the Yeomanry League. Loftwick serves as a trading center for the western League, and extensive dockworks line the bank of the Wick River, some few miles south of Loftwick.

Loftwick is divided into numerous wards and neighborhoods, including the Leatherworkers, Goldsmiths and Masons wards, identified by the major guild in the ward, and other residential neighborhoods, including High Cross and Low Cross, Five Points, and Death's Privy. Among Loftwick's well-known landmarks are the Gnome Clockworks, Blacksun Tower, the High Church of Heironeous, and the Fellcrack.

The temperate, almost semi-tropical climate of the Yeomanry ensures mild winters in Loftwick, while the cool breezes falling from the High Crag, and carried

southward from the Jotens make the summers less oppressive than they might be otherwise. Snow is rare in the Yeomanry, though early morning frost is common during the coldest days of winter. Springtime rains lessen as Summer comes, but afternoon thunderstorms occur on a near daily basis. In both Spring and Fall, there is a danger from the occasional hurricane coming north from the Azure Sea.

RHUEK-MEHGAR

Situated in the farthest eastern reaches of the Joten Mountains, the town of Rhuek-Mehgar began as a simple Dwarven mining camp. As the tin was worked out, the once bustling camp became little more than a last chance for failures and dregs.

There had always been small amounts of iron in the ore mined at Rhuek-Mehgar, but when Nakhenges stumbled into a new cavern with a major vein of iron ore, he revived the camp, and became a wealthy dwarf in the process.

Today, Rhuek-Mehgar is a dwarven settlement of considerable size— underground. To the casual observer who never enters the Ways under the Jotens here, the town seems meager indeed, with only a few small buildings rising out of the mud, with gravel “paths” haphazardly winding about.

SINGLETON

Located on the northeast frontier of the Yeomanry, Singleton is strictly a border town whose purpose is to defend the Yeomanry's flanks from marauding giants and humanoids. Citizens in the region also whisper that the town also protects the Yeomanry from Keoland expansion, but they keep this quiet lest they anger people with more influence than they. Singleton is a rugged, harsh town filled with grizzled soldiers, hard-working farmers, and anxious adventurers as the town serves as a base of operations for those who wish to explore the northern frontier. It is home to a number of thrown-together inns and taverns who cater to these people. It also is home to the best armorer in the Yeomanry, Mervis Jordmanum (LN human male Expert), a mammoth of a man who supposedly killed an ogre with his bare hands as a teenager. Jordmanum gets the bulk of his ore from the mines at Rhuek-Mehgar, but still relies on some overland trade from the Javan to get more rare ores. Theodain Eriason recently has been spotted in town - rumors are running rampant as to the reason why.

BACKGROUND

For centuries, the border town of Singleton has changed hands between the Yeomanry and Keoland. For the last few centuries however, the Yeomanry has had the strongest claim.

The “disputed” territory again came into question during the Greyhawk Wars, when Keoland used the excuse of coming to Sterich's aid in an attempt to annex the area. Keoland has since tried to illegally mine valuable ores from the Little Hills and the easternmost mountains of the Jotens, citing mineral rights granted while the Yeomanry was a vassal of the kingdom.

Tempers flared between the Yeomanry and Keoland once again when the Keoland pressed the League to rejoin the kingdom and take a seat on the council. National sentiment on both sides led to several confrontations between the Yeomanry ambassador's party and Keoish locals as the ambassador traveled to the meeting and following the announcement that the Yeomanry had declined the offer to rejoin the kingdom.

While the Yeomanry maintains an informal presence on the council in the form of Ambassador Stephon Kelven, the citizens of the League went to great lengths to assure Keoland that there was no desire to submit and rejoin the kingdom. At the disastrous meeting of the Council of the Land, the ambassador distinguished himself in several acts of valor.

The situation around Singleton had cooled somewhat in the last few years. Cryllor had not crossed the Javan, and the infamous Count Manz was apparently missing for some time. The situation remained somewhat stable during this time period. Recently however, the count has returned and set aside his regent. Manz himself has cast his gaze once again westward to the lands of the Yeomanry and to Singleton.

After the death of Kimbertos, King of Keoland, when the regent refused to supply or pay the Yeomanry mercenaries, the Army of Freedom was removed from the battlefields of Geoff and Sterich. Following events last year at the Escarpment, (Blighted Souls) the Army of Freedom was moved from the Escarpment around Old Hardwick, and into the area surrounding Singleton. With a distinguished battlefield record, nearly 2000 able-bodied men at arms were mustered out of the Army of Freedom. While some favored re-enlisting in the smaller mercenary companies, nearly half remained in the area, settling down and reinforcing the militia.

In the Yeomanry, eyes have looked eastward following the Freeholder's disappearance. Adventurers through-out the Yeomanry have searched for any trace of Marius Lindon to no avail. With the renewed interest in Singleton expressed by Count Manz, many believe that the Freeholder's disappearance could have been engineered to distract the League while Manz moved into Singleton.

ADVENTURE SUMMARY

This adventure is placed against the backdrop of political and military maneuvering in the Yeomanry and Singleton specifically.

PCs will be given the task of delivering a message from Melinda Windomere to Spokesman Baldric of Singleton. Melinda Windomere is the acting Freeholder in Lindon's absence. She describes the letter as orders for Baldric regarding recent troop movements in and around Cryllor which seem to indicate that Singleton will be invaded. In reality, the letter contains orders for Baldric regarding a possible lead on the location of the Freeholder.

Following their meeting with the acting Freeholder, the party will encounter a maid who will offer them a good luck charm. She is in reality a Scarlet Brotherhood spy who will use the trinket to track the party. If they refuse it, she will attempt to plant it on them.

On the road to Singleton, the PCs will encounter a pack of (giant, fiendish) Tyrgs. The collars on the Tyrgs seem to indicate that they are bred and possibly sent to waylay the PCs. The collar has the same basic design and leatherwork as the bracer planted on the party by the maid.

The PCs have been told to make all haste, and that means taking the New Road. Unfortunately, the Ramp is half-destroyed and a long line of merchants waits to use the elevators. The merchants have refused to use the elevators at night because they've been ambushed and sometimes killed. Farrier will let the PCs go down the elevator ahead of the line, if they kill whatever is attacking the merchants. Once down the PCs can run out on their promise, or they can track down and kill several Otyughs.

Once the PCs have reached Singleton, they will be sent to see the Spokesman, former Free Captain of Battles Baldric. On the way into town, they'll encounter a peculiar breeze. Baldric will read Melinda's letter and send the PCs to escort a freight caravan from the mines at Rhuek-Mehgar to Singleton.

Once in Rhuek-Mehgar, the PCs will be "greeted" by an irate merchant who's been waiting on an escort of militia. The contact in Rhuek-Mehgar will confirm that the PCs will take the Keewee merchant back to Singleton. There's an increased presence of Keolandians in Rhuek-Mehgar, and someone has dropped a few Keoish maps of the area which show a different border for the two countries.

Returning to Singleton, the PCs will encounter a band of humans. All of them are Suel-descended, and wearing Keoish garb and armor. This is actually a group of Scarlet Brotherhood agents attempting to stir up trouble. Since they want word to get out that Keewee agents are causing trouble; they'll refrain from killing the PCs outright. However the agents aren't willing to die for this and be found out as SB agents (scars, tattoos, every one of them being Suel, etc.), so they'll attempt to high-tail it out of there if things go too badly for them.

Once the PCs return to Singleton, they'll be debriefed by the former Free Captain of Battles, Baldric.

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.
2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoogroups.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

Is This a Dustdigger Adventure?

As this adventure does not significantly involve archaeological matters, students in the Academy of Lore may not count this adventure toward any TUs they must spend per year in study.

INTRODUCTION

Your steps echo on the grand staircase of the Common Council Building as you climb to the third floor for your meeting with Melinda Windomere, acting Freeholder.

Throughout the building, workers and bureaucrats scurry about on oh so very important tasks. So important that no one could be spared to escort you to the acting Freeholder's offices.

From the scuttlebutt you've been able to pick up, repairs and patches are being made in a hurry for some big announcement next month. The bureaucrats you've bumped into have imperiously swept you out of the way, citing "important work for the acting Freeholder," while on their little quests to get approval or to graciously grant it.

At the head of the stairs you're greeted with an impressive view: a rotunda, perhaps 30 feet across with hallways exiting to the left and right. Ahead you see a span of windows, looking out over Loftwick. Above you a small dome with windows at the base allows the bright afternoon sunshine to spill into the rotunda. On the stone floor of the rotunda, you can see an old, old design of a shield with two spears flanking a sword. While most people simply walk past, you see the earliest symbols of the Yeomanry with new appreciation. Somehow the design has been worked into the floor as if the artist had painted it just under the surface of the stone.

The directions you were given said, "Up the stairs to the left and then right." As you walk down the hall, you see pictures of the various former Freeholders. Finally, near the end of the hall, you come across the last two pictures: Crispin Redwall and Marius Lindon.

Since the Freeholder's disappearance, calls have gone out for Redwall's return, but he has not answered. Some take this silence as an indication that foul play is afoot and that strange forces are uniting against the Yeomanry by removing the Freeholders as they can.

On your right, double doors stand open. A warm chestnut stain covers the inside of the doors, and sun streams into the room from unshuttered windows on the outside wall. Before you, a great, russet colored bearskin rug covers the floor in front of an enormous desk.

ENCOUNTER 1: SWEPT UNDER THE RUG

If the PCs explore the office, continue with the text below. If they choose not to explore, proceed with Encounter 2.

You walk slowly into the office, taking in the sumptuous appointments. The office seems more like a backwoods hunting lodge than the office of the most powerful man in the Yeomanry.

You hear a startled yelp, and a woman stands up behind the desk. She holds a small jug and a rag, and from her clothes you can see that she must be a maid.

"Excuse me, sirs! Ye startled me. I just be cleaning the Freeholder's office. Is there somewhat ye need of me?"

Assuming the PCs answer in the negative, read the following.

"Well, then, begging yer pardon, but I'd be pleased if'n ye could close the door behind ye. If the acting Freeholder knew somewhat that yer in here, I'd be in a bit of hot water, y'understand?"

If the PCs answer in the positive, read the following.

The maid steps from behind the desk, and herds you toward the door. "I be pleased te help ye. But, beggin yer pardon, sirs, it be somewhat later. I be cleaning the Freeholder's office now, but it be a real honor to help such fine gentlemen as yerselves, after I be done cleaning for the acting Freeholder."

The PCs should now be out of the room. If they did not look around, they'll have a moment or two before Encounter 2. Otherwise Encounter 2 follows on the heels of Encounter 1. If this is the case, give the PCs a Spot Check (DC = 27) to notice that Kiers has seen the maid and frowned.

ENCOUNTER 2: HALL PASS

See Encounter 1 to determine if Kiers has reacted to the maid or not, and whether the PCs are able to spot this.

With the door to the Freeholder's office shut firmly behind you, you realize that you have no idea where your meeting with acting Freeholder Melinda Windomere is taking place.

Fortunately you see a face familiar to some of you, as a man dressed in fine robes stops in the hall by your side. He smiles and gestures with open arms. You can see the flash of jewelry on his hands and arms.

"Welcome good friends; welcome Champions of the Spear to Loftwick. For those of you who do not know me, I am Kiers, steward to the acting Freeholder, Grosspokeswoman Windomere. I was afraid you might have gotten turned around when the time for your meeting with Lady Windomere came and you were absent."

He turns and begins to walk back down the hall toward the rotunda, "Come, she has matters of great importance to speak with you about." Catching the eyes of those of you who know him, Keirs continues, "Quite different than Newick, eh? I fear that despite the comforts available, the Lady only wishes to

return to her home. This isn't common knowledge, but several attempts have been made on her life; we fear the worse, but have no proof as of yet that it is those southern devils." Kiers stops, startled.

Give the PCs a Spot check (DC = 18) to see what has caught his attention.

If the Spot check is successful, read the following:

Ahead, stepping through the rotunda and down the stairs to the floors below, you see a strange looking dwarf. He wears simple leathers with a sumptuous dark red cloak, and seems to be bald under his silver skullcap, but his face is dominated by a thick red beard. He carries a short staff which looks more like an axe without the axe head, and quickly descends out of sight as Kiers hurries forward to the railing.

If the Spot check was unsuccessful, read the following:

Kiers hurries to the rotunda railing. His hands on the banister are white, but you see nothing out of the ordinary. Several folks of the Yeomanry are walking up and down the stairway.

Give the PCs a Listen check (DC = 15) to hear what Kiers mutters:

"It cannot be him. I know for certain that he is elsewhere in the Sheldomar. Damn his hide, he wouldn't dare!"

After a moment, Kiers shakes his head, and leads you on around the rotunda to the opposite hall. Following a short walk, he gestures you into a small office. With a terse, "Wait here," Kiers proceeds through a side door into another room.

If the PCs attempt to eavesdrop on Kiers, give them another Listen check (DC = 21). If the check is successful, the PCs can obtain the following snippets of conversation:

"Impossible!" "—by his beard from the battlements and cut him loose!" "any chance—" "—all means find him!" "—can't lose this chance!"

Kiers re-appears at the door, opening it wide, and gestures for you to enter, "Please, the Lady is waiting."

ENCOUNTER 3: GO EAST YOUNG MAN

Inside, the acting Freeholder's office is more comfortable than her steward's, but far less so than the Freeholder's own office. It is decorated in the same rustic style, although you can see small feminine touches here and there.

"Come in, adventurers, come in." Melinda seems to be in a welcoming mood today.

If any of the PCs have participated in adventures where Melinda played a role (assuming the PC did not make a bad impression), she will chit chat about their earlier encounters. This includes, but is not limited to, the following Living Greyhawk adventures: *Rogue Rescue*, *Cold Blooded*, *Attack Dogs*, *Blighted Souls*, the *WitY 2004 Interactive*.

"I have known some of you since before I took on this office in the absence of the Freeholder. I have made it my business to find the Freeholder, and rescue him if possible. Now, however, I must set that aside.

"I have a matter most sensitive to discuss; those of you who are military, I hereby activate you. Of the rest, if you do not feel you can keep our confidences, please depart now. No? Your word then?" She looks in turn at each of you.

"Word has come from the east in Singleton, on our far border. The Keoish seem to be moving men at arms into the area. And I have specific word today that Count Manz of Cryllor intends to use those men to force the sale of ore to his factors ahead of or instead of our factors. This we cannot allow. If this were to stand, Manz might attempt to take Singleton, and I will brook no such interference. Especially now.

"So, I am sending you to Singleton with the message for Baldric, the Free Ca— pardon me, the spokesman for Singleton. Following the events of the last year at the Escarpment, he has retired as Free Captain of Battles.

"Those of you who were there might know that I sent Baldric north to Singleton, and ordered the Army of Freedom disbanded. Most if not all settled in the area. When Kimbertos fell, and the court was disinclined to pay the ticket for the companies, I had no choice; the Yeomanry cannot afford to house and feed such a number of men in peacetime, let alone pay them.

Melinda Windomere hands you a sealed letter. You notice that the red wax seal of the Freeholder has a thick oblique slash through it. "Take this directly to the spokesman. Give it only to him, and ensure that no other eyes see the letter or are allowed to read it, save the spokesman; he will know what to do after you've presented it to him. Once you've given him my letter, return here with any reply. Leave in the morning and make all haste."

"Kiers!" the acting Freeholder's bellow belies her good mood, and the steward quickly steps into the room. "See them out and on their way. Oh, and draw some funds for them; they'll also need to switch horses along the way so give them a token for the stables."

As Kiers ushers you back out of the office, you can hear the acting Freeholder mutter, "That damned dwarf better not stick his nose where it doesn't belong!"

Back at his desk, Kiers hands each of you 10gp and a token. The face of the wooden chip is burned with the design of a horse's head. The obverse bears the acting Freeholder's waxen seal and a date that is a week and a day from today. "These should see you through. The horse token will also serve to allow you to use the elevators at the Ramp—and without waiting. Your horses will be ready in the morning. Good luck!"

If asked about the Ramp, Kiers will explain that repairs on the damaged roadway continue and are perhaps one third completed. The elevators, however, have been fully repaired and reconditioned. They are, however, working at more than full capacity.

ENCOUNTER 4: YOU TAKE THIS...

You may need to alter the following text if the PC's did not meet the maid in Encounter 1.

Walking down the hall toward the rotunda and stairs, you softly make plans for your upcoming journey. As you begin to turn and start down the stairs, you see the same maid you talked to before.

"Beggin' yer pardon, sirs." She seems reluctant to bother you, but presses on. "If it please ye, seeing that ye've just talked with the lady Freeholder and all, and yer going on a trip," she points at the horse token in your hands, "ye'll be needing some help."

She reaches into a pocket on her apron, and hands you a worn bracer. "This has been in my family for years. Me grandmam told me it was magic and would protect me and mine." One edge of the bracer is torn, and old, frayed laces hang from the other side. "Yeh, ye can't really wear it now, but I knows it still works. Why I got me this here work 'cause of it! Please, sirs, take it! It'll bring ye good luck! Besides which, ye be needing this more than me if'n you be doing something for her!" The maid finishes her speech by spitting on the floor.

Assuming the PCs take the bracer read the following:

"Aw, thank ye sirs! It'll help, it'll bring ye success! Good luck to ye."

If the PCs refuse to take the bracer, read the following:

"Well, I wish ye good luck no matter, sirs."

Give the PCs a Spot check (DC = 45) to see her planting the bracer on the least observant PC. In other words, who would take the longest to discover that the bracer has

been added to their gear? That is who she plants the bracer on. If the PCs check later and try to find the lucky charm, or search the gear of the PC holding it, they can make a Search check (DC = 27). The bracer does not detect as magic or any certain alignment. It seems to be an ordinary old worn out bracer.

Allow the PCs to make any purchases they feel that they'll need. Requisitioning horses from the Army or Militia stables will be no problem, they will be ready and waiting for them the next morning as Kiers promised; the DM can roleplay that if desired or speed through it to save time.

PCs familiar with the Yeomanry will realize there are two ways to reach Singleton from Loftwick. The shorter route will take them across the Escarpment and seems to be what the Freeholder expects, given her mention of the elevators. The longer route is up the High Road through the foothills.

On the New Road to Singleton, the PCs will be able to make the Outpost sitting at the edge of the Escarpment by evening if they push their horses; the next day, they should be able to reach Fort Baxter with some extra hours of travel; at Fort Baxter the PC's can swap out their now exhausted mounts. At the end of the third day, the PCs should reach Fort August with some heavy riding. The road from Fort August to Singleton is rougher; this leg of the trip should take the entire fourth day.

The PCs also have the opportunity to take the High Road, up along the southernmost reaches of the Jotens, through Emberton, North Reach, Fort William, Tucksvale, and Fort Thomas to reach Singleton. This route will take 3 extra days.

Assuming the PCs take the shortest route, as per the acting Freeholder's wishes, proceed to Encounter 6, and the Escarpment elevators. Otherwise go to Encounter 5.

ENCOUNTER 5: ...AND I'LL GIVE YOU THAT

This encounter can be reached in one of two ways; either the PCs take the long route and this encounter happens at the end of the first day of travel (the PCs will need to stop for rest on the road between Emberton and North Reach), or the PCs take the short route along the New Road, and this encounter happens on the last day of travel, shortly after the PCs have crossed the Javan. It is assumed that the PCs take the short route; modify the description accordingly if the long route is taken.

Note that this encounter can be avoided entirely if the PCs refuse the maid's trinket, prevent her from planting the lucky charm on a PC, or find it early and discard it. The PCs are located by agents of the Scarlet Brotherhood by homing in on the lucky charm.

The road to Singleton stretches out ahead of you. On your right as you head north, the Javan runs past

swift and deep. The river is wide here too, perhaps a half mile across as it gathers tributaries on the way to the Hool Marsh and the Azure Sea beyond.

The road rises and falls gently as you ride along the river, over or through small streams and washes. The sun stands a bit after mid-day, and the heat of the day is only slightly mitigated by the breeze that plays along the river. Thankfully, road dust stays down around your horses' feet, thanks to the rains of a few days past. Occasionally a ship passes you on the river, but traffic seems to be sporadic at best today. A small wood grows next to the river ahead and the road curves inland away from the banks and through the trees.

The shade of the trees is welcome in the heat of mid-afternoon. As you leave the cool shade, you hear the pad of many feet. Several large, cat-like creatures are stalking you. As you give the alarm one of them howls, and they all spring at you!

APL 6 (EL 8)

➤ Advanced Fiendish Tyrgs (Krenshar) (2): hp 72; see Appendix 1.

APL 8 (EL 10)

➤ Advanced Fiendish Tyrgs (Krenshar) (4): hp 72; see Appendix 2.

APL 10 (EL 12)

➤ Advanced Fiendish Displacer Beasts (2): hp 169; see Appendix 5.

APL 12 (EL 14)

➤ Advanced Fiendish Displacer Beasts (4): hp 169; see Appendix 6.

Tactics: The tyrgs (displacer beasts at APLs 10 and 12) will have surrounded the party as best they can. Each round a different one will howl and attempt to stun the PCs. The tyrgs will gang up on the PCs, at least two to one if possible, and flank. When a tyrig is killed, it's partner will move to help another group. Once the tyrgs have lost half of their number, they will attempt to flee. The tyrgs have been trained by the Scarlet Brotherhood, and will use better than average tactics and cooperation to bring down as many PCs as possible.

Treasure: The tyrgs have no treasure themselves. They do however, have studded collars which might be worth something to Yeomanry authorities, or an interested collector. Give PCs a Spot check (DC = 15) to notice the collars are the same work and leather as the bracer the maid had in Loftwick, *if* they accepted the lucky charm, or have found it planted on one the party in the meantime. A PC with Knowledge: Scarlet Brotherhood may notice, (Spot check DC = 19) that the workmanship is similar to what they've seen SB agents with in the past.

Move on to Encounter 9 once this one is resolved, no matter how the PC's reached this encounter.

ENCOUNTER 6: WATCH THAT FIRST STEP

This encounter can be reached if the PCs take the short route on the New Road. They will travel to Farrier's Ramp, arriving at the end of the first day, if they push it. If the PCs do not, then adjust the following text accordingly.

The New Road has slowly risen over the day as you traveled to the Ramp. Finally, as the Sun sets after a day of heavy travel, with long shadows stretching eastward ahead of you see signs of civilization. The road, usually clear and this close to the Ramp well-paved, is covered. Freight wagons rest on the roadway, blocked in place at the late hour with a clear channel down the left side of the road. To either side, draft horses and oxen are staked, and merchants have erected tents. Guards eye you as you approach the rear of the queue.

Mutters follow you as you skirt the rear of the line, and head up the clear left lane. You hear calls of "bloody militia," "wait yer turn!" and "who do you think you are?"

Still, the merchants and even the guards are reluctant to take on seasoned adventurers no matter how much they feel that Democracy's been cut to the quick. Another half hour's travel finds you at the head of the line and the end of the road. At least for now.

The pavestones widen into a small plaza as you reach the edge of the Escarpment. To the north stands the Outpost, flying the Yeomanry flag as well as the pennon of the 14th Strike Harriers, a Yeomanry Army company of some repute. The 14th was one of the companies of the Army of Freedom which reconstituted following the Army of Freedom's disbanding.

Between the Ramp and the Outpost a strange cagework of wood timber and steel rises up from the depths of the Escarpment. This must be the elevator system which allows some travel to continue.

A lone figure strides toward you from the gates of the Outpost. He wears tough leathers and a thick cotton shirt. A billow of apple-scented smoke followed him and envelopes you all as he stops and regards you. Black hair recedes in sharp widow's peaks which dominate his features. The man has warm blue eyes and a ready smile that rests in a close-cropped black beard.

"Greetings," he says, holding out his hand, "Farrier's the name. Got some reason for jumping line?"

Assuming the PCs tell Farrier why they have skirted the line, he'll consider their request to use the elevator. Although the PCs may see some benefit in trying to sway the master builder, he is a keen judge of character and motivation. Their attempts are likely to be seen as self-serving. Farrier is, however, practical. The PCs arrival, disruptive as it is, provides him with an unexpected resource with which he can solve a problem.

"Oh, that token's real enough. Still, I don't see how I can let you descend 'fore all these other folk have. See that line of cargo? There's another like it down at the base. An' both are twice as long as they should be. Got twice as many guards top and bottom just to see that none of it's made off with."

"See that elevator over there? The one what ain't running right now? Normally, it'd be running all day and all night. But, it seems like we got ourselves a problem. Damn fool merchants got scared of being attacked when they loaded or unloaded from the boxcar at night. An' twice-damned guards say that's not part of their contract. And don't be thinking the militia will take care of this; the 14th's at just enough strength to man the Outpost and maybe, maybe patrol the area once a week. Most of their men scattered when your precious actin' Freeholder broke the back of the Army of Freedom!"

"So, I suppose I can see my way clear to lettin' y'all take the elevator down first, ahead of these fine folk, if you can give me your word that ye'll kill whatever beastie is jumping out at people and trying to eat them."

If the PCs accept, he will tell them the following:

"This is what we know. Several merchants have been attacked. Always at night. Probably a single creature, but there may be more than one; no one stuck around long enough to count. Some guards went looking after one attack, and we think the thing, or things, come form a hole at the base, maybe 200-300 yards south. There's also a hole northward about a half mile away. We don't know what they are, and there haven't been any bodies we've been able to find. Go in, kill what's down there and bring us proof, and if you find any bodies, either bring them out, or make us a map."

The PCs may decline of course, and avoid the next encounter. If they take the assignment, however, and renege they'll earn Farrier's enmity, just as fulfilling the task will earn his favor.

Once the PCs agree, they'll be left to their own devices for the night, and taken to the elevator in the morning. (If the PC's try to insist on going down right away, Farrier will tell them that the draft horses that turn the wheel have already been unhooked and stabled for the night.) If the PCs do refuse to help, they will be escorted to the rear of the line waiting to descend (and they'll catch a lot of ribbing too). The guards will be firm, and it's up to the

PCs to decide whether or not they wish to engage in a fight with less-capable foes.

ENCOUNTER 7: LOOK MA, NO STAIRS!

The morning sun shines brightly, throwing the Ramp in stark relief. Farrier stands at the edge of the Escarpment, unmoved by the vertiginous drop a mere step away. As you approach, he points down at the massive structure. "It only partially collapsed. We're rebuilding it, but it's going to take some time."

Farrier will give the following talk to those that seem interested in the re-building or who ask questions about the ramp. He's eager to talk about his big project, but he knows a lot of folks just want to cross and don't care about the process. If the PCs aren't interested in the ramp building, feel free to skip ahead, paraphrase this part, or use the info to answer their questions.

See there, though, you can see the spruce timbers we used to build off of. Same thing they make the masts of ships with. The ramp's damaged enough that the timbers are exposed all over it. We got down to a twenty foot tall base structure." Farrier shakes his head. Looking down, you see a great wash of earth and stone, as if the Ramp were a wave that had crested, and washed South over the land at the base of the Escarpment. He points southward, "See over there? We ran the road that way a few weeks after we first got here, couple of years back. Then another quake came and it shifted back north. Like Kord himself was trying to fix it for us."

Farrier begins walking northward along the edge of the Escarpment, "When we started building the ramp originally, every time it rained, we had blow-outs. The earth would turn to mud and wash out into the swamp. Eventually, we took advantage of that and built up the ground around the base of the ramp. Those spruce timbers I showed you? We had Arithmanes drive them into the earth until he reached bedrock. The same thing we're doing here where the Ramp's being rebuilt, but we've added something new. We're driving timber into the Escarpment itself. That and the timber on the Ramp, and we'll keep it tied together. See there, along the edges of the base? Those buttresses will shore up the walls and keep them from collapsing. We're also digging down into the Ramp, and building support columns inside. Arithmanes has a scheme to turn a few feet of the earth just inside the walls to stone; we're going to drive more spruce beams horizontally to tie that into the main outer walls. With all that, the Ramp should stick to the Escarpment like glue."

Here's where the action picks up again if you are skipping the ramp building speech:

The cagework of the elevators rises above you as you continue on. The elevator stands on the northern side of the Ramp, perhaps thirty feet from it. An elaborate block and tackle system runs from one side of the elevators to a giant wheel where great draft horses wait to plod around the circular path. Large pulleys dot the structure, guiding hawsers of strong rope, perhaps six inches around. Two open shafts rise up from the bottom of the Escarpment. In the right hand cagework, a large platform stands open and waiting. "Well, time's wasting; let's get y'all down there."

The platform sways as you walk onto it, and you can hear the rope creaking as it stretches somewhat. Farrier walks across the gangway and stops by the brake mechanism, "Keep your hands inside the cage at all times! Going down!" With a jerk, the cage falls, and the rough wall of the Escarpment flows up past. The braver of you turn and gaze out at the landscape. Although you're already lower than the height of the cliff above, the shaking and rattling of the platform belies the small comfort of the railing.

Looking down, you can see a cluster of buildings near the base of the elevator. A line of wagons stretches away to the east, easily the equal of what you saw last night. Tents are grouped here and there at the edge of the roadway too. You can see some heavier wagons parked near the buildings. The canvas covers flap in the early morning breeze, and you can see more stone, probably from the Little Hills, to supplement that salvaged from the collapsed Ramp.

The platform slows as Farrier applies a brake. With a small bump, you come to rest at the base of the Escarpment. Over a hundred feet in a few seconds, and no broken bones. "Thank goodness we had the dwarves' help with the elevator. Over a year in continuous operation and only three accidents." As Farrier leads you off the platform, you can hear the clatter as people continue to wake in the early morning. "All right, let's step lively, got to get this elevator working, now."

He points to the South along the base of the Escarpment, "I'd keep a few dozen yards out, if I were you. Not unusual for rock to fall from the heights. Good luck, and good hunting."

ENCOUNTER 8: ONCE MORE UNTO THE GARBAGE CHUTE

If the PCs decide to ride on, without helping Farrier, skip this encounter. Make sure to note Farrier's Wrath on the Adventure Record.

You follow a well-used track as you travel away from the base of the elevators. Passing by the enormous bulk of the Ramp, it's unbelievable to you that any effort could repair the structure in a reasonable length of time. As you travel further south, it becomes clear how the guards were able to find the hole in the ground. A great stench pervades the area, and carrion birds flap and squawk as you arrive at the supposed lair. In actuality the hole you have been sent to seems to be the camp's midden.

The hole in the base of the Escarpment is conveniently far from the construction camp, but still close enough that no major effort is involved in carrying the garbage here. Perhaps 8–10 feet across, the hole is uneven, and seems to fall some 10–20 feet before curving away to become flat, each and every inch of it covered in trash and filth, leavings and excrescence. Surely nothing could live in that? It must be a joke Masterbuilder Farrier is having with you. A test to see how perceptive you are. Perhaps the northern hole would yield a better hunt?

If the PCs ask about tracking, give them a Track check of DC26 to determine that something non-human has moved toward the trash hole in the past. With all the overlaying human tracks, it's hard to tell what it is though. Whatever the PCs decide, go with the roleplay if there is time.. If the PCs do jump into the hole, they'll get used to the stench somewhat, but the revulsion on people's faces when the return to the elevator should be played up. If the PCs check the northern hole, catcalls and derision will follow them, once they've reached and passed the elevators, mostly from merchants they were able to jump ahead of. If the PCs leave without taking care of the problem, see the previous encounter for details.

The slide down the hole is both easy and the most difficult thing you've ever done. The reek of freshly disturbed garbage fills the close air. You can feel filth of every kind finding its way into your armor and clothing.

Have the PCs make a Fortitude check (DC = 15) or they throw up. Any PCs who are successful, but in close proximity to others who vomit must make a second Fort save at the same DC in reaction.

The slide down the hole shallows out in an easy curve. You come to rest on an uneven floor. Every step squelches under you. Your hands come away from the floor wet and reeking. The hole has widened and enlarged, until you can stand upright.

Further on, you can see that the hole turns to the right and after a goodly distance, the floor begins to slope down and again falls away into the Escarpment. Ahead, the hole widens and enlarges yet again, and garbage piles up to fill the space. The pile is at least waist high, most likely washed down by recent rains.

If the PCs begin to explore the hole at this level, they are attacked by an advanced otyugh.

Weapons at the ready, you gingerly poke at the piles of garbage, but nothing seems to be here. As you turn to move on, you hear a horrendous gurgling noise, and the pile of garbage begins to wash away—no, no, its shifting and moving! Suddenly, tentacles whip out of the noxious mess and attempt to grab you and pull you down into the refuse!

APL 6 (EL 8)

➤ **Advanced Otyugh** (2): hp 90; see Appendix 1.

APL 8 (EL 10)

➤ **Advanced Otyugh** (3): hp 126; see Appendix 2.

APL 10 (EL 12)

➤ **Advanced Fiendish Otyugh** (3): hp 126; see Appendix 3.

APL 12 (EL 14)

➤ **Advanced Fiendish Otyugh** (4): hp 162; see Appendix 4.

Treasure: The Otyughs have nothing on their bodies of course. If the PCs search around in the disgusting refuse (DC 25), they can come up with several valuable items left by previous victims. Using Detect Magic will also pinpoint the magical items. APL 6 – a pouch of valuable gems, 2 scrolls, and a ring. APL 8 – all of the above and 1 more scroll. APL 10 – all of the above and a sealed potion vial. APL 12 – all of the above and a magical shortspear. You can see the Treasure Summary for details if they identify any of the items.

Once the PCs have taken care of the otyugh threat, they'll need to return to see Farrier. Any of the tentacle ends will be taken as proof of their killing of the monster(s). Modify the text below as needed.

"So the conquering heroes return! Or are yeh heading to the north hole to try your luck there? No? Land and luck, that's a stink ye've found down there. What's that ye have there? Hmm, looks like it's some sort of tentacle; never seen this so far inland. Disgustin. Well, seeing as how yeh've kept yer end of it, rest assured that I appreciate it. And here's something besides; you come on through the Ramp and yeh'll get to the head of the line. My thanks to yeh again."

If the PCs complete the request from Farrier, they are awarded Farrier's Favor from the AR. If the PCs should run away after using the elevators, they will be seen by workers, who will yell after them. Those catcalls will alert Farrier who will chase them for a time, yelling invectives

(use your imagination). Again, Farrier will hold a grudge, and the PCs should get Farrier's Wrath on the AR.

Go to Encounter 5.

ENCOUNTER 9: MR. SMITH GOES TO SINGLETON

This encounter should take place after Encounter 5. If the PCs have taken the long route and Encounter 5 occurs first, then this encounter will come on the seventh day of travel. If the PCs have taken the short route then this takes place near the end of the fourth day of travel.

A few more hours' travel finds you approaching the edges of Singleton proper; you've passed several small farms on the way north.

The road has risen somewhat as you turned more toward the west. As you climb the next hill, you begin to smell civilization; smoke from chimneys, the acrid fumes of a smelter, or possibly a tannery, and the slight odor of sewage underlying everything.

At the top of the ridge, you can see most of the town laid out before you. Small homes and shops form a blocky semi-circle around a band of warehouses just to the north of the center of town. The warehouses surround a small lake harbor, where barges tie-up and take on ore and finished goods. The harbor has finished walls that rise perhaps 10 to 15 feet from the lake level, with ramps and cranes to facilitate loading.

A canal runs northward to your right out of town. You can see a team of mules on the far side of the canal hauling a barge up to the harbor. A broad avenue leads from the warehouses south through town and then jogs westward toward the foothills of the Jotens. The avenue is broad and well paved, and a small but swift stream runs alongside in a winding path which brings it closer to and farther from the road.

The river road from Fort August descends down the ridge approaching Singleton. A small two-story tower stands at the edge of the road on the periphery of the town. Although there is no wall for the town, several sally points, similar to the road tower, dot the landscape around the town, and a short distance down either side of the canal. You can see one or two sites that seem to be under construction. A breeze blows out from the north, carrying a strange, black soot with a sweetish smell and acrid taste. The wind washes over you and you feel an urge to sneeze.

The breeze carries the remains of several people killed via disintegrate. Keoland has sent several patrols into the area to gauge the situation and see how much local

resistance there is to their presence. The Scarlet Brotherhood agents in the area have killed one of these patrols and taken their gear, masquerading as the Keeweese and trying to stir up trouble. See Encounter 13 for more info.

The guards stationed at the tower are Yeomanry Militia, and will greet the PCs differently depending on whether or not they are military and wearing or not wearing their tabards. If (at least some of) the PCs wear their tabards openly read the following, otherwise skip to the next section of read-aloud text.

As you come near the guard tower, several Yeomanry militia step out into the road. One, a serjeant from the look of him, holds up his hand to stop you, "Good day, fellows. Where'd you come from?"

Assuming the PCs are straightforward and don't try to be evasive with the militia, it should be an easy conversation. The serjeant will determine: where the PCs arrived from, was there any trouble on the road, and if so, what happened, what their business in Singleton is, who their business is with, how long they expect to stay, and anything else the DM can think of.

PCs who are not wearing military tabards or who are obviously not from the Yeomanry (to the casual observer), will be questioned just as thoroughly, but with either some distrust or outright hostility.

As you come near the guard tower, several Yeomanry militia step out into the road. One, a serjeant from the look of him, holds up his hand to stop you, "All right, all right, not so fast, there. You're mercenaries? Adventurers? Well, speak up? Where'd you come from?"

When the PCs have answered the guard's questions, they'll be allowed into Singleton. Should they make a favorable impression, the serjeant may be inclined to direct the PCs to the spokesman's home. Otherwise, the PCs will have to ask around using whatever skills apply, including Gather Information, etc. (DC = 15).

ENCOUNTER 10: OLD SOLDIERS NEVER DIE

This encounter should occur after the PCs arrive in Singleton. Again, if the PCs are recognizable as Yeomanry, they will be well received, otherwise the guards will be suspicious and somewhat hostile.

You arrive on the doorstep of the spokesman's home. Located in a neighborhood close to the warehouse district, the spokesman's home is typical for Singleton, and for the Yeomanry for that matter: strong wooden beams at each of the corners, with cross bracing on the walls, filled in by weathered white plaster and topped off with straw thatch. The doors and windows are wide to allow fresh air to flow through and cool the interior, and the doors

and shutters are halved so that the lower pair can be shut against rain while the upper half of the window remains open and dry under the eaves.

Two guards stand at either side of the stone stoop, barring your way. Their armor is worn with long use, and they stand with the long familiarity of men at arms used to guard duty. They shift their stance as you approach and give you the once over. One of the guards bangs on the closed lower door and calls back inside, "Militia [Adventurers, etc.] here to see you, sir!"

"Fine, fine, Oswult," the voice from inside the house is low and raspy, "Check 'em out and send 'em back."

The guards examine the chit you were given when you entered Singleton and ask you a few questions. Satisfied, they wave you back into the house, "He's in the back room, last on the left."

Moving through the house as directed, you enter the back room. A modest desk sits in the room, and two bookcases, of different sizes, stand on the left wall. A table occupies the rest of the room, with a large map of the Yeomanry laid out on it, and several other detail maps strewn across it. Spokesman Baldric, the former Captain of Free Battles and commander of the Army of Freedom, stands to greet you. Dressed in worn leathers, a badge of the Yeomanry shield is sewn onto his tunic, and he has short graying hair, and a close cropped beard also somewhat gray.

"Welcome to Singleton. What brings you [militiamen, foreign visitors, adventurers, etc.] here? A message? Ah, Melinda Windomere. You can travel the length and breadth of the League, and never escape the touch of that woman." Baldric examines the seal and looks up at you, "Did you read this letter or show it to anyone else?"

You will need some DM creativity here if the PC's have opened the letter or tampered with it in any way. If it's obvious it has been opened, Baldric will be quite disgusted with the party and tell them he has no further use for people that can not be trusted. The mod is over for them. Mark the AR accordingly. If it's not obviously been opened, then you will need to be creative and determine if he can tell that it has been opened and read, depending on what exactly the PC's did to hide their deed. If he can't determine that it has been opened or if it has not been opened, continue on.

The former Captain of Battles breaks the seal and begins to read. "The acting Freeholder has asked me to ensure that Keoland doesn't cross the Javan. I'm to ensure that the flow of raw ore from Rhuek-Mehgar remains uninterrupted. Not to mention my responsibilities as spokesman, and my own estates. How did I let her talk me into this?"

Baldric squares his shoulders, "No matter. I have another assignment for you that must be done right

away. Take the Mountain Road to Rhuek-Mehgar tomorrow morning. A freight caravan of iron ore should be ready by the time you get there. Speak with Mogain Fradaicson and show him these orders. He's a dwarven merchant. Escort the shipment back here and make sure it gets loaded onto the canal barges. Change out your horses at the livery.

ENCOUNTER 11: ALONG THE TEN BRIDGES ROAD

The road out of Singleton is largely deserted this morning. You see one or two farmers bringing produce or livestock into town, and surprisingly enough another militia patrol coming back into Singleton. They nod at you as they pass, and warn of possible sightings of raiders in the area.

Slowly the way rises as you ride toward the foothills of the Jotens. The road follows the river, here a few feet away, then several dozen yards or more, sometimes crossing in a sturdy stone bridge.

Ten Bridges Road it's called, and you've crossed half of them as noon passes, and climbed through three small valleys on your way. The river, if it can be called that, meanders its way up into the hills, often splashing down through rapids and cataracts. You can see why the road is the only way to get the raw ore down to Singleton.

Although you keep a wary eye on the lands around your route, you see nothing which demands investigation. The afternoon wanes on until the Jotens loom high before you. The sun has set behind the mountains long before you reach the small dwarven mining town Rhuek-Mehgar. A few small buildings nestle into a sharp ridgeline. Gravel pathways curve between the buildings, eventually winding back to the main entry to the dwarven Ways.

You're greeted as you approach the gates of the town by a dwarf in a militia tabard, "Thank the Bones of the Oerth you've arrived. Tell me you're here to take that damned merchant back to Singleton? Just don't leave him here when you go!" Whatever response you might have made is drowned out in shouts coming from farther on into town.

"Where in blazes are they?" A tall, thin man of mixed Suel-Flan heritage is striding toward you. "You are four DAYS late! I've got a schedule to keep and contracts that are going to RUIN me! Get your horses switched out and be prepared get going in the morning. Be at the Tin Horn at dawn tomorrow."

With that, the merchant strides off, back into town, gesturing and yelling to anyone and everyone he sees. The dwarf militiaman, shrugs his shoulders.

"You'll need to see Mogain, right? You can find him at the militia guardhouse. It's few doors down from the Tin Horn. Maybe you won't have to escort him back," he points over his shoulder at the disagreeable merchant. "Anyways, sorry you got caught in that. Handish can be a pain when he's, uh, well, when he's a pain. You know how Keeweese can be." With a chuckle, Mercho saunters back to the guard tower.

Finding rooms at the Tin Horn proves easy; with the ore trains running intermittently, the town—at least the part of the town above ground—is practically empty. After stowing your gear, you meet again in the common room.

The PCs can decide what to do. There's not much in the way of entertainment in Rhuek-Mehgar, and probably the PCs will simply want to see Mogain.

If they wander through the little town, though, they can see an occasional Keoish merchant, soldier or mercenary. The Keoish stick to themselves for the most part, avoiding trouble. In addition, a map of Keoish origin has been distributed throughout Rhuek-Mehgar, showing the border between the Yeomanry and Keoland differently. In the north, the Keoish border turns westward above Longspear to the foothills of the Jotens and then north. The Keeweese seem to be pressing their claim that Singleton is part of Keoland.

If the PCs confront any Keolandians about the maps, they'll deny having anything to do with it. If the PCs press the issue, the Keeweese will reluctantly acknowledge that it's primarily Count Manz who is the driving force behind trying to take control of Singleton.

ENCOUNTER 12: LEAVING RHUEK-MEHGAR

Morning in the Jotens foothills comes early. Sunshine streams through open windows downstairs. Through the half-open front door, you hear the shouts and curses of the merchant.

You found Mogain Fradaicson's home easily enough last evening. Beside the door a sign read "Dwarven Factor" and in much smaller lettering "Mayor," "Justice of the Peace," and "Barber." No help here if you ever believed you'd been cheated buying iron ore.

The Factor was cheerful but firm. You could feel the sincerity in his voice, but much as he hated to saddle anyone with the duty of escorting Handish back down to Singleton, there simply wasn't anyone else. Keoland was a major buyer of good Jotun iron, and his patience was already at a breaking point what with all the delays.

"Defend the Yeomanry, guard the border, keep the peace, and 'additional duties as assigned.'" It was

amazing how many non-militia knew about that general order. People who'd never met a single Yeomanry militia knew the order. Hell, even former militia used it to get something; and they seemed to enjoy it more than most.

Whatever. A quick trip to Singleton then you could get quit of this loudmouth and head back to Loftwick— and the other loudmouth. Three years can't come too quickly.

Snapping out of your reverie, you get moving. Outside the Tin Horn inn, a young man waits, holding the reins of a fine riding horse. "Are you the ones going back to Singleton? The militia? I am Gannish— my father sent me over to take you to the freight yard. Before we leave, though, I have a favor to ask of you. We've heard that the last few caravans have been attacked. Their goods have been taken, and everyone has been killed.

"I can't let that happen. No matter what, we need this ore to get to market. I don't care if the raiders get killed or just driven away. I need that ore. No one, not I, not even my father is more important." Gannish looks at each of you then, seeming to emphasize that his father at least is expendable.

"I can assure you that if the ore is not taken, even if all gods forbid, my father is lost, there will be a substantial reward to the guards. I'm sure he would tell you the same."

Assuming the PCs agree and proceed to the freight yard, Gannish will take them directly. If the PCs try to question Gannish and nail him down to specifics, he will dance around the subject. He will not say outright that he wishes his father dead.

Arriving at the freight yard, you can see the caravan already loaded, teams harnessed and the drivers and muleskinners gathered around a fire, sipping hot coffee. As you approach, a man detaches himself from the small building to the side of the yard.

"About damned time you got here. What took you so long, boy?" Handish proceeds to pepper his son with questions and insults as the drivers and 'skinners return to their wagons. The caravan smartens up and slowly draws out of the freight yard.

ENCOUNTER 13: CROSS THAT BRIDGE

The road back down out of the hills is as easy and uneventful as you remember. The road winds back down out of the hills smoothly, undulating as if it were the stream you've been following. You've stopped several times during the day to rest the teams, and have passed over seven bridges. You should be getting back to Singleton in a few hours at most.

Around a slight bend in the road, you can see the next bridge downhill from the bend. Near the bottom of the slope, a copse of trees stands. From the orderly and open rows perhaps it was an orchard once but long abandoned now, as perhaps half the trees appear dead. A small shack lays in ruins across the next bridge, not more than forty or fifty yards from the road. You rein up before the bridge, and hold the caravan as you approach this place, wary of an ambush.

Note that the Players may object to being placed at the end of the bridge. Allow them to change where they stop or not to stop at all if they desire.

Allow the PCs to make whatever preparations they require. The shack is an obvious place of ambush, with the orchard a close second. The orchard is open however, and not much can hide there— if it were indeed an orchard.

The orchard is actually an hallucinatory terrain, cast over a fold in the land. If the PCs attempt to explore it, give them a Will save, DC = 18, cast from a scroll at 12th level. Resting in the depression are a band of raiders. They will attack if the PCs attempt to enter the "orchard" or pass by and hold up at the bridge, the raiders will attack. If the caravan seems likely not to stop, the raiders will surge out at them as soon as the first rider starts across the bridge.

As you warily start over the bridge, eyes intent on the ramshackle house, you hear noise behind you and turn as raiders surge out of the orchard, seemingly rising up through the ground, to attack you!

APL 6 (EL 8)

- Akallod, Male Human (Suel) Ftr6: hp 54
- Crulloc, Male Human (Suel) Rog6: hp 36
- Emonzush, Male Human (Suel) Wiz6: hp 28
- Faezladun, Male Human (Suel) Clr6: hp 45; see Appendix 1.

APL 8 (EL 10)

- Akallod, Male Human (Suel) Ftr8: hp 72
- Crulloc, Male Human (Suel) Rog8: hp 60
- Emonzush, Male Human (Suel) Wiz8: hp 36
- Faezladun, Male Human (Suel) Clr8: hp 60; see Appendix 2.

APL 10 (EL 12)

- Akallod, Male Human (Suel) Ftr10: hp 90
- Crulloc, Male Human (Suel) Rog10: hp 60
- Emonzush, Male Human (Suel) Wiz10: hp 45

➤ **Faezladun, Male Human (Suel) Clr10:** hp 75;
see Appendix 3.

APL 12 (EL 14)

➤ **Akallod, Male Human (Suel) Ftr12:** hp 108

➤ **Crulloc, Male Human (Suel) Rog12:** hp 72

➤ **Emonzush, Male Human (Suel) Wiz12:** hp 54

➤ **Faezladun, Male Human (Suel) Clr12:** hp 90;
see Appendix 4.

Akallod and Crulloc will throw in an occasional non-lethal blow on the PCs in order to be sure they don't kill them. They want to defeat the PCs, but leave them alive to tell the tale. The merchants they will kill if possible.

Treasure: half-plate armor, chain shirt, banded mail, light steel shield, greatsword, longsword, rapier, quarterstaff, dagger, heavy mace, heavy crossbow, shortbow, bracers, pearl, cloak, 2 oils (if unused by the NPCs).

Most of the gear that the raiders have is stolen. Early on the same day that the PCs first arrived in Singleton, the raiders, a Scarlet Brotherhood band, killed and disintegrated a group of Keoish mercenaries operating in the area. This is the origin of the sooty breeze the PCs encounter when entering Singleton.

Note that the raiders in this encounter are dressed in typical Keoish garb taken when the mercenaries were killed. Most armor, weapons, clothing and other possessions are typical of what's produced in Keoland, or the Sheldomar Valley, with appropriate maker's marks. If the PCs inspect the gear, they can make a Knowledge: Local (SHE) check, DC = 12, and will be able to identify the gear as from the Sheldomar Valley; a 16 or higher on the check identifies the gear as being Keoish. If any PC makes a Search check on the gear or asks if there are specific markings, a Search check DC 30, they will find one piece with a mark or symbol which can be tied to the Scarlet Brotherhood (and to the other SB equipment found earlier in the adventure).

CONCLUSION

Once the raiders are defeated or driven away, the PCs can make their way back to Singleton. Once there, they will be able to escort Handish and/or Gannish to their contacts at the barge harbor.

Based on their actions and the outcome of the encounter with the raiders, the PCs have several paths of action. The PCs may have defeated the raiders outright, driven them off, or even been defeated themselves. In addition, the PCs may have taken Gannish's offer to stand aside as his father was killed; they may have gone to Handish himself to apprise him of the plot, or they may have just ignored the whole issue.

The rest of your journey to Singleton is uneventful. The guards on duty on the Jotun road recognize you and the caravan bringing ore into town, and wave you on through. Once you have escorted the freight caravan to the barge harbor, saying your farewells to the merchants, you retrace your steps to the Spokesman's home just outside the warehouse ring.

It's much as you remember it, excepting the different guards on duty. They ask a few questions and send you back to the Spokesman.

If the PCs have defeated the raiders, they may believe that the raiders are from Keoland, they may have found evidence linking the raiders to the tyrgs and the maid in Loftwick, and they may be able to connect the evidence to the Scarlet Brotherhood. Read the text following if it's appropriate. Note that not **all** of the text following **has** to be read; **only read the parts that are appropriate!**

"So you defeated these bandits which have been raiding our iron ore shipments? Excellent news. Tell me about the battle."

"Ah, I can see what you mean from all of this equipment. I agree; it's all Keoish manufacture. I'd heard that Count Manz was putting men across the Javan, but this is the first evidence we have of it."

"But you found this piece also? I believe I have seen this type of work somewhere, but I will have to study on it a while."

"You say that you found this on the raiders, and it's the same sort of thing the maid gave you? Yes, I can see that, and the same workmanship as the collars you found on those tyrgs."

"And you're certain that this is Scarlet Brotherhood work? It just seems so careless on their part to leave something so damning."

If the PCs just drive the raiders off, and do not collect any evidence, they may only be able to say that the raiders are Keoish.

"So, you say that the raiders are Keoish? Do you have anything to back that up with? Any evidence at all? Well, I tell you that without any proof I can't take this to the acting Freeholder."

If the raiders defeat the PCs, they will be left hanging upside-down in a copse of trees, just outside Singleton's gates, stripped of their gear down to their smallclothes. The PC's gear will be left in a pile under the trees, with a note to the effect that their "puny belongings" aren't worth keeping. Again, the PCs may be able to identify the raiders as Keoish, but they'll have no evidence; read the above text for no evidence after the following when they're defeated.

"I'm sorry? They found you where? With only your smallclothes on?" The roar of laughter erupts from the Spokesman. You can tell that he's trying to

smother his laughter, but having a difficult time. "I'm sorry, I don't mean to laugh, but the image—"

"So were you able to determine anything about the raiders? They've killed before. I wonder why they left you alive? And punished you besides?"

The PCs most likely ignored Gannish's offer, or informed Handish of his plot. In the latter case, the PCs will be "tapped on the wrist" for interfering in Keoish politics, internal affairs and/or family matters by Baldric.

"Let me give you a bit of advice. Keoish politics are a slippery slope leading to a quagmire of duty obligation and retaliation. I'd keep my nose clean if you know what I mean?"

In the case the PCs ignored the offer, and supposing that Baldric finds out (50/50 chance), he's likely to admonish the PCs for not taking an active role, and just as easily chastise them for not preventing anything which might have happened.

"Just as well that you didn't do anything. It might have blown up in your faces. Next time be just as sure to consider all the angles; you may need to come to a different conclusion."

If the PCs took Gannish's offer, word will come back to Spokesman Baldric, who will contact the necessary Militia or Army branches to inform them of "unseemly" behavior.

"You leave me no choice but to contact your superiors to inform them about your actions, or rather lack thereof. There are those who might say that you've done nothing wrong, technically, or by the letter of the law. However, you were charged with protecting the caravan and the merchants, and you allowed him to be killed. Just as if you'd done it yourselves. You disgust me. You can be sure this will not be forgotten."

In some cases, the PCs may not be from the Yeomanry. If the PCs bring information to Baldric, then he will reward them appropriately. If the PCs actions' are such that Baldric would admonish or punish them as he would a Yeomanry PC, he will simply order their banishment from the Yeomanry.

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 5

Defeat the cat creatures.

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 8

Defeat the Otyughs.

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 13

Defeat the raiders.

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Story Award

Delivered the letter to Baldric.

APL 6: 45 xp.
APL 8: 55 xp.
APL 10: 70 xp.
APL 12: 80 xp.

Got the ore and merchants back to Singleton safely.

APL 6: 45 xp.
APL 8: 55 xp.
APL 10: 70 xp.
APL 12: 80 xp.

Discretionary Roleplaying Award.

APL 6: 90 xp.
APL 8: 115 xp.
APL 10: 130 xp.
APL 12: 155 xp.

Total possible experience

APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section

within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter 5:

APL 6: L: 0 gp, C: 0 gp, M: *item* (0 gp).

APL 8: L: 0 gp, C: 0 gp, M: *item* (0 gp).

APL 10: L: 0 gp, C: 0 gp, M: *item* (0 gp).

APL 12: L: 0 gp, C: 0 gp, M: *item* (0 gp).

Encounter 8:

APL 6: L: 0 gp, C: 43 gp, M: *arcane scroll of scare* (13 gp), *divine scroll of longstrider* (2 gp), *ring of protection +1* (167 gp).

APL 8: L: 0 gp, C: 300 gp, M: *arcane scroll of scare* (13 gp), *divine scroll of longstrider* (2 gp), *ring of protection +1* (167 gp), *arcane scroll of protection from arrows* (13 gp).

APL 10: L: 0 gp, C: 800 gp, M: *arcane scroll of scare* (13 gp), *divine scroll of longstrider* (2 gp), *ring of protection +1* (167 gp), *arcane scroll of protection from arrows* (13 gp), *potion of protection from energy – acid* (63 gp).

APL 12: L: 0 gp, C: 833 gp, M: *arcane scroll of scare* (13 gp), *divine scroll of longstrider* (2 gp), *ring of protection +1* (167 gp), *arcane scroll of protection from arrows* (13 gp), *potion of protection from energy – acid* (63 gp), *shortspear +1 ki focus* (692 gp).

Encounter 13:

APL 6: L: 124 gp, C: 17 gp, M: *half plate +1* (146 gp), *greatsword +1* (196 gp), *chain shirt +1* (104 gp), *rapier +1* (196 gp), *bracers of armor +1* (83 gp), *heavy mace +1* (193 gp), *banded mail +1* (117 gp).

APL 8: L: 124 gp, C: 17 gp, M: *half plate +1* (146 gp), *greatsword +1* (196 gp), *chain shirt +1* (104 gp), *rapier +1* (196 gp), *bracers of armor +1* (83 gp), *heavy mace +1* (193 gp), *banded mail +1* (117 gp).

APL 10: L: 124 gp, C: 17 gp, M: *half plate +1* (146 gp), *greatsword +1* (196 gp), *chain shirt +1* (104 gp), *rapier +1* (196 gp), *bracers of armor +1* (83 gp), *heavy mace +1* (193 gp), *banded mail +1* (117 gp), *cloak of resistance +1* (83 gp), *pearl of power 1st* (83 gp).

APL 12: L: 124 gp, C: 17 gp, M: *half plate +2* (396 gp), *greatsword +1* (196 gp), *chain shirt +1* (104 gp), *rapier +1* (196 gp), *bracers of armor +1* (83 gp), *heavy mace +1* (193 gp), *banded mail +1* (117 gp), *cloak of resistance +1* (83 gp), *pearl of power 1st* (83 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 124 gp, C: 60 gp, M: 1217 gp – Total: 1401 gp (900 gp).

APL 8: L: 124 gp, C: 317 gp, M: 1230 gp – Total: 1671 gp (1,300 gp).

APL 10: L: 124 gp, C: 817 gp, M: 1459 gp – Total: 2400 gp (2,300 gp).

APL 12: L: 124 gp, C: 850 gp, M: 2401 gp – Total: 3375 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

➤ **Disfavor of Farrier:** This PC has abused Farrier's trust. Farrier has banned this PC from the use of the Ramp. This PC must pay 1 additional TU for each of the next 4 Yeomanry adventures.

☛ **Favor of Farrier:** This PC has taken care of a problem for Farrier. The Yeoman engineer has spread the word; this favor counts as one generic Influence Point within Yeomanry.

☛ **The Lucky Charm:** This small bracer was given to you by a Yeoman maid. Although it looks plain and ordinary, the maid assured you it had brought her family good luck for years. The lacings to close the bracer are broken, and it has an unfamiliar design worked around the edges.

☛ **Strung Up!** You were defeated by the Keoish raiders who left you hung upside down and stripped down to your smallclothes. As word of this ignominy spreads, you receive a -2 circumstance penalty to all Cha-based checks in the Yeomanry for one year from the date on this AR.

☛ **The Keewee Invaders!:** You defeated the Keoish raiders, helping former Free Captain of Battles Baldric. He returns the favor by sponsoring your further advancement in the military. Next time you are nominated for promotion in the Yeoman military, you may spend this favor to have him cast his vote on your behalf (meaning you need only one other military PC at the table to vote for you). You must still meet any other requirements for promotion. AR this favor used on: _____.

☛ **Foreign Entanglements:** This PC allowed Handish to be killed. If you are a member of the Co7F or the military, you are immediately reduced to the lowest rank of the metaorganization. Co7F members are barred from promotion for one year from the date on this AR; military members are permanently barred from promotion and may never apply for the Free Guard.

☛ **Foreign Entanglements:** This PC told Handish about the plot against his son. Handish thanks you by granting you access (Frequency Adventure) to purchase the following items from Frostburn: flask of whale grease, snowshoes, winter fullcloth, crampons, portable hut, sugliin, ritiik.

☛ **Banished!:** This non-Yeoman PC acted in an unsavory way and was caught. They have been banished from the Yeomanry. Should this PC play another Yeomanry adventure within 3 months of the date on this AR; there is a 50% chance of them being recognized. This drops to 25% within 6 months, 10% within 9 months, and 5% within 12 months. If the PC is in the Singleton area or encounters former Free Captain of Battles Baldric, this percentage is doubled. If recognized, this PC is immediately seized and placed in jail (costs 4 additional TUs), after which they are escorted out of the Yeomanry and the time clock restarts.

Item Access

APL 6 (all of the following):

- Oil of Greater Magic Weapon +2 (Adventure; Dungeon Master's Guide)

- Oil of Magic Vestment +2 (Adventure; Dungeon Master's Guide)

APL 8 (all of APL 6 plus the following):

- Oil of Greater Magic Weapon +3 (Adventure; Dungeon Master's Guide)
- Oil of Magic Vestment +3 (Adventure; Dungeon Master's Guide)
- Ring of Feather Falling (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 6, 8 plus the following):

- Oil of Greater Magic Weapon +4 (Adventure; Dungeon Master's Guide)
- Oil of Magic Vestment +4 (Adventure; Dungeon Master's Guide)
- Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)
- Potion of Resist Energy (Acid) 30 (Adventure; Dungeon Master's Guide)
- Ring of Counterspells (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 6, 8, 10 plus the following):

- +1 Ki Focus Shortspear (Adventure; Dungeon Master's Guide)
- +2 Half-Plate (Adventure; Dungeon Master's Guide)
- Oil of Greater Magic Weapon +5 (Adventure; Dungeon Master's Guide)
- Oil of Magic Vestment +5 (Adventure; Dungeon Master's Guide)
- Ring of Protection +2 (Adventure; Dungeon Master's Guide)

ENCOUNTER 5

Advanced Fiendish Tyrg (Krenshar): Large Magical Beast; CR 6; HD 8d10+16; hp 72; Init +6; Spd 40 ft.; AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural); Base Atk/Grp: +8/+16; Atk +11 melee (1d8+4, bite); Full Atk +11 melee (1d8+4, bite) and +9 melee (1d6+4, 2 claws); SA Scare, Smite Good; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold and fire 10, scent, SR 13; AL LE; SV Fort +8, Ref +8, Will +3; Str 19, Dex 14, Con 15, Int 6, Wis 12, Cha 13.

Skills & Feats: Hide +7, Jump +13, Listen +5, Move Silently +7; Improved Initiative, Improved Natural Armor, Multiattack, Track^B.

Scare (Ex or Su): As a standard action, a tyrg can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a scare spell from a 3rd-level caster (Will DC 13 partial). A creature that successfully saves cannot be affected again by the same tyrg's scare ability for 24 hours. The shriek does not affect other tyrgs. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

Skills: Krenshars have a +4 racial bonus on Jump and Move Silently checks.

Smite Good (Su): Once per day, the tyrg can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Description: The tyrg is a strange, catlike carnivore with extremely flexible skin on its head. A typical tyrg measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.

Combat: Tyrgs use solitary scouts to drive prey into the waiting clutches of the pride. The scout appears from hiding, uses its scare ability, then chases the fleeing target to join the attack.

ENCOUNTER 8

Advanced Otyugh: Huge Aberration; CR 6; HD 10d8+40; hp 90; Init -1; Spd 20 ft.; AC 18, touch 7, flat-footed 18 (-2 size, -1 Dex, +11 natural armor); Base Atk/Grp: +10/+19; Atk +10 melee (1d8+4, tentacle); Full Atk +10 melee (1d8+4, 2 tentacles) and +7 melee (1d6+4, bite); SA Constrict 1d6, disease, improved grab; SQ Darkvision 60 ft., scent; AL N; SV Fort +7, Ref +2, Will +8; Str 19, Dex 8, Con 18, Int 5, Wis 12, Cha 6.

Skills & Feats: Hide +2*, Listen +6, Spot +6; Alertness, Multiattack, Toughness, Weapon Focus (tentacle).

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever—bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Languages: Common.

Description: A typical otyugh has a body 8 feet in diameter and weighs about 500 pounds.

Combat: An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden. Otyughs slash and squeeze opponents with their tentacles, which they also use to drag prey into their mouths.

ENCOUNTER 13

Akallod, Male Human (Suel) Ftr6: Medium Humanoid (Human); CR 6; HD 6d10+12; hp 54; Init +5; Spd 20 ft/x3; AC 18 (+8 armor [half plate]), touch 10, flat-footed 18; Base Atk/Grapple +6/+9; Atk +11 melee, (2d6+6; 19-20/x2, Greatsword +1); Full Atk +11/+6 melee (2d6+6; 19-20/x2, Greatsword +1), or +8 ranged (1d10; 19-20/x2, Heavy Crossbow); SA —; SQ —; AL LE; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +3, Intimidate +7, Jump -3, Listen +3, Ride +6, Spot +3, Swim -3; Dodge, Improved Initiative, Power Attack, Cleave, Great Cleave, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Power Critical (Greatsword).

Languages: Common, Ancient Sulioise.

Possessions: half plate armor +1, great sword +1, mw heavy crossbow, oil of greater magic weapon +2, oil of magic vestment +2.

Crulloc, Male Human (Suel) Rog6: Medium Humanoid (Human); CR 6; HD 6d6+12; hp 36; Init +7; Spd 30 ft/x4; AC 18 (+5 armor [chain shirt +1], +3 Dex), touch 13, flat-footed 15; Base Atk/Grapple +4/+5; Atk +9 melee (1d6+2; 18-20/x2, Rapier +1), Full Atk +9 melee (1d6+2; 18-20/x2, Rapier +1), or +8 ranged (1d6; 20/x3, Shortbow); SA sneak attack +3d6; SQ Uncanny Dodge (Ex), Trap Sense +2 (Ex), Evasion (Ex), Trapfinding (Ex); AL CE; SV Fort +4, Ref +8, Will +1; Str 12, Dex 16, Con 14, Int 13, Wis 8, Cha 10.

Skills & Feats: Climb +8, Disable Device +10, Gather Information +7, Hide +9, Listen +8, Move Silently +10, Open Lock +11, Search +10, Sense Motive +3, Sleight of

Hand +6, Spot +8, Tumble +10; Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (Rapier).

Languages: Common, Ancient Suloise.

Possessions: chain shirt +1, rapier +1, mw shortbow.

Emonzush: Male Human (Suel) Wiz6: Medium Humanoid (Human); CR 6; HD 6d4+12; hp 28; Init +5; Spd 30 ft/x4; AC 19 (+4 *mage armor*, +4 *shield*, +1 Dex), touch 11, flat-footed 18; Base Atk/Grapple +3/+2; Atk +3 melee (1d4-1, 19-20/x2, Dagger); Full Atk +3 melee (1d4-1; 19-20/x2, Dagger), **or** +2 melee (1d6-1; 20/x2, Quarterstaff); SA —; SQ Familiar; AL LE; SV Fort +4, Ref +3, Will +6; Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 10.

Skills & Feats: Concentration +11, Decipher Script +8, Hide +3, Knowledge (arcana) +12, Listen +3, Search +5, Spellcraft +14, Spot +3, Tumble +4; Dodge, Enlarge Spell, Improved Initiative, Spell Focus (Evocation), Spell Penetration, Scribe Scroll.

Languages: Common, Ancient Suel, Draconic.

Arcane Spells Known/Prepared (4/4/4/3, save DC = 13 + spell level): 0 – *Acid Splash*, *Detect Magic*, *Flare*, *Ray of Frost*, *Resistance*; 1st – *Burning Hands*, *Mage Armor*, *Magic Missile*, *Shield*; 2nd – *Bear's Endurance*, *Cat's Grace*, *Flaming Sphere*, *Scorching Ray*; 3rd – *Fireball*, *Haste*, *Lightning Bolt*.

Possessions: mw dagger, quarterstaff, bracers of armor +1.

Faezladun: Male Human (Suel) Clr6: Medium Humanoid (Human); CR 6; HD 6d8+12; hp 45; Init +1; Spd 20 ft/x3; AC 19 (+7 armor [banded mail +1], +1 shield, +1 Dex), touch 11, flat-footed 18; Base Atk/Grapple +4/+3; Atk +4 melee (1d8; 20/x2, heavy mace +1); Full Atk +4 melee (1d8; 20/x2, Heavy Mace +1, **or** +6 ranged (1d10; 19-20/x2, MW Heavy Crossbow); SA —; SQ Aura (Ex), Spontaneous Casting, Restricted Spells, Rebuke Undead (Su); AL LE; SV Fort +7, Ref +3, Will +8; Str 8, Dex 12, Con 14, Int 10, Wis 16, Cha 13.

Skills & Feats: Concentration +11, Heal +12, Knowledge (religion) +9; Divine Shield, Domain Focus (Destruction; Madness), Divine Spell Power.

Languages: Common, Ancient Suloise.

Divine Spells Prepared (5/5/5/4, save DC = 13 + spell level): 0 – *Cure Minor Wounds* (x2), *Detect Magic*, *Light*, *Resistance*; 1st – *Bane*, *Bless*, *Confusion*, *Lesser**, *Cure Light Wounds*, *Divine Favor*; 2nd – *Aid*, *Calm Emotions*, *Cure Moderate Wounds*, *Hold Person*, *Touch of Madness**; 3rd – *Bestow Curse*, *Cure Serious Wounds*, *Dispel Magic*, *Rage**.

*Domain spell. Domains: Destruction (You can smite an opponent once per day, gaining a +4 bonus to your attack and +6 to damage.), Madness (You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day you can add 4 to a single Wisdom-based check or Will save.).

Possessions: banded mail +1, mw light steel shield, heavy mace +1, mw heavy crossbow.

APPENDIX 2 – APL 8

ENCOUNTER 5

Advanced Fiendish Tyrg (Krenshar): Large Magical Beast; CR 6; HD 8d10+16; hp 72; Init +6; Spd 40 ft.; AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural); Base Atk/Grp: +8/+16; Atk +11 melee (1d8+4, bite); Full Atk +11 melee (1d8+4, bite) and +9 melee (1d6+4, 2 claws); SA Scare, Smite Good; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold and fire 10, scent, SR 13; AL LE; SV Fort +8, Ref +8, Will +3; Str 19, Dex 14, Con 15, Int 6, Wis 12, Cha 13.

Skills & Feats: Hide +7, Jump +13, Listen +5, Move Silently +7; Improved Initiative, Improved Natural Armor, Multiattack, Track^B.

Scare (Ex or Su): As a standard action, a tyrg can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a scare spell from a 3rd-level caster (Will DC 13 partial). A creature that successfully saves cannot be affected again by the same tyrg's scare ability for 24 hours. The shriek does not affect other tyrgs. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

Skills: Krenshars have a +4 racial bonus on Jump and Move Silently checks.

Smite Good (Su): Once per day, the tyrg can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Description: The tyrg is a strange, catlike carnivore with extremely flexible skin on its head. A typical tyrg measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.

Combat: Tyrgs use solitary scouts to drive prey into the waiting clutches of the pride. The scout appears from hiding, uses its scare ability, then chases the fleeing target to join the attack.

ENCOUNTER 8

Advanced Otyugh: Huge Aberration; CR 7; HD 14d8+56; hp 126; Init -1; Spd 20 ft.; AC 19, touch 7, flat-footed 19 (-2 size, -1 Dex, +12 natural armor); Base Atk/Grp: +10/+23; Atk +14 melee (1d8+5, tentacle); Full Atk +14 melee (1d8+5, 2 tentacles) and +11 melee (1d6+5, bite); SA Constrict 1d6, disease, improved grab; SQ Darkvision 60 ft., scent; AL N; SV Fort +8, Ref +3, Will +10; Str 20, Dex 8, Con 18, Int 5, Wis 12, Cha 6.

Skills & Feats: Hide +4*, Listen +7, Spot +7; Alertness, Improved Natural Armor, Multiattack, Toughness, Weapon Focus (tentacle).

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever—bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Languages: Common.

Description: A typical otyugh has a body 8 feet in diameter and weighs about 500 pounds.

Combat: An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden. Otyughs slash and squeeze opponents with their tentacles, which they also use to drag prey into their mouths.

ENCOUNTER 13

Akallod, Male Human (Suel) Ftr8: Medium Humanoid (Human); CR 8; HD 8d10+16; hp 72; Init +6; Spd 20 ft/x3; AC 18 (+8 armor [half plate +1]), touch 10, flat-footed 18; Base Atk/Grapple +8/+11; Atk +14 melee, (2d6+6; 19-20/x2, Greatsword +1); Full Atk +14/+9 melee (2d6+6; 19-20/x2, Greatsword +1), or +11 ranged (1d10; 19-20/x2, MW Heavy Crossbow); SA —; SQ —; AL LE; SV Fort +8, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +4, Intimidate +8, Jump -2, Listen +4, Ride +8, Spot +3, Swim -3; Dodge, Improved Initiative, Power Attack, Cleave, Great Cleave, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Greater Weapon Focus (Greatsword), Power Critical (Greatsword).

Languages: Common, Ancient Suloise.

Possessions: half plate armor +1, great sword +1, mw heavy crossbow, oil of greater magic weapon +3, oil of magic vestment +3.

Crulloc, Male Human (Suel) Rog8: Medium Humanoid (Human); CR 8; HD 8d6+16; hp 48; Init +7; Spd 30 ft/x4; AC 18 (+5 armor [chain shirt +1], +3 Dex), touch 13, flat-footed 15; Base Atk/Grapple +6/+7; Atk +11 melee (1d6+2; 18-20/x2, Rapier +1), Full Atk +11/+6 melee (1d6+2; 18-20/x2, Rapier +1), or +10/+5 ranged (1d6; 20/x3, MW Shortbow); SA sneak attack +4d6; SQ Uncanny Dodge (Ex), Improved Uncanny Dodge (Ex), Trap Sense +2 (Ex), Evasion (Ex), Trapfinding (Ex); AL CE; SV Fort +4, Ref +9, Will +1; Str 12, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

Skills & Feats: Climb +11, Disable Device +12, Gather Information +7, Hide +13, Listen +8, Move Silently+13,

Open Lock +14, Search +10, Sense Motive +3, Sleight of Hand +7, Spot +10, Tumble +12; Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (Rapier).

Languages: Common, Ancient Suloise.

Possessions: chain shirt +1, rapier +1, mw shortbow.

Emonzush: Male Human (Suel) Wiz8: Medium Humanoid (Human); CR 8; HD 8d4+16; hp 36; Init +6; Spd 30 ft/x4; AC 20 (+4 *mage armor*, +4 *shield*, +2 Dex), touch 12, flat-footed 18; Base Atk/Grapple +4/+3; Atk +4 melee (1d4-1, 19-20/x2, MW Dagger); Full Atk +4 melee (1d4-1; 19-20/x2, MW Dagger), **or** +3 melee (1d6-1; 20/x2, Quarterstaff); SA —; SQ Familiar, Evoker; AL LE; SV Fort +4, Ref +4, Will +7; Str 8, Dex 14, Con 14, Int 16, Wis 12, Cha 10.

Skills & Feats: Concentration +13, Decipher Script +14, Hide +4, Knowledge (arcana) +14, Listen +3, Search +5, Spellcraft +16, Spot +3, Tumble +5; Dodge, Enlarge Spell, Improved Initiative, Spell Focus (Evocation), Spell Penetration, Scribe Scroll.

Languages: Common, Ancient Suel, Draconic.

Arcane Spells Known/Prepared (5/6/5/5/3, save DC = 13 + spell level): 0 — *Acid Splash*, *Detect Magic*, *Flare*, *Ray of Frost*, *Resistance*; 1st — *Burning Hands*, *Mage Armor*, *Magic Missile* (x3), *Shield*; 2nd — *Bear's Endurance*, *Cat's Grace*, *Flaming Sphere*, *Mirror Image*, *Scorching Ray*; 3rd — *Fireball* (x2), *Haste*, *Lightning Bolt* (x2); 4th — *Dimension Door*, *Fire Shield*, *Wall of Fire*.

Possessions: dagger, quarterstaff.

Faezladun: Male Human (Suel) Clr8: Medium Humanoid (Human); CR 8; HD 8d8+16; hp 60; Init +1; Spd 20 ft/x3; AC 19 (+7 armor [banded mail +1], +1 shield, +1 Dex), touch 11, flat-footed 18; Base Atk/Grapple +6/+5; Atk +6 melee (1d8; 20/x2, heavy mace +1); Full Atk +6/+1 melee (1d8; 20/x2, Heavy Mace +1), **or** +8 ranged (1d10; 19-20/x2, MW Heavy Crossbow); SA —; SQ Aura (Ex), Spontaneous Casting, Restricted Spells, Rebuke Undead (Su); AL LE; SV Fort +8, Ref +3, Will +9; Str 8, Dex 12, Con 14, Int 10, Wis 16, Cha 14.

Skills & Feats: Concentration +13, Heal +14, Knowledge (religion) +11; Divine Shield, Domain Focus (Destruction; Madness), Divine Spell Power.

Languages: Common, Ancient Suloise.

Divine Spells Known/Prepared (6/6/5/5/3, save DC = 13 + spell level): 0 — *Cure Minor Wounds* (x2), *Detect Magic*, *Light*, *Resistance* (x2); 1st — *Bane*, *Bless*, *Confusion*, *Lesser**, *Cure Light Wounds* (x2), *Divine Favor*; 2nd — *Aid*, *Calm Emotions*, *Cure Moderate Wounds*, *Hold Person*, *Touch of Madness**; 3rd — *Bestow Curse*, *Cure Serious Wounds*, *Dispell Magic*, *Rage**, *Searing Light*; 4th — *Castigate*, *Confusion**, *Cure Critical Wounds*.

*Domain spell. Domains: Destruction (You can smite an opponent once per day, gaining a +4 bonus to your attack and +8 to damage.), Madness (You subtract 1 from all

Wisdom-based skill checks and all Will saves. However, once per day you can add 4 to a single Wisdom-based check or Will save.).

Possessions: banded mail +1, mw light steel shield, heavy mace +1, mw heavy crossbow.

APPENDIX 3 – APL 10

ENCOUNTER 5

Advanced Fiendish Displacer Beast: Huge Magical Beast; CR 10; HD 15d10+75; hp 169; Init +6; Spd 40 ft.; AC 18, touch 10, flat-footed 16 (-2 size, +2 Dex, +8 natural); Base Atk/Grp: +15/+31; Atk +22 melee (1d8+8, tentacle); Full Atk +22 melee (1d8+8, 2 tentacles) and +16 melee (2d6+6, bite); SA Smite good; SQ Damage reduction 10/magic, darkvision 60 ft., displacement, low-light vision, resistance to cold and fire 10, resistance to ranged attacks, SR 20; AL LE; SV Fort +14, Ref +11, Will +6; Str 26, Dex 15, Con 20, Int 5, Wis 12, Cha 8.

Skills & Feats: Hide +13, Listen +7, Move Silently +9, Spot +7; Dodge, Improved Initiative, Weapon Focus (tentacle).

Displacement (Su): a light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attack (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: A displacer beast has a +8 racial bonus on Hide checks, thanks to its displacement ability.

Smite Good (Su): Once per day, the tyrg can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Description: The displacer beast is a savage and stealthy carnivore that resembles a puma in some respects.

Displacer beasts favor small game but will eat anything they can catch. They regard all other creatures as prey and tend to attack anything they meet. They have a deep-seated hatred of blink dogs, and the two attack each other ruthlessly when their paths cross. A displacer beast is the size of a Bengal tiger, about 9 feet long and weighing about 500 pounds.

Combat: Displacer beasts tear at opponents with their tentacles and bite foes that get close.

Languages: Displacer beasts speak Common.

ENCOUNTER 8

Advanced Fiendish Otyugh: Huge Aberration; CR 9; HD 14d8+56; hp 126; Init -1; Spd 20 ft.; AC 19, touch 7, flat-footed 19 (-2 size, -1 Dex, +12 natural armor); Base Atk/Grp: +10/+23; Atk +14 melee (1d8+5, tentacle); Full Atk +14 melee (1d8+5, 2 tentacles) and +11 melee (1d6+5, bite); SA Constrict 1d6, disease, improved grab, smite good; SQ Darkvision 60 ft., damage reduction 10/magic,

resistance to cold and fire 10, scent, SR 19; AL NE; SV Fort +8, Ref +3, Will +10; Str 20, Dex 8, Con 18, Int 5, Wis 12, Cha 6.

Skills & Feats: Hide +4*, Listen +7, Spot +7; Alertness, Improved Natural Armor, Multiattack, Toughness, Weapon Focus (tentacle).

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever—bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Smite Good (Su): Once per day, the tyrg can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Languages: Common.

Description: A typical otyugh has a body 8 feet in diameter and weighs about 500 pounds.

Combat: An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden. Otyughs slash and squeeze opponents with their tentacles, which they also use to drag prey into their mouths.

ENCOUNTER 13

Akallod, Male Human (Suel) Ftr10: Medium Humanoid (Human); CR 10; HD 10d10+20; hp 90; Init +6; Spd 20 ft/x3; AC 18 (+8 armor [half plate]), touch 10, flat-footed 18; Base Atk/Grapple +10/+13; Atk +16 melee (2d6+6; 17-20/x2, Greatsword +1); Full Atk +16/+11 melee (2d6+6; 17-20/x2, Greatsword +1), or +13 ranged (1d10; 19-20/x2, Heavy Crossbow); SA —; SQ —; AL LE; SV Fort +9, Ref +5, Will +4; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +4, Handle Animal +1, Intimidate +9, Jump -1, Listen +4, Ride +9, Spot +3, Swim -2; Dodge, Mobility, Improved Critical (Greatsword), Improved Initiative, Power Attack, Cleave, Great Cleave, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Greater Weapon Focus (Greatsword), Power Critical (Greatsword).

Languages: Common, Ancient Suloise.

Possessions: half plate armor +1, great sword +1, mw heavy crossbow, oil of greater magic weapon +4, oil of magic vestment +4.

Crulloc, Male Human (Suel) Rog10: Medium Humanoid (Human); CR 10; HD 10d6+20; hp 60; Init +7;

Spd 30 ft/x4; AC 18 (+5 armor [chain shirt +1], +3 Dex), touch 13, flat-footed 15; Base Atk/Grapple +7/+8; Atk +12 melee (1d6+2; 18-20/x2, Rapier +1), Full Atk +12/+7 melee (1d6+2; 18-20/x2, Rapier +1), or +11/+6 ranged (1d6; 20/x3, MW Shortbow); SA sneak attack +5d6; SQ Uncanny Dodge (Ex), Improved Uncanny Dodge (Ex), Trap Sense +3 (Ex), Evasion (Ex), Trapfinding (Ex), Improved Evasion (Ex); AL CE; SV Fort +5, Ref +10, Will +2; Str 12, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

Skills & Feats: Climb +13, Disable Device +14, Gather Information +9, Hide +15, Listen +10, Move Silently+15, Open Lock +16, Search +12, Sense Motive +3, Sleight of Hand +8, Spot +12, Tumble +13; Dodge, Mobility, Improved Initiative, Weapon Finesse, Weapon Focus (Rapier).

Languages: Common, Ancient Suloise.

Possessions: chain shirt +1, rapier +1, mw shortbow.

Emonzush: Male Human (Suel) Wiz10: Medium Humanoid (Human); CR 10; HD 10d4+20; hp 45; Init +6; Spd 30 ft/x4; AC 20 (+4 *mage armor*, +4 *shield*, +2 Dex), touch 12, flat-footed 18; Base Atk/Grapple +5/+4; Atk +5 melee (1d4-1, 19-20/x2, MW Dagger); Full Atk +5 melee (1d4-1; 19-20/x2, MW Dagger), **or** +4 melee (1d6-1; 20/x2, Quarterstaff); SA —; SQ Familiar, Evoker; AL LE; SV Fort +6, Ref +6, Will +9; Str 8, Dex 14, Con 14, Int 16, Wis 12, Cha 10.

Skills & Feats: Concentration +15, Decipher Script +14, Hide +4, Knowledge (arcana) +16, Listen +6, Search +5, Spellcraft +18, Spot +3, Tumble +5; Dodge, Enlarge Spell, Improved Initiative, Spell Focus (Evocation), Spell Penetration, Greater Spell Penetration, Spell Mastery, Scribe Scroll.

Languages: Common, Ancient Suel, Draconic.

Arcane Spells Known/Prepared (5/6/6/5/4/3, save DC = 13 + spell level): 0 — *Acid Splash*, *Detect Magic*, *Flare*, *Ray of Frost*, *Resistance*; 1st — *Burning Hands*, *Mage Armor*, *Magic Missile* (x3), *Shield*; 2nd — *Bear's Endurance*, *Cat's Grace*, *Flaming Sphere*, *Mirror Image*, *Scorching Ray* (x2); 3rd — *Fireball* (x2), *Haste*, *Lightning Bolt* (x2); 4th — *Dimension Door*, *Evard's Black Tentacles*, *Fire Shield*, *Wall of Fire*; 5th — *Baleful Polymorph*, *Break Enchantment*, *Cone of Cold*.

Possessions: mw dagger, quarterstaff, bracers of armor +1, pearl of power 1st, cloak of resistance +1.

Faezladun: Male Human (Suel) Clr10: Medium Humanoid (Human); CR 10; HD 10d8+20; hp 75; Init +1; Spd 20 ft/x3; AC 19 (+7 armor [banded mail +1], +1 shield, +1 Dex), touch 11, flat-footed 18; Base Atk/Grapple +7/+6; Atk +7 melee (1d8; 20/x2, heavy mace +1); Full Atk +7/+2 melee (1d8; 20/x2, Heavy Mace +1), **or** +9 ranged (1d10; 19-20/x2, MW Heavy Crossbow); SA —; SQ Aura (Ex), Spontaneous Casting, Restricted Spells, Rebuke Undead (Su); AL LE; SV Fort +9, Ref +4, Will +10; Str 8, Dex 12, Con 14, Int 10, Wis 16, Cha 14.

Skills & Feats: Concentration +15, Heal +16, Knowledge (religion) +13; Divine Shield, Divine Vigor, Domain Focus (Destruction; Madness), Divine Spell Power.

Languages: Common, Ancient Suloise.

Divine Spells Known/Prepared (6/6/6/5/4/3, save DC = 13 + spell level): 0 — *Cure Minor Wounds* (x2), *Detect Magic*, *Light*, *Resistance* (x2); 1st — *Bane*, *Bless*, *Lesser Confusion**, *Cure Light Wounds* (x2), *Divine Favor*; 2nd — *Aid*, *Calm Emotions*, *Cure Moderate Wounds*, *Hold Person*, *Touch of Madness**; 3rd — *Bestow Curse*, *Cure Serious Wounds*, *Dispel Magic*, *Rage**, *Searing Light*; 4th — *Castigate*, *Confusion**, *Cure Critical Wounds*, *Greater Magic Weapon*; 5th — *Break Enchantment*, *Flame Strike*, *Mass Inflict Light Wounds**.

*Domain spell. Domains: Destruction (You can smite an opponent once per day, gaining a +4 bonus to your attack and +10 to damage.), Madness (You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day you can add 5 to a single Wisdom-based check or Will save.).

Possessions: banded mail +1, mw light steel shield, heavy mace +1, mw heavy crossbow.

APPENDIX 4 – APL 12

ENCOUNTER 5

Advanced Fiendish Displacer Beast: Huge Magical Beast; CR 10; HD 15d10+75; hp 169; Init +6; Spd 40 ft.; AC 18, touch 10, flat-footed 16 (-2 size, +2 Dex, +8 natural); Base Atk/Grp: +15/+31; Atk +22 melee (1d8+8, tentacle); Full Atk +22 melee (1d8+8, 2 tentacles) and +16 melee (2d6+6, bite); SA Smite good; SQ Damage reduction 10/magic, darkvision 60 ft., displacement, low-light vision, resistance to cold and fire 10, resistance to ranged attacks, SR 20; AL LE; SV Fort +14, Ref +11, Will +6; Str 26, Dex 15, Con 20, Int 5, Wis 12, Cha 8.

Skills & Feats: Hide +13, Listen +7, Move Silently +9, Spot +7; Dodge, Improved Initiative, Weapon Focus (tentacle).

Displacement (Su): a light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attack (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: A displacer beast has a +8 racial bonus on Hide checks, thanks to its displacement ability.

Smite Good (Su): Once per day, the tyrg can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Description: The displacer beast is a savage and stealthy carnivore that resembles a puma in some respects.

Displacer beasts favor small game but will eat anything they can catch. They regard all other creatures as prey and tend to attack anything they meet. They have a deep-seated hatred of blink dogs, and the two attack each other ruthlessly when their paths cross. A displacer beast is the size of a Bengal tiger, about 9 feet long and weighing about 500 pounds.

Combat: Displacer beasts tear at opponents with their tentacles and bite foes that get close.

Languages: Displacer beasts speak Common.

ENCOUNTER 8

Advanced Fiendish Otyugh: Huge Aberration; CR 10; HD 18d8+72; hp 162; Init -1; Spd 20 ft.; AC 19, touch 7, flat-footed 19 (-2 size, -1 Dex, +12 natural armor); Base Atk/Grp: +13/+26; Atk +17 melee (2d6+5, tentacle); Full Atk +17 melee (2d6+5, 2 tentacles) and +14 melee (1d6+5, bite); SA Constrict 1d6, disease, improved grab, smite good; SQ Darkvision 60 ft., damage reduction 10/magic,

resistance to cold and fire 10, scent, SR 23; AL NE; SV Fort +10, Ref +5, Will +12; Str 21, Dex 8, Con 18, Int 5, Wis 12, Cha 6.

Skills & Feats: Hide +6*, Listen +8, Spot +8; Alertness, Improved Natural Armor, Improved Natural Attack (tentacle), Multiattack, Toughness, Weapon Focus (tentacle).

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever—bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Smite Good (Su): Once per day, the tyrg can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Languages: Common.

Description: A typical otyugh has a body 8 feet in diameter and weighs about 500 pounds.

Combat: An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden. Otyughs slash and squeeze opponents with their tentacles, which they also use to drag prey into their mouths.

ENCOUNTER 13

Akallod, Male Human (Suel) Ftr12: Medium Humanoid (Human); CR 12; HD 12d10+24; hp 108; Init +6; Spd 20 ft/x3; AC 19 (+9 armor [half plate +2]), touch 10, flat-footed 19; Base Atk/Grapple +12/+15; Atk +18 melee, (2d6+6; 17-20/x2, Greatsword +1); Full Atk +18/+13/+8 melee (2d6+6; 17-20/x2, Greatsword +1), or +15 ranged (1d10; 19-20/x2, MW Heavy Crossbow); SA —; SQ —; AL LE; SV Fort +10, Ref +6, Will +5; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +4, Handle Animal +1, Intimidate +10, Jump -1, Listen +4, Ride +10, Spot +3, Swim -2, Tumble -2; Dodge, Mobility, Spring Attack, Improved Critical (Greatsword), Improved Initiative, Power Attack, Cleave, Great Cleave, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Greater Weapon Focus (Greatsword), Power Critical (Greatsword), Danger Sense.

Languages: Common, Ancient Suloise.

Possessions: half plate armor +2, great sword +1, mw heavy crossbow, oil of greater magic weapon +5, oil of magic vestment +5.

Crulloc, Male Human (Suel) Rog12: Medium Humanoid (Human); CR 12; HD 12d6+24; hp 72; Init +8; Spd 30 ft/x4; AC 19 (+5 armor [chain shirt +1], +4 dex), touch 14, flat-footed 15; Base Atk/Grapple +9/+10; Atk +15 melee (1d6+2; 18-20/x2, Rapier +1); Full Atk +15/+10 melee (1d6+2; 18-20/x2, Rapier +1), or +14/+9 ranged (1d6; 20/x3, MW Shortbow); SA sneak attack +6d6; SQ Uncanny Dodge (Ex), Improved Uncanny Dodge (Ex), Trap Sense +4 (Ex), Evasion (Ex), Improved Evasion, Sneak Attack, Trapfinding (Ex); AL CE; SV Fort +6, Ref +12, Will +3; Str 12, Dex 18, Con 14, Int 13, Wis 8, Cha 10.

Skills & Feats: Climb +15, Disable Device +16, Gather Information +11, Hide +18, Listen +12, Move Silently+18, Open Lock +19, Search +14, Sense Motive +3, Sleight of Hand +9, Spot +14, Tumble +16; Combat Expertise, Dodge, Mobility, Improved Initiative, Weapon Finesse, Weapon Focus (Rapier).

Languages: Common, Ancient Suloise.

Possessions: chain shirt +1, rapier +1, mw shortbow.

Emonzush: Male Human (Suel) Wiz12: Medium Humanoid (Human); CR 12; HD 12d4+24; hp 54; Init +6; Spd 30 ft/x4; AC 20 (+4 *mage armor*, +4 *shield*, +2 dex), touch 12, flat-footed 18; Base Atk/Grapple +6/+5; Atk +6 melee (1d4-1, 19-20/x2, MW Dagger); Full Atk +6/+1 melee (1d4-1; 19-20/x2, MW Dagger), **or** +5/+0 melee (1d6-1; 20/x2, Quarterstaff); SA —; SQ Familiar, Evoker; AL LE; SV Fort +7, Ref +7, Will +10; Str 8, Dex 14, Con 14, Int 17, Wis 12, Cha 10.

Skills & Feats: Concentration +17, Decipher Script +14, Hide +4, Knowledge (arcana) +18, Listen +6, Search +6, Spellcraft +20, Spot +4, Tumble +6; Combat Casting, Dodge, Enlarge Spell, Improved Initiative, Spell Focus (Evocation), Spell Penetration, Greater Spell Penetration, Scribe Scroll, Spell Mastery.

Languages: Common, Ancient Suel, Draconic.

Arcane Spells Known/Prepared (5/6/6/6/4/4/3, save DC = 13 + spell level): 0 — *Acid Splash*, *Detect Magic*, *Flare*, *Ray of Frost*, *Resistance*; 1st — *Burning Hands*, *Mage Armor*, *Magic Missile* (x3), *Shield*; 2nd — *Bear's Endurance*, *Cat's Grace*, *Flaming Sphere*, *Mirror Image*, *Scorching Ray* (x2); 3rd — *Fireball* (x2), *Haste*, *Lightning Bolt* (x2), *Magic Circle Against Good*; 4th — *Dimension Door*, *Evard's Black Tentacles*, *Fire Shield*, *Wall of Fire*; 5th — *Baleful Polymorph*, *Break Enchantment*, *Cone of Cold*, *Summon Monster V*; 6th — *Chain Lightning*, *Mass Bear's Endurance*, *Disintegrate*.

Possessions: mw dagger, quarterstaff, bracers of armor +1, pearl of power 1st, cloak of resistance +1.

Faezladun: Male Human (Suel) Clr12: Medium Humanoid (Human); CR 12; HD 12d8+24; hp 90; Init +1; Spd 20 ft/x3; AC 19 (+7 armor [banded mail +1], +1 shield, +1 dex), touch 11, flat-footed 18; Base Atk/Grapple +9/+8; Atk +9 melee (1d8; 20/x2 heavy mace +1); Full Atk +9/+4 melee (1d8; 20/x2, Heavy Mace +1), **or** +11 ranged

(1d10; 19-20/x2, MW Heavy Crossbow); SA —; SQ Aura (Ex), Spontaneous Casting, Restricted Spells, Rebuke Undead (Su); AL LE; SV Fort +10, Ref +5, Will +11; Str 8, Dex 12, Con 14, Int 10, Wis 17, Cha 14.

Skills & Feats: Concentration +17, Heal +18, Knowledge (religion) +15; Combat Casting, Divine Vigor, Divine Shield, Domain Focus (Destruction; Madness), Divine Spell Power.

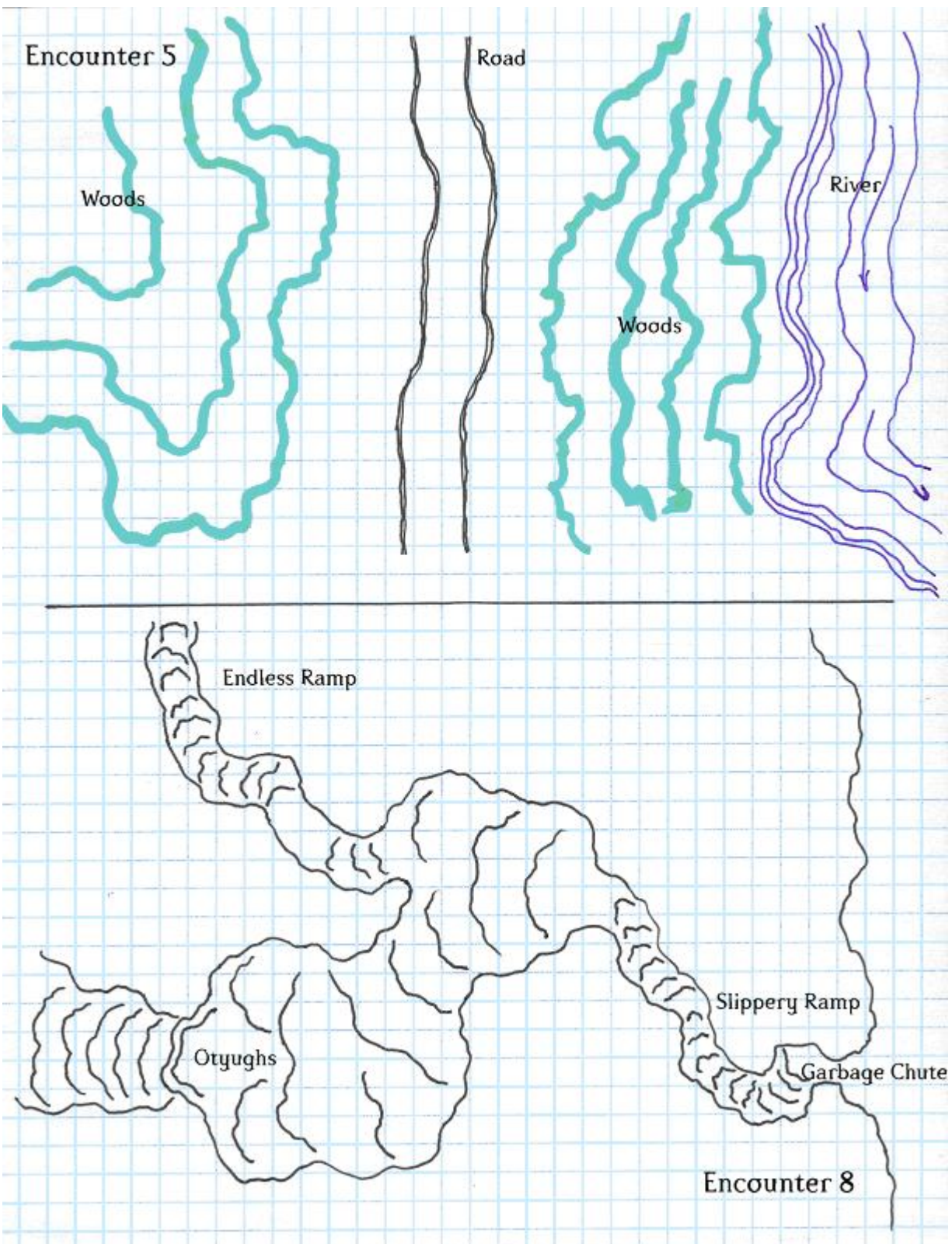
Languages: Common, Ancient Suloise.

Divine Spells Known/Prepared (6/7/6/6/4/4/3, save DC = 13 + spell level): 0 — *Cure Minor Wounds* (x2), *Detect Magic*, *Light*, *Resistance* (x2); 1st — *Bane*, *Bless*, *Lesser Confusion**, *Cure Light Wounds* (x2), *Divine Favor*, *Lesser Vigor*; 2nd — *Aid*, *Calm Emotions*, *Cure Moderate Wounds*, *Darkness*, *Hold Person*, *Touch of Madness**; 3rd — *Bestow Curse*, *Cure Serious Wounds*, *Dispel Magic*, *Rage**, *Mass Resist Energy*, *Searing Light*; 4th — *Castigate*, *Confusion**, *Cure Critical Wounds*, *Greater Magic Weapons*; 5th — *Break Enchantment*, *Flame Strike*, *Spell Resistance*, *Mass Inflict Light Wounds**; 6th — *Greater Dispel Magic*, *Harm**, *Heal*.

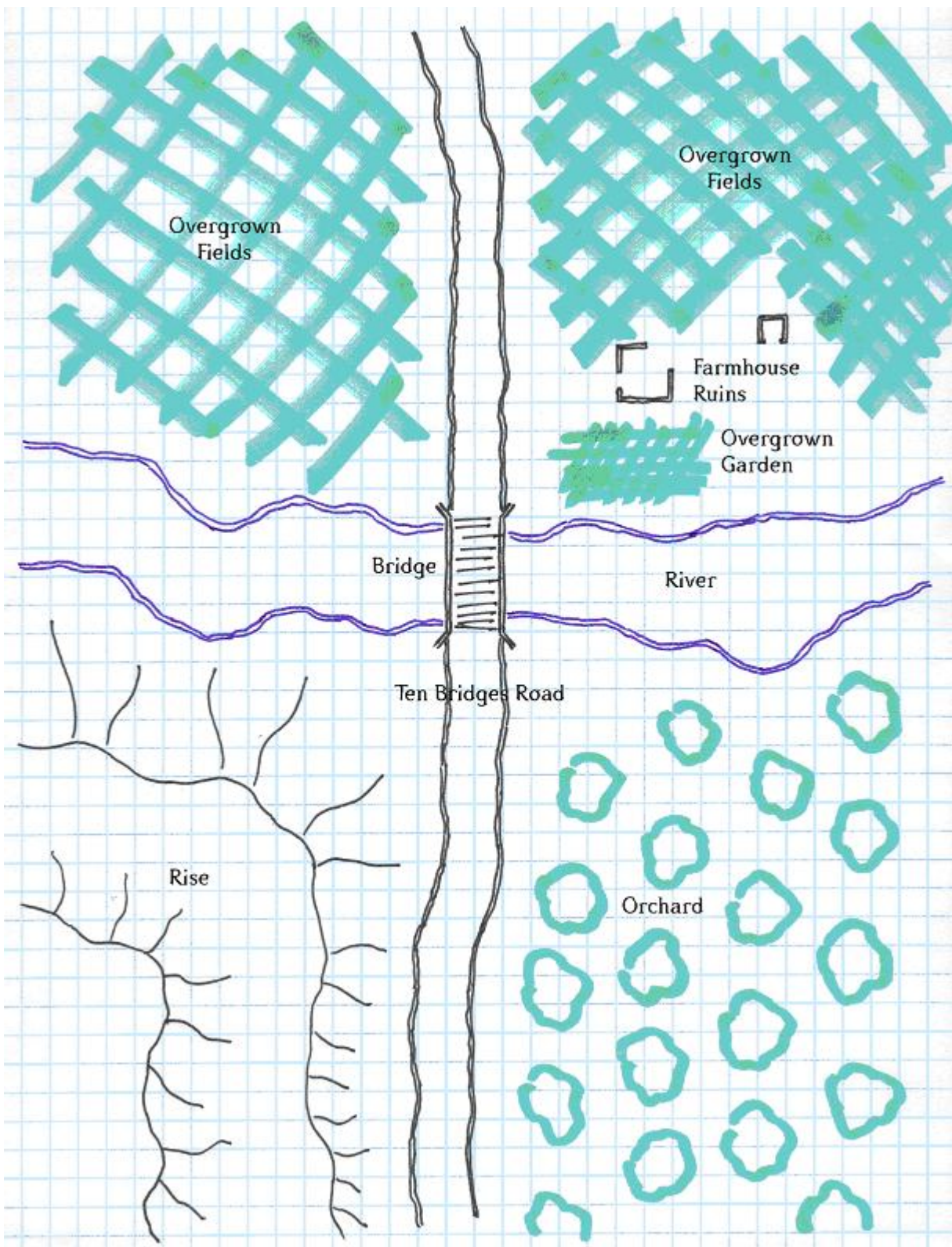
*Domain spell. Domains: Destruction (You can smite an opponent once per day, gaining a +4 bonus to your attack and +12 to damage.), Madness (You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day you can add 6 to a single Wisdom-based check or Will save.).

Possessions: banded mail +1, mw light steel shield, heavy mace +1, heavy crossbow.

DM AID: MAP #1 – ENCOUNTERS FIVE & EIGHT



DM AID: MAP #2 – ENCOUNTER THIRTEEN



PLAYER HANDOUT #1 – MELINDA'S LETTER

Baldric—

I'm sending this letter with a group of militia. Send them back with your reply and results when you can.

I know you have your hands full there, but I need you to look into this. I've had word that the Freeholder may be secreted near Singleton, possibly in the mines at Rhuek-Mehgar. I know it's a long shot, but we have to check into it regardless.

If you don't have anyone to send, you can send these messengers, otherwise once you've checked into it, send them back. Until then they're at your disposal.

Regarding the Keeweess, however, we've also heard that Count Manz is moving troops in Cryllor to the border in preparation for crossing the Javan for "peacekeeping" and to ensure that the supply of ore isn't interrupted.

I've made it clear to Kimbertos that we will look unkindly on any incursion into the Singleton area, but you know as well as I, perhaps better, how easily Kimbertos would find it to claim he never received our message. Hopefully, the abundance of militia from the Army of Freedom who settled in the area will give Manz pause.

Keep a close watch, Captain. You may need to activate all your men at arms to keep the Keeweess out. We've dispersed the Army of Freedom on the Eastern borders, but mostly in the north, at Forts August, Freeman, Rockturn and Ernest. Send word when the situation warrants and help will come.

Whatever comes, do everything you can to keep the Keeweess out, but find the Freeholder if at all possible.

Melinda

DM AID: AR CHEAT SHEET

Action taken by PCs	APL			
If the “maid” gave or planted the bracer on the PCs and they did not throw it out or give it to anyone, award this to the 1 PC carrying the bracer.	ALL	The Lucky Charm		
IF the PCs agreed to help Farrier and then failed to do so for any reason, award this to all PCs in the party.	ALL	Disfavor of Farrier		
IF the PCs helped Farrier by defeating the Otyughs and bringing back proof, award this to all PCs in the party.	ALL	Favor of Farrier		
IF the PCs defeat the Otyughs AND make a DC 25 search check in the garbage, they gain access to the following.	APL 8	Ring of Feather Falling		
		Potion of Resist Energy 30 (acid)		
	APL 10 APL 12	+1 Ki Focus Shortspear		
If a PC directly or indirectly causes Handish the merchant to be killed, award that PC this item.	ALL	Foreign Entanglements (first one)		
If a PC(s) tells Handish about the plot against him by his son, award that PC(s) this item.	ALL	Foreign Entanglements (second one)		
IF the PCs defeat the raiders they may get access to the following, ONLY IF THE ITEMS WERE NOT USED UP BY THE NPCS IN COMBAT.	APL 6	Oil of Greater Magic Weapon +2		Oil of Magic Vestment +2
	APL 8	Oil of Greater Magic Weapon +3		Oil of Magic Vestment +3
	APL 10	Oil of Greater Magic Weapon +4		Oil of Magic Vestment +4
		Pearl of Power 1 st		Ring of Counterspells
	APL 12	Oil of Greater Magic Weapon +5		Oil of Magic Vestment +5
		+2 Half Plate		Ring of Protection +2
If the PCs defeat the raiders, award this to all PCs in the party.	ALL	The Keewee Invaders!		
If the PCs were defeated by the raiders, award this to all PCs.	ALL	Strung Up!		
If a non-Yeoman PCs acts in a way which Baldric finds offensive or unsavory, award this to that PC only.	ALL	Banished!		