

SHL6-05

# A Very Bad Day

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Shield Lands Regional Adventure

Version 1.0

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A stormy day, a bad lunch, and a man in need, all lead to a disappointing afternoon. But when the giants started showing up, well, you just knew it was going to get worse. Can the PCs help a noble family restore its dignity, or will it end up simply a very bad day? A Shield Lands Regional Adventure for intrepid heroes APL 2 to 10.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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 [poc@shieldlands.net](mailto:poc@shieldlands.net); for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

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## 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 one (1) point.

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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 Appendix 1.

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

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

Animals with different CRs are determined separately

using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up 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.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-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 Shield Lands. Characters native to the Shield Lands pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer

other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that 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

A mysterious red-haired woman, possibly of demonic origin, has been a constant source of grief and misery for the Shield Lands. Using her superior spying and masterful tactical experience she infiltrates the reclaimed lands and spreads rumor and deceit. She especially excels at manipulating people into doing her work for her, taking great joy in causing good people to do bad things.

When the forces of Iuz spilled into the Shield Lands, the crossroad town and keep of Docamald was overwhelmed. Its people fled south to lands better defended, but had little time to pack up anything but their most valuable possessions. The noble family was no different.

## Adventure Summary

This adventure centers around what the PCs perceive as the noble Docamald family attempting to reclaim a small portion of their lost dignity. In reality, they are being cunningly manipulated by a black-hearted woman for her evil purposes.

The adventure begins with the PCs spending a miserable, drizzly day in a Critwall pub. The meal is less than desirable and the company not much better. Luckily, a small boy appears telling the PCs that they have been requested by an employer of his. The PCs ask some various questions and head off to meet the boys employer.

Encounter One has the PCs meeting one Shinji Taoland, a trusted servant for the Docamald family. She tells the party that the family has recently discovered the

whereabouts of a formally lost Docamald scepter of both personal and political significance. Unfortunately, the relic is stuck in the basement of their family keep in the occupied lands. The servant explains in detail how the PCs can help and offers a reward suitable of such powerful adventurers. In reality, the servant is the a familiar demonic villainess utilizing a cunning disguise to fool the PCs. The party either takes her word for the mission or does their own research before accepting the mission. Failure to accept the mission or the discovery of the woman's true nature leads to an alternative encounter that will hopefully put the PCs back on the adventure track.

Encounter Two puts the PCs in the Docamald Keep's stables via teleportation magic. The party must sneak past a heavily guarded courtyard, then navigate a hedge maze to reach the garden house at its center.

Encounter Three pits the party against the kobold who has found sanctuary in the maze. He has laced the labyrinth with crude traps, and if the PCs do not befriend him, they can take their toll on the party. The encounter ends at the garden house in the maze's center, which is guarded by animated topiary.

Encounter Four starts with the door to the garden house, which has been trapped to alert the wizard inside. The kobold, if befriended, can be of assistance here. The place is completely deserted and run down, but the more the PCs explore, the more likely the wizard below is to be alerted to their presence.

Encounter Five brings the PCs to the cellar where they find the wizard who performs experiments in the building, along with his minions. If the wizard has been alerted to the party's presence, then the fight can be long and dangerous. Otherwise, it is simply a hard-fought fight.

The party finds the wizard's experiments and a quasi-alive survivor who will aid the party with a vision should they assist in her "release."

While in the basement the party locates the hidden compartment that holds the chest which contains the Docamald scepter . . . and a journal! The party is free to read the journal and take the scepter. If the PCs read the journal they find that the Docamald family was in league with Iuz! The family apparently helped the Old One by informing him of troop strengths and movements, and was rewarded with coin and an advance warning of the Iuzian assault.

Encounter Six occurs if the PCs still use the teleportation device to return to the rendezvous location. The group is immediately set upon by a hired group of

thugs known as "The Crescent Crusaders". They have been told that the party will be a pushover, and so should be easily defeated.

Encounter Seven wraps up the affair. The PCs must decide what to do with the scepter and, more importantly, the journal. The factions involved include the council, the Docamald family, and an estranged son of the Docamald family who is a priest of Tritheron.

## Preparation for Play

The Docamald family is one of the ruling Shield Lands noble families in exile. The family's ancestral seat is Docamald, which served as a crossroads of trade for the Shield Lands before its fall and occupation by Iuz. The family head is Countess Tereza Docamald, who currently sits on the Council of Lords.

The family was all spared during the invasion, having fled south before the initial assault on their keep. The family has done relatively well since the invasion and remains large and powerful although the Countess lost her husband, a son and a daughter to the Greyhawk Wars. Roland Docamald, her estranged nephew, is a vocal supporter of Tritheron.

## Introduction

*What a horrendous day. You woke to find a steady drizzle coming down; when you stepped outside, a rough wind battered your clothing. The terrible weather continued through the morning and decided not to let up in the afternoon.*

*So you've come to The Blistering Boar, a tavern on the western edge of Critwall in an attempt to warm your body and cheer your soul. Unfortunately, the pub is packed with dozens of others trying to do the exact same thing. You've packed into a small table with a few others and have been doing your best to ignore the horrible stench issuing out from the crowd behind you, but to little avail. The meal of vegetables and potatoes you just finished was possibly the worst of your life, with the potatoes being undercooked and the vegetables boiled to a state of unidentifiable mush. Your only solace is the few people at your table who seem to be sharing your exact thoughts.*

Give the PCs a chance to introduce themselves if they so desire.

*There is no question about it, this day has been boring and just plain bad. So, it is with some welcome relief that you spot a young boy, of maybe twelve winters,*

*winding his way through the throng of people toward you. He pushes his way through the last few patrons and leans on your table. Dressed in a buttoned-down white tunic, his face and hair are wet with rain water. "My lords," he says with practiced regality, "I've a message for you."*

The boy will answer what questions he can. He was paid five silver pieces to enter the tavern and ask everyone at this particular table to meet with a young woman in a house down the road. The woman did not use names, but simply described the tavern and which table to approach. He will lead the party to the house if they request it. He has made living bringing messages to adventures and nobles alike and knows little else.

## Encounter One: Meeting of Fiends

*The boy leads you efficiently through the nearly-deserted streets of Critwall. The rain picks up as you go, adding to the annoyances of the day. After five minutes of walking, he approaches a small, plain-looking, single-storied house. "It's just in here, my Lords," he says, walking up to and opening the door for you to enter. He adds with a confident smile, "Hurry, the storm is picking up."*

The PCs are free to do as they wish here. They may or may not wish to enter. Either way the child will stand as a doorman for those who wish to enter. Once the last PC has entered, he will follow, closing the door behind him.

*Inside the squat little house is but a single room with a cot, cooking fire, and set of table and chairs. Sitting on the far end of the room behind the table is a woman in a heavy cloak. She has straight brown hair of middle length, arranged elaborately, and a jagged scar on her left cheek which extends to her ear. She sits patiently with her hands folded as you enter. The boy clears his throat and stands between your party and her. "My Lords, may I present Lady Shinji Taoland, of Furyondy."*

*The woman nods politely to the boy who steps back. "Welcome adventurers, please make yourselves at home," she says with gentle grace. "You are excused," she adds, turning to the boy. The boy exits, taking two coins off the table as he does so. "Please, sit," she implores to you.*

Immediately give the PCs Spot checks. This is not a Furyondian woman at all, but a devious demonic agent of unknown loyalty. Give the PCs the following information based on the result of their Spot check.

- DC 10: The woman wears a signet ring that minor noble families often wear to proclaim their nobility.
- DC 25: A pendant sticks out of the woman's cloak bearing a family crest.
- DC 40: The woman appears somewhat hunchbacked, perhaps from an old wound.
- DC 55: There is a strange reddish glow to the woman's eyes.

If a PC sees the pendant they may make a Knowledge (Nobility) DC 10 or a Knowledge (Local: Iuz Meta-Region) DC 20 check to identify it as belonging to the Docamald family. The Nobility check also allows the PC to know the Docamald information presented in the "Preparation for Play" section.

*"Please allow me to introduce myself. As Geoff said, my name is Shinji Taoland. I am the personal aide to Countess Tereza Docamald, and we have a problem."*

*"When my mistress's family fled during the invasion, they later discovered that a valuable possession was accidentally left behind. We originally thought it was lost, but recent divinations have revealed it was never found by the Iuzians."*

*"We need a cunning strike force to infiltrate Docamald and retrieve this relic. Your reputations precede you, which is why we have asked you for your help. If you would do this for us, you would have the undying gratitude of the Docamald family."*

Allow the PCs to ask whatever questions they wish. The PCs may request Sense Motive questions on anything Shinji says, but the DC for such a request is 41. Success allows the PCs to realize that Shinji has an ulterior motive, or if the question is regarding her identity, that she is not who she says she is.

**Q. What is this relic?**

"The relic is a magical scepter, a family heirloom from before the founding of this realm. It inspires courage in those who follow a scion of Docamald into battle, and may have other abilities."

**Q. Where is the relic? / How do we get there?**

"The relic is in the garden house adjacent to the main keep in Docamald. We have in our possession a device that can be used to teleport to and from the Docamald estate. Unfortunately, it can only be used twice."

**Q. Why are we meeting here? May we speak with the Countess?**

"I am almost ashamed to say it, but I am here against the Countess's wishes. She has told me that what's lost is lost and that we should move on. I feel, however, that she has just lost so much since the invasion that she does not wish to put anymore lives in jeopardy."

**Q. Why? What is our payment?**

"I do not have much, but I will gladly give you the jewelry collection I've amassed over the years. I am poor, but my mistress has been kind with her gifts. In addition, I just know that when you return successful, the Countess will be extremely happy and will reward you appropriately."

For now, the woman hands over a small box filled with high-quality women's jewelry (value varies by APL, see Treasure Summary).

**Q. When can we leave?**

"You may leave whenever you wish." She produces a silver hoop, approximately a foot in diameter. "This device can bring up to seven willing beings within the immediate vicinity to an unoccupied building on the grounds. The scepter is in the basement of the garden house adjoining the keep. I've provided a map of the courtyard, should you need it." (*Player Handout #1*) "Once you are in the basement, the chest housing the relic is hidden in a compartment in one of the corners. This silver ring will then teleport you back here."

She will answer other questions the PCs may have to the best of her ability, allowing the PCs to cast whatever divination spells they wish on her.

The woman detects as lawful neutral, thanks to a *misdirection* cast earlier in the day. If the PCs ever suspect her of her true identity of that she is lying, the woman will use all the power she has to convince the PCs of her cover identity. She is smart, cruel, and clever, and will come up with stories of curses, blackmail, and theft to cover her identity; she has a +32 to all Charisma-based skill checks. If the PCs attack or cast a spell that would restrain her, a *contingency* spell teleports her away.

Once the PCs use the silver ring, read or paraphrase the following:

***When you stare into the silver ring, it begins to glow and emits a high-pitched sound. The sound crescendos, then ends with a popping sound. Your surroundings leap away and you find yourself in darkness.***

This ring is a use-activated magical device that anyone can activate by staring into its center and visualizing within it the people that he wishes to take with him. Other than that, it functions exactly like a *greater*

*teleport* spell except it teleports only to two locations: first to the Docamald keep stables, and then to a clearing outside of Critwall.

**Development:** It is entirely possible the PCs will want to seek out secondary sources, find other answers, or perhaps even speak with the Countess herself. Feel free to roleplay these scenarios to their utmost. Nobles will be intrigued about the possibility of discovering another weapon against Iuz.

If the party can track down and speak with the Countess, she will be more confused than anything. She does indeed have a servant named Shinji, but she is currently away on a mission to Southkeep. She is also intrigued and would like the PCs to follow up any leads they might have on this mysterious person impersonating her servant.

## Encounter Two: An Unstable Arrival

The PCs begin this encounter immediately after activating the magical teleportation ring.

***Your vision adjusts to the dim light and you find yourself in what appears to be an old, unused barn. The ground is covered in loose hay, and several broken stalls lie scattered around the room. The only light comes from a slightly ajar barn door on one side of the building. From outside you can hear loud grunts, and occasionally coarse laughter.***

The PCs have teleported to the keep's stables. Once the PCs make their way to the door, read or paraphrase the following.

***You peek out the door and behold an ominous sight. To the northeast is the keep, but it appears to be at the center of an expansive encampment of giants, gnolls, and some kind of trained hyena. Shinji didn't mention that the Docamald keep has become a major staging area for the Old One's forces! Directly to the southeast, however, is a massive hedge, rising some ten to fifteen feet into the air. At its center appears to be a clear area, which supposedly houses the garden house.***

***As you look on you notice an oversized crow with bulging yellow eyes come into view. It swoops down over the courtyard and the hedge, circling several times, then flies up to a window at the highest level of the keep.***

If the PCs watch, the crow comes back and performs its circle every ten minutes or so. In addition, a *contingent*

of troops comes and goes from the camp every five minutes or so.

All this should give the PCs the impression that the hedge row, which is in reality a maze, is the best way to get to their goal. The party may try to move toward through the camp invisibly, or use spells to fly over the hedge and bypass the maze. If they do so, dissuade them from either action by having the crow swoop ominously close, appearing to spot them.

## Encounter Three: Cunning Kobold Concoctions

The PCs can sneak the short distance from the stables to the hedge without difficulty, so long as they do nothing blatant to attack the enemy troops' attention. Once the PCs enter the hedge, they will quickly discover they have entered an elaborate maze, which is filled with traps.

**Trap 1: Pit Trap** - CR varies; mechanical; location trigger; manual reset; DC 10 + APL Reflex save avoids; 10 ft. deep (1d6 nonlethal, fall); single target; Search DC 10 + APL; Disable Device DC 10 + APL.

**Trap 2: Poisoned Dart Trap** - CR varies; mechanical; touch trigger; manual reset; Atk +5 (+ APL) ranged (1d4 plus poison, dart); poison (DC 10 + APL Fort save resists, o/1d4 Con); Search DC 20 + APL; Disable Device DC 20 + APL.

**Trap 3: Spear Trap** - CR varies; mechanical; touch trigger; manual reset; Atk +10 (+ APL) ranged (1d8); Search DC 15 + APL; Disable Device DC 15 + APL.

The hedges are all five feet thick and range from ten to fifteen feet high. If the PCs begin hacking through sections (it takes 3 rounds to get through a 5-ft. section) have a giant's head peek over the maze or the strange crow from the keep swoop over to investigate the noise. Have the PCs make Hide checks and keep them scared before the investigators leave; if the PCs persist, a patrol will be sent to investigate the noise. It takes the patrol 2 minutes to arrive.

This encounter is intended to keep PCs from "breaking" the maze, or from attempting to infiltrate the keep. The gnolls and hyenas track the PCs through the maze from the entrance, thereby avoiding any traps that. The hill giant(s) simply stride over the hedges, although the hedges' height slows their advance so that they move no faster than the hyenas and gnolls.

### APL 2 (EL 2)

**Gnoll (1):** hp 11; see *Monster Manual*/page 130.

**Hyena (2):** hp 13 each; see *Monster Manual*/page 274.

### APL 4 (EL 4)

**Gnolls (2):** hp 11 each; see *Monster Manual*/page 130.

**Hyenas (2):** hp 13 each; see *Monster Manual*/page 274.

### APL 6 (EL 6)

**Gnolls (3)** hp 11 each; see *Monster Manual*/page 130.

**Hyenas (3):** hp 13 each; see *Monster Manual*/page 274.

### APL 8 (EL 8)

**Hill Giant (1):** hp 102 each; see *Monster Manual*/page 123.

**Gnolls (3):** hp 11 each; see *Monster Manual*/page 130.

**Hyenas (3):** hp 13 each; see *Monster Manual*/page 274.

### APL 10 (EL 10)

**Hill Giants (2)** hp 102 each; see *Monster Manual*/page 123.

**Gnolls (3)** hp 11 each; see *Monster Manual*/page 130.

**Hyenas (3):** hp 13 each; see *Monster Manual*/page 274.

Once the PCs have found or bypassed three traps read or paraphrase the following.

*You are about to continue on when a high-pitched, squeaky voice comes from the left hedge. "What do we have here, little wizard spies perhaps? Well, I know how to deal with your type. If you survive, tell that no-good, robed, elf blood that he'll never catch me!" The voice sounds hollow, almost as if it were being carried on the wind.*

The sound is actually coming from elsewhere in the maze. The kobold has created a cunning system of tubes that carries his voice throughout the complex. A Search check DC 10 reveals the tubes. If the party begins to hack through the brush to get to him, they attract attention from a patrol as described above.

The PCs can attempt to negotiate with the kobold. He will be wary, as he believes they are simply more agents of the wizard who lives in the keep. A Diplomacy check DC 15 will sway his attitude to indifferent. A subsequent Diplomacy check DC 22 will move his attitude to friendly. If the PCs mention that they are working for Docamald servants and are not agents of the wizard, or if they address him in Draconic, give them a +2 circumstance bonus for each. For each elf or gnome among them, give them a -2 penalty to the check; any elves among them that are primarily wizards or sorcerers instead cause a -4 penalty.

If after the party's efforts at diplomacy the kobold ends up indifferent, he will simply ignore the party and go about his business, laughing at them through his tubes whenever they set off one of his traps. If he becomes friendly, he will meet the PCs and offer to show them through the maze without setting off traps. In this case he will be very proud of his traps, calling each one by name.

- Pit Trap: "Big Bad Hole"
- Arrow Trap: "Flying Fist of Kurtulmak"
- Spear Trap: "Gnome Splitter"

He will also share with them the dynamics of the keep, if the PCs ask or inquire into what he's doing here. The following text assumes that Kobon is speaking to the PCs in common; if any of them understand draconic, however, he will convey the following using extremely complex wording and erudite terminology, with a snooty accent.

*"I'm Kobon. My clan used to serve the dog-men, but then they made us into food! But not me. I come here, I hide. The big house is where a big chief is, with his bad blech bird. But wizzy stays in house in the middle of my maze. He smells funny. Whole house smells funny. People go in, but people don't come out. Dog-men call him 'Bafin da Black.' Oh, hole in the house has a really bad trap on it. If I made it, it would be much better! I can break it for you."*

#### APL 2 (EL 1)

**Kobon (1):** Rogue 1; hp 7; see Appendix One.

#### APL 4 (EL 3)

**Kobon (1):** Rogue 3; hp 15; see Appendix One.

#### APL 6 (EL 5)

**Kobon (1):** Rogue 5; hp 22; see Appendix One.

#### APL 8 (EL 7)

**Kobon (1):** Rogue 7; hp 31; see Appendix One.

#### APL 10 (EL 9)

**Kobon (1):** Rogue 9; hp 40; see Appendix One.

**Tactics:** If engaged in combat, Kobon will simply run and hide, using the turns and twists of the maze to secure a hiding spot. In addition, he will use his traps to help him lose any pursuers.

## Encounter Four: Still Life

Once the PCs reach the center of the maze, read or paraphrase the following:

***You finally reach the center of the maze, where you find a clearing. A small garden house, roughly 50 feet on a side, stands at its center. Scattered around the clearing are the crudely hewn shapes of topiary animals, most of them either overgrown or overcut.***

If the PCs have befriended Kobon, he says regarding the topiary that "Bafin likes da cut da trees, but he bad at it."

In truth, one or more of the topiary are creatures grown by Bafin and "fed" (or perhaps fertilized would be a better word) by the remains of his victims. Kobon does not mention that they are dangerous, because he has never seen them move. They haven't attacked him or revealed their presence when he's around because, this far behind Iuzian lines, Bafin is not concerned with enemy spies; rather, his guardians are there to prevent a gnoll patrol from stumbling upon his experiments while he is away. The guardians are instructed to attack any Medium humanoid that tries to enter the house; they are told to ignore smaller creatures, so that they aren't set off by passing animals or by Bafin's familiar as he comes and goes, and likewise to ignore larger creatures, since the giants are too large and lazy to fit down the stairs into the lab.

PCs who move toward the garden house, even if they declare that they are watching the topiary closely, are surprised by the topiary guardians unless they succeed at Spot checks of DC 25 + APL; there are simply too many topiary animals to keep an eye on all of them at once. (This is normally a DC 30 Spot check, but is scaled herein for an appropriate challenge.)

Because the PCs will be unable to take advantage of the creatures' vulnerability to fire and must fight quietly (that is, unless they want to be spotted by the gnolls and giants at the keep), the ELs for the encounter are increased by +1.

#### APL 2 (EL 2)

**Wolf Topiary Guardian (1):** hp 16; see Appendix 1.

#### APL 4 (EL 4)

**Boar Topiary Guardian (1):** hp 32; see Appendix 1.

#### APL 6 (EL 6)

**Boar Topiary Guardians (2):** hp 32 each; see Appendix 1.



## APL 8 (EL 8)

**Lion Topiary Guardian (1):** hp 85; see Appendix 1.

## APL 10 (EL 10)

**Lion Topiary Guardians (2):** hp 85 each; see Appendix 1.

**Tactics:** Bafin doesn't want the guardians to kill intruders, since gnoll troops that go missing in the hedge maze would arouse suspicion. Instead, the topiary guardians attack for nonlethal damage (which they can do without suffering a -4 penalty, thanks to their merciful ability) and bring subdued victims to Bafin, so that he may bribe or brainwash the. Or, if necessary, kill them and deposit their bodies to be found elsewhere, so that the garden is not investigated.

The guardians completely ignore Small or Large characters or animal companions, even if they attack.

## Encounter Five: Little House of Horrors

The entrance to the garden house swings open easily (in case the guardians need to drag in unconscious gnolls), but is equipped with a simple bell trap. If the door is opened without the trap first disarmed, a string attached to the door moves a string of bells in the basement, alerting Bafin that he has visitors.

The kobold can easily disable the alarm trap on the garden house's front door, if the party would like him to. He will offer no other advice, though, and will return to his maze home once the party is inside the house.

If the PCs have less than seven creatures with them, and think to offer to take Kobon with them, they gain the "Kobon the kobold" benefit on the adventure record.

**Simple Bell Trap:** CR 1/2; mechanical; touch trigger; manual reset; Atk NA (harmless); Search DC 27; Disable Device DC 15; Market value 0 gp.

### First Floor

*The first floor is comprised of a single room, a roughly octagonal space approximately 50 feet wide. It appears to have once been a combination of a studio for trimming topiary and grafting trees, as well as a sitting room for entertaining guests who were perhaps picnicking in the garden. The glass panels in the roof have long since shattered, but the rain and sunlight they let in has allowed the plants left here to grow and spread, shattering their ceramic pots. Trees and shrubs of all types are scattered throughout the*

*room, growing over and through the shattered remains of chairs, tables, and shelves filled with the moldering remains of books and games. Thick roots line the wooden floor, gaining what sustenance they can from the rotting boards. In the northeast corner, there is a cleared space on the floor.*

The plants here are all perfectly mundane, immobile shrubs, but the party may move tentatively and hack about at them before entering, being made paranoid by the guardians outside. The more noise they make doing so, and the longer they search the room, the more likely Bafin is to hear them wandering around and be prepared before they descend (assuming he hasn't already been alerted by the bell trap on the door). The floor of the place is difficult terrain where it is marked as being overgrown, while the barren patches of wood floor are loose and warped, causing them to squeak when stepped on. The scarred and blasted sections of the map just inside the door are the spots where searching PCs find alchemical burns and scorch marks from fire; it looks as if some unnatural creature was destroyed here. Use your best judgment on whether Bafin hears them, or make DC 20 Listen checks each round that someone steps on squeaky floorboards or hacks at a plant; he is, after all, focusing intently on his experiments.

The clear area in the northeast corner is the trap door that leads to a rickety staircase leading downward. Docamald hardly ever uses it, preferring to come and go using *dimension door* or *teleport* so that the General and his odd crow companion do not find his experimental lab. The door opens easily if somewhat squeakily on its rusted hinges (which a rogue searching for traps will notice automatically, or other PC will notice with a Spot check of DC 5 + APL). The ladder below leads down 5 feet to a landing, but the opening is narrow; Large creatures must squeeze through the opening with DC 10 Escape Artist checks.

### The Basement Laboratory

*You descend the ladder and find it ends in a landing raised over a large, open room filled with alchemical devices, bookcases, shelves of laboratory equipment, and tables. A series of cells sits against the far wall, apparently empty. A human woman, middle-aged and with heavily braided hair, lies bound to a stone slab near the cells. A series of tubes and wires are attached to her tattoo-covered body, and run to half-full beakers and containers that hang from a strange iron apparatus standing near the slab.*

If Bafin heard the PCs, he and his two minions will be hiding within an *invisibility sphere* next to the woman. If

he did not, he is bent over the woman, staring into one pupil through a strange lens, while his mephitis hovers above him scrawling crude notes with a slate and chalk. A *Tenser's floating disc* laden with surgical tools and bloody rags hovers next to him. The gnoll is in the process of carrying a large cauldron of acidic fluid from the shelf over to his master. All three look up in dumb surprise at the PCs' entrance. This scene should give the impression of "an evil wizard at home, enjoying his hobby on his day off."

Bafin performs alchemical experiments here, along with his mephitis familiar and a gnoll he has brainwashed into acting as a mindless slave (for heavy lifting). He does so in secret because the General would prefer that he spend his time crafting magic items for his troops, using his mephitis to scout the surrounding area, and other banal tasks. His current victim is a druid of the Northern Reaches named Aria; she was investigating this place because she sensed the trapped elemental spirits that animate the topiary guardians above. Unfortunately for her, Bafin had just finished the creation of a dangerous alchemical ooze when she arrived, and it came upon her unawares as she was attempting to release the topiary guardians from their servitude. She destroyed the ooze, but soon after its paralytic secretions froze her in place as she was trying to escape. Bafin, enraged at the loss of his latest creation, has been using Aria for several weeks as an experiment.

Regardless of the circumstances of the PCs' entrance, Bafin is surprised to see adventurers wandering down into his laboratory. He expected, if anything, a patrol of gnolls, or perhaps the General and his flunkies. If the PCs do not make any immediately threatening actions or give away their identities as pathfinders (such as by bearing large shields and armor emblazoned with holy symbols of Heironeous or Pelor), he will speak to them, asking them simply who they are and what they want. If he is invisible his voice simply floats out to the PCs from somewhere in the chamber below.

If Bafin learns that the PCs are not working for the General, and that his secret lab is in no danger of being discovered, he will in fact be somewhat relieved. In such a circumstance, he is more than willing to let a single PC enter, search for the scepter, take it and leave, so long as the other party members remain on the landing and don't take any aggressive actions. He stipulates that whoever comes down must not interfere with his delicate experiments.

It is that experiment, however, that may make this pleasant compromise impossible for the PCs. Any member of either the Druids of the Northern Reaches or Watchers of the Wounded Lands meta-orgs will

recognize that the tattoos on the woman mark her as a Druid of the Northern Reaches. This same information will be known by any PC who makes a DC 15 Knowledge (Local: Iuz Border States) check. Further, a DC 15 Heal check will make clear that whatever is being done to the woman is unnatural, painful, and probably against her wishes. Bafin is nonchalant about the woman, not attempting to hide the fact that, yes, he is doing abominable things to her. "*All in the name of the search for knowledge, you see,*" is his response.

#### APL 2 (EL 5)

**Bafin:** Male elf Wiz7; hp 32; see Appendix 1.

**Baleful:** Mephitis familiar; hp 19; see Appendix 1.

**Nameless:** Male gnoll; hp 11; see Appendix 1.

#### APL 4 (EL 7)

**Bafin:** Male elf Wiz8; hp 36; see Appendix 1.

**Baleful:** Mephitis familiar; hp 21; see Appendix 1.

**Nameless:** Male gnoll/Bbn2; hp 27; see Appendix 1.

#### APL 6 (EL 9)

**Bafin:** Male elf Wiz9; hp 40; see Appendix 1.

**Baleful:** Mephitis familiar; hp 23; see Appendix 1.

**Nameless:** Male gnoll/Bbn4; hp 43; see Appendix 1.

#### APL 8 (EL 11)

**Bafin:** Male elf Wiz10; hp 44; see Appendix 1.

**Baleful:** Mephitis familiar; hp 25; see Appendix 1.

**Nameless:** Male gnoll/Bbn6; hp 59; see Appendix 1.

#### APL 10 (EL 13)

**Bafin:** Male elf Wiz11; hp 48; see Appendix 1.

**Baleful:** Mephitis familiar; hp 27; see Appendix 1.

**Nameless:** Male gnoll/Bbn8; hp 75; see Appendix 1.

**Tactics:** Assuming the PCs cannot abide Bafin's treatment of the woman and attack, Bafin orders his mephitis to fly level with the PCs and counterattack, first from a distance and then in melee. The mephitis targets archers and casters first.

The nameless gnoll is ordered to ascend to the landing and attack, hopefully trapping the PCs up there or forcing them to leap 15 feet down amidst the pointy dissection tools and glass beakers filled with toxic liquids. The gnoll is carrying a large iron cauldron of acid when the PCs first enter, and mindlessly uses it as a bludgeon throughout the combat, doing 1 point of acid splash

damage with each swing to himself and all adjacent creatures.

Bafin, if invisible, casts support spells on the mephit and gnoll for as long as he can afford to do so. If revealed or targeted despite his invisibility, he gives up on the support spells and attacks directly. If reduced to one-quarter of his hit points or less, Bafin uses *dimension door* or *teleport* to escape to the nearby keep. He does not alert the troops there, given that his experiments are unsanctioned; assuming the PCs can or have finished off the gnoll and mephit, they have nothing to fear once Bafin flees. Of course, they may not know that.

PCs that attempt to leap over the railing and into the room below must make Jump checks with a DC of 15 + APL, with the following results:

- **Makes the DC:** The PC lands on his feet one square forward from the railing, taking no damage.
- **Fails by 1-5:** PC lands as above, but takes 1d6 points of damage from scalpel blades, broken glass, weak acids, and the like.
- **Fails by 6-10:** PC lands and takes damage as above, but also takes 1d6 points of nonlethal damage from the fall.
- **Fails by 11 or more:** PC takes lethal and nonlethal damage as above, but falls prone after landing.

**Development:** The PC who strikes the killing blow (or casts the killing spell, and so on) against Baleful the mephit receives the “Mephit Slayer!” effect on the adventure record; don’t forget to force Bafin to make a Fortitude save due to the loss of his familiar, assuming he’s still in the room. Meanwhile, all of the PCs in the party gain the “Destroyers of Knowledge!” effect on the adventure record if Bafin escapes.

Once Bafin is defeated, the PCs are likely to investigate the woman on the slab. She stares with calm eyes at the PCs, unable to move. A DC 20 Heal check will, in fact, reveal that she is dead . . . but her mind is not. Bafin has been experimenting with alchemical life sustainment, seeing how long he could keep the Aria alive using alchemical solutions and electric current. She is not undead, merely un-alive. For all intents and purposes she died five hours ago and cannot be healed. At this point, given the interruption of her treatment and the damage wreaked by the combat, she has a few minutes before her brain ceases to function. The worst part is that she does not realize this; she thinks the PCs are here to rescue her. She will be unable to speak, but can form basic movements, like subtle nods, smiles,

frowns, and the like. Any attempt to heal or bring the woman back from the dead will fail.

A Craft (alchemy) check DC 15 will allow the PCs to realize that removing the tubes from her flesh will release her into death. If a PC does so, she realizes in her final moment what has happened, and is grateful to the PC who showed her mercy. That PC receives the “Thanks of Aria” benefit on the adventure record.

A Search check DC 15 will reveal a loose floorboard in the northeast corner of the basement. Once the PCs find the floorboard, read or paraphrase the following.

***You remove the floorboard and find a small earthen chamber beneath. Within is a large, closed chest.***

The chest is unlocked; inside is a scepter of cold iron inlaid with silver. It is approximately three and a half feet long and engraved with the Docamald crest. It radiates faint abjuration and transmutation magic, and has no magical powers that can be determined at this time. (When in the hands of an heir of House Docamald, however, the magic aura increases to strong). Next to the rod is a leather-bound journal, mostly burned and ripped but with one surviving page (give the PCs Player’s Handout #2). The journal is in reality a forged copy. If any PC asks, they may attempt a Forgery check DC 35 to realize that it doesn’t appear to be as old as it is supposed to be.

If the PCs wish, they may also take Bafin’s valuable collection of alchemical, surgical, and experimental laboratory equipment, the worth of which varies by APL (see Treasure Summary).

The PCs are now free to return to Critwall via the teleportation ring. If the PCs return via any other method, they will skip Encounter Six. However, the PCs are deep in occupied territory. If they wish to take the long way home, it will take them an additional Time Unit and at one point they will come within 100 ft. of a patrol (identical to the patrol that is sent to investigate a disturbance in the garden, but one APL higher). If they can outrun, evade, or sneak past the patrol, fine; if not, the patrol fights to the death. Since the PCs are fully rested, this should be a difficult but not impossible fight.

If the PCs return via their own magical means (wind walk, flight, their own teleportation spell, etc.), skip to Encounter Seven.

## Encounter Six: The Boys are Back in Town

As soon as the PCs activate the ring again, read or paraphrase the following.

*You activate the ring and feel the familiar distortion as you are whisked away over the miles. Your vision comes back to you and shows you that you have arrived, not in the house where you met Shinji, but in a small grove of trees. A mile or so in the distance is the distinct outline of Critwall. As you focus on your surroundings, you realize you are not alone.*

*"There they are, Crusaders," issues a mocking voice from the trees above. "Take 'em alive or dead, don't really matter to me." Surrounding you are several men, all dressed in light armor and wielding a motley assortment of what appear to be repurposed farm implements. They wear bluish tunics embroidered with the Docamald family seal.*

The speaker is Limrin the Bald, a bandit and scoundrel with no scruples, nor any compunction against killing. What he lacks in morals, however, he makes up for with a keen eye for tactics and battlefield command. He is perched in a 10-ft.-high tree stand, in a tree 20 ft. from the center of the clearing. The men on the ground are down-on-their-luck farmers who have turned to mercenary work, soldiering, and occasionally banditry. They call themselves (without irony) the "Crescent Crusaders." Limrin and the Crusaders were hired to wait here and "deal with" the PCs by the mysterious woman who sent them on the mission in the first place! For her own reasons, the mystery woman provided the men with Docamald tunics.

### Creatures:

#### APL 2 (EL 2)

**Limrin:** Male human Mar1; hp 9; see Appendix 1.

**Crescent Crusaders (4):** Male human commoner 1; hp 5 each; see Appendix 1.

#### APL 4 (EL 4)

**Limrin:** Male human Mar2/Ftr1; hp 20; see Appendix 1.

**Crescent Crusaders (4):** Male human War1; hp 10 each; see Appendix 1.

#### APL 6 (EL 6)

**Limrin:** Male human Mar2/Ftr3; hp 31; see Appendix 1.

**Crescent Crusaders (4):** Male human War2; hp 17 each; See Appendix 1.

#### APL 8 (EL 8)

**Limrin:** Male human Mar2/Ftr5; hp 42; see Appendix 1.

**Crescent Crusaders (4):** Male human War3; hp 24 each; see Appendix 1.

#### APL 10 (EL 10)

**Limrin:** Male human Mar2/Ftr7; hp 62; see Appendix 1.

**Crescent Crusaders (4):** Male human War4; hp 32 each; see Appendix 1.

**Tactics:** The group fights surprisingly well under Limrin's command, which is more a matter of coincidence than anything else. They *almost* work well together, but not quite. The crusaders' chosen weapons lend themselves to tripping, and their ingrained sense of mercy spurs them to try to put their victims down and drop them to negatives, but not slaughter them outright. Meanwhile, Limrin's highly developed sense of cruelty delights in seeing victims humiliated and thrown into the dirt and mud, so he uses his aura to aid the crusaders to do so.

The crusaders charge and attempt to trip or dismount the party. At APL 4 and higher, each crusader uses a different main two-handed weapon, but the one thing they all have in common is that they can be used to trip foes. If their opponents resist their trip attempts and successfully trip them in return, they drop these main weapons; all carry a pair of sickles as backup weapons.

Limrin, the coward that he is, fires bolts at other archers and spellcasters from the tree, although his not having the Precise Shot feat means that he is often not successful. He leads off with one screaming bolt, and uses any additional bolts sparingly (those things cost money!).

Between the hokey name the bandits call themselves, the repurposed farm implements, the constant falling and dropping of weapons, the near misses by Limrin firing amidst his allies, and the ever-present creaks and curses coming from the tree as Limrin reloads his crossbow, this combat should come off as a comedy of errors. Though the enemies may do some damage, the PCs should get the distinct feeling that they are dealing with incompetents.

If the PC defeats the group and is able to question any of the foes, they explain that a servant of house Docamald hired them to stop the PCs because they intended to defame her mistress's name. They describe a

woman matching Shinji's description, and say that she wasn't specific about what they were supposed to do, just to "take care of them." It was almost like she didn't care what happened.

## Encounter Seven: Telling the Truth

The PCs have won, though they may at this time have some questions about who hired them, and why. If they return to the house where Shinji hired them, they find it empty. Investigations will reveal that owner of the house died of the Black Breath several months ago, and her family has yet to claim it.

**Option A:** Take the journal and/or the scepter to a trusted noble, military leader, church head, or other authority figure with whom they have connections (Torkeep, Bladehone, Katarina, etc.).

**Option B:** Confront the Countess Tereza Docamald with the journal, with or without the scepter.

**Option C:** Take the journal and/or the scepter to Roland Docamald of Tritherion.

**Option D:** Tell no one of the journal, and hide or keep the scepter.

### Option A

*You have decided that the best course of action is to bring the journal and scepter to <insert name of person or organization>. The scepter is taken for study, the journal is examined, and the Docamald family is hauled in for questioning amidst much uproar and demands for justice. Several times over the next few days, lynch mobs outside the location of the Docamalds' detainment must be broken up.*

*The council eventually concludes that the journal is a forgery.*

*The Docamald family has been cleared of all charges, but word on the street is that the Docamalds bought their way back into the council's good graces. Many people look upon the family with suspicion, and wonder why they have done so well while others have faltered.*

*You know you did the right and just thing, bringing a potentially traitorous noble family to justice, but it appears that your actions have created rifts in the sense of solidarity and unity that the Shield Lands only recently came to embrace.*

### Option B

Vary the following depending on if the PCs confront the countess at her home or in the council building.

*With no other clear direction, you have decided to confront the Countess Tereza Docamald. After a significant wait and being passed through several layers of security and magical wards during which you are asked to divest yourself of weapons and all magical equipment, you are informed that the Countess will see you. If you proceed, you find her working late in a study, along with Shinji! The Countess greets you with indifference and closes the book she was working in, while Shinji looks up with casual curiosity, displaying no recognition of you. The Countess calmly asks, "Now, what is it that is so important that it must interrupt my work?"*

The PCs will probably begin by explaining that Shinji hired them, at which point she and Tereza will exchange surprised and questioning glances. Shinji claims to know nothing of the PCs, nor of their mission, nor of any divinations regarding the lost scepter. Tereza will explain that Shinji has in fact spent the last several days with her, almost non-stop, as they have been dealing with a very time-sensitive and complicated matter regarding their holdings in Greyhawk City and along the Azure Sea.

The PCs need to be tread very carefully here. First of all, if Tereza finds out about the scepter, she will demand that the PCs hand it over to her. Second, if they reference or show her the journal, she will claim to have no idea what the PCs are referring to. As she is already in a foul mood because of reports of slavers along the Pomarj and Wild Coast causing trouble with her business interests, she is ready to snap; should the PCs go so far as to accuse her of being a traitor, or mention the scepter and do not hand it over to her, she will call for the captain of the guard to have them arrested on charges of slander or theft. If the PCs do hand over the scepter, and do not push Tereza over the edge, she will simply demand that they leave at once.

The guard captain, if asked to arrest the PCs, will explain politely to them that he is sure it is a misunderstanding, and will promise them that everything will be cleared up. He will ask them for the journal, promise to have it looked into, and escort them with a sizeable body of troops to the Citadel of Critwall. If the PCs agree to go with the guard and be confined, read or paraphrase the following.

*The next week passes slowly in the Citadel. The captain of the guard has visited you several times during your stay, counseling patience while*

*everything gets sorted out. Finally, after six days in prison, he appears again and unlocks your door. "I'm sorry that was necessary, good pathfinders. The council has reviewed the matter, and have decided that the journal must be a forgery. You are free to go, so long as you pledge an oath not to speak of this matter again or to defame the Docamald name."*

*Over the next few days it is announced that the Docamald family has been cleared of all charges. However, word on the street is that the Docamalds bought their way back into the council's good graces. Many people look upon the family with suspicion and wonder why they have done so well while others have faltered. You cannot be certain whether justice has been done, or merely postponed, but it is clear that your actions have created rifts in the sense of solidarity and unity that the Shield Lands only recently came to embrace.*

PCs that are jailed will lose one additional TU in jail.

If the PCs refuse to be jailed and flee the site, the captain will warn them against rash actions and tell them they really should come with him. If they still refuse they will be wanted fugitives. See "Wanted By the Council." Note: It is possible for some PCs in the group to be wanted and others not to be, depending on their actions. Any blood shed against the guards will be treated as assault and perhaps attempted murder against a guard of the council. Such a penalty can quickly ruin a character's career. The PC becomes "Wanted By the Council" and has little chance of ever being exonerated. Such an act will be handled by the Shield Lands Triad should the need arise.

### Option C

*You remember hearing somewhere that one of the Docamalds has, against his family's wishes, embraced the worship of Tritherion, the Vengeance Seeker. The word on the street is that Roland Docamald, not unlike Lord Torkeep several years ago, chafes at the inaction of the Standing Army and longs to reclaim his ancestral home. Believing that he might be able to provide some insight into his family's traitorous acts, you track him down on duty at one of the border forts.*

Roland is a serious, intelligent, forthright military commander with light brown hair grown long and tied back. He openly bears symbols of Tritherion on his person, something that doesn't seem to win him many friends among the knights and paladins stationed with him, but he seems to get along with the common footsoldiers and any Greycloaks in the area. He is said to have trained with Quatain the Cold and Sergeant Duc,

two renowned heroes of the Shield Lands. Nonetheless, he greets the PCs as equals and accords them respect until their actions or words have convinced them that they do not deserve it.

Roland will be disgusted but not terribly shocked if the PCs present the journal to him. He has long wondered why his Aunt Tereza, the Countess, seemed more concerned with foreign holdings than with her ancestral home. He will, on the other hand, be astounded by the appearance of the scepter. He will explain that it is rumored to have great power to inspire courage on the battlefield, and even to allow common men and women to face demons and devils. He was just a boy when it was supposedly lost during the invasion, and says that to have it returned could mean the beginning of a new era for his family. He will happily take it from the PCs with very sincere thanks.

However, Roland councils the PCs not to reveal the existence of the scepter or the journal (which he will also take, if the PCs let him) to anyone else. He fears, regarding the journal, that these suggestions of traitorous behavior by his house would only drive a wedge between the noble families who are so recently united under Katarina, and he does not believe that this would be in the best interest of the Shield Lands. He will also admit, quite openly, that if his family name is disparaged, his ability to lead his men will be undermined as well. He proclaims this, not out of a sense of pride or selfishness, but seemingly simply as a practical fact. Finally, he fears that if the scepter's presence is revealed to the Countess, she will demand that it be sent to the family's estate in Greyhawk City to be kept safe, rather than granted to him to be used on the battlefield, where it will do the most good.

If the PCs acquiesce to Roland's suggestions, read the following.

*You return from your meeting with Roland, having sworn silence. Your packs are conspicuously empty of reward, and your hearts are nearly as empty of confidence. It seems to be for the best that the Shield Lands does not know of the Docamald family's betrayal; after all, they were merely attempting to protect their people and their heritage. Yet, with a kernel of such weakness and corruption in the Shield Lands' heart, can it not help but infect those around it, like a cancer?*

### Option D

*You've decided to keep the journal's contents, and the existence of the scepter, to yourself. Perhaps your silence is allowing an Iuzian agent to remain free.*

*Then again, perhaps your silence is saving the Holy Realm from a rift that would divide it at a time when unity has never been more precious.*

If the PCs come up with some other options, the DM should do her best to resolve the matter.

## Conclusion

Once the PCs have finished pursuing any other avenues they wish, read or paraphrase the following.

*You're not sure who actually sent you on your quest in the first place. The Countesses' servant, Shinji, has a perfect alibi, and when you see her again, her posture and bearing seem distinctly different. The house you met the woman in belonged to a victim of the Black Breath, and has been empty for months. This all leaves you with no clues as to who the mysterious woman was, where she got her information, and what exactly she was trying to accomplish.*

*One thing is certain, however: you never received the second half of the "reward" you were promised. You would chalk up the mission as a learning experience, or take solace in the spoils of war, except that all you faced was some ornery shrubbery, an unsavory alchemist caught in the middle of an experiment, and incompetent assassins, none of which had very valuable gear.*

*No sooner does the thought cross your mind than a half-elf merchant with a wagon loaded with goods steps in the road in front of you. He smiles and pulls back a sheet unveiling a cluster of odd and unusual items. "My friends," he says with a quick smile. "I was paid not a small sum to seek you out. I'm to offer you some of these more exotic items. Please peruse my new wares and let me know if anything interests you."*

*As you look through his goods and suffer beneath the beam of his jovial smile, you realize that as bad as your day was, it could always have been worse.*

The merchant's name is Carus Mikilenvine. He is well respected and known in Critwall. If pressed, he admits the goods were sold to him at a discount by a strange red-haired woman this morning. A condition of the sale, however, was that he must seek out adventurers matching the PCs' descriptions and offer to sell them to those individuals before any others. Carus is simply fulfilling his portion of the bargain. He had never seen the woman in the past and knows nothing about any plot the PCs may bring up. For once, a merchant is just a merchant.

The End

## Experience Point Summary

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

### Encounter Three

Find the center of the maze, whether by enduring the traps, hacking through the hedge and overcoming a patrol, or negotiating with Kobon.

APL2 60 xp

APL4 120 xp

APL6 180 xp

APL8 240 xp

APL10 300 xp

### Encounter Four

Defeat the topiary guardians

APL2 60 xp

APL4 120 xp

APL6 180 xp

APL8 240 xp

APL10 300 xp

### Encounter Five

Defeat Bafin and his minions

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

### Encounter Six

Defeat the hired thugs

APL2 60 xp

APL4 120 xp

APL6 180 xp

APL8 240 xp

APL10 300 xp

## Story Award

Find the scepter and journal

APL2 75 xp

APL4 55 xp

APL6 65 xp

APL8 55 xp

APL10 45 xp

## Discretionary roleplaying award

APL2 75 xp

APL4 60 xp

APL6 55 xp

APL8 50 xp

APL10 45 xp

## Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

# Treasure Summary

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round

or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

## Encounter One:

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

APL 4: L: 0 gp; C: 400 gp; M: 0 gp

APL 6: L: 0 gp; C: 550 gp; M: 0 gp

APL 8: L: 0 gp; C: 800 gp; M: 0 gp

APL 10: L: 0 gp; C: 1,600 gp; M: 0 gp

## Encounter Five:

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

APL 4: L: 75 gp; C: 0 gp; M: 0 gp

APL 6: L: 125 gp; C: 0 gp; M: 0 gp

APL 8: L: 250 gp; C: 0 gp; M: 0 gp

APL 10: L: 400 gp; C: 0 gp; M: 0 gp

## Encounter Six:

APL 2: L: 70 gp; C: 60 gp; M: 20 gp – (*screaming bolt*)

APL 4: L: 75 gp; C: 60 gp; M: 40 gp – (*screaming bolts*  
x2)

APL 6: L: 90 gp; C: 65 gp; M: 60 gp – (*screaming bolts*  
x3)



APL 8: L: 90 gp; C: 80 gp; M: 80 gp – (*screaming bolts x4*)

APL 10: L: 100 gp; C: 100 gp; M: 100 gp – (*screaming bolts x5*)

### Total Possible Treasure

APL 2: L: 120 gp; C: 310 gp; M: 20 gp - Total: 450 gp

APL 4: L: 150 gp; C: 460 gp; M: 40 gp - Total: 650 gp

APL 6: L: 215 gp; C: 625 gp; M: 60 gp - Total: 900 gp

APL 8: L: 340 gp; C: 880 gp; M: 80 gp - Total: 1300 gp

APL 10: L: 500 gp; C: 1,700 gp; M: 100 gp - Total: 2300 gp

### Special

**Kobon the Kobold:** You brought a clever but friendly kobold trapmaster back to Critwall with you from your adventures. He hides out in the sewers, mostly, eating rats and humming to himself, but is happy to help with a lock or trap. Once during an adventures in Critwall, Kobon will attempt to Search (+12) and Disable any traps found (+15) on a single door, chest, or other item for you. It takes two hours to track Kobon down, and then bring him to your location. Cross this favor off when used.

**Mephit Slayer!** You struck the killing blow against Bafin the Black's favorite oozy apprentice. He will not forget this foul deed.

**Destroyer of Knowledge!** You accidentally destroyed (or purposely ransacked) Bafin the Black's secret laboratory. He will remember this offense.

**Enemy of Docamald:** You have made an enemy of House Docamald. This may have implications in future adventures.

**Trust of Roland:** You have met and followed the advice of Roland Docamald of Tritherion. This may have implications in future adventures.

**Thanks of Aria:** The animal companion of Aria, Druid of the Northern Reaches, has begun traveling with you, because it instinctively knows that you released its master from her pain. For the next three adventures, you are accompanied by a:

- APL2: Wolf (as per *Monster Manual*)
- APL4-6: Bear, black (as per *Monster Manual*)
- APL8: Bear, brown (as per *Monster Manual*)
- APL10: Dire lion (as per *Monster Manual*)

You gain a +4 bonus on Handle Animal checks with this animal, and it does not count towards the APL calculation of your tables. You do not gain any other druidic special abilities associated with animal companions. (Can only be earned by one PC per table.)

## Items for the Adventure Record

### Item Access

APL 2:

- Scroll of expeditious retreat, swift (Adventure; CV; 25 gp)
- Collar of Obedience (Adventure; CV; 1,500 gp)

APL 4 (all of APL 2 plus the following):

- +1 Heavy Plate (Adventure; RS; 4,150 gp)
- +1 Dwarven Warpike (Adventure; RS; 2,345 gp)
- Belt of One Mighty Blow (Adventure; MH; 1,500 gp)

APL 6 (all of APLs 2-4 plus the following):

- Songblade (Adventure; CV; 6,400 gp)
- Ring of Swimming, Improved (Adventure; DMG; 10,000 gp)

APL 8 (all of APLs 2-6 plus the following):

- +1 ghost touch cold iron greataxe (Adventure; DMG; 10,340 gp)
- Scroll of Perinarch (Adventure; SpC; 700 gp)
- Cloak of Resistance +4 (Adventure; DMG; 16,000 gp)

APL 10 (all of APLs 2-8 plus the following):

- Scroll of Planar Tolerance (Adventure; SpC; 1,125 gp)
- Ioun Stone, Iridescent purple; Adventure; DMG; 18,000 gp)

## Appendix One – APL 2

### Encounter Three

**Kobon:** Male rogue 1; CR 1; Small humanoid (reptilian); HD 1d6+1; hp 7; Init +3; Spd 20 ft.; AC 19, touch 14, flat-footed 16; BAB/Grp: +0/-7; Atk: -2 melee (1d3-3, 19-20, dagger) or +4 ranged (1d6, 19-20, light crossbow); Full Atk: -2 melee (1d3-3, 19-20, dagger) or +4 ranged (1d6, 19-20, light crossbow); Space/Reach: 5ft./5ft.; SA sneak attack +1d6; SQ Darkvision 60 ft., light sensitivity, trapfinding; AL LN; SV Fort +1, Ref +5, Will +1; Str 4, Dex 17, Con 12, Int 13, Wis 12, Cha 10.

*Skills and Feats:* Craft (trapmaking) +8, Hide +11, Jump +1, Move Silently +7, Open Lock +7, Search +5, Spot +5, Tumble +7, Use Magic Device +4; Skill Focus (trapmaking).

*Possessions:* light crossbow, dagger, masterwork chain shirt.

### Encounter Four

**Wolf Topiary Guardian (damaged):** CR 1; Medium plant; HD 5d8+10; hp 16; Init +3; Spd 50 ft. (10 squares); AC 14 (touch 12, flat-footed 12); BAB/Grp +1/+2; Atk +3 melee (1d6+1 nonlethal, bite); Space/Reach 5ft./5ft.; SA Merciful, trip; SQ Damage reduction 10/slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire; AL N; SV Fort +6, Ref +4, Will +1; Str 17, Dex 16, Con 14, Int —, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +11.

*Freeze (Ex):* A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

*Trip (Ex):* After a successful bite attack, a wolf topiary guardian may make a trip attempt with a +3 to the roll. If it fails, the target may not attempt to trip the wolf topiary guardian in return.

### Encounter Five

**Bafin The Black:** Male elf wizard 7; CR 3; Medium humanoid (Human); HD 7d4+7; hp 32; Init +2; Spd 30 ft.; AC 12 (Dex +2), touch 12, ff 10; BAB/Grp +3/+2; Atk: +2 melee (1d4-1, 19-20, dagger) or +2 melee touch (spell) or +5 ranged touch (spell); Space/Reach: 5ft./5ft.; SA Spells; SQ Familiar, low-light vision; AL

LE; SV Fort +3, Ref +4, Will +5; Str 8, Dex 15, Con 13, Int 17, Wis 12, Cha 10.

*Skills and Feats:* Concentration +11, Craft (Alchemy) +16, Knowledge (Arcana) +13, Knowledge (Nature) +13, Knowledge (Dungeoneering) +13, Spellcraft +13; Brew Potion, Craft Flesh Graft (from *LoM*, no effect here), Reach Spell, Scribe Scroll, Skill Focus (Craft: Alchemy).

*Possessions:* Dagger, spell components.

Spells Prepared (4/5/4/3/2; base DC = 13 + spell level): 0—*acid splash*, *detect magic*, *light*, *mage hand*, 1st—~~*charm person*~~, *chill touch*, *hypnotism*, ~~*tenser's floating disk*~~, *unseen servant*; 2nd—*bear's endurance*, *bull's strength*, ~~*detect thoughts*~~, *reach touch of fatigue*, 3rd—*gentle repose*, ~~*invisibility sphere*~~, *nondetection*, 4th—~~*dimension door*~~, *dimension door*.

**Note:** The pre-cast spells above were cast for research purposes, and are not available to Bafin for this encounter.

**Baleful the Mephit:** Ooze mephit; CR 3; Small outsider (extraplanar, water); HD 3d8+6; hp 19; Init +0; Spd 30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.; AC 20 (+1 size, +9 natural), touch 11, ff 16; BAB/Grp +3/+1; Atk +6 melee (1d3+2, claw); Full Atk +6/+6 melee (1d3+2, 2 claws); 5ft./5ft.; SA Breath weapon, spell-like abilities, *summon mephit*; SQ DR 5/magic, darkvision 60 ft., deliver touch spells, improved evasion, share spells; AL LE; SV Fort +4, Ref +3, Will +3; Str 14, Dex 10, Con 13, Int 9, Wis 11, Cha 15.

*Skills and Feats:* Bluff +8, Concentration +11, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness.

*Breath Weapon (Su):* Every 1d4 rounds, 10-ft. cone of caustic liquid, 1d4 damage, Reflex DC 14 half. Those that fail suffer a -4 penalty to AC and a -2 penalty to attack rolls for 3 rounds. Save DC is Con-based.

*Spell-like Abilities:* 1/hour—*melf's acid arrow* (ranged touch +4, CL 3rd); 1/day—*stinking cloud* (DC 15, CL 5th).

**Nameless:** Male gnomish; CR 1; Medium humanoid (gnomish); HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +1 natural, +1 padded armor), touch 11, flat-footed 12; BAB/Grp: +1/+4; Atk: +4 melee (1d6+4, club);

5ft./5ft.; SQ Darkvision 60 ft.; AL CN; SV Fort +4, Ref +2, Will -3; Str 16, Dex 13, Con 13, Int 4, Wis 4, Cha 4.

*Skills and Feats:* Climb +4, Jump +4; Power Attack.

*Possessions:* Lice-ridden blankets (acts as padded armor), iron cauldron (acts as club).

## Encounter Six

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**Limrin The Bald:** Male marshal 1; CR 1; Medium humanoid (Human); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 18 (+3 Dex, +4 chain shirt, +1 buckler), touch 13, flat-footed 15; BAB/Grp: +0/+0; Atk: +0 melee (1d8, battle axe) or +4 ranged (1d10, masterwork heavy crossbow) or +5 ranged within 30 ft. (1d10+1, masterwork crossbow); 5ft./5ft.; SA Point Blank Shot; SQ Aura (Art of War); AL LE; SV Fort +3, Ref +3, Will +2; Str 11, Dex 17, Con 12, Int 8, Wis 10, Cha 15.

*Skills and Feats:* Bluff +7, Diplomacy +7, Intimidate +7, Spot +2; Point Blank Shot, Rapid Reload, Skill Focus (Diplomacy).

**Auras:** Art of War (minor aura)— +2 bonus on disarm, trip, bull rush, and sunder attempts.

*Possessions:* screaming bolt, short sword, masterwork heavy crossbow, chain shirt, buckler, 9 bolts, 30 gp.

**Crescent Crusaders:** Male commoner 1; CR 1/4; Medium humanoid (human); HD 1d4+1; hp 5; Init+1; Spd 30 ft.; AC 13 (+1 Dex, +2 armor), touch 11, ff 12; BAB/Grp: +0/+2; Atk: +3 melee (1d6+2, sickle); 5ft./5ft.; SA Trip; AL N; SV Fort +3, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 13, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Intimidate +1, Profession (farmer) +4, Swim +2; Combat Expertise, Improved Trip.

*Possessions:* sickle (3), leather armor, 5 gp.

**With Aura Benefits:** Atk +4 melee, trip +4.

## Appendix One – APL 4

### Encounter Three

**Kobon:** Male Rogue 3; CR 3; Small Humanoid (Reptilian); HD 3d6+3; hp 15; Init+3; Spd 30 ft.; AC 19, touch 14, flat-footed 16; BAB/Grp: +2/-5; Atk: +0 melee (1d4-3, 19-20, dagger), +6 ranged (1d8, 19-20); Full Atk: +0 melee (1d4-3, 19-20), +6 ranged (1d8, 19-20); Space/Reach: 5ft./5ft.; SA sneak attack +2d6; SQ Darkvision 60 ft., evasion, light sensitivity, trapfinding, trap sense +1; AL LN; SV Fort +2, Ref +6, Will +2; Str 4, Dex 17, Con 12, Int 13, Wis 12, Cha 10.

*Skills and Feats:* Craft (trapmaking) +10, Hide +13, Jump +5, Move Silently +11, Open Lock +7, Search +9, Spot +7, Tumble +11, Use Magic Device +6; Skill Focus (trapmaking), point blank shot

*Possessions:* light crossbow, dagger, masterwork chainshirt.

### Encounter Four

**Boar Topiary Guardian:** CR 4; Medium plant; HD 5d8+10; hp 32; Init +3; Spd 40 ft. (8 squares); AC 17 (+3 Dex, +4 nat), touch 13, ff 14; BAB/Grp +3/+6; Atk +6 melee (2d6+4 nonlethal, gore); Space/Reach 5ft./5ft.; SA Ferocity, merciful; SQ Damage reduction 10/slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire; AL N; SV Fort +6, Ref +4, Will +1; Str 17, Dex 16, Con 14, Int —, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +11.

*Ferocity (Ex):* A boar topiary guardian continues to fight without penalty even while disabled or dying.

*Freeze (Ex):* A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

### Encounter Five

**Bafin The Black:** Male elf wizard 8; CR 6; Medium humanoid (elf); HD 8d4+8; hp 36; Init +2; Spd 30 ft.; AC 12 (Dex +2), touch 12, ff 10; BAB/Grp +4/+3; Atk: +3 melee (1d4-1, 19-20, dagger) or +3 melee touch (spell) or +6 ranged touch (spell); Space/Reach: 5ft./5ft.; SA Spells; SQ Familiar, low-light vision; AL LE; SV Fort +3, Ref +4, Will +6; Str 8, Dex 15, Con 13, Int 18, Wis 12, Cha 10.

*Skills and Feats:* Concentration +12, Craft (Alchemy) +18, Knowledge (Arcana) +15, Knowledge (Nature) +15, Knowledge (Dungeoneering) +15, Spellcraft +15; Brew Potion, Craft Flesh Graft (from *LoM*, no effect here), Reach Spell, Skill Focus (Craft: Alchemy).

*Possessions:* Dagger, spell components.

Spells Prepared (4/5/4/3/2; base DC = 13 + spell level): 0—*acid splash*, *detect magic*, ~~light~~, ~~mage hand~~, 1st—~~charm person~~, *chill touch*, *enlarge person*, *hypnotism*, ~~tenser's floating disk~~, *unseen servant*; 2nd—*augment familiar*, *bull's strength*, ~~detect thoughts~~, *mirror image*, *reach touch of fatigue*, 3rd—~~gentle repose~~, *invisibility sphere*, *reach chill touch*, ~~nonetection~~, 4th—~~dimension door~~, *dimension door*, *minor creation*.

**Note:** The pre-cast spells above were cast for research purposes, and are not available to Bafin for this encounter.

**Baleful the Mephit:** Ooze mephit; CR 3; Small outsider (extraplanar, water); HD 3d8+6; hp 21; Init +0; Spd 30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.; AC 20 (+1 size, +9 natural), touch 11, ff 16; BAB/Grp +3/+1; Atk +6 melee (1d3+2, claw); Full Atk +6/+6 melee (1d3+2, 2 claws); 5ft./5ft.; SA Breath weapon, spell-like abilities, *summon mephit*; SQ DR 5/magic, darkvision 60 ft., deliver touch spells, improved evasion, share spells; AL LE; SV Fort +4, Ref +3, Will +3; Str 14, Dex 10, Con 13, Int 9, Wis 11, Cha 15.

*Skills and Feats:* Bluff +8, Concentration +12, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot+6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness.

*Breath Weapon (Su):* Every 1d4 rounds, 10-ft. cone of caustic liquid, 1d4 damage, Reflex DC 14 half. Those that fail suffer a -4 penalty to AC and a -2 penalty to attack rolls for 3 rounds. Save DC is Con-based.

*Spell-like Abilities:* 1/hour—*melf's acid arrow* (ranged touch +4, CL 3rd); 1/day—*stinking cloud* (DC 15, CL 5th).

**Nameless:** Male gnoll barbarian 2; CR 3; Medium humanoid (gnoll); HD 2d8+2d12+4; hp 27; Init +2; Spd 40 ft.; AC 14 (+2 Dex, +1 natural, +1 padded armor), touch 12, flat-footed 12; BAB/Grp: +3/+6; Atk: +6 melee (1d8+4, mace); 5ft./5ft.; SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge; AL CN; SV Fort +7,

Ref +2, Will -3; Str 16, Dex 14, Con 13, Int 4, Wis 4, Cha 4.

*Skills and Feats:* Climb +5, Jump +5; Improved Bull Rush, Power Attack.

*Possessions:* Lice-ridden blankets (acts as padded armor), iron cauldron (acts as mace).

**When Raging:** hp 35; AC 12 (touch 10, ff 10); Atk +8 melee (1d8+7); Will -1.

## Encounter Six

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**Limrin The Bald:** Male marshal 2/ft 1; CR 3; Medium humanoid (Human); HD 2d8+1d10+3; hp 20; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +4 chain shirt, +1 buckler), touch 13, flat-footed 15; BAB/Grp: +2/+2; Atk: +2 melee (1d8, battle axe) or +6 ranged (1d10, masterwork heavy crossbow) or +7 ranged within 30 ft. (1d10+1, masterwork heavy crossbow); 5ft./5ft.; SA Point Blank Shot; SQ Auras (Art of war, motivate attack); AL LE; SV Fort +6, Ref +3, Will +3; Str 11, Dex 17, Con 12, Int 8, Wis 10, Cha 15.

*Skills and Feats:* Bluff +9, Diplomacy +7, Intimidate +7, Perform (limericks) +6, Spot +2; Deceitful, Point Blank Shot, Rapid Reload, Skill Focus (Diplomacy), Weapon Focus (heavy crossbow).

**Auras:** Art of War (minor aura)—+2 bonus on disarm, trip, bull rush, and sunder attempts; Motivate Attacks (major aura)—+1 bonus on melee attacks.

*Possessions:* screaming bolts (2), short sword, masterwork heavy crossbow, chain shirt, buckler, 13 bolts, 30 gp.

**Crescent Crusaders:** Male warrior 1; CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9; Init+1; Spd 30 ft.; AC 14 (+1 Dex, +3 armor), touch 11, ff 13; BAB/Grp: +1/+3; Atk: +4 melee (2d4+3/x4, scythe) or +4 melee (2d4+3/x3, guisarme) or +4 melee (1d10+3/x3, heavy flail) or +4 melee (1d10+3/x3, halberd) or +4 melee (1d6+2, sickle); 5ft./5ft.; SA Trip; AL N; SV Fort +3, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 13, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Intimidate +1, Profession (farmer) +4, Swim +2; Combat Expertise, Improved Trip.

*Possessions:* Scythe or guisarme or heavy flail or halberd, sickle (2), studded leather armor, 5 gp.

**With Aura Benefits:** Atk +5 melee, trip +4.

## Appendix One – APL 6

### Encounter Three

**Kobon:** Male Rogue 5; CR 5; Small Humanoid (Reptilian); HD 5d6+5; hp 22; Init+3; Spd 30 ft.; AC 20, touch 15, flat-footed 16; BAB/Grp: +3/-4; Atk: +1 melee (1d4-3, 19-20, dagger), +8 ranged (1d8, 19-20); Full Atk: +1 melee (1d4-3, 19-20), +8 ranged (1d8, 19-20); Space/Reach: 5ft./5ft.; SA sneak attack +3d6; SQ Darkvision 60 ft., evasion, light sensitivity, trapfinding, trap sense +1, uncanny dodge; AL LN; SV Fort +2, Ref +8, Will +2; Str 4, Dex 18, Con 12, Int 13, Wis 12, Cha 10.

*Skills and Feats:* Craft (trapmaking) +12, Hide +15, Jump +7, Move Silently +13, Open Lock +9, Search +11, Spot +9, Tumble +13, Use Magic Device +8; Skill Focus (trapmaking), point blank shot

*Possessions:* light crossbow, dagger, masterwork chainshirt.

### Encounter Four

**Boar Topiary Guardians (2):** CR 4; Medium plant; HD 5d8+10; hp 32; Init +3; Spd 40 ft. (8 squares); AC 17 (+3 Dex, +4 nat), touch 13, ff 14; BAB/Grp +3/+6; Atk +6 melee (2d6+4 nonlethal, gore); Space/Reach 5ft./5ft.; SA Ferocity, merciful; SQ Damage reduction 10/slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire; AL N; SV Fort +6, Ref +4, Will +1; Str 17, Dex 16, Con 14, Int —, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +11.

*Ferocity (Ex):* A boar topiary guardian continues to fight without penalty even while disabled or dying.

*Freeze (Ex):* A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

### Encounter Five

**Bafin The Black:** Male elf wizard 9; CR 8; Medium humanoid (elf); HD 9d4+9; hp 40; Init +6; Spd 30 ft.; AC 12 (Dex +2), touch 12, ff 10; BAB/Grp +4/+3; Atk: +3 melee (1d4-1, 19-20, dagger) or +3 melee touch (spell) or +6 ranged touch (spell); Space/Reach: 5ft./5ft.; SA Spells; SQ Familiar, low-light vision; AL

LE; SV Fort +4, Ref +5, Will +6; Str 8, Dex 15, Con 13, Int 18, Wis 12, Cha 10.

*Skills and Feats:* Concentration +13, Craft (Alchemy) +19, Knowledge (Arcana) +16, Knowledge (Nature) +16, Knowledge (Dungeoneering) +16, Spellcraft +16; Brew Potion, Improved Initiative, Craft Flesh Graft (from *LoM*, no effect here), Reach Spell, Skill Focus (Craft: Alchemy).

*Possessions:* Dagger, spell components.

Spells Prepared (4/5/5/4/3/1; base DC = 13 + spell level): 0—*acid splash*, *detect magic*, *light*, ~~*mage hand*~~, 1st—~~*charm person*~~, *chill touch*, *enlarge person*, *hypnotism*, ~~*tenser's floating disk*~~; 2nd—*augment familiar*, *bull's strength*, ~~*detect thoughts*~~, *mirror image*, *reach touch of fatigue*, 3rd—~~*gentle repose*~~, *invisibility sphere*, *reach chill touch*, ~~*nondetection*~~, 4th—~~*dimension door*~~, *dimension door*, *reach touch of idiocy*, 5th—~~*teleport*~~.

**Note:** The pre-cast spells above were cast for research purposes, and are not available to Bafin for this encounter.

**Baleful the Mephitis:** Ooze mephitis; CR 3; Small outsider (extraplanar, water); HD 3d8+6; hp 23; Init +0; Spd 30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.; AC 21 (+1 size, +10 natural), touch 11, ff 16; BAB/Grp +4/+3; Atk +7 melee (1d3+2, claw); Full Atk +7/+7 melee (1d3+2, 2 claws); 5ft./5ft.; SA Breath weapon, spell-like abilities, *summon mephitis*; SQ DR 5/magic, darkvision 60 ft., deliver touch spells, improved evasion, share spells; AL LE; SV Fort +4, Ref +3, Will +3; Str 14, Dex 10, Con 13, Int 10, Wis 11, Cha 15.

*Skills and Feats:* Bluff +8, Concentration +13, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness.

*Breath Weapon (Su):* Every 1d4 rounds, 10-ft. cone of caustic liquid, 1d4 damage, Reflex DC 14 half. Those that fail suffer a -4 penalty to AC and a -2 penalty to attack rolls for 3 rounds. Save DC is Con-based.

*Spell-like Abilities:* 1/hour—*melf's acid arrow* (ranged touch +4, CL 3rd); 1/day—*stinking cloud* (DC 15, CL 5th).

**Nameless:** Male gnoll barbarian 4; CR 5; Medium humanoid (gnoll); HD 2d8+4d12+12; hp 43; Init +2; Spd 40 ft.; AC 14 (+2 Dex, +1 natural, +1 padded armor), touch 12, flat-footed 12; BAB/Grp: +5/+8; Atk: +8 melee (1d8+4, mace); 5ft./5ft.; SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge; AL CN; SV Fort +8, Ref +3, Will -2; Str 16, Dex 14, Con 14, Int 4, Wis 4, Cha 4.

*Skills and Feats:* Climb +6, Jump +6; Improved Bull Rush, Power Attack.

*Possessions:* Lice-ridden blankets (acts as padded armor), iron cauldron (acts as mace).

**When Raging:** hp 55; AC 12 (touch 10, ff 10); Atk +10 melee (1d8+7); Will +0.

## Encounter Six

**Limrin The Bald:** Male marshal 2/ft 3; CR 5; Medium humanoid (human); HD 2d8+3d10+5; hp 31; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +4 chain shirt, +1 buckler), touch 13, ff 15; BAB/Grp: +4/+4; Full Atk +4 melee (1d8, battle axe) or +6/+6 ranged (1d8, masterwork light crossbow) or +7/+7 ranged within 30 ft. (1d8+1, masterwork light crossbow); 5ft./5ft.; SA Point Blank Shot, Rapid Shot; SQ Auras (Art of war, motivate attack); AL LE; SV Fort +7, Ref +4, Will +4; Str 11, Dex 17, Con 12, Int 8, Wis 10, Cha 16.

*Skills and Feats:* Bluff +9, Diplomacy +8, Intimidate +11, Perform (limericks) +6, Spot +2; Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Skill Focus (Diplomacy), Weapon Focus (light crossbow).

**Auras:** Art of War (minor aura)—+3 bonus on disarm, trip, bull rush, and sunder attempts; Motivate Attacks (major aura)—+1 bonus on melee attacks.

*Possessions:* screaming bolts (3), short sword, masterwork light crossbow, chain shirt, buckler, 17 bolts, 30 gp.

**Crescent Crusaders:** Male warrior 2; CR 1; Medium humanoid (human); HD 2d8+2; hp 17; Init+1; Spd 30 ft.; AC 15 (+1 Dex, +4 armor), touch 11, ff 14; BAB/Grp: +2/+4; Atk: +5 melee (2d4+3/x4, scythe) or +5 melee (2d4+3/x3, guisarme) or +5 melee (1d10+3/x3, heavy flail) or +5 melee (1d10+3/x3, halberd) or +4 melee (1d6+2, sickle); 5ft./5ft.; SA Trip; AL N; SV Fort +3, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 13, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Intimidate +1, Profession (farmer) +4, Swim +2; Combat Expertise, Improved Trip.

*Possessions:* Scythe or guisarme or heavy flail or halberd, sickle (2), scale armor, 5 gp.

**With Aura Benefits:** Atk +6 melee, trip +5.

## Appendix One – APL 8

### Encounter Three

**Kobon:** Male Rogue 7; CR 7; Small Humanoid (Reptilian); HD 7d6+7; hp 31; Init+3; Spd 30 ft.; AC 20, touch 15, flat-footed 16; BAB/Grp: +5/-2; Atk: +3 melee (1d4-3, 19-20, dagger), +10 ranged (1d8, 19-20); Full Atk: +3 melee (1d4-3, 19-20), +10 ranged (1d8, 19-20); Space/Reach: 5ft./5ft.; SA sneak attack +4d6; SQ Darkvision 60 ft., evasion, light sensitivity, trapfinding, trap sense +2, uncanny dodge; AL LN; SV Fort +3, Ref +9, Will +3; Str 4, Dex 18, Con 12, Int 13, Wis 12, Cha 10.

*Skills and Feats:* Craft (trapmaking) +14, Hide +20, Jump +9, Move Silently +18, Open Lock +11, Search +13, Spot +11, Tumble +14, Use Magic Device +10; Skill Focus (trapmaking), point blank shot, Stealthy

*Possessions:* light crossbow, dagger, masterwork chainshirt.

### Encounter Four

**Lion Topiary Guardian:** CR 7; Large plant; HD 10d8+40; hp 85; Init +2; Spd 40 ft. (8 squares); AC 17 (+2 Dex, +6 nat, -1 size), touch 11, ff 15; BAB/Grp +7/+18; Atk +13 melee (1d6+7 nonlethal, claw); Full Atk +13/+13 melee (1d6+7 nonlethal, claws) and +8 melee (1d8+3 nonlethal, bite); Space/Reach 5ft./5ft.; SA Improved grab, merciful, pounce, rake 1d6+3; SQ Damage reduction 10/slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire; AL N; SV Fort +11, Ref +5, Will +3; Str 25, Dex 14, Con 18, Int —, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +10.

*Imp Grab (Ex):* When a lion topiary guardian hits with a bite attack, it can 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 rake.

*Freeze (Ex):* A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

*Pounce (Ex):* If a lion topiary guardian charges, it can make a full attack, including two rake attacks.

*Rake (Ex):* Attack bonus +13 melee, damage 1d6+3 nonlethal.

### Encounter Five

**Bafin The Black:** Male elf wizard 10; CR 9; Medium humanoid (elf); HD 10d4+10; hp 44; Init +6; Spd 30 ft.; AC 12 (Dex +2), touch 12, ff 10; BAB/Grp +5/+4; Atk: +4 melee (1d4-1, 19-20, dagger) or +4 melee touch (spell) or +7 ranged touch (spell); 5ft./5ft.; SA Spells; SQ Familiar, low-light vision; AL LE; SV Fort +4, Ref +5, Will +7; Str 8, Dex 15, Con 13, Int 18, Wis 12, Cha 10.

*Skills and Feats:* Concentration +14, Craft (Alchemy) +20, Knowledge (Arcana) +17, Knowledge (Nature) +17, Knowledge (Dungeoneering) +17, Spellcraft +17; Brew Potion, Extend Spell, Improved Initiative, Craft Flesh Graft (from *LoM*, no effect here), Reach Spell, Skill Focus (Craft: Alchemy), .

*Possessions:* Dagger, spell components.

Spells Prepared (4/5/5/4/4/2; base DC = 13 + spell level): 0—*acid splash*, *detect magic*, ~~light~~, ~~mage hand~~, 1st—~~charm person~~, *chill touch*, *enlarge person*, *hypnotism*, ~~tenser's floating disk~~, *unseen servant*; 2nd—*augment familiar*, *blindness/deafness*, ~~detect thoughts~~, *mirror image*, *reach touch of fatigue*, 3rd—~~gentle repose~~, *invisibility sphere*, *rage*, ~~nondetection~~, 4th—~~dimension door~~, *dimension door*, *minor creation*, *reach touch of idiocy*; 5th—*dominate person*, *teleport*.

**Note:** The pre-cast spells above were cast for research purposes, and are not available to Bafin for this encounter.

**Baleful the Mephit:** Ooze mephit; CR 3; Small outsider (extraplanar, water); HD 3d8+6; hp 25; Init +0; Spd 30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.; AC 21 (+1 size, +10 natural), touch 11, ff 16; BAB/Grp +5/+2; Atk +8 melee (1d3+2, claw); Full Atk +8/+8 melee (1d3+2, 2 claws); 5ft./5ft.; SA Breath weapon, spell-like abilities, *summon mephit*; SQ DR 5/magic, darkvision 60 ft., deliver touch spells, improved evasion, share spells; AL LE; SV Fort +4, Ref +3, Will +3; Str 14, Dex 10, Con 13, Int 10, Wis 11, Cha 15.

*Skills and Feats:* Bluff +8, Concentration +13, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness.

*Breath Weapon (Su):* Every 1d4 rounds, 10-ft. cone of caustic liquid, 1d4 damage, Reflex DC 14 half. Those



that fail suffer a -4 penalty to AC and a -2 penalty to attack rolls for 3 rounds. Save DC is Con-based.

*Spell-like Abilities:* 1/hour—*melf's acid arrow* (ranged touch +4, CL 3rd); 1/day—*stinking cloud* (DC 15, CL 5th).

**Nameless:** Male gnoll barbarian 6; CR 5; Medium humanoid (gnoll); HD 2d8+6d12+16; hp 59; Init +2; Spd 40 ft.; AC 14 (+2 Dex, +1 natural, +1 padded armor), touch 12, flat-footed 12; BAB/Grp: +7/+10; Atk +10 melee (1d10+4, greatclub); Full Atk +10/+5 melee (1d10+4, greatclub); 5ft./5ft.; SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge; AL CN; SV Fort +9, Ref +4, Will -1; Str 17, Dex 14, Con 14, Int 4, Wis 4, Cha 4.

*Skills and Feats:* Climb +7, Jump +7; Improved Bull Rush, Power Attack.

*Possessions:* Lice-ridden blankets (acts as padded armor), iron cauldron (acts as greatclub).

**When Raging:** hp 75; AC 12 (touch 10, ff 10); Full Atk +12/+7 melee (1d6+7); Will +1.

## Encounter Six

**Limrin The Bald:** Male marshal 2/ft 5; CR 7; Medium humanoid (human); HD 2d8+5d10+5; hp 42; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +4 chain shirt, +1 buckler), touch 13, ff 15; BAB/Grp: +6/+6; Full Atk +6/+1 melee (1d8, battle axe) or +8/+8/+3 ranged (1d8, masterwork light crossbow) or +10/+10/+5 ranged within 30 ft. (1d8+1, masterwork heavy crossbow); 5ft./5ft.; SA Point Blank Shot, Rapid Shot; SQ Auras (Art of war, motivate attack); AL LE; SV Fort +8, Ref +4, Will +4; Str 11, Dex 17, Con 12, Int 8, Wis 10, Cha 16.

*Skills and Feats:* Bluff +9, Diplomacy +8, Intimidate +13, Perform (limericks) +6, Spot +3; Point Blank Shot, Precise Shot, Ranged Disarm, Rapid Reload, Rapid Shot, Skill Focus (Diplomacy), Weapon Focus (light crossbow), Weapon Specialization (light crossbow).

**Auras:** Art of War (minor aura)—+3 bonus on disarm, trip, bull rush, and sunder attempts; Motivate Attacks (major aura)—+1 bonus on melee attacks.

*Possessions:* *screaming bolts* (4), short sword, masterwork light crossbow, chain shirt, buckler, 21 bolts, 30 gp.

**Crescent Crusaders:** Male warrior 3; CR 2; Medium humanoid (human); HD 3d8+3; hp 24; Init+1; Spd 20 ft.; AC 16 (+1 Dex, +5 armor), touch 11, ff 15; BAB/Grp: +3/+6; Atk: +8 melee (2d4+4/x4, scythe) or +8 melee

(2d4+4/x3, guisarme) or +8 melee (1d10+4/x3, heavy flail) or +8 melee (1d10+4/x3, halberd) or +7 melee (1d6+3, sickle); 5ft./5ft.; SA Trip; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 12, Con 13, Int 13, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Intimidate +1, Profession (farmer) +4, Swim +2; Combat Expertise, Improved Trip, Weapon Focus (varies).

*Possessions:* Scythe *or* guisarme *or* heavy flail *or* halberd, sickle (2), breastplate, 5 gp.

**With Aura Benefits:** Atk +9 melee, trip +6.

## Appendix One – APL 10

### Encounter Three

**Kobon:** Male Rogue 9; CR 9; Small Humanoid (Reptilian); HD 9d6+9; hp 40; Init+3; Spd 30 ft.; AC 20, touch 15, flat-footed 16; BAB/Grp: +6/-1; Atk: +4 melee (1d4-3, 19-20, dagger), +11 ranged (1d8, 19-20); Full Atk: +4 melee (1d4-3, 19-20), +11/+6 ranged (1d8, 19-20); Space/Reach: 5ft./5ft.; SA sneak attack +5d6; SQ Darkvision 60 ft., evasion, light sensitivity, trapfinding, trap sense +3, improved uncanny dodge; AL LN; SV Fort +4, Ref +10, Will 43; Str 4, Dex 18, Con 12, Int 13, Wis 12, Cha 10.

*Skills and Feats:* Craft (trapmaking) +16, Hide +22, Jump +11, Move Silently +20, Open Lock +13, Search +15, Spot +13, Tumble +16, Use Magic Device +12; Skill Focus (trapmaking), point blank shot, Stealthy, Rapid Reload

*Possessions:* light crossbow, dagger, masterwork chain shirt.

### Encounter Five

**Bafin The Black:** Male elf wizard 11; CR 10; Medium humanoid (elf); HD 11d4+11; hp 48; Init +6; Spd 30 ft.; AC 12 (Dex +2), touch 12, ff 10; BAB/Grp +5/+4; Atk: +4 melee (1d4-1, 19-20, dagger) or +4 melee touch (spell) or +7 ranged touch (spell); 5ft./5ft.; SA Spells; SQ Familiar, low-light vision; AL LE; SV Fort +4, Ref +5, Will +7; Str 8, Dex 15, Con 13, Int 18, Wis 12, Cha 10.

*Skills and Feats:* Concentration +15, Craft (Alchemy) +21, Knowledge (Arcana) +18, Knowledge (Nature) +18, Knowledge (Dungeoneering) +17, Spellcraft +18; Brew Potion, Extend Spell, Improved Initiative, Craft Flesh Graft (from *LoM*, no effect here), Reach Spell, Skill Focus (Craft: Alchemy), .

*Possessions:* Dagger, spell components.

Spells Prepared (4/5/5/5/4/2/1; base DC = 13 + spell level): 0—*acid splash*, *detect magic*, ~~light~~, ~~mage hand~~, 1st—~~charm person~~, *chill touch*, *enlarge person*, *hypnotism*, ~~tenser's floating disk~~, *unseen servant*; 2nd—*augment familiar*, *blindness/deafness*, *blur*, *bull's strength*, ~~detect thoughts~~, *mirror image*, 3rd—*bands of steel*, ~~gentle repose~~, *invisibility sphere*, *rage*, ~~nondetection~~, 4th—~~dimension door~~, *dimension door*, *minor creation*, *reach touch of idiocy*; 5th—*dominate person*, *teleport*; 6th—*repulsion*.

**Note:** The pre-cast spells above were cast for research purposes, and are not in effect.

**Baleful the Mephit:** Ooze mephit; CR 3; Small outsider (extraplanar, water); HD 3d8+6; hp 27; Init +0; Spd 30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.; AC 21 (+1 size, +10 natural), touch 11, ff 16; BAB/Grp +5/+3; Atk +8 melee (1d3+2, claw); Full Atk +8/+8 melee (1d3+2, 2 claws); 5ft./5ft.; SA Breath weapon, spell-like abilities, *summon mephit*; SQ DR 5/magic, darkvision 60 ft., deliver touch spells, improved evasion, share spells; AL LE; SV Fort +4, Ref +3, Will +3; Str 14, Dex 10, Con 13, Int 10, Wis 11, Cha 15.

*Skills and Feats:* Bluff +8, Concentration +13, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot+6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness.

*Breath Weapon (Su):* Every 1d4 rounds, 10-ft. cone of caustic liquid, 1d4 damage, Reflex DC 14 half. Those that fail suffer a -4 penalty to AC and a -2 penalty to attack rolls for 3 rounds. Save DC is Con-based.

*Spell-like Abilities:* 1/hour—*melf's acid arrow* (ranged touch +5, CL 3rd); 1/day—*stinking cloud* (DC 15, CL 5th).

**Nameless:** Male gnoll barbarian 8; CR 9; Medium humanoid (gnoll); HD 2d8+8d12+24; hp 75; Init +2; Spd 40 ft.; AC 14 (+2 Dex, +1 natural, +1 padded armor), touch 12, flat-footed 12; BAB/Grp: +9/+12; Full Atk +13/+8 melee (1d10+6, club); 5ft./5ft.; SA Rage 3/day; SQ DR 1/—, darkvision 60 ft., fast movement, improved uncanny dodge, uncanny dodge; AL CN; SV Fort +10, Ref +4, Will -1; Str 18, Dex 14, Con 14, Int 4, Wis 4, Cha 4.

*Skills and Feats:* Climb +8, Jump +8; Improved Bull Rush, Leap Attack, Power Attack.

*Possessions:* Lice-ridden blankets (acts as padded armor), iron cauldron (acts as greatclub).

**When Raging:** hp 99; AC 12 (touch 10, ff 10); Full Atk +15/+9 melee (1d10+9); Will +1.

### Encounter Six

**Limrin The Bald:** Male marshal 2/ft 7; CR 9; Medium humanoid (human); HD 2d8+5d10+18; hp 62; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +4 chain shirt, +1 buckler),

touch 13, ff 15; BAB/Grp: +8/+8; Full Atk +8/+3 melee (1d8, battle axe) or +10/+10/+5 ranged (1d8+2/18-20/x2, masterwork light crossbow) or +11/+11/+6 ranged within 30 ft. (1d8+3/18-20/x2, masterwork heavy crossbow); 5ft./5ft.; SA Point Blank Shot, Rapid Shot; SQ Auras (Art of war, motivate attack); AL LE; SV Fort +9, Ref +5, Will +5; Str 11, Dex 17, Con 12, Int 8, Wis 10, Cha 17.

*Skills and Feats:* Bluff +9, Diplomacy +8, Intimidate +15, Perform (limericks) +7, Spot +3; Improved Critical (light crossbow), Improved Toughness, Point Blank Shot, Precise Shot, Ranged Disarm, Rapid Reload, Rapid Shot, Skill Focus (Diplomacy), Weapon Focus (light crossbow), Weapon Specialization (light crossbow).

**Auras:** Art of War (minor aura)—+3 bonus on disarm, trip, bull rush, and sunder attempts; Motivate Attacks (major aura)—+1 bonus on melee attacks.

*Possessions:* *screaming bolts* (5), short sword, masterwork light crossbow, chain shirt, buckler, 25 bolts, 30 gp.

**Crescent Crusaders:** Male warrior 4; CR 3; Medium humanoid (human); HD 4d8+4; hp 32; Init+1; Spd 20 ft.; AC 16 (+1 Dex, +6 armor), touch 11, ff 16; BAB/Grp: +4/+7; Atk: +8 melee (2d4+4/x4, scythe) or +8 melee (2d4+4/x3, guisarme) or +8 melee (1d10+4/x3, heavy flail) or +8 melee (1d10+4/x3, halberd) or +7 melee (1d6+3, sickle); 5ft./5ft.; SA Trip; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 12, Con 13, Int 13, Wis 10, Cha 8.

*Skills and Feats:* Climb +5, Intimidate +3, Profession (farmer) +5, Swim +4; Combat Expertise, Improved Trip, Weapon Focus (varies)

*Possessions:* Scythe or guisarme or heavy flail or halberd, sickle (2), banded mail, 5 gp.

**With Aura Benefits:** Atk +9 melee, trip +6.

## Appendix Two: New Rules

### New Class

#### **Marshal (from *Miniatures Handbook*)**

Marshals make use of auras, effects that affect all allies within 60 feet (including themselves) who can hear the marshal direct, order, encourage, and cajole them. A marshal can have one major and minor aura active continually; thus, an aura can be in effect at the start of a combat maneuver even before the marshal takes his first turn.

A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other. The marshal may reactivate one aura each round, if necessary, as a swift action.

**Minor Aura:** A minor aura lets allies (and the marshal) add the marshal's Charisma bonus (if any) to certain rolls.

*Art of War:* Bonus on disarm, trip, bull rush, and sunder attempts.

**Major Aura:** A major aura lets allies (and the marshal) add +1 to certain rolls.

*Motivate Attack:* Bonus on melee attack rolls.

### New Spells

#### **Augment Familiar (from *Complete Warrior*)**

Transmutation

**Level:** Sor/Wiz 2

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** Your familiar

**Duration:** Concentration +1 round/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell grants your familiar a +4 enhancement bonus to Strength, Dexterity and Constitution, damage reduction 5/magic, and a +2 resistance bonus on saving throw.

#### **Bands of Steel (from *Complete Arcane*)**

Conjuration (Creation)

**Level:** Sor/Wiz 3

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One Medium or smaller creature

**Duration:** 1 round/level

**Saving Throw:** Reflex partial

**Spell Resistance:** No

You conjure a number of shining metallic bands out of thin air, encircling a Medium or smaller creature. The victim must succeed on a Reflex save or be immobilized (helpless). If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entangled).

A creature immobilized by the bands can attempt to escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18). An entangled creature can use a full-round action to break or disentangle itself with a DC 13 Strength check or a DC 13 Escape Artist check. Large or Larger creatures are too big to be captured or impeded by the bands.

### New Feats

#### **Improved Toughness (from *Complete Warrior*)**

**Prerequisite:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

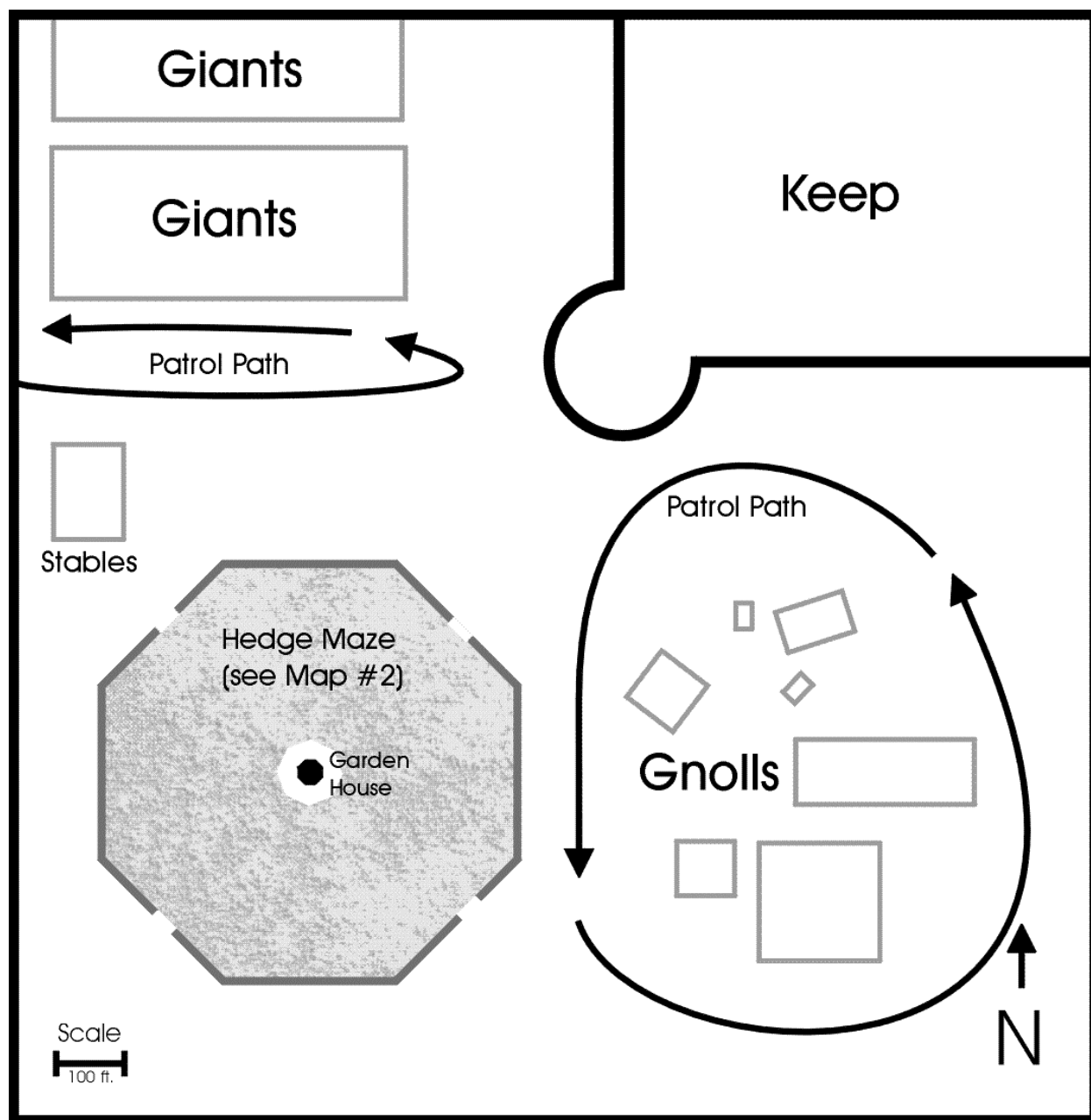
#### **Ranged Disarm (from *Complete Warrior*)**

**Prerequisite:** Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5.

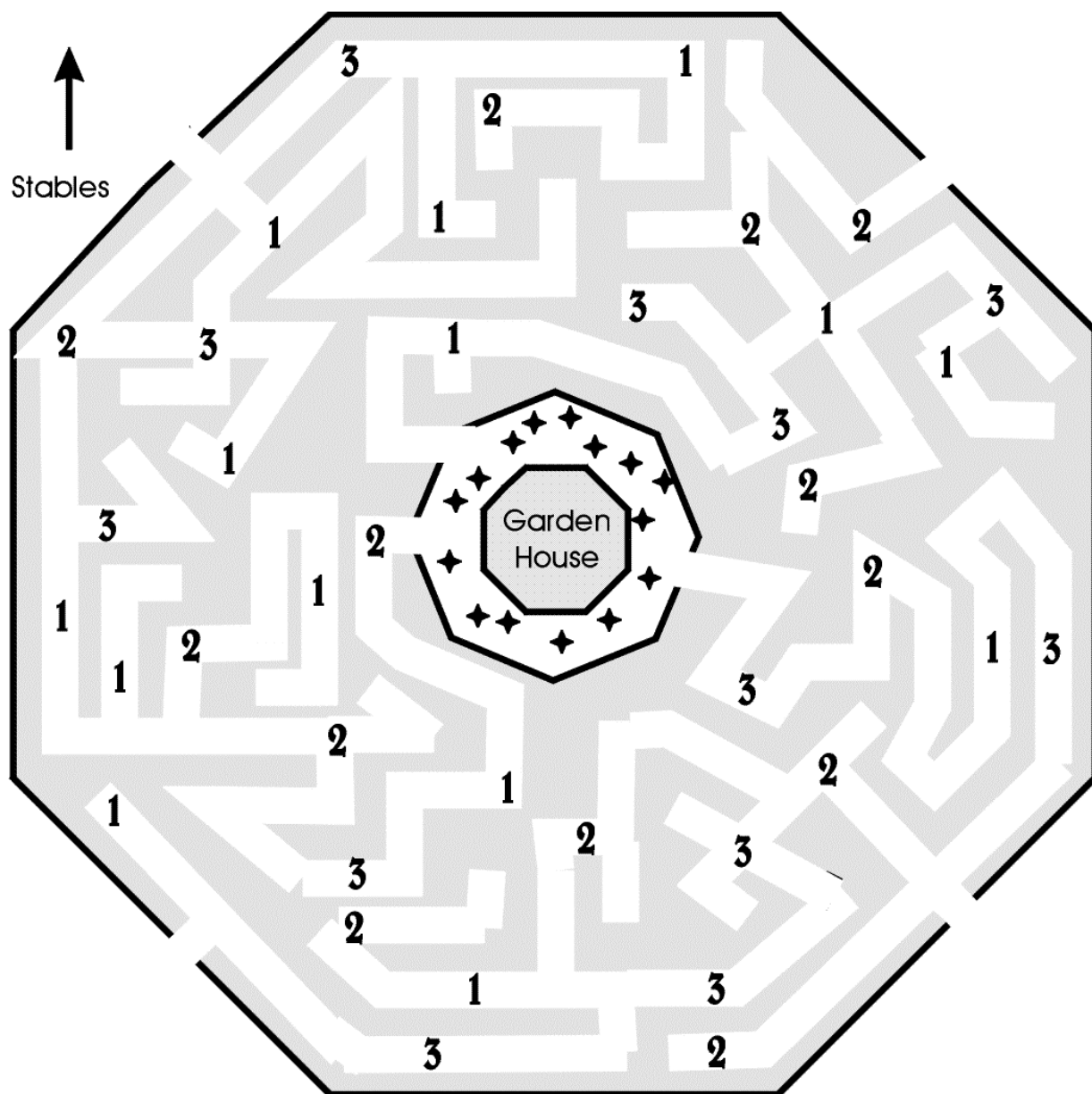
**Benefit:** Choose a weapon with which you are proficient. You can make a disarm attempt with this weapon as long as your target is within 30 feet.

# DM's Map #1

DM's map of area around Docamald Keep



Hedge Maze



Topiary



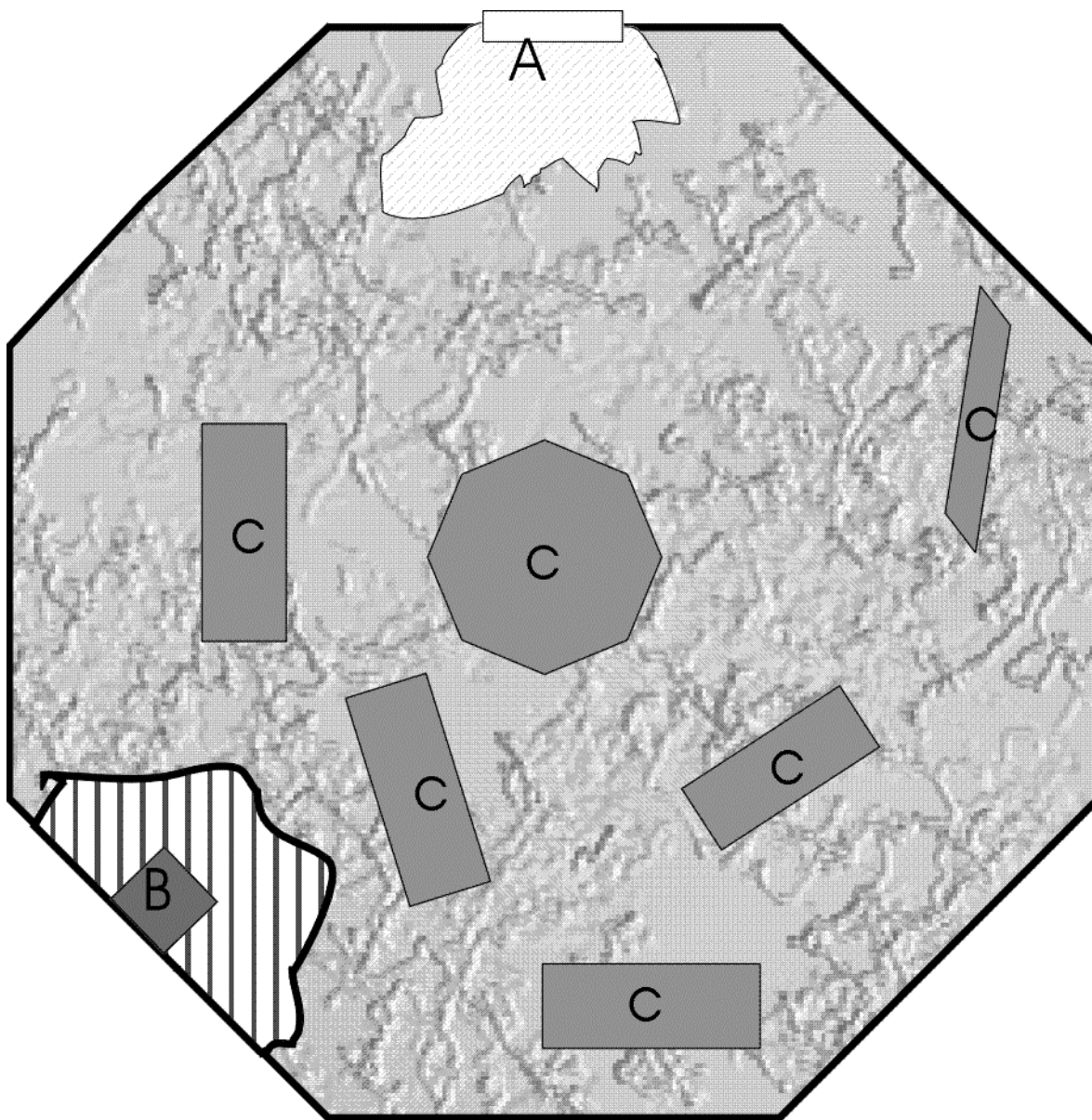
Scale



10 ft.

- 1 - Trap 1
- 2 - Trap 2
- 3 - Trap 3

Map of Garden House



Scale  
10 ft.

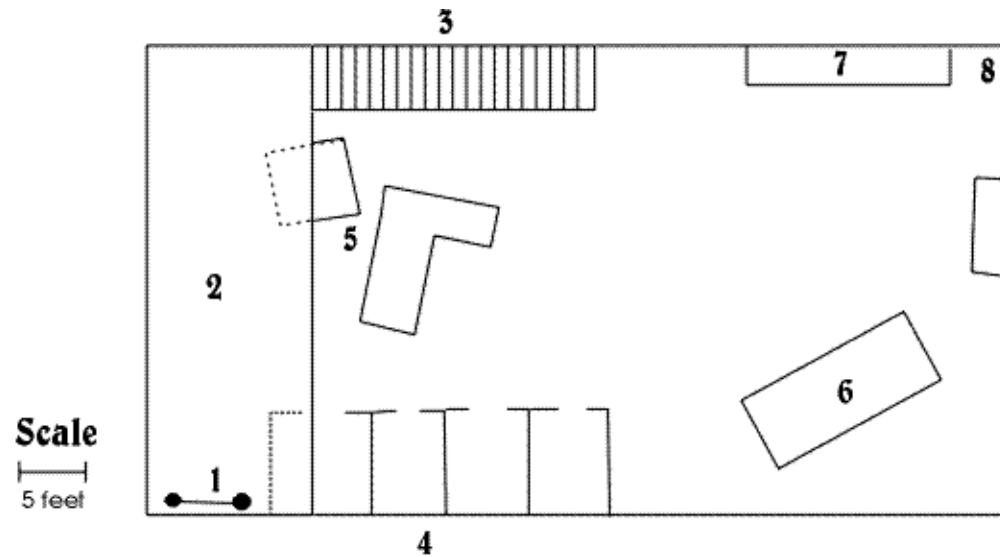
A - Entrance and scorched area

B - Trap door and scorched area

C - Rotting furniture and potted plants

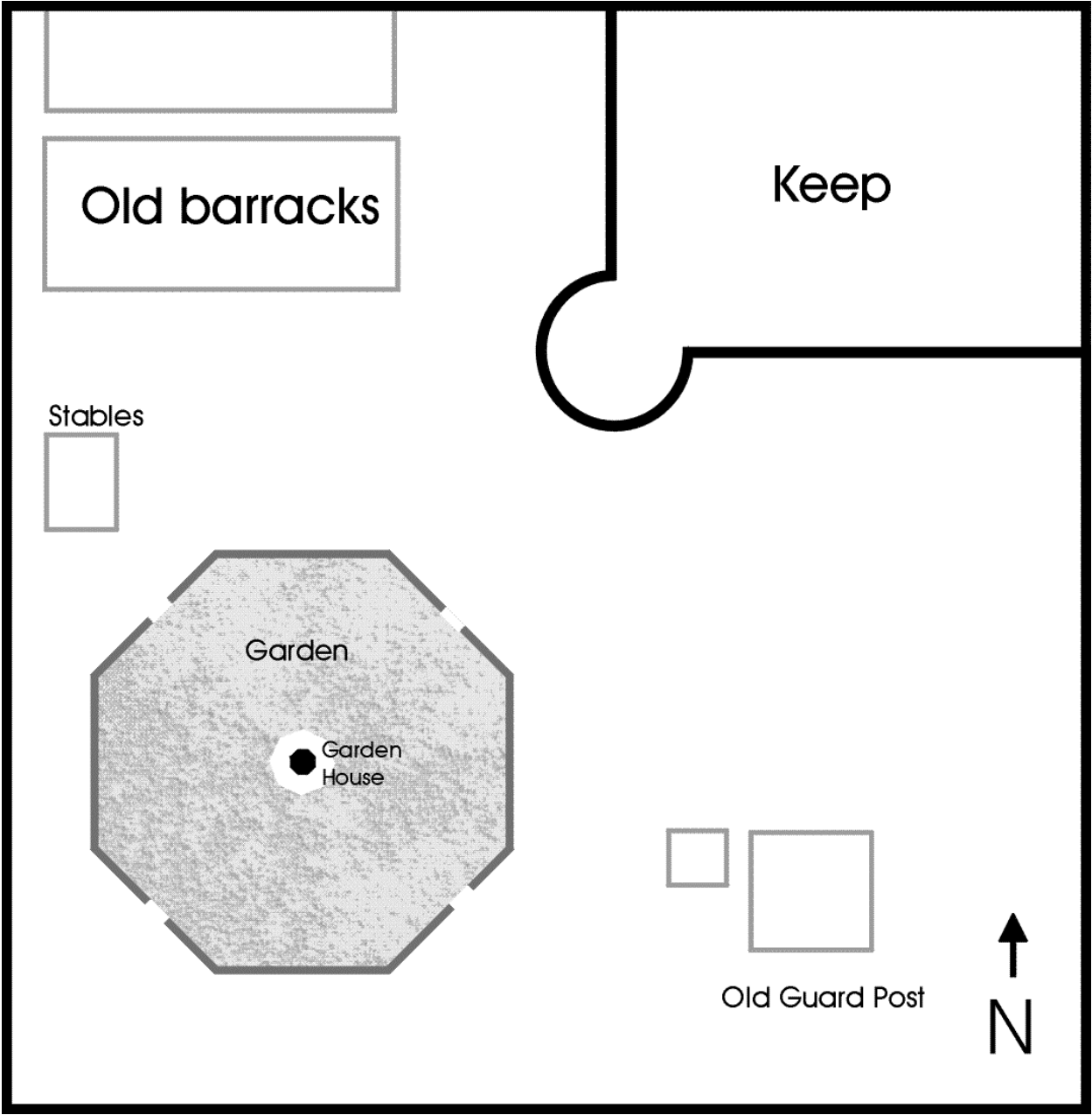
## DM's Map #4

### Map of Secret Laboratory



- 1 – Ladder from Garden House trapdoor (5 ft. down)
- 2 – Landing overlooking lab (15 ft. up, 3-ft. railing)
- 3 – Stairs down to lab (15 ft. down)
- 4 – Empty cells
- 5 – Tables w. lab equipment
- 6 – Operating table w. woman
- 7 – Shelves of lab equipment
- 8 – Removable floorboard, hidden chest





## Player Handout #2

**Extract from the journal of Tereza Docamald. Most of what remains deals with various daily chores and decisions. The one complete surviving entry, the last one, is dated three days before the main Iuzian attack struck at the Shield Lands during the opening phases of the Greyhawk War.**

The day is fast approaching. I feel great pain at even dealing with an agent of the Old One. But, I remain steadfast in my decision and belief that it is the only way any of us will survive. I've alerted the rest of the Docamald family and they are packing their belongings to flee south to South Keep; the keep's staff and the townsfolk will be given a head start, as well, though I've yet to think of an excuse that would have them all leaving their homes and traipsing south. The woman has said His armies will leave Critwall, Torkeep, and Southkeep alone. I've seen the armies arrayed before us and we can not hope to win.

At least the sacrifices of our troops will buy us a future. I consider the bargain of irrelevant troop strengths and movements in exchange for our future to be completely in our favor. May Heironeous forgive me for my sins, but I know this to be the only course of action left open to us. With luck a great crusade will drive Iuz and his foul demons away in a matter of months. Until then, we will strike in small bands from Southkeep and Critwall. May the Shield always stand.