

Blood on the Trail

A One-Round Dungeons & Dragons® Living Greyhawk™ Furyondy Regional Adventure

Version 0.9

by Michelle and Lee Sharp

Reviewed by: John du Bois, Britt Frey

Playtesters: Pete Cooney, Ken McRowe, Frank Pont, Shelley Stephen, Jeff Stop.

Heroes need many skills. Living by the sword doesn't mean you shouldn't use a shield now and again and sometimes skills beyond those of a sword are needed...like a silver tongue or eyes that can carefully follow a trail. While sometimes a sword is important, equally important is knowledge of when to use it and the ability to look past the surface. PCs with the Ire of the Old Faith from *FUR7-02 Keep Your Friends Close* may have difficulty completing this adventure. A one-round Furyondy Regional adventure in the Running Blood series, for APLs 6-14, recommended for members of the Church of Mayahine, Old Faith and Green Jerkins.

Resources for this adventure [and the authors of those works] include *FUR5-07 Arrow from the Reach* [Mike McKeown], *FUR3-06 Eclipse* [Michelle Sharp], *FUR7-02 Keep Your Friends Close* [Michelle and Lee Sharp], *IUZ5-04 Plane Thinking* [Michelle Sharp], *FUR1-10 Sins of the Mothers* [Brian Hudson] and *FUR6-04 When First We Practice* [Scott Reid].

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

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For questions specific to this document, please e-mail your Circle member at iuzcircle@gmail.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to *Appendix 1* for full information on NPCs and monsters. For your convenience, *Appendix 1* is organized by APL.

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

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.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

	7	7	9	10	11
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Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

TIME UNITS AND UPKEEP

This is a standard one-round Furyondy Regional adventure, set in Pantarn. All characters with a home region of Furyondy pay 1 Time Units. Out of metaregion characters pay 2 Time Units.

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

A character 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 DC 20 Survival check, 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

Prince Thrommel "disappeared" in 573 CY. As is known from other sources, he was heading to Verbobonc and the Temple of Elemental Evil where he was slain and turned into a vampire. During his travel south, he met and spent some time with a commoner in the Reach, Brixsta, who later gave birth to his son, Throniir, who is now, in 598CY, 24 years of age.

Seventeen years ago, in 581 CY, Valana, a druid of Merikka and close friend to King Belvor, gave birth to their daughter, Bethserai. She at first attempted to keep this a secret from Belvor and therefore left the child in the care of her cousin, Leianna, and her cousin's husband, Gowen. Valana's feelings for her daughter and her strong sense of family prompted her to visit the child regularly (typically annually for a month or two) and so eventually Belvor learned of the child's existence although he never pressured Valana as to the identity of the father, perhaps fearing to hear in words what he knew in his heart.

In 591 CY, Brixsta moved further north with her son Throniir, coincidentally settling in a town near Bethserai's home. Subsequently, the two children met and, ignorant of their true blood ties, became good friends.

Some two weeks before the adventure begins, Bethserai overheard a conversation of her "parents" and discovered that those who had raised her were not her biological parents. Upset, she packed her things and ran away from home to find her biological mother, Valana, and discover the true identity of her biological father. She took with her a "pet" (awakened raccoon) given to her by her mother and on the way meets with Throniir who, through a sense of chivalry, insists on accompanying her for her protection. Meanwhile, Thrommel has discovered the existence of both children. As they pose a threat to his claim on the throne, he sends minions to eliminate them.

The adventure begins when the PCs are approached by Grey, a friend of Valana's, who the PCs may have encountered previously. Valana learned of Bethserai's departure as well as a subsequent attack on her cousin (although she does not reveal information about the attack on her cousin to the PCs). PCs are asked to find and bring back the children but it is a race between them and Thrommel's minions to see who finds them first and if they can safely bring them to Chendl.

ADVENTURE SUMMARY

The PCs begin the adventure near Crockport. They are given the task of recovering an extremely precious "item": Belvor's daughter. They are not told of her true identity, although they may discover it themselves. They may also discover Thrommel's son Throniir and his true identity. What they do with this knowledge, should they obtain it, is of interest not only to them but to many in the kingdom. In addition, the fate of these young adults is ultimately decided by where the PCs leave them. If they are ultimately escorted to Valana or Chendl, they are safe. PCs also help decide by their actions the extent of influence of certain groups within the kingdom. If PCs leave the young adults to their own devices or leave them with certain parties, they are likely eliminated by Thrommel or his minions.

Encounter 1: The PCs are given their mission in the elemental shrine near Crockport.

Encounter 2: The PCs travel to the area of Pantarn and gather information about Bethserai and her current location. They may be approached by other interested parties and learn she is not alone.

Encounter 3: The PCs are attacked by a group sent to eliminate the young adults.

Encounter 4: The PCs must find and follow the trail left by the young adults.

Encounter 5: The PCs find the young adults. They either arrive while the young adults are under attack or the group is attacked shortly thereafter.

Encounter 6: The PCs meet some Rhennee and can look at their wares. Green Jenkins also approach and express interest in the teens.

Encounter 7: The PCs meet up with a Knight of the Hart and his men who would like custody of the teens. Shortly thereafter, a missive arrives by messenger.

Conclusion: The final disposition of the children must be decided.

PREPARATION FOR PLAY

There are a large number of effects that could potentially have an impact on this adventure. These are contained in Player Handout 0, which should be distributed to the PCs.

INTRODUCTION

The adventure begins as the PCs have just arrived at the elemental shrine near Crockport. They have escorted an elven druid of Ehlonna from Highfolk, who wished to consult with some elders of Wenta. As the PCs have been traveling together for several days, they should select spells and complete character introductions before continuing.

Your recent employer, Liahedril, hands you each a small pouch of coins in thanks for your escort and bids you farewell with statements of thanks for your assistance against the wererats you encountered shortly after leaving Highfolk. Liahedril introduces you to some friends here within the Crockport elemental complex, at the shrine of Wenta.

1: AN OLD ALLY

The priests and druids make the PCs welcome in the elemental complex. The complex is located on a smallish island located in a lake found in the center of the dome of a dormant volcano. The complex hosts smaller shrines devoted to a multitude of elemental deities, primarily of Oeridian and Suel origin.

While they are relaxing by the volcanic lake, the PCs are approached by Grey, a druid of Obad-Hai, who they may have met previously in *FUR7-02 Keep Your Friends Close*. PCs who have the Favor of the Old Faith from that adventure are greeted warmly by name and thanked for their previous aid. Those with the Ire of the Old Faith are not approached and not trusted by Grey. He avoids speaking with them and another PC with the favor of a nature-oriented organization must convince him of their intentions. If the PC has additional favors, they may expend them to allow bonuses as applicable to the Diplomacy check. Consider Grey initially Unfriendly towards such PCs and must be swayed to Friendly before being convinced.

If no PCs have participated in *FUR7-02 Keep Your Friends Close*, Grey instead first approaches any PC members of the Old Faith, then members of the Green Jenkins, followed by those with favors with these organizations; finally followed by those

with a favor of a Good-aligned Furyondy church. If no such PCs are in the group, he selects the individual who appears the most honorable in the party, with preference to members of other Furyondy or Iuz-metaregion meta-organizations.

Upon approaching the PCs and after speaking to any PCs with his favor, Grey gives a general greeting to those he doesn't know and introduces himself before proceeding with the following:

"I have a friend who is in need of discrete assistance. What she tells you may sound simple, but it's actually a bit more complicated. If you're interested in some work, I am willing to make an introduction. Realize, though, that there will be more to it than she can tell you and I want your assurance that you will be content with that."

If asked the need for such secrecy, he replies "***It's worth more than all our lives if the full extent of this mission were to be revealed.***" If the PCs persist in questioning Grey, he says "***You are not demonstrating the discretion and tact I had hoped to see and that this mission requires.***"

Once the PCs indicate interest in providing assistance and agree to the need for discretion, he leads them deeper into the complex, which is a series of tunnels and alcoves devoted to different elemental deities. Most of the excavations are quite old, although there is evidence of recent work in some areas. The PCs pass by several areas with carvings and artwork of different elemental deities worked into the stone.

A DC 15 Knowledge (religion) check identifies Joram, Procan, Atroa, Telchur, Osprem, Ulaa, and Bleredd. A DC 15 Knowledge (arcana) check reveals that many of the carvings are affiliated with abjuration or warding magic. A DC 15 Stonecunning or Knowledge (Nature) check reveals the presence of ancient volcanic activity in the area. A DC 25 Spot check notices an altar in one alcove that is stained with old, dried blood. A DC 11 Knowledge (religion) check, paired with studying the carvings in that area, reveals that the shrine is dedicated to Nerull. The shrine is guarded by a mummy lord (MM p. 190), who does not interfere with the PCs, or move in any way, unless PCs attack him or attempt to deface the shrine. The mummy is standing behind the shrine in the dark. A DC 25 Spot (DC 20 for PCs with darkvision) check indicates a PC has noticed the mummy, while a DC 28 Knowledge (Religion) check identifies the creature as a mummy lord. A DC 18 Knowledge (nature) or Knowledge (religion) check reveals to the PC that the mummy appears

to be a guardian and it would not be unusual to find it in a shrine dedicated to so many deities of varying alignments. PCs recognizing this would also realize that worshippers in the area (including their guide, Grey) would likely take a dim view of any interference with the creature performing its task. Should any PC interfere with the mummy lord, the adventure ends for them, as Grey feels they clearly do not have the discretion and common sense required for the mission. The player may change PCs if this happens.

Finally, Grey stops abruptly in front of a blank wall. Use the Search checks previously obtained PCs allowed checks without active searching to determine if they notice anything at this point. A DC 25 Search check notices the secret door before he opens it. Regardless, upon arrival, Grey knocks quietly in an odd pattern, then opens the door. The PCs are asked to wait in the room while he goes to get his friend. The room has been crafted from the stone of the mountain and simply contains several chairs with a small brazier (currently unlit) in the center, likely used for warmth in the winter. Perched behind one of the chairs is Keelen, the raven. Keelen remains quietly in the room observing the PCs while Grey leaves, to return shortly with Valana. Once PCs are ready, proceed with the following:

After a relatively short wait, the door opens again and Grey enters. Following him is a Flan woman, dressed in cotton overalls, smudged with dirt and dust. She wipes her hands on her pants as she enters. In sharp contrast to the rest of her outfit, a finely crafted holy symbol glints around her neck. Her pretty brown eyes seem to weigh you carefully. She turns to the raven and says "Keelen, could you please keep watch for me?"

The raven ruffles its feathers and replies plaintively, "Want to stay."

"Please, Keelen, we really cannot be disturbed and there are many I don't wish to hear this."

Keelen cocks his head sideways and says, "Corn, pretty lady?"

She smiles. "Yes, Keelen, I will get you more corn."

The bird then nods, croaks "Deal," and flies outside the door to take post there. She carefully shuts the door and moves in to take a seat.

"Now, where shall I start; perhaps introductions? You all know Grey. I am called Valana and I am a Druid of the Old Faith and a

follower of Merikka, Lady of the Calendar and patron of hearth, home and harvest.”

She then pauses to allow PCs to introduce themselves. She verifies their promise again to secrecy before continuing. Valana and Grey both easily can assure PCs that in no way should their actions pose any threat to their country, and likely not to their deity. All PCs must again agree to secrecy before she continues; any that do not are politely asked to leave. Once this is settled, she continues:

“I received some disturbing news an hour or so ago and unfortunately I am going to be unable to attend to it myself. Now that my work in the gardens here are complete, I will be leaving this evening for the capital as there are urgent matters there for me to attend to. So, I was talking with Grey about my concerns and he agreed to help me locate some assistance.” She smiles. “That would be you.”

“I have always traveled quite a bit and regularly have business throughout this land. So when I had a daughter seventeen years ago, I knew I would be unable to give her the care she needed. Her father, being quite busy with political matters, would have been an even worse choice to care for her...for a multitude of reasons I am not going to get into right now. He knows by now that I have a child, although I have never confirmed to him that she is his blood as that would open up many problems for all three of us. Needless to say, I wanted her to be well cared for and loved. I stayed with my cousin during my pregnancy and left the child in the care of her and her husband to raise as their own. Shortly after Bethserai’s birth, they moved to Pantarn and none there knew she was not their child.”

“I visited Bethserai at least once a year, usually for a month or so, around planting time when I would help the local area with that chore. Bethserai can be a bit headstrong...” she smiles fondly, pausing, “but I never believed she would run off like she did. However, the message I received earlier today indicates she did precisely that and I am extremely worried something may happen to her. A young girl should not be wandering alone across the kingdom; it’s too dangerous.”

“I am not sure where she is heading or what happened to cause her to take off like that. If you would do a favor for a worried mother and see if you can locate my daughter and see her to safety...either to meet me in

Chendl or back to my cousin in Pantarn...I would be in your debt and would be happy to repay the favor in the future.”

At higher APLs, Valana also reminds the PCs that they will not be able to magically transport themselves or the children into Chendl due to current legal constraints. PCs may have any number of questions for Grey or Valana. A sampling of some of these questions, the individual who is likely to respond, and their statements, appears below. The two respond to questions only after receiving some sort of agreement from the PCs to undertake the task. Information not outlined below is referred to Leianna and Gowen as Valana indicates the message she received was quite short and did not contain all the details.

- What’s in it for us? Valana replies *“Well, as I mentioned, I would be in your debt and happy to repay you in the future.”* If all or the majority of the PCs insist on payment in gold, she notes that she should probably find another group. A DC 15 Sense Motive check reveals that she appears distrusting of those with mercenary interests; if the PCs remain firm on this, she eventually agrees to pay them 200 gp each for the task, but notes she then considers them business associates only. PCs who agree to this receive extra gold at the end of the adventure but do not receive her favor, regardless of what the group accomplishes.
- What does your daughter look like? Valana: *“Well, as I mentioned, she is seventeen years of age. Her skin is slightly lighter than mine but her hair and eyes are brown like mine, although her hair is straight. I do not believe that she would have any cause to give you a name other than her own, however, so you should be able to confirm things that way.”*
- Where can we find her? Valana: *“As I mentioned, I am not sure where she is right now. If I knew exactly, of course I would tell you. I can give you directions to my cousin’s home. I recommend you start there and see what you can do to track her down.”*
- What can you tell us of your cousin and her husband? Valana: *“Leianna and Gowen are good people. They are farmers and they raise some cattle as well. They are close to my age; Leianna and I grew up together and have always been close for cousins. I know they loved my Bethserai as though*

- **she was their own blood. Certainly they have no children of their own."**
- What can you tell us about your child's father? Grey: "**I believe Valana already said she cannot speak of that.**" Valana gives a pained nod. If pressed (and PCs succeed at a DC 20 Diplomacy check or the party contains a Knight of Furyondy), she notes "**If you question his integrity or worthiness, I assure you his honor has never been in doubt.**"
- **Is there someone or something in particular you believe to pose a danger to your daughter?** Grey: "**You know that travel itself is dangerous. There are occasional brigands despite the work of the Green Jerkins. The Old One has spies in the land that would think nothing of eliminating a young girl. Undead spread out from Bronzeblood, although admittedly that has ceased in recent months.**" If asked again about something specific to Bethserai, Valana considers the PCs carefully, and then slowly says "**Her father has enemies. While I do not believe they know her to be my child, they may well be aware of my interest in her and my relationship to him. Both I and her father are well protected and able to defend ourselves. However, evil sometimes strikes at those we care for when it cannot reach us. So I could see his enemies trying to reach him by striking at her...**"
- **What are the nature of her father's enemies?** Valana: "**Evil creatures. Human and not human but humanoid. Intelligent undead...any a paladin would see as a threat to this land.**"
- **What do you want us to keep secret?** Valana: "**My relationship to Bethserai and anything you may uncover or suspect of her parentage. Also I would prefer a low profile in terms of letting others know of my interest in her current location. Perhaps if you went to my cousin first and, after meeting with her, present yourselves to others as being sent by her or her husband, that would be best.**"
- **Chendl's a large city; where in Chendl should we meet you?** Valana: "**The Pike's Prize Inn**"
- **Do you have an item of Bethserai's we can borrow? (most likely for scrying or discern location)** Valana: "**No.**"

Creatures: Grey is a friend of Valana, who has asked his assistance in locating and returning her

daughter. They are not interested in hiring mercenaries, but Valana readily offers a return favor to any who agree to do this favor for her. She also agrees to provide some provisions for them (half of standard lifestyle).

Grey: male human (Baklunish) rogue 1/druid 12 (Obad-Hai). Grey is dark-skinned with a short beard and slightly longer black hair and grey eyes. Around his neck is a wooden symbol of an oak leaf and acorn and in his hand is a rolled sheet of paper. Grey wears a set of hide armor painted with green and brown hues in leaf patterns.

Valana: female human (Flan) druid (Merikka) 14 (Sense Motive +10). Valana is copper skinned, with dark brown hair currently braided and wrapped around her head. Her brown eyes are large and give softness to her pretty features. A DC 15 Spot check notices that Valana appears restless and concerned, fiddling with the holy symbol around her neck. The symbol bears the scroll and grain of Merikka, finely crafted in gold and silver.

Keelen: male awakened raven (Sense Motive +6). Keelen's primary allegiance is to Grey. However, he knows that Grey and Valana are friends and as she regularly feeds him snacks, he is quite willing to help her out as well. If the PCs say anything of concern while Keelen is in the room and Grey is gone, Keelen reports it immediately to him on his return. Depending on the statement, PCs may cause Grey and/or Valana to feel less than friendly toward them and therefore require a Diplomacy check before proceeding (make a reasonable judgment as to their new attitude to set the DC).

Treasure: As the PCs are receiving a "gift in kind," there is no treasure to be gained here.

Troubleshooting: There is not much to do if the PCs flat out refuse both requests. If that is the case, however, once the PCs leave the Old Faith temple area, they are approached by the Green Jerkins to assist in locating the child. Use Mendon Whitefeather from Encounter 6 with the Green Jerkins and have him request PC assistance in locating the child. If they agree, he suggests two groups, one with himself and one with the PCs, noting that he received a message she is on her way north from Pantarn. The PCs meet up with Bethserai when she is under attack; proceed to Encounter Four. Regardless, the PCs lose any favor from the Old Faith or Valana. If PCs refuse the offer from the Green Jerkins as well, the adventure is over for them.

The PCs may also choose to attempt to gather information along the way from other sources or meta-organizations. No one else in the Old Faith knows more than is noted here. Refer to Encounter 6 for information known by the Green Jenkins. PC members of the Twilight Hunters or Knights of the Hart who succeed at a DC 30 Gather Information check and ask their respective groups about Valana discover she is quite close to Belvor. They also know that she regularly visits family near Pantarn but they know nothing of Bethserai by name. For other meta-organizations or groups, refer to information available in Pantarn (Encounter 2A), adjusting sources as needed.

Development: If the PCs proceed to first visit Valana's cousin Leianna and her husband Gowen, proceed to Encounter 2A. If the PCs instead proceed directly to Pantarn to gather information, proceed to Encounter 2C. If the PCs seek out various meta-organizations or groups during their journey, see above for information available. Regardless of their ultimate destination, the PCs have uneventful travel to the area of Pantarn.

Before proceeding, be certain to clarify the PCs' means of travel to the area, as well as their base movement rate. This determines the length of time since Bethserai left and influences related questions, Survival DCs to track, etc. PCs receive the message 14 days after Bethserai has left her home. If the PCs travel by mundane means, travelling to Pantarn takes another 29 days minus two days for every five feet of base movement the slowest traveler (or mount) in the group has. Add on additional days as needed if PCs delay before departing, as well as adding on days for time spent in Pantarn, giving PCs a grace period of one day in Pantarn, as the first day Bethserai makes little progress. Consult the below table to provide guidance with regard to this calculation.

Slowest Base Movement	Time: Shrine to Pantarn	Bethserai has been away for:
50 ft. (horse)	1.5 weeks	24 days
40 ft. (pony)	2 weeks	27 days
30 ft. (human)	2.5 weeks	31 days
20 ft. (dwarf)	3 weeks	35 days

2A: HOME FIRES

This encounter begins as the PCs begin the search for Bethserai, following Valana's advice and going first to visit Leianna and Gowen. If they instead decide to check out Pantarn, proceed to Encounter 2C. If the PCs go to Pantarn first, adjust the read aloud text as needed.

Assume the PCs arrived in the area of Pantarn in the early part of the day, and are able to do as they wish toward accomplishing their goal for ten hours before nightfall. If they went first to the town of Pantarn, add whatever time was spent there to the running total of time PCs have. After ten hours, additional time spent is either happening late in the evening (check for possible fatigue) or resulting in additional day(s) delay on their tracking. In most cases, the PCs are expected to have sufficient time to check out multiple locations before leaving the area. If they use less than five hours of the time they have, give them an extra day on catching up with the children when making this determination in Encounter Four.

After some days travel following the instructions given by Valana, you reach the outskirts of Pantarn. As you travel south, a field of corn sways gently in the wind to your left while cattle low off to the right. Within a short period of time storage sheds come into view on your left slightly behind a mid-sized home. The building appears well cared for, with a small path leading up to a door in front of which rests a good sized dog. A short distance up the road another farm house can be seen on the right.

The home on the left is that of Gowen and Leianna, while that on the right is that of Bethserai's friend, Farli. PCs have an opportunity to speak with her later in Encounter 2B. The dog, Ruds, is a watchdog. He does nothing but look at the PCs if they approach openly and knock on the door. If they attempt to sneak into the home and he notices them (Spot +7), he begins barking loudly until Gowen comes to investigate. PCs receive a -4 circumstance penalty on all Charisma checks with Leianna and Gowen, who are quite suspicious of them as a result, and they must convince him they are there to help and not cause trouble before he allows them into the home.

By simply approaching the door and knocking, however, Leianna invites the PCs inside and offers hospitality in the form of a cool drink before leaving to get Gowen. The two speak with the PCs together, explaining their plight and answering questions, as outlined below. Both know the same information, although their presentation varies based on their personality. Note that while they are more open to other races (besides human) than those commoners in the village due to their relationship with Valana and her friends, they remain somewhat nervous around any races except human and half-elf.

Creatures: The primary individuals the PCs encounter here are Bethserai's adoptive parents, Leianna and Gowen. Gowen is a pleasant, affable and friendly man while Leianna is mildly suspicious of the PCs and their motives, being quite protective of her daughter. Both are of average intelligence and charisma. Neither admits or agrees with PC statements about Bethserai's biological parentage, insisting she is their child, unless the PCs convince them they have already obtained this information from Valana. This requires a successful DC 20 Diplomacy check in addition to revealing their mission and mentioning Valana by name. Note that neither Leianna nor Gowen know the identity of Bethserai's biological father.

Leianna: female human (Flan) commoner 2.

Gowen: male human (Flan) commoner 3.

Below is a list of questions the PCs may ask, and the likely response. The GM is encouraged to use the information here to answer other questions the PCs may ask.

- What does your daughter look like? “***She is seventeen years of age. Her skin is slightly lighter than ours. Her hair is straight and brown. Her eyes are brown as well.***”
- How long ago did she come up missing? This response depends on how long the PCs take to arrive in Pantarn. Leianna and Gowen sent a messenger to Valana as soon as Bethserai came up missing. The messenger took two weeks to reach Valana, who contacted the PCs later that same day. If the PCs were able to magically transport themselves to Pantarn or otherwise decrease their travel time, this should be reflected in the response given. Otherwise, use the method described in Encounter One: Development section to determine the response.
- Why would she leave? “***We believe she was looking for Valana.***”
- Why would she be looking for Valana? Or Did she know she wasn't your biological child? If Gowen and Leianna have not been convinced to acknowledge this to the PCs, they persistently deny it (see above). However, if the PCs have convinced them to acknowledge, they indicate: “***Not until shortly before she left. She was very upset when she found out about her biological parents. She said something about talking to her mother about it directly.***”

- Do you have any idea where she would go? “***Not for sure, but we suspect she headed north.***” Why north? “***That's the direction she believed Valana lived and she wanted to talk to her.***”
- Did she have any favorite hang outs? “***All children do. I'm sure we don't know all of them...she was pretty skilled at not being found if she didn't want to be. We've checked the hiding spots we know of already and found no clues.***”
- Can we look at them anyway? “***If you'd like, but I think you're wasting your time. The two we know of are not far. One is by the creek and the other just inside the woods. She did, on occasion, go into town as well.***”
- Are there friends of hers in the area we can talk to? “***Well, her best friend hasn't been around in awhile, but there's a young lady, name of Farli, who she was friends with who lives just up the road.***” They give PCs directions to the home up the road if the PCs ask to talk to her.
- What friend is missing? “***Nice lad by the name of Throniir. He's taken to following Mayaheine pretty close of late. Lives...or did...in town. Believe his ma is still there. I suppose you could talk with her if you like; her name is Brixsta.***”
- Can we check out her room? “***Certainly.***”
- Do you have any of Bethserai's possessions/Did she have a diary/Is there a picture of her? The parents have no material possessions related to Bethserai apart from those in her room. While they would have loved to have had more, they simply did not have the finances.

PCs who choose to check out Bethserai's hide-outs find no possessions, merely a trampled area. A DC 20 Survival check (add one to the DC for each day it took the PCs to get from the shrine to Pantarn) by someone with the Track feat reveals the tracks of two humans (one likely male and one female) as well as a raccoon. PCs can begin tracking her at either location.

PCs who search Bethserai's room notice that she seemed to have packed up belongings in haste. There is no evidence of a struggle. The room contains a couple plants, a sculpture made of deer antlers and several nice dresses. PCs who ask directly about Bethserai's fashion style are told she rarely wore dresses and preferred more casual clothing. Presumably that is what she

packed to take with her. A DC 25 Search check discovers that there are two separate hair brushes with different hair in them. If this is commented on to the parents or they ask about it, they note that Bethserai used one of them for Bocephus, her pet. If asked directly, they identify "Bo" as a raccoon; they do not know he is a dire raccoon or that he is awokened.

Development: Adjust the time PCs spend here based on what they accomplish. Covering pretty much all the points above with Gowen and Leianna takes an hour. Searching for clues, tracks, etc in Bethserai's "hiding places" takes another hour, unless PCs insist on "taking 20," in which case it takes almost a full day (e.g. twenty hours).

When the PCs have finished talking with Gowen and Leianna, Leianna suggests they check in Pantarn to confirm the direction or see if anyone there can give them any leads. If the PCs decide to talk with Bethserai's friend Farli before attempting to track her down, go to Encounter 2B. If they decide to check into the situation in Pantarn, go to Encounter 2C. If they find her trail and begin tracking her immediately, assume they travel for one day before Thrommel's minions, who are also tracking the group, catch up with them, thus beginning Encounter 3. In that case, the minions discover the PCs' presence when checking into Throniir's absence, and eliminate Gowen and Leianna before proceeding on after the PCs.

2B: WHITHER GONE?

This encounter occurs if the PCs decide to visit Bethserai's friend Farli, who lives just up the road from her parents. If they instead decide to check out Pantarn, proceed to Encounter 2C. If PCs go to Pantarn first, adjust the read aloud text as needed.

Leaving Bethserai's home, you travel across the road to a similar looking farmhouse. This one has chickens strutting through the front yard and cattle past the house. A young woman, whom Leianna pointed out to you as Farli, is hanging laundry out to dry, trying to pull it out from under a large white cat who insists upon lying in the basket.

Farli is willing to talk with the PCs while she finishes her chores as long as they are polite and explain their interest in Bethserai. Note whether they mention Bethserai's parentage (but do not

ask directly) as this may be relevant later. Bethserai herself did not talk to Farli prior to her departure and therefore unless the PCs mention otherwise, Farli believes Gowen and Leianna to be Bethserai's parents. Although Farli knows nothing of the exact reasons for Bethserai's departure, she is able to give the PCs some information about Bethserai.

Creatures: Bethserai's friend Farli, is sixteen years of age. She is an unimaginative and hard working farm girl. Farli's parents are inside the home, but know less than she does of the situation. She also has three older brothers and one older sister, all of whom have since moved on their own.

Farli: female human (Oeridian) commoner 1.

Farli reveals what she knows to the PCs with no Gather Information or Diplomacy check necessary, as long as the PCs are relatively polite and she has no reason to perceive them as a threat to Bethserai. Farli knows the following:

- She and Bethserai grew up together and have always been good friends.
- She is worried about Bethserai and assumes something serious happened since Bethserai left without saying anything to her.
- Bethserai liked being outside and was a decent hunter. She also describes Bethserai as kind-hearted and sensitive.
- Bethserai was fond of animals. She was especially fond of her pet, Bo. If asked, she comments that "Bo," or "Bocephus" is a raccoon.
- If asked more about Bo, she notes that he is rambunctious and curious, so he gets into trouble a lot but "he means no harm." He has run off before on Bethserai and she was worried sick about him but he showed up acting like nothing unusual had happened a few days later. She wonders if this may be what happened this time, although notes its odd Bethserai didn't ask her to help look for him.
- Bethserai had another good friend, Throniir, with whom Farli is slightly infatuated. If asked more about him, Farli notes somewhat sullenly that her parents say that, although he is a decent lad, his mother is "no better than she should be." If asked to explain this, she somewhat embarrassedly comments that her parents believe Throniir was "born on the wrong side of the bed" but she believes his

mother's statement that Throniir's father was killed in the war.

- Bethserai and Throniir had a brother-sister relationship. Throniir at times treated both of them in a overprotective manner.
- She can provide a physical description of both Throniir and Bethserai.
- If asked about Bethserai's "Aunt Valana," she says she met her a few times and she got along fine with her as did Bethserai and most of the farmers in the area. Valana helped out by blessing the fields when she visited her cousin and also had helped in the past when animals were sick. Farli does not, however, know about Bethserai's hiding places.

Development: Talking with Farli takes about two hours, as she is quite loquacious. If PCs cut her off once they notice this, cut the time in half but only give them half the information above.

If the PCs have not talked to Gowen and Leianna yet (unlikely but possible, if they went to town first and someone there mentioned Farli), and wish to do so now, go to Encounter 2A. If they decide to check into the situation in Pantarn, go to Encounter 2C. If they have found Bethserai's trail and begin tracking her immediately, assume they travel for one day before Thrommel's minions, who are also tracking the group, catch up with them, thus beginning Encounter 3 (adjust text as needed). In that case, the minions discover the PCs' presence when checking into Throniir's absence. This should be noted at the premiere because in that case they eliminate Gowen and Leianna before proceeding on after the PCs.

2C: PANTARN

This encounter begins once the PCs arrive in Pantarn and begin their search for Bethserai. There are multiple places the PCs may chose to investigate in town. Assume the PCs arrived in the area of Pantarn in the early part of the day, and are able to do as they wish toward accomplishing their goal for ten hours before nightfall. If they went first to talk with Bethserai's family and/or friend, add whatever time was spent there to the running total of time they have. After ten hours, additional time spent is either happening late in the evening (check for possible fatigue) or resulting in additional day(s) delay on their tracking. In most cases, PCs are expected to have sufficient time to check out multiple locations before leaving the area. If they use less than five hours of the time they have, give them an extra

day on catching up with the children when making this determination in Encounter Four.

Prior to completing this encounter, be certain that any PC member of the Church of Mayaheine is approached by Kalin Trennell. In addition, any PCs who are gathering information in town or have the favor of that church from *FUR3-06 Eclipse* encounter him regardless of whether or not they are members of the church (see Creatures section above).

Below is a sampling of the information available and some of the locations found there. When PCs arrive in town, provide them with Player Handout 2 to assist them in determining where they wish to go to gather information. It is not necessary for PCs to visit all the locations to be successful, and attempting to do so may result in difficulty completing the adventure in the time allotted. As such, once it appears the PCs have discovered what is needed to proceed, a reminder that the longer it takes to find Bethserai, the more likely she is to have trouble or be in danger is recommended to encourage players to move along. General information available at any of the locations is presented first. Information available only at a specific location is noted under that location.

A successful Gather Information can obtain the information listed below. At each location, the GM should select one different piece of information per number for the party to obtain until such point as PCs have obtained all information included below. For example, a DC 20 Gather Information check in the market should gain one item each from DC 10, DC 15 and DC 20. If the PCs then go to the temple, a DC 15 check should garner them a different item from DC 10 and DC 15. This is to encourage PCs to visit a few locations to actually obtain information and also to reflect the variability in knowledge of those present in various locations. In cases where there is location specific information, that should be the item selected, assuming PCs meet the DC for the check. Since PCs are being somewhat limited on the information they can gather in each location, assume the first check takes two hours. Once they have gotten the "lay of the land", subsequent checks take only one hour.

Information potentially available at any of the locations noted below is summarized here. Select the most appropriate response based on the inquiries PCs are making.

DC 10 Gather Information:

- Bethserai is the daughter of Gowen and Leianna. They live just outside town.

- Bethserai is often seen with Farli, who lives next door to her.
- Gowen and Leianna have always been good folk. Their farm usually does quite well.

DC 15 Gather Information:

- Bethserai has also been seen in company with Throniir.
- Throniir is the seamstress' son. Her name is Brixsta.
- Valana? Yes, she comes around once a year or so to visit her cousin, Leianna.
- Valana does a nice job blessing the crops; she does so for the whole town. She really helped out after the blight.
- PCs are able to locate Jetro in the Cat and Fiddle Inn. Jetro is a Flan male with outdoor skills currently passing through town. He can be hired (500 gp) as a guide to track down the children. He is not real keen on this, as he's seen the others (who he describes as "three mean-looking humans, one pretty bright and two powerful thugs") looking for the children and makes it clear he is there to Track only. (Assume a Survival bonus of +21 due to magic items and skill-related feats. Note he does not engage in combat, instead full withdrawing (or using the full defense action if he cannot withdraw without provoking attacks of opportunity). Note that even PCs with the Track feat may consider hiring him to help. If he is only there to assist another guide, he charges only 400 gp. A single, unassisted Diplomacy check can be used to haggle: a result of less than 15 increases the fee by 10%, a result of 15-29 reduces the fee by 10%, and a result of 30 or more reduces the fee by 25%.

DC 20 Gather Information:

- Throniir has been real taken with the followings of Mayaheine ever since that traveling priest came through. He's taken to wearing a holy symbol all the time.
- The blacksmith said several months ago Throniir even bought a sword.
- No one has seen Bethserai in a couple weeks.
- Valana bought Bethserai some armor last year. Real odd present for a lass, but I guess no one can really understand those druids.
- The NPC inquires whether the PCs are friends of those other "rough folk" who were asking around about Throniir.

DC 25 Gather Information:

- Gowen and Leianna have been living here probably a good fourteen years.
- The seamstress, Brixsta, moved here with her young son Throniir around the same time Gowen and Leianna did.
- Throniir is a paladin of Mayaheine.
- Bethserai has been teaching some of the local children woodslore.
- Throniir was in the general store buying journey supplies a couple weeks ago. He hasn't been seen since...he must be heading out adventuring.
- The NPC has spoken with the "competition" about the children, and can give PCs a description (see Encounter Three).

DC 30 Gather Information:

- Throniir and Bethserai often act like brother and sister. I don't think her parents really approve.
- Brixsta always claimed Throniir's father was a knight killed in the war, but most folk don't believe that since she doesn't seem the noble type.
- Valana's an odd one, like most druids. That pet raccoon of Bethserai's came from her, I hear.
- Throniir and Bethserai were seen in an alley together just before he went to buy supplies. She left town afterwards.

DC 35 Gather Information:

- That 'coon of Bethserai's is always getting into trouble. Folks have all kinds of sweets come up missing after she brings him to town. Poor child has her hands full.
- Throniir left town shortly after buying supplies. He was heading north.

DC 40 Gather Information:

- Bethserai crows about how smart that coon is, and the trouble is she is right... that ain't a normal animal no more. Deacon Filbridge sez Bethserai was reading once, and he swears the coon was reading with her, pointing to things in the book.
- Throniir paid his bill in full, since he weren't planning on returning any time soon. He said Mayaheine is sending him north.

Some of the locations PCs may choose to visit in town to gather information include the following:

- Cat & Fiddle Inn: This common tavern caters mostly to farmers. As such, most of the clientele have known Bethserai since she was

- young. The barkeeper is a sullen human named **Billet** primarily interested in coin and rather tightlipped about anything unless it's made worth his while. PCs who check out this tavern run into **Kalin Trennell** (see creatures section below) who requests their assistance for the Church of Mayaheine.
- **The Pon'd'nabb:** The Pon'd'nabb (Baklunish for "weary planter") is a smaller tavern which also caters to farmers and fronts off the town square. The tavern is decorated with various hunting trophies and tends to have a dark, "hunting lodge" feel. The innkeeper, **Morin**, is a bit more cordial than Billet from the Cat & Fiddle and also a bit more talkative. He can advise PCs of where to find Brixsta (the town square).
 - **Town Square:** The square is used for festivals and other city events. There is a stonework fountain of dwarvish make in the center of the square. The fountain depicts a griffin with fresh water pouring out of its mouth. Many of the townfolk use this as their water source. When PCs arrive at the square, they see **Brixsta** at the fountain gathering water. (See Creatures section below for this encounter, rather than using the Gather Information summary above).
 - **Temple to Trithereon:** This small temple was reclaimed from a shadowclaw of Iuz in CY591 (*FUR1-10 Sins of the Mothers*). PCs with a successful Knowledge – Local [Iuz] DC 20 know that the current priest of the temple dates from that time. **Durrek J'renne** is a nervous man who is kindly, if not the most intelligent sort.
 - **Monastery of Boccob:** The monastery is a tall building located outside of Pantarn itself. Located on the Att River, it is surrounded by an eight foot tall stone wall enchanted against thieves such that attempts to climb it activate both an *alarm* and a *grease* spell. For simplicity sake, if the PCs approach the monastery they see an acolyte returning from obtaining supplies in town who can give them admittance and locate the individual they wish to see. The head of the monastery is **Jonner Trimbin**, a short fat man in his mid forties who tends to present a crisp, no-nonsense demeanor. While sympathetic to the PCs' requests, he does not follow the goings-on in town and knows nothing of the children.
 - **Monastery of Rao:** Located on the southern end of town, this monastery is a sturdily built three story stone villa. There is a separate one-story stone structure behind the villa

which serves as the library. The entire cloister is surrounded by a stone wall. The head of the monastery is **Aubin Gyraisonne**. PCs with influence with the Church of Rao may utilize it here and gain access to the library for any research desired, although texts may not be removed under any circumstances.

Should PCs inquire, allow visitation at other common businesses likely to exist in a good size town. This would include another tavern and an inn for overnight guests as well as a miller's, a bakery, a clothiers, a general store, a butcher, a blacksmith, etc. Fresh produce is sold in the market square on a weekly basis.

Creatures:

Brixsta: female human (Oeridian) com 2.

NOTE: Brixsta is the initial source the "competition" has to find Throniir, and when they approach her she senses their malice and attempts to withhold information about her son from them. However, she is a very poor liar and when they realize she is holding out, they have no compunctions about taking her to an alley and killing her. Thus, if the PCs take too long to get to her (e.g., they talk to more than four other groups such that they are in town more than five hours) she is already dead in a nearby alley when they find her. If she is still alive, and they do nothing to protect her, the competition eliminates her quite easily on their way out of town.

Brixsta is a middle aged Oeridian woman who was likely very attractive in her day. She moved to Pantarn with her young son to minimize the effect of the previous indiscretion that resulted in his birth. She has tried to bring him up respectfully and is at heart a good woman, although not very wise. She is fond of Bethserai and knows only that Throniir said something about traveling with her for awhile. She does not realize that Bethserai left without her parents' permission, assuming Throniir, as a paladin, would not be party to that. She can, if PCs are pleasant and give encouragement, provide them with information about Throniir or Bethserai as noted above. She also knows someone else is looking for Throniir, as the rumor reaches her before the PCs do. This piece of information should definitely be given to the PCs. Brixsta does not know any information other than what is provided, and allows the PCs to search his room if they desire. If they do so, they find the room clean and relatively free of possessions, as though Throniir either did not own much to begin with or was not planning to return in a long time (it's the former).

Sir Kalin Trennell: male human (mixed) clr 8/church inquisitor 4 [Mayaheine]. PCs may recall Kalin from *FUR3-06 Eclipse* or *FURi6-03 We're Going Where?* Sir Kalin is an attractive man of mixed human blood, with green eyes and dark hair. His armor is well tended, as is his bastard sword. About his neck is a finely wrought silver holy symbol of Mayaheine. Sir Kalin has two missions. To help assuage his guilt, he volunteered for other missions in the church, and his superiors asked him to check on a new paladin, Throniir, and encourage him to travel to Chendl for further training. Sir Kalin has not been long in town, so he has little additional information about Throniir's location beyond the young man's name and physical description. Having found the child's mother, however, he knows Throniir is no longer in town. If PCs have been checking around town at this point, he knows their purpose and requests when they locate the children that they relay his message to Throniir. He notes that the church in Chendl would be especially grateful if he were safely escorted there and likely would return the favor in some manner. If asked about his church's interest in Throniir or about his church's preference for King Belvor's bride, Kalin admits that he seeks to influence the king's opinion toward Lady Elena Mori of Veluna and away from Baroness Kalinstren, and he expects finding this paladin will help them do so. He does not elaborate as to why, but emphasizes the importance that they bring the paladin to the church of his deity for the good of Throniir and the kingdom.

If any PC earned the Favor of the Church of Mayaheine from Eclipse, Sir Kalin mentions the presence of Jetro in the tavern and offers to pay 200 gp toward his fee if they agree to help Throniir find his way to the Church of Mayaheine in Chendl. If that PC (or another in the group) is a member of the clergy of the Church of Mayaheine or the Church of Pelor, he pays an additional 200 gp toward the fee.

Treasure: No treasure is available from this encounter.

Troubleshooting: PCs may wish to check with "contacts" in various meta-organizations. They should be allowed to do so if the organization has a representative in town. The churches of Rao and Boccob have representatives; see above for knowledge they have. PCs may also find a member of the Green Jerkins, a squire of the Hart and members of the Twilight Hunters. Members of these organizations receive a +5 circumstance

bonus on gather information checks with that organization, using the chart above for knowledge gained. There is only one representative for each organization. If the organization has no one in town, travel to locate someone means time would prohibit such checking.

Development: At some point after PCs have checked at least two places or are leaving town, proceed to Encounter Three. That encounter should occur when they are relatively isolated from help. Especially if PCs are having trouble figuring out where to proceed, using the "competition" to suggest northward travel is recommended to get them heading in the right direction.

3: COMPETITION

At some point during the PCs search of town for clues as to where the children have gone, their "competition" discovers their interest. This competition was sent by Thrommel to eliminate the children as threats to his claim on the throne, and they have no compunctions about eliminating the PCs as well. However, they certainly make an effort to do so in a manner that does not cause them additional legal difficulties. As such, the group approaches the PCs when there is no one around to witness the altercation, preferably outside of town. If the PCs have split up into separate groups for more than a half hour in order to gather the information, Antwon and his thugs strike at the PCs when they are separated, choosing the group that is less visible as their initial target. If both groups are equally isolated they instead choose the weaker group (smaller in stature, physically weaker, unarmed/armored, bickering among themselves).

Three scarred and grizzled men approach. One wears a chain shirt and carries a spiked chain. The other two heavily cloaked figures wear banded mail and carry scimitars. "You've been asking too many questions," the man in the chain shirt growls, patting his weapon. The other two move menacingly toward you.

The setting for this encounter should be adjusted as necessary based on where the PCs are when they are accosted. The individuals have set things up such that they are prepped for battle upon initiating contact with the PCs so really are not interested in talking and combat begins immediately. Anyone in authority (e.g., town guards) should be at least one minute away in terms of attempts to locate them before the group

approaches the PCs; thus it would take two minutes to return with them.

Creatures: The group was sent to eliminate Throniir and have no concerns about eliminating the PCs as well. They have already discovered that Throniir left town with the young lady the PCs are looking for and realize if they eliminate the PCs before the PCs join with Throniir and Bethserai their task will be much easier.

APL 6 (EL 6)

Antwon: male human rogue 3; hp 18; Appendix 1.

Blalock and Geezur: male human fighter 2/rogue 1; hp 31; Appendix 1.

APL 8 (EL 8)

Antwon: male human rogue 5; hp 26; Appendix 1.

Blalock and Geezur: male human fighter 2/rogue 3; hp 45; Appendix 1.

APL 10 (EL 10)

Antwon: male human rogue 5/fighter 2; hp 38; Appendix 1.

Blalock and Geezur: male werewolf fighter 2/rogue 3; hp 77; Appendix 1.

APL 12 (EL 12)

Antwon: male human rogue 5/fighter 4; hp 50; Appendix 1.

Blalock and Geezur: male werewolf fighter 2/rogue 5; hp 95; Appendix 1.

APL 14 (EL 14)

Antwon: male human rogue 7/fighter 4; hp 69; Appendix 1.

Blalock and Geezur: male werewolf fighter 2/rogue 5/warshaper 2; hp 133; Appendix 1.

Tactics: At APL 8, Antwon begins by activating his *elemental gem*, which he has in hand, and sending the earth elemental at those in the back of the group (spellcasters or archers, by preference). At APLs 10 and 12, he instead begins by utilizing the most powerful fireball from his *necklace*, catching as many PCs as possible within its area of effect prior to activating the *gem*. At all APLs, Antwon uses his trip ability to prevent the PCs from closing with him and to make it easier to hit them. All three move to utilize flanking as much as possible, with Blalock and Geezur, in particular, working together as a team. At APL 10 and above, the two use their first actions to activate the elemental gems they are holding.

Initially the group targets anyone with the Ire of Tullen, the Errant Son (*FUR4-09 Errant Son*). If more than one PC has this ire, they select one of them to focus on, initially selecting whomever appears most effective in combat.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 65 gp; Coin 0 gp; Magic 359 gp; +1 *chain shirt* (104 gp), *elixir of hiding* (21 gp), 2 +1 *banded mail* (117 gp each); Total 424 gp.

APL 8: Loot 165 gp; Coin 0 gp; Magic 617 gp; +1 *chain shirt* (104 gp), *elixir of hiding* (21 gp), 2 +1 *full plate* (221 gp each), 2 *potions of cure moderate wounds* (25 gp each); Total 782 gp.

APL 10: Loot 165 gp; Coin 0 gp; Magic 1026 gp; +1 *chain shirt* (104 gp), *elixir of hiding* (21 gp), 2 +1 *full plate* (221 gp each), 2 *potions of cure moderate wounds* (25 gp each), *necklace of fireballs* – type 1 (138 gp), *cloak of resistance* +1 (83 gp), *elemental gem* – earth (188 gp); Total 1191 gp.

APL 12: Loot 165 gp; Coin 0 gp; Magic 1744 gp; +1 *chain shirt* (104 gp), *elixir of hiding* (21 gp), 2 +1 *full plate* (221 gp each), 2 *potions of cure moderate wounds* (25 gp each), *necklace of fireballs* – type 1 (138 gp), *cloak of resistance* +1 (83 gp), 3 *elemental gems* – earth (188 gp each), *armbands of might* (342 gp); Total 1909 gp.

APL 14: Loot 138 gp; Coin 0 gp; Magic 3852 gp; +2 *chain shirt* (354 gp), *elixir of hiding* (21 gp), 2 +1 *full plate* (221 gp each), 2 *potions of cure moderate wounds* (25 gp each), *necklace of fireballs* – type 1 (138 gp), *cloak of resistance* +1 (83 gp), 3 *elemental gems* – earth (188 gp each), *armbands of might* (342 gp), +1 *spiked chain* (193 gp), *amulet of health* +2 (333 gp), 2 *ring of counterspells* (666 gp); Total 3990 gp.

Detect Magic Results: +2 *chain shirt*, +1 *banded mail*, +1 *full plate* (all faint abjuration), *elixir of hiding* (faint illusion), *potions of cure moderate wounds* (faint conjuration), *necklace of fireballs* – type 1 (moderate evocation), *cloak of resistance* +1 (faint abjuration), *elemental gems* – earth (moderate conjuration), *armbands of might* (faint transmutation), +1 *spiked chain* (faint enhancement), *amulet of health* +2 (moderate transmutation), *ring of counterspells* (moderate evocation).

Troubleshooting: If the PCs manage to subdue/capture one or more of the group, the captured individuals attempt to utilize their knowledge and equipment to gain either further knowledge on their quarry from the PCs or, at a

minimum, their freedom. They are primarily interested in eliminating Throniir and, thus, if the PCs indicate sole interest in Bethserai they are willing to negotiate assistance. They avoid indicating their true allegiance, suspecting this may cause them problems with the PCs. Antwon is willing to take this secret to his grave if necessary, and the werewolves don't actually know anything. If the PCs use mind reading or mind controlling magic (which is illegal to use on Antwon), they find that Blalock and Geezur are merely Antwon's paid thugs; they know nothing beyond "Antwon hired us to kill this paladin guy." Antwon, on the other hand, is a minion of Thrommel who is following orders, although he does not know why Thrommel wants Throniir dead.

Development: If the PCs feel they have enough information to continue tracking the children and wish to leave town to do so (or are already outside town), continue with Encounter 4. If they need to gather more information in Pantarn, go to Encounter 2A. Finally, if they have not yet spoken with Bethserai's adoptive parents, and wish to do so now, proceed back to Encounter 2.

4: THE RACE IS ON

During this encounter, PCs continue their mission of locating Bethserai by tracking her down. If no one has the Track feat, the party must hire a local guide (see Encounter Two) or utilize a favor or other AR item to gain access to this ability in order to proceed. This is likely to be a short encounter. PCs who did not gather all the information in Pantarn can be given the option (if time is sufficient) to talk with folk in other villages along the way. Use the items from Encounter Two but eliminate any items that would not be known by someone who did not know the children personally. If the PCs gain a high enough check, instead of information on the "competition," they gain information on Vargol, who has also been seeking the children. However, no information is gained on the vampires, as they do not travel into town.

If the players are running short on time, simply determine the method the PCs are using to track the children, allow them to make applicable checks and give any information they obtain. Remember that PCs without the Track feat are unable to follow the children and must hire someone to help or utilize an appropriate favor. At APL 10 and below, PCs may hire a second guide to assist Jetro for an equivalent cost and with a

consistent bonus to survival. If PC chose to bypass the villages (entirely possible since they were advised to use discretion), then they do not have an opportunity to Gather Information.

While avoiding villages means PCs are unable to obtain additional information prior to meeting up with the group, it also means they have a chance of meeting up with Bethserai and Throniir before Thrommel's forces do, and thus are better able to offer them protection.

Bethserai and Throniir begin their journey traveling northwest over firm ground. By the time the PCs reach Pantarn, they have been gone at least two weeks, assuming PCs instantaneously transport themselves there. As the children are not aware of being tracked, neither is making any effort to hide their trail. PCs who chose to Track the group can do so with a DC (20+ the number of days since leaving the shrine) Survival check.

Once the PCs have located the trail, they must make successive Survival checks (one each day) to continue following it. Use the number above as a base and modify each day based on their travel rate. Allow up to four checks a day (they may take 10 but not 20 on this check), but remember PCs need only succeed on one check each day to be able to follow the trail. If they fail all four checks, they have lost the trail and it delays their travel by one day. Note that each day they succeed in tracking decreases the DC for the following day by one.

Bethserai and Throniir do not have a specific location in mind and are relatively new to the traveling process. Therefore, they are fatigued easily and need to make stops for things like supplies, as well as recovering Bo (who is making an effort to run off when possible and delay the progress). Consequently, they move somewhat slower than their maximum speed. This allows PCs to gain a day for each day of travel, even if travelling at a base rate of only 30 ft. After the first day of successful tracking, therefore, if PCs start twenty days behind, they are only behind by eighteen.

In total, therefore, it takes the PCs nine days to catch up with the children if they travelled to the area on horse and are tracking on foot. If PCs are able to move more quickly when tracking, and travel at a base rate of 50 ft. (or are able to track at full speed instead of half speed), they gain one additional day for each day traveled, assuming they make no extensive stops. In that case, for example, after two days of travel, the PCs are behind by only fourteen and catch up on the seventh day.

Development: If PCs have not located or caught up with the children by day twenty-one since they began tracking, then the children are under attack by Thrommel's minions when they arrive. If they arrive earlier, the minions still attack, but PCs are already with them to offer protection (modify text as appropriate). If PCs take more than thirty-five days, the minions have found and eliminated the children. PCs find their dead bodies.

5: UNDER ATTACK

After trailing the children for days, the PCs approach their final location. If the PCs spent more than one night in Pantarn, then Thrommel's minions have found them first and they are under attack. In addition, if the PCs did not succeed on their Survival checks to Track the children, their travel is delayed by the need for excessive searching for their trail, stopping to talk to travelers, etc. In that case, again, Thrommel's minions have already found the two and they are under attack. Thrommel's minions are able to locate Throniir and Bethserai at the speed of plot; regardless of how quickly the PCs track them, they arrive just in time to save their quarry from certain vampire doom.

The trail has been getting fresher and you expect you will locate your quarry soon. It is dusk now and likely time to camp. As you search the area for a suitable site, keen ears among you hear the sounds of a small scuffle accompanied by a sob. The noise seems to be coming from some distance ahead.

If the PCs take time before proceeding, track the rounds and determine the results on the children before they approach. Should that be the case, the read-aloud text should be adjusted. Otherwise, they arrive just as combat begins; continue with the following.

Moving toward the sounds of combat over the crest of a hill, you see a scene of combat in the shade of a small copse of trees. A young man swings a longsword, apparently attempting to prevent attacks on the young lady behind him. He wears worn banded mail and a helm that covers his features. The woman appears of mixed Flan and Oeridian heritage with tanned skin and brown tresses. She wears studded leather armor and wields what appears to be a dagger. Nipping at their heels and growling are two wolves, seemingly deferring to the two men who appear ready to enter the fray. One

dead wolf lays near the young man who all ready bears some minor wounds from tooth and claw. Those figures seem focused on the young man with the longsword. They wear mithral breastplates and but wield no weapons, ignoring their axes in favor of bare hands. Slightly back from the group stands a heavily armored man bearing a holy symbol (DC 10 Knowledge [religion] to identify Hextor's holy symbol). Within moments your experienced eyes tell you that the other three figures are focused on eliminating the young man. While he clearly believes the lady to be in danger, they do not give her a second look.

When the PCs crest the hill, they are forty feet away from Bethserai, who is closest to them. Vargol and his vampires have just completed preparations for attack on the youngsters and surprised them as they were setting up camp. During the surprise round, Vargol used his action to bolster the vampires, uncertain whether Throniir would have the ability to turn them. The vampires approached the group and prepared to attack Throniir. See the map for details of location, and proceed to initiative.

Creatures: The young man and woman are the two the PCs have been searching for. The heavily armored man is Vargol, sent by Thrommel to eliminate Throniir. While this is his primary goal, he is not particularly concerned about collateral damage.

ALL APLs

Throniir: male human paladin (Mayaheine) 3; hp 23 (max 26); *Appendix 1*.

Bethserai: female human scout 3; hp 22; *Appendix 1*.

Bocephus "Bo": male awakened dire raccoon rogue 1; hp 26; *Appendix 1*.

APL 6 (EL 9)

Vargol: male human cleric (Hextor) 6; hp 30; *Appendix 1*.

Tynnen and Mallex: male vampire rangers 4; hp 24; *Appendix 1*.

APL 8 (EL 11)

Vargol: male human cleric (Hextor) 8; hp 40; *Appendix 1*.

Tynnen and Mallex: male vampire rangers 6; hp 36; *Appendix 1*.

APL 10 (EL 13)

Vargol: male human cleric (Hextor) 10; hp 60; Appendix 1.

Tynnen and Mallex: male vampire rangers 8; hp 48; Appendix 1.

APL 12 (EL 15)

Vargol: male human cleric (Hextor) 12; hp 72; Appendix 1.

Tynnen and Mallex: male vampire rangers 10; hp 60; Appendix 1.

APL 14 (EL 17)

Vargol: male human cleric 13/pious templar 1 (Hextor); hp 84; Appendix 1.

Tynnen and Mallex: male vampires ranger 11/fighter 1; hp 69; Appendix 1.

Tactics: Vargol utilizes spells as much as possible to support the vampires or damage the PCs while protecting himself. He has no problem with using items (e.g., his harrow rod at APL14). The vampires work as a team, and if PCs do not immediately attack, they begin by attempting to eliminate Throniir before switching to a selected PC. When attacking Throniir, the vampires make sure to use non-depleting resources (e.g. melee attacks) over depleting ones (e.g. spells), as they are reasonably confident in their ability to defeat Throniir. If the vampires beat the PCs in initiative, they delay until after the PCs as they measure up the new arrivals, allowing the PCs an opportunity to react before Throniir is slaughtered with negative levels.

By preference, they focus on PCs able to injure them the greatest but more easily hit (e.g., lightly armored PCs, particularly if they cast any offensive spells). Bethserai attempts to aid Throniir, fighting defensively, while he attempts to maneuver such that she cannot be hit. He also fights defensively. If asked to withdraw by the PCs, Bethserai does so immediately and Throniir moves with her, continuing to position himself between her and those attacking. If she is injured in any way, the action after he withdraws he uses as much of his healing (lay on hands) as needed to heal her completely.

Under no circumstances do Vargol or the vampires surrender. They know how they will be treated by Thrommel should they do so. They do not negotiate. The vampires remain as long as Vargol is present, unless they are turned. Remember to use the power up suite as long as Vargol is alive and within sixty feet. Among other things, this means both vampires receive an additional +8 to their turn resistance due to

relevant feats. Vargol remains as long as there is a possibility he can eliminate Throniir. Should he be placed in single digit hit points and one of the vampires eliminated, he attempts to withdraw to heal, seek reinforcements and come back another day. Should Vargol be eliminated before the vampires, they attempt to flee since they realize they are weakened.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 847 gp; Coin 0 gp; Magic 333 gp *periapt of wisdom +2* (333 gp); Total 1180 gp.

APL 8: Loot 147 gp; Coin 0 gp; Magic 1449 gp; *periapt of wisdom +2* (333 gp), *ring of protection +1* (167 gp), *pearl of power first level* (83 gp), *2 +1 mithral breastplate* (433 gp each); Total 1596 gp.

APL 10: Loot 147 gp; Coin 0 gp; Magic 2656 gp; *periapt of wisdom +2* (333 gp), *ring of protection +1* (167 gp), *pearl of power first level* (83 gp), *2 +1 mithral breastplate* (433 gp each), *javelin of lightning* (125 gp), *ring of counterspells* (333 gp), *cloak of resistance +1* (83 gp), *2 gloves of arrow snaring* (333 gp each); Total 2803 gp.

APL 12: Loot 147 gp; Coin 0 gp; Magic 4636 gp; *periapt of wisdom +2* (333 gp), *ring of protection +2* (333 gp), *pearl of power first level* (83 gp), *2 +1 mithral breastplate* (433 gp each), *javelin of lightning* (125 gp), *ring of counterspells* (333 gp), *cloak of resistance +1* (83 gp), *2 gloves of arrow snaring* (333 gp each), *3 dusty rose prism ioun stones* (417 gp each), *wand of cure light wounds* (63 gp), *circlet of persuasion* (375 gp), *brooch of shielding* (125 gp); Total 4783 gp.

APL 14: Loot 147 gp; Coin 0 gp; Magic 7821 gp; *periapt of wisdom +2* (333 gp), *ring of protection +2* (333 gp), *pearl of power first level* (83 gp), *2 +1 mithral breastplate* (433 gp each), *javelin of lightning* (125 gp), *ring of counterspells* (333 gp), *cloak of resistance +1* (83 gp), *2 gloves of arrow snaring* (333 gp each), *3 dusty rose prism ioun stones* (417 gp each), *wand of cure light wounds* (63 gp), *circlet of persuasion* (375 gp), *brooch of shielding* (125 gp), *harrow rod* (1166 gp), *elemental gem – earth* (187 gp), *2 cloak of turn resistance* (916 gp each); Total 7968 gp.

Detect Magic Results: *periapt of wisdom +2* (moderate transmutation), *ring of protection +1* or *+2* (faint abjuration), *pearl of power first level* (strong transmutation), *2 +1 mithral breastplate* (faint abjuration), *javelin of lightning* (faint evocation), *ring of counterspells* (moderate evocation), *cloak of resistance +1* (faint abjuration), *2 gloves of arrow snaring* (faint

abjuration), 3 *dusty rose prism ioun stones* (moderate abjuration), *wand of detect undead* (faint divination), *circlet of persuasion* (faint transmutation), *brooch of shielding* (faint abjuration), *harrow rod* (moderate conjuration), *elemental gem* (moderate conjuration).

Troubleshooting: If the PCs did not arrive in time and the teen's dead bodies are found, Vargol and his vampires are likely still nearby deciding whether to use their corpses for additional undead servants. PCs can be allowed to combat Vargol before proceeding to the conclusion.

PCs insisting upon locating and eliminating the vampires by following them to their coffins can locate the coffins in a small wagon inside the copse of trees.

Development: Allow the PCs time to roleplay with the two young adults (and Bo, if they wish) prior to continuing to the next encounter. It is important to give them some time to pick up clues and figure out the identity of one or both. Note that Bethserai and Bo are particularly friendly to PCs with a raccoon familiar, animal companion, or pet, and Throniir is especially friendly to PC worshippers of Mayaheine. Of course, once PCs are ready to proceed, continue to the next Encounter.

Troubleshooting: If Throniir or Bethserai are killed by the vampires, the other insists on building a funeral pyre to ensure that the deceased does not rise as a vampire. The only way that either bend from this is if the PCs demonstrate a way to magically delay or prevent this process.

If both Bethserai and Throniir are killed by the vampires, and the PCs do not have a way to prevent them from rising as undead, they are going to have a VERY rough time getting them back to a cleric within 1d4 days (the time it takes for a deceased person to rise as a vampire spawn via energy drain). However, some enterprising parties will have the ability to take care of this. Roll the time it takes for the deceased to rise again and permit the PCs to continue to the extent they are able and willing.

6: RHENEE AND RANGERS

After taking care of casualties from the last battle, the PCs continue escorting their charges to Chendl. This encounter should be a simple roleplaying encounter, in which the PCs gain valuable information. When revealing information in this encounter to players, use notes or pull players aside from the table temporarily.

Before beginning the encounter, it would be prudent to check to see if any of the players have played either *FUR5-07 Arrow from the Reach* or *IUZ5-04 Plane Thinking*, if you have not already done so. PCs with the Favor of Geemondi or Gratitude of Reetha may expend them to receive a discount on the goods for sale by the Rhennee. While the PCs are in the midst of haggling with the Rhenee merchants, they are approached by Mendon Whitefeather and his follower, Wasp, who have discovered their mission and are looking in on them.

Once the combat is over and healing done, Throniir looks to your group. "Hextorites AND vampires... that's a bad bit of business, make no mistake. Here, in the middle of the kingdom." Throniir looks over at Bethserai and Bocephus her raccoon, who are preparing a funeral pyre for your recent foes. "Perhaps we better get moving, despite the late hour. Those Hextorites were here with a purpose, even if I don't see what it is, and I don't want to wait around to find out. We can let authorities know in the next town that there is something out here drawing in undead."

PCs should determine a standard marching order before proceeding. Assuming the PCs continue their travel once Bethserai touches off the pyre, they travel approximately five hours before they observe the approach of a Rhenee travel wagon.

During the march, give PCs two DC 20 Spot checks, remembering to apply circumstance modifiers as appropriate depending on the distance from Throniir. A successful check means they notice his dagger, which is exceptional; it has a fine steel blade with an ivory hilt and silver detailing. Those who notice the dagger and succeed at a DC 15 Spot check AND either a DC 20 Knowledge (nobility and royalty) or a DC 30 Knowledge (local [Iuz]) check notice the ivory hilt carries what appears to be the king's heraldry etched in silver (this is actually Thrommel's seal, but they look identical). If Throniir is asked about this, he replies that his mother said it belonged in the family, but did not elaborate.

Creatures: The couple driving the wagon are extremely suspicious of any PC openly wearing the uniform of the Furyondy Military who do not have Geemondi's favor. Similarly, they are also rude to any non-human in the party who is not known to them. If PCs look over the wagon before initiating contact, PCs who played *FUR5-07 Arrows from the Reach* recognize the wagon

drivers as the son-in-law and daughter to Geemondi, the bargemaster. Kyros and Melinda call out to the PCs with Geemondi's favor personally with a friendly greeting once the PCs make their presence known.

Kyros: male human (Rhennee) Exp2 (Sense Motive +6).

Melinda: female human (Rhennee) Exp2 (Sense Motive +6).

If a PC is known to Kyros, he calls out to them:

"Well, here is a sight, Melinda. Do you recognize these drylanders? Why, <>insert PCs name(s) if appropriate>, what are you doing this far inland? Doing some trading or maybe guarding a caravan? It is good to see you... and your gold, too!"

If PCs choose to lie about their presence (which is likely under the circumstances), allow a Bluff check opposed by both Kyros and Melinda's Sense Motive. Throniir and Bethserai hang back of the PCs and attempt to blend into the group. If either Kyros or Melinda catches the PCs in a lie, they chide the PCs, stating "**Really, brothers, if you are conducting private business, just say so, but don't think you are going to put the hook in our mouths.**"

In addition to any standard adventuring gear from the PHB with a weight of under 10 pounds, the Rhennee have several more unusual items for sale and invite the PCs into the wagon to view their wares. Items available include *blindfold of true darkness* (MIC), *crystal mask of insight* (MIC), *fiery tunic* (MIC), *horn of plenty* (MIC), *eternal wand of sting ray* (MIC), *sacred scabbard* (MIC), *pink rhomboid ioun stone*, *minor cloak of displacement* and *plate armor of the deep*. PCs with the Favor of Geemondi or Gratitude of Reetha may purchase one item at half price or make one of these items available for Regional access at the standard price. Either of these options expends the favor/gratitude.

Once the last of the PCs exits the wagon, the group is hailed by Mendon Whitefeather and Wasp approaching from the woods.

Creatures: PCs succeeding at a DC 25 Knowledge (Local [Iuz's Border States]) (Green Jerkin members gain +10 to the check) realize that Mendon is a very high ranking member of the Green Jerkins, and is regularly used as one of the King's bodyguards in hunts. Mendon is known to Rangers of the Green Jerkins, and is considered one of the best melee fighters in the group.

Mendon Whitefeather: male human ranger 12/ fighter 4.

Wasp: male halfling scout 6/ rogue 6.

Upon approaching the group, Mendon indicates the two are just patrolling this area but PCs who succeed at a DC 25 Sense Motive determine he is looking in on them and not simply encountering them by chance. As Mendon is talking, a DC 15 Spot check notices that Wasp goes to the back trail and begins obscuring signs of the passage. Mendon handles all the talking for the pair, while Wasp maintains surveillance on the area. Mendon asks about traffic the party has encountered on the trail and probing questions regarding the PCs' encounters with undead and werecreatures. Mendon also questions PCs about their previous contacts with the Rhennee, as he is suspicious of them in the area. If the PCs fail to vouch for the Rhennee, Mendon arranges for a detail of knights to arrest the Rhennee as spies, thus losing the Rhennee's favor

Should PCs object to being questioned by Mendon, he takes his leave. Mendon intends to continue following the PCs, if able, one to two hours behind, to keep their backtrail clear, and to be sufficiently close to call for help if problems become apparent. However, he leaves sufficient distance so as not to provoke the PCs to flee from or confront him and Wasp.

Should the PCs agreeably converse with them, he attempts to determine whether or not the PCs fully understand their mission (although he knows only about Bethserai's parentage, not Throniir's). He maintains discretion for the sake of the king, but if the PCs clearly express they understand the identity of their charges, he relaxes. Regardless, he offers to lead the PCs to their destination, while making it clear that if the PCs consent to such involvement, they are effectively turning over their mission to Green Jerkin control and jurisdiction. This would give a big boost to Green Jerkin prestige in the realm at the cost of prestige for the PCs themselves, as the PCs would be unable to claim full credit for the successful mission. If asked about the "prestige" or King Belvor's upcoming marriage, Mendon admits that he is hoping to use the prestige gained by a successful completion of the mission to influence the king toward choosing Baroness Kalinstren as a bride. If the PCs object to his preference, he shrugs and politely departs, as he feels that pressing the issue is not necessary; he thinks that his group's help is merely cementing the issue. Should the PCs agree to let Mendon lead, he travels approximately an hour ahead of

the PCs, marking the trail for their benefit, but maintaining sufficient distance to assist them in maintaining a lower profile.

Treasure: None.

Troubleshooting: If the PCs decline to allow the Green Jerkins to assist, they instead trail PCs at a discrete distance, ultimately leaving once the PCs reach Chendl.

7: KNIGHTS

Should the PCs agree to an escort by the Green Jerkins (Mendon and Wasp), the two are scouting ahead for trouble and not present for this encounter. Note that the two actually saw the knights approaching, but knowing them as good folk, did not consider them in any way a threat to their charges.

The day after the PCs leave the Rhennee, as they travel along the river nearing Worlende, they are approached by a knight and his men who ask them to turn over custody of the children, offering a reward in the form of a favor. The knight, Sir Caius D'Andrell, is actually unknowingly attempting to gain custody of the children for Thrommel. What he believes is that Throniir's father (who he knows only as a minor noble and knight) asked his assistance (via a mutual friend – a minor noble who has cast his lot with Thrommel, although Sir Caius is unaware of this) to locate his child, who he believed in danger. Hearing of a child in danger, the knight agreed to help locate the errant child and reunite him with his father. Sir Caius makes it clear that he must take Throniir in secret, and that the PCs cannot accompany him; a DC 20 Sense Motive check reveals that Sir Caius seems distrustful of the PCs.

It is expected that PCs can resolve this situation through diplomacy. If not, they are accused of kidnapping and Sir Caius attempts to arrest them. If they resist, he and his men attempt to subdue them. If the PCs attack for lethal damage, the knight and his men respond in kind. That is considered an evil, as well as an illegal, act and should be so noted on the PC's AR.

As the river jags to the side, you come out of the underbrush to bright light assaulting your eyes. A moment's squinting reveals a half-eleven Knight of Furyondy flanked by four (six at APL14) Oeridian men. All bear holy symbols of Heironeous and ride fine looking heavy warhorses, lances up. The center figure calls out loudly to you, "Hail and well met! You look

like the folk we have been seeking. What is your business with these young folk?"

Assume that Sir Caius begins as Unfriendly, since he was predisposed to view the PCs suspiciously. In order for him to agree to the PCs leaving with the young adults, he must become Helpful through use of the Diplomacy skill. Note that if the PCs initiate any kind of hostilities, Sir Caius' attitude immediately changes to Hostile and rules for rushed diplomacy come into effect. Feel free to allow circumstance modifiers as considered appropriate, using the following as a guideline:

- PCs are rude and/or disrespectful to Sir Caius. [-5]
- PCs explain that they were sent by Bethserai's mother. [+5]
- One of the PCs is a Knight (not just squire) of the Hart. [+5 per PC]
- One of the PCs is a squire in the Order of the Hart. [+3 per PC]
- One of the PCs is a member in good standing of the Silver Blades or clergy of Heironeous. [+5 per PC]
- PCs press the knight for specific information on the fathers and question why the fathers are not there seeking in person. [+3]
- PC expends an influence point with the Church of Heironeous or the Knights of the Hart. [+1 per influence point spent]
- PC is a certed noble of Furyondy. [+10 per noble]

In addition, mentioning any of the following pieces of information causes immediate reactions from Sir Caius:

- The PCs identify a member of the royal family (either Belvor or Thrommel) as Throniir's father: Caius immediately demands that the PCs submit themselves, Bethserai, and Throniir to come to Chendl under their detainment for questioning. He emphasizes that they are NOT under arrest, and will not be arrested as long as they comply and answer the questions honestly (and are not wanted for other crimes – PCs who are wanted for other crimes in the kingdom are automatically captured and convicted). Bethserai and Throniir go with the knights at this point if the PCs do not resist. If the PCs submit, they are led into the city quietly, without the Green Jerkins or any fanfare. This, in reality, actually benefits the PCs' main mission, as they may still deliver Bethserai to her mother and Throniir to the Church of Mayahene after

questioning, as long as they answer questions honestly. If the PCs do not submit, or ask undue questions, the knights attack as detailed below.

- The PCs identify a member of the royal family as Bethserai's father: Sir Caius accuses the PCs of Sedition and places them under arrest. While the PCs will ultimately be found not guilty if they submit, the adventure is over for them. If they resist, the knights attack as detailed below.

PCs must also convince Bethserai and Throniir (via a separate Diplomacy check) that coming with them is a better idea than going with the knights. Consider them to begin as Friendly. They must become Helpful to agree to accompany the PCs. Keep in mind the ultimate goal of Bethserai is to meet her father and know more of him (although she presents her goal as meeting her mother, who she sees as the way to get to her father). Secondarily she wants to ask Valana (her mother) questions about her situation. Throniir's initial goal is simply to see that Bethserai is safely escorted to the location where she wishes to go.

- PCs bring up the request of the Church of Mayaheine to bring Throniir there. [+3]
- PCs are rude and/or disrespectful of either of the young adults. [-7]
- PCs present a logical argument that their proposal is more likely to meet the young adults' goals. [+7]
- One of the PCs is a member of the Church of Mayaheine [+5 per PC] or Pelor [+3 per PC].
- PCs mistreated Bo (the raccoon) in any way. [-10 per incident]
- PCs have previously told the young adults they were sent by Valana. [+2]

Creatures: Sir Caius D'Andrell is a Knight of the Hart who lives nearby. He holds a small parcel in fiefdom to Lord Lucian Malharra. PCs who played *FUR6-04 When First We Practice* likely recall Lucian as a suspect in the theft of the Summoner's Stone from Baron Jemain of the Barony of Littleberg. PCs with Lord Lucian's favor from that adventure are recognized by Sir Caius and receive a +5 circumstance bonus to any Diplomacy check made by that PC only (e.g. the bonus cannot be used by another party member making the check for the group).

Accompanying Sir Caius are four (or six at APL14) of his liegemen, all of whom worship Heironeous. They are called Percy, Jonas, Concord, Wendl with Derll and Drev present at

APL 14. They are paladins and (at higher APLs) pious templars. Their paladin mounts are heavy warhorses of Littleberg stock (+2 Strength, +4 Constitution). They are here to support Sir Caius and defer to him on all matters (i.e., he is the one the PCs must convince).

All APLs (EL 14)

Sir Caius D'Andrell: male human fighter 2/paladin 6/Knight of Furyondy 6 hp 98; see Appendix 1.

APL 6 (EL 9)

Henchmen (4): male human paladin 5; hp 41; Appendix 1.

APL 8 (EL 11)

Henchmen (4): male human paladin 5/pious templar 2; hp 57; Appendix 1.

APL 10 (EL 13)

Henchmen (4): male human paladin 5/pious templar 4; hp 73; Appendix 1.

APL 12 (EL 15)

Henchmen (4): male human paladin 5/pious templar 6; hp 89; Appendix 1.

APL 14 (EL 17)

Henchmen (6): male human paladin 5/pious templar 6; hp 89; Appendix 1.

Tactics: The paladins truly believe if the PCs attack that what they were told – that the PCs intend to kidnap Bethserai and Throniir – is accurate. While they attack initially for nonlethal damage, intending to take the PCs in for questioning, once the PCs begin dealing actual damage they respond in kind. They freely use their smite ability; note that for the pious templars, this works even though the PCs are not evil. They are careful not to injure the teens, who pretty much (wisely) attempt to remain out of the combat.

At APLs 6 to 12, Sir Caius immediately leaves to gather reinforcements, leaving this task to his men to resolve. If attacked directly, however, he responds in kind. If PCs interfere with his ability to guard the teens from the danger he believes them to pose, he instead leaves to gather up additional reinforcements. At APL 14, Sir Caius participates completely in any combat that develops although, like his men, he begins with nonlethal damage, switching to lethal only if the PCs do so and always being careful not to pose injury to the children.

Treasure: If the PCs negotiate successfully with Sir Caius, they are granted access to purchase a *wand of detect undead* from his henchmen. This is not given to the PCs, so no actual gold is gained. If the PCs slay the henchmen, they do not gain access to that item or any treasure, as it is confiscated by the authorities.

Troubleshooting: If for some reason the PCs attempt mind control on ANY of the NPCs, and that NPC makes a saving throw, they immediately notify the others. At that point, all present attempt to arrest the offending PC and any who interfere. That PC earns no favors or influence from the event, regardless of the ultimate outcome and should be given the appropriate penalties consistent with the Laws and Punishment document. Similarly, if the PCs attack and kill the knights, they lose all favors from the Knights of the Hart as well as the Church of Heironeous. They also become wanted for murder (note this on the AR) and have performed an evil act. If PCs fail to convince the teens to accompany them and carry them off by force, they are guilty of kidnapping. If PCs attack the knights for subdual (thinking they are mind controlled or simply trying to escape), they are wanted for assault.

Many PCs may develop solutions that involve accompanying the knights or the knights accompanying them. While these solutions are amenable to Bethserai and Throniir, Sir Caius wishes to separate the PCs from their charges, and will not accept such a solution; if he is convinced to leave the PCs be via Diplomacy, he instead departs to seek further counsel from his superiors.

Development: Shortly after the PCs begin moving on, a monkey (sent by Lanistor via *animal messenger*) begins pelting Bo with leaves and acorns. As Bethserai approaches to check on Bo, she notices a note attached to the monkey and removes it. The missive is addressed to any PC member of the War College, Church of Heironeous, Knight of the Hart or a PC who has a past favor from Sir Lanistor. Allow those players to review Players Handout 1. Allow PCs time to digest and discuss the missive if desired in order to come to a decision about their actions before proceeding on. If PCs agree to notify Lanistor's contact, they meet with Bartholemew Justin at the Broken Axle Inn that evening. Bartholemew makes a note of whatever information is provided and immediately leaves to relay the message.

CONCLUSION

The PCs arrive in Chendl. The ultimate results and interactions while there, however, depend to some extent on whether they've offered assistance or received it from various individuals. Before this, however, they must deal with the new security restrictions in place in preparation for King Belvor's wedding:

As you approach the gates of Chendl, you notice that the line to enter the city is longer, and a number of armored individuals wearing holy symbols of Heironeous and St. Cuthbert are asking all those entering the city a set of questions. Posted near the end of the line is a sign stating, "Due to the preparations for our wise and noble Majesty's upcoming nuptials, we are adding new security screenings to ensure that the wedding goes smoothly. Please be patient with the delay in entering the city, and note that teleporting and flying are strictly prohibited; attempting to do either will result in charges being pressed."

If the PCs attempt to circumvent the screening process by flying over the city walls (even invisibly) or by using teleportation with a range of 1000 feet or less, they are captured by soulguards (who are watching the skies with *true seeing*) and charged with an Injurious Crime, resulting in the loss of 4 TU, 100 gp per character level, and any material components or foci for spells allowing the PC to fly or teleport. If the PCs attempt to teleport in with spells of a range longer than 1000 feet, there is a 25% chance they are similarly captured.

If the PCs do not attempt to evade the screening, they are asked the following questions (roleplay these as a more attentive version of the border crossing between Detroit and Canada). The guards (each cleric 6/soulguard 1 or paladin 7) have Sense Motive modifiers of +15.

- **What is your nation/region of residence?** All PCs who claim residence of Dyvers or Keoland are asked to step aside for secondary screening. PCs who are from the region of Verbobonc are asked about their meta-organizational affiliation; PCs who are Bondsmen of House Estival are asked to step aside for secondary screening as well.
- **Do you have any evil items to submit for destruction?** After answering this question and turning over any items, all PCs are screened with *detect evil*. Any PCs who detect

- as evil or who have items that do are pulled aside for secondary screening.
- **Please leave any unusual animals or companions in the stable area during your stay in Chendl; such beasts are not currently permitted in the city. Additionally, please peacebind any nonstandard weapons.** Essentially, any animals that are not commonly used as mounts (most typically warhorses or horses) or beasts of burden (e.g. mules or donkeys) must be stabled, and any creatures that are not of the humanoid or monstrous humanoid type are not permitted in the city at all. Likewise, any exotic weapons that are not a racial weapon must be peacebound at all times within the city. PCs who protest (as Bethserai does on behalf of Bo) are told that the laws are for security's sake, and that their animals will be well-tended. PCs who protest after being told this (which Bethserai does not) are pulled aside for secondary screening.

PCs pulled aside for secondary screening are automatically captured for all crimes they are wanted for in Furyondy, and are subjected to a *true seeing* and a *zone of truth* (DC 19). This includes crimes they are wanted for from the current adventure (e.g., assault on the knights, etc). While in the *zone*, PCs are asked their purpose for coming into the city; any seeming ill intent leads to the PC being disallowed from entering the city. Furthermore, all the PCs' gear, including that worn, is searched, and any contraband is prosecuted to the fullest extent of the law.

If PCs accepted help from the Green Jerkins, the day after their stop at the Broken Axle for the evening, they are met by six additional Green Jerkin Rangers who form an honor guard as they move into the city. All the Green Jerkins insist upon this. If PCs cause excessive fuss, they eventually leave, taking Wasp and Mendon with them. If the group leaves, they follow at a discrete distance but PCs lose any favor they have gained with the group up to that point. Begin with the following text:

Entering Chendl at last, Bethserai and Throniir look about with wide-eyed interest at the noise and bustle of the city. Bethserai seems at a loss for how to locate Valana in a city this size.

If the Green Jerkins are still present, continue with the following:

Mendon immediately takes charge of your escort, clearing a path moving purposely through the city.

If Lanistor received word of the PCs pending arrival, include the following:

Traveling the streets of Chendl, you are shortly approached by a carriage bearing the Lanistor family crest. The footman jumps down and approaches your group. "Please, my lords and ladies, allow us to provide you transport so you may rest your weary feet and freshen yourselves prior to your meeting."

Bethserai looks longingly at the fine coach, but ultimately defers to the PCs. Lanistor is inside the spacious carriage, which has room for five more (e.g., Bethserai and five others). Throniir defers to any ladies to ride inside instead remaining traveling alongside. If there is room (e.g. a table of four PCs), he consents to ride inside. Note that he does so only if all PCs remaining outside are obvious warriors or he is ordered to do so by a clergy member of the Church of Mayaheine or Church of Pelor. If PCs were on foot, and there are more than four PCs at the table, there is one (or two if needed) riding horse to allow the extra PCs to ride along outside. If the Green Jerkins are present, Lanistor discourages PCs from allowing them to continue, while they dispute use of the carriage. Both cite the need to not draw excessive attention and purport that their method is "less obtrusive." If PCs insist on both being present, they ultimately agree.

Regardless, Lanistor briefly introduces himself to Bethserai and Throniir, chatting with them and the PCs on the way to the meeting. He is more affable if the Green Jerkins are not present.

In all cases, PCs ultimately arrive at the Pike's Prize Inn (remind them if they forgot that's where Valana was to meet them at). Valana is waiting for them there.

Entering the Pike's Prize, you are led to a private chamber where Valana awaits you. She smiles with relief at seeing Bethserai and quickly moves to embrace the girl.

If Lanistor is present, continue with the following:

Valana frowns and says, "I thought I asked you to show some discretion?"

Lanistor replies with a bow, "Forgive me, my lady, I was merely concerned for your child and wished to offer whatever assistance I could to you...and her father," looking meaningfully at her. Valana's eyes flash angrily and Lanistor takes a step back but her hardened eyes are directed toward you.

"Make no mistake, I am not pleased with your lack of discretion, although I am happy with the ultimate result."

If PCs allowed the Green Jerkins to escort them, continue with the following (modifying as necessary if both groups are present):

Valana frowns and says, "I thought I asked you to show some discretion?"

Mendon merely raises an eyebrow and replies, "Now, Valana, you know I would do nothing to endanger your daughter. I am capable of discretion."

Valana's eyes soften somewhat with that statement, but then turns back to you. "Make no mistake, I am not necessarily pleased with your decision, although I am happy with the ultimate result."

The PCs may then escort Throniir to the Church of Mayaheine if they desire. If they do, they are thanked warmly at the gates, and Throniir is escorted inside. The PCs are not permitted to follow unless they are members of the Church; if they are, they can watch as the acolytes lead Throniir into a back room, which the PC is not allowed to enter.

GUIDELINES FOR DISTRIBUTING ADVENTURE RECORD ITEMS

Influence with the Old Faith: The PCs gain this favor if they successfully rescue Bethserai and return her safely to Chendl without her arrival in Chendl becoming a public spectacle.

Gratitude of Valana: The PCs gain this favor if and only if no other groups know of Bethserai's arrival in Chendl (If the PCs don't allow the Green Jerkins to escort them and don't notify Lanistor's contact).

Favor of the Church of Mayaheine: The PCs gain this favor if they escort Throniir to the Church of Mayaheine in Chendl.

Favor of the Green Jerkins: The PCs gain this favor if they allow the Green Jerkins to openly escort them and Bethserai into Chendl.

Favor of Sir Lanistor: The PCs gain this favor if they send word of Bethserai's upcoming arrival in Chendl to Sir Lanistor in time for him to be present.

Rhennee Friend: The PCs gain this favor if they interact peaceably with the Rhennee traders and vouch for them to Mendon.

Wanted: For the purpose of this adventure, use the DM's Aid for guidance on the expected punishment. The Base Chance and Cumulative Chance of capture are both equal to 10% per crime committed.

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.

3: Competition

Defeat Thrommel's minions

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

5: Under Attack

Rescue Bethserai from Vargol and his vampires

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

7: Knights

Persuade knights to leave via Diplomacy or Assist children in escape from Knights

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Story Award

Bethserai is escorted safely to Chendl:

APL 6	100 XP
APL 8	125 XP
APL 10	150 XP
APL 12	175 XP
APL 14	200 XP

Discretionary roleplaying award

APL 6	80 XP
APL 8	100 XP
APL 10	120 XP
APL 12	140 XP
APL 14	160 XP

Total possible experience:

APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 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.

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

3: Competition

APL 6: Loot 65 gp; Coin 0 gp; Magic 359 gp; +1 chain shirt (104 gp), elixir of hiding (21 gp), 2 +1 banded mail (117 gp each); Total 424 gp.

APL 8: Loot 165 gp; Coin 0 gp; Magic 617 gp; +1 chain shirt (104 gp), elixir of hiding (21 gp), 2 +1 full plate (221 gp each), 2 potions of cure moderate wounds (25 gp each); Total 782 gp.

APL 10: Loot 165 gp; Coin 0 gp; Magic 1026 gp; +1 chain shirt (104 gp), elixir of hiding (21 gp), 2 +1 full plate (221 gp each), 2 potions of cure moderate wounds (25 gp each), necklace of fireballs – type 1 (138 gp), cloak of resistance +1 (83 gp), elemental gem – earth (188 gp); Total 1191 gp.

APL 12: Loot 165 gp; Coin 0 gp; Magic 1744 gp; +1 chain shirt (104 gp), elixir of hiding (21 gp), 2 +1 full plate (221 gp each), 2 potions of cure moderate wounds (25 gp each), necklace of fireballs – type 1 (138 gp), cloak of resistance +1 (83 gp), 3 elemental gems – earth (188 gp each), armbands of might (342 gp); Total 1909 gp

APL 14: Loot 138 gp; Coin 0 gp; Magic 3852 gp; +2 chain shirt (354 gp), elixir of hiding (21 gp), 2 +1 full plate (221 gp each), 2 potions of cure moderate wounds (25 gp each), necklace of fireballs – type 1 (138 gp), cloak of resistance +1 (83 gp), 3 elemental gems – earth (188 gp each), armbands of might (342 gp), +1 spiked chain (193 gp), amulet of health +2 (333 gp), 2 ring of counterspells (666 gp); Total 3990 gp.

5: Under Attack

APL 6: Loot 847 gp; Coin 0 gp; Magic 333 gp perapt of wisdom +2 (333 gp); Total 1180 gp.

APL 8: Loot 147 gp; Coin 0 gp; Magic 1449 gp; perapt of wisdom +2 (333 gp), ring of protection +1 (167 gp), pearl of power first level (83 gp), 2 +1 mithral breastplate (433 gp each); Total 1596 gp.

APL 10: Loot 147 gp; Coin 0 gp; Magic 2656 gp; perapt of wisdom +2 (333 gp), ring of protection +1 (167 gp), pearl of power first level (83 gp), 2 +1 mithral breastplate (433 gp each), javelin of lightning (125 gp), ring of counterspells (333 gp), cloak of resistance +1 (83 gp), 2 gloves of arrow snaring (333 gp each); Total 2803 gp.

APL 12: Loot 147 gp; Coin 0 gp; Magic 4636 gp; perapt of wisdom +2 (333 gp), ring of protection +2 (333 gp), pearl of power first level (83 gp), 2 +1 mithral breastplate (433 gp each), javelin of lightning (125 gp), ring of counterspells (333 gp), cloak of resistance +1 (83 gp), 2 gloves of arrow snaring (333 gp each), 3 dusty rose prism ioun stones (417 gp each), wand of cure light wounds (63 gp), circlet of persuasion (375 gp), brooch of shielding (125 gp); Total 4783 gp.

APL 14: Loot 147 gp; Coin 0 gp; Magic 7821 gp; perapt of wisdom +2 (333 gp), ring of protection +2 (333 gp), pearl of power first level

(83 gp), 2 +1 mithral breastplate (433 gp each), javelin of lightning (125 gp), ring of counterspells (333 gp), cloak of resistance +1 (83 gp), 2 gloves of arrow snaring (333 gp each), 3 dusty rose prism ioun stones (417 gp each), wand of cure light wounds (63 gp), circlet of persuasion (375 gp), brooch of shielding (125 gp), harrow rod (1166 gp), elemental gem – earth (187 gp), 2 cloak of turn resistance (916 gp each); Total 7968 gp.

Total Possible Treasure

APL 6: Loot 912 gp; Coin 0 gp; Magic 692 gp; Total 1604 gp.

APL 8: Loot 312 gp; Coin 0 gp; Magic 2066 gp; Total 2378 gp.

APL 10: Loot 312 gp; Coin 0 gp; Magic 3682 gp; Total 3994 gp.

APL 12: Loot 312 gp; Coin 0 gp; Magic 6380 gp; Total 6692 gp.

APL 14: Loot 285 gp; Coin 0 gp; Magic 11673 gp; Total 11958 gp.

ADVENTURE RECORD ITEMS

Gratitude of Valana: Valana has arranged for this PC to have assistance of one of her animal friends to scout for them (as a noncombatant) during a future adventure. The PC may select a dire bat, wolf, owl or cat. Use MM statistics, except that the creature has been awakened, speaks Common and has an Int 10 and an additional +2 in Spot and Search.

Influence Point with the Old Faith in Furyondy.

Favor of the Church of Mayaheine: The Church of Mayaheine agrees to place *resurgence* on the PC via Craft Contingent Spell. The spell automatically goes off the next time the PC fails a saving throw against a spell that can be negated by *resurgence*. PC members of the Church are granted two such contingent *resurgences*. Until expended, this PC is deemed to have an Influence Point with the Church in Furyondy.

Favor of the Green Jerkins: The Green Jerkins grant to the PCs a “green flash” enhancement on their footwear. The PC may take a standard action to activate the green flash to benefit from a *snow shoes* spell (SC) cast at 3rd level. After a single use, the enhancement is expended. Until expended, this PC is deemed to have an Influence Point with the Green Jerkin Rangers.

Favor of Sir Lanistor: Sir Lanistor agrees to allow PCs access to the War College library once, while in the Fairwain Province. If given time to consult the library, PCs gain a +5 circumstance bonus for the duration of that adventure on any of the following Knowledge checks: geography, nobility and royalty, history and local [luz]. Until expended, this PC is deemed to have an Influence Point with Sir Lanistor.

Wanted!: List any applicable crimes, chance of capture, and punishment in the Play Notes section of this AR.

Rhennee Friend: PCs gain adventure access to the following items: Blindfold of True Darkness (MIC 75), Crystal Mask of Insight (MIC 91), Fiery Tunic (MIC 99), Horn of Plenty (MIC 62), Eternal Wand of Sting Ray (MIC 159), Sacred Scabbard (MIC 183), Pink Rhomboid ioun Stone, Minor Cloak of Displacement and Plate Armor of the Deep. PCs with the Favor of Geemondi or Gratitude of Reetha may purchase one item at half price or make one of these items available for Regional access at the standard price. Either of these options expends the favor/gratitude.

ITEM ACCESS

APL 6:

- *Elixir of hiding* (Adventure; DMG, 250 gp)
- Mithral Breastplate (Adventure; DMG; 4200 gp)
- *Wand of detect undead* (Adventure; DMG; 750 gp)

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

- *Pearl of power – first level* (Adventure; DMG; 1000 gp)
- *+1 Mithral breastplate* (Adventure; DMG; 5200 gp)

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

- *Necklace of fireballs – type 1* (Adventure; DMG; 1650 gp)
- *Elemental gem – earth* (Adventure; DMG, 2250 gp)
- *Javelin of lightning* (Adventure; DMG; 1500 gp)
- *Ring of counterspells* (Adventure; DMG; 4000 gp)
- *Gloves of arrow snaring* (Adventure; DMG; 4000 gp)

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

- *Armbands of might* (Adventure; CL 3rd, Complete Adventurer; 4100 gp)
- *Dusty rose prism ioun stone* (Adventure; DMG; 5000 gp)
- *Circlet of persuasion* (Adventure; DMG; 4500 gp)
- *Brooch of Shielding* (Adventure; DMG; 1,500 gp)

APL 14 (all of APLs 6-12 plus the following):

- *Harrow Rod* (Adventure; MIC; 14,000 gp)

APPENDIX 1: APL 6

3: COMPETITION

ANTWON CR 3

Male human rogue 3
NE Medium humanoid (human)

Init +2; Senses Listen +6, Spot +6

Languages Common, Elven, Flan, Old Oeridian

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 armor)

hp 18 (3 HD);

Fort +4, Ref +5, Will +1

Speed 30 ft. in chain shirt (6 squares);

Melee mw spiked chain +6 (2d4+4) or heavy flail +5 (1d10+4/19-20)

Ranged composite (Str +3) shortbow +4 (1d6+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +2; Grp +5

Atk Options Combat Expertise, Improved Trip, sneak attack +2d6

Combat Gear chain shirt +1, *Potion of bears endurance* †, mw spiked chain, heavy flail, composite shortbow (Str +3), quiver with 20 arrows

† Already cast

Abilities Str 16, Dex 14, Con 16, Int 16, Wis 10, Cha 8

SQ Trapfinding, Evasion, Trap Sense +1

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain) Improved Trip

Skills Disguise +5, Escape Artist +7, Intimidate +5, Jump +9, Knowledge (local [core]) +6, Knowledge (local [luz]) +9, Knowledge (local [Velv]) +6, Listen +6, Move Silently +7, Search +9, Spot +6, Tumble +9, Use Rope +8,

Possessions combat gear plus *elixir of hiding*

BLALOCK AND GEEZUR

CR 3

Male human fighter 2/ rogue 1

CN Medium humanoid (human)

Init +1; Senses Listen +4, Spot +0

Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +7 armor, +1 shield, +2 natural)

hp 31 (3 HD);

Fort +7, Ref +3, Will +0

Speed 20 ft. in banded mail (4 squares), base movement 30 ft.;

Melee scimitar +5 (1d6+3/18-20) or rapier +5 (1d6+3/18-20)

Ranged shortbow +3 (1d6/X3)

Base Atk +2; Grp +5

Atk Options Combat Reflexes, Expert Tactician, Power Attack, Vexing Flanker, sneak attack +1d6

Combat Gear *Potion of bears endurance* †, *Potion of barkskin* +2 †, banded mail +1, rapier, shortbow, 20 arrows, scimitar, light wooden shield

† Already cast

Abilities Str 16, Dex 12, Con 18, Int 10, Wis 10, Cha 8

SQ Trapfinding

Feats Combat Reflexes, Expert Tactician, Power Attack, Quick Draw, Vexing Flanker,

Skills Escape Artist +0, Forgery +4, Gather Information +3, Intimidate +5, Knowledge (local [luz]) +4, Listen +4, Open Lock +5, Search +4, Sense Motive +4, Sleight of Hand +0,

Possessions combat gear

† Already cast

5: UNDER ATTACK

CR 6

VARGOL

Male human cleric 6 (Hextor)

CN Medium humanoid (human)

Init +0; Senses Listen +3, Spot +3

Languages Common

AC 22, touch 11, flat-footed 19
(+1 Dex, +9 armor, +2 shield)

hp 30 (6 HD);

Fort +6, Ref +3, Will +9

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee heavy flail +6 (1d10+1/19-20) or morningstar +5 (1d8+1) or

Ranged light crossbow +4 (1d8/19-20)

Base Atk +4; Grp +5

Atk Options Smite (Destruction domain)

Special Actions Rebuke undead, Spells

Combat Gear Full plate armor (+1 with *magic vestment*), heavy wood shield, morningstar, light crossbow, 20 quarrels, heavy flail, *periapt of wisdom* +2

Cleric Spells Prepared (CL 6th):

3rd—*dispel magic*, *magic vestment* †, *summon monster III*, *ring of blades*

2nd—*death knell* [+5, DC 16], *deific vengeance* [DC 16], *sound burst* [DC 16], *spiritual weapon* D (2) [+8, 1d8+2/19-20]

1st—*cure light wounds*, *foundation of stone*, *inflict light wounds* D [+5, DC 15], *shield of faith*, *summon monster I*

0—*cure minor wounds* (2), *detect magic*, *light mending*

D: Domain spell. Deity: Hextor. Domains: Destruction, War

† Already cast

Abilities Str 12, Dex 10, Con 13, Int 8, Wis 18, Cha 14

Feats Combat Casting, Necromantic Might, Necromantic Presence, Silent Spell, Weapon Focus (heavy flail), Weapon Proficiency (heavy flail)

Skills Concentration +9 (+13 casting defensively), Diplomacy +7, Knowledge (religion) +4,

Possessions combat gear

TYNNEN AND MALLEX

CR 6

Male vampire (human) ranger 4

LE Medium undead (Augmented humanoid)

Init +7; Senses Darkvision 60 ft., Listen +18, Spot +16

Languages Common, Elven**AC** 24, touch 13, flat-footed 21

(+1 Dodge, +3 Dex, +5 armor, +6 natural)

hp 24 (4 HD); fast healing 5, DR 10/silver and magic**Immune** Undead immunities (MM p 317)**Resist** cold 10, electric 10; +4 turn resistance,**Fort** +4 (immune unless it affects objects), **Ref** +9, **Will** +3;**Weakness** garlic/mirrors/holy symbols (repelling a vampire, MM 253), direct sunlight/running water/wooden stake (slaying a vampire, MM 253)**Speed** 30 ft. in mithral breastplate (6 squares), base movement 30 ft.**Melee** greataxe +10 (1d12+9/X3) or slam +10 (1d6+6+energy drain) or slam +8/+8 (1d6+6+energy drain)**Ranged** longbow +7 (1d8/X3)**Base Atk** +4; **Grp** +14**Atk Options** Combat Reflexes, Improved Grapple, Improved Unarmed Strike, Two Weapon Fighting, Blood drain, Energy drain, Favored enemy: human (+2),**Special Actions** Children of the night, Create spawn, Dominate**Combat Gear** mithral breastplate, greataxe, longbow, quiver with 20 arrows,**Class Spells Prepared** (CL 2nd):

1st—resist energy

† Already cast

Spell-Like Abilities (CL 12th):

5th—dominate [DC 16] at will

Abilities Str 22, Dex 16, Con -, Int 12, Wis 15, Cha 18**SQ** Alternate form, Gaseous form, Spider climb, Wild empathy, Animal companion (wolf), Combat style**Feats** Alertness, Combat Reflexes, Dodge, Endurance, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lifebond, Lightning Reflexes Track, Two Weapon Fighting,**Skills** Bluff +12, Gather Information +7, Hide +16, Knowledge (nature) +7, Listen +18, Move Silently +16, Search +15, Sense Motive +10, Spot +16, Survival +9,**Possessions** combat gear**Blood Drain (Ex)** A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.**Energy Drain (Su)** Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round**Alternate Form (Su)** A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points

for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Children of the Night (Su) Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.**Fast Healing (Ex)** A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect.**Gaseous Form (Su)** As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.**Spider Climb (Ex)** A vampire can climb sheer surfaces as though with a *spider climb* spell.**Skills:** Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks.**Power-Up Suite:** (Necromatic presence, Necromatic Might, Lifebond; all apply while within 60 ft of Vargol):**Resist** cold 10, electric 10; +4 turn resistance, **Fort** +8 (immune unless it affects objects), **Ref** +13, **Will** +7;**Melee** greataxe +12 (1d12+9/X3) or slam +12 (1d6+6+energy drain) or slam +10/+10 (1d6+6+energy drain)**Ranged** longbow +7 (1d8/X3)

7: KNIGHTS

HENCHMEN**CR 5**

Male human (Oer) paladin 5 (Heironeous)

LG Medium humanoid (human)

Aura Good, Courage**Init** -1; **Senses** Listen +1, Spot +1**Languages** Common**AC** 21, touch 9, flat-footed 21
(-1 Dex, +9 armor, +3 shield)**hp** 41 (5 HD)**Immune** Fear, Disease**Fort** +8, **Ref** +1, **Will** +3**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** mwk battleaxe +9 (1d8+2/X3)**Ranged** throwing axe +4 (1d6+2)**Base Atk** +5; **Grp** +7

Atk Options Smite evil (2/day), Power Attack

Special Actions lay on hands

Combat Gear mwk battleaxe, silver holy symbol of Heironeous, 4 throwing axes, +1 *full plate*, +1 *heavy steel shield*, *potion of blur*

Paladin Spells Prepared (CL 2nd):

1st—*bless weapon*

{ Already cast

Spell-Like Abilities (CL 1st):

1st—*detect evil*

Abilities Str 14, Dex 8, Con 16, Int 10, Wis 13, Cha 12

SQ Divine grace, Divine health, Turn Undead, Special mount (heavy warhorse)

Feats Power Attack, True Believer, Weapon Focus (battleaxe)

Skills Diplomacy +6, Knowledge (local [luz]) +4, Knowledge (nobility and royalty) +5, Knowledge (religion) +4 Ride +1,

Possessions combat gear

3: COMPETITION**ANTWON**

Male human rogue 5

NE Medium humanoid (human)

Init +2; Senses Listen +8, Spot +8**Languages** Common, Elven, Flan, Old Oeridian**CR 5****AC** 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

hp 26 (5 HD); regeneration/fast healing; DR**Resist** evasion;**Fort +2, Ref +6, Will +1****Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;**Melee** mw spiked chain +7 (2d4+4) or heavy flail +6 (1d10+4/19-20)**Ranged** composite (Str +3) shortbow +5 (1d6+3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +3; **Grp** +6**Atk Options** Combat Expertise, sneak attack +3d6**Combat Gear** chain shirt +1, mw spiked chain, heavy flail, composite (Str +3) shortbow, quiver with 20 arrows, *elemental gem (earth)*

† Already cast

Abilities Str 17, Dex 14, Con 12, Int 16, Wis 10, Cha 8**SQ** Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge**Feats** Combat Expertise, Exotic Weapon Proficiency (spiked chain) Improved Trip**Skills** Disguise +7, Escape Artist +9, Intimidate +7, Jump +11, Knowledge (local [core]) +7, Knowledge (local [luz]) +11, Knowledge (local [Velv]) +7, Listen +8, Move Silently +9, Search +11, Spot +8, Tumble +11, Use Rope +10,**Possessions** combat gear plus *elixir of hiding***BALOCK AND GEEZUR****CR 5**

Male human fighter 2/ rogue 3

CN Medium humanoid (human)

Init +1; Senses Listen +7, Spot +0**Languages** Common**AC** 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +1 shield, +2 natural)

hp 45 (5 HD);**Fort +8, Ref +4, Will +1****Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** scimitar +7 (1d6+3/18-20) or rapier +7 (1d6+3/18-20)**Ranged** shortbow +4 (1d6/X3)**Base Atk** +3; **Grp** +6**Atk Options** Combat Reflexes, Expert Tactician, Power Attack, Vexing Flanker, sneak attack +2d6**Special Actions****Combat Gear** Potion of bears endurance †, Potion of barkskin +2 †, full plate +1, mw rapier, shortbow, 20 arrows, light wooden shield, mw scimitar, potion of cure moderate wounds

† Already cast

Abilities Str 17, Dex 12, Con 18, Int 10, Wis 10, Cha 8**SQ** Trapfinding, Evasion, Trap Sense +1**Feats** Combat Reflexes, Expert Tactician, Power Attack, Quick Draw, Vexing Flanker,**Skills** Escape Artist +2, Forgery +5, Gather Information +6, Intimidate +6 Knowledge (local [luz]) +5, Listen +7, Open Lock +5, Search +6, Sense Motive +7, Sleight of Hand +2,**Possessions** combat gear plus

† Already cast

5: UNDER ATTACK**VARGOL****CR 8**

Male human cleric 8 (Hextor)

LN Medium humanoid (human)

Init +0; Senses Listen +4, Spot +4**Languages** Common**AC** 26, touch 12, flat-footed 23

(+1 Dex, +10 armor, +2 shield, +1 deflection, +2 natural)

hp 40 (8 HD)**Fort +7, Ref +3, Will +10****Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** heavy flail +8/+3 (1d10+1/19-20) or morningstar +7/+2 (1d8+1) or**Ranged** light crossbow +6/+1 (1d8/19-20)**Base Atk** +6; **Grp** +7**Atk Options** Smite (Destruction domain)**Special Actions** Rebuke undead, Spells**Combat Gear** Full plate armor (+2 with *magic vestment*), heavy wood shield, morningstar, light crossbow, 20 quarrels, heavy flail, *periapt of wisdom* +2, *ring of protection* +1, *pearl of power* – first level**Cleric Spells Prepared** (CL 8th):4th—*divine power* ^D, *freedom of movement*, *searing light* (silent) [DC 17], *summon monster IV*3rd—*dispel magic*, *magic vestment* ^D, *prayer*, *summon monster III*, *ring of blades*2nd—*death knell* [+7, DC 16], *deific vengeance* [DC 16], *sound burst* [DC 16], *spiritual weapon* ^D (2)[+10/+5, 1d8+2/19-20]1st—*command* [DC 15], *cure light wounds*, *foundation of stone*, *inflict light wounds* ^D [DC 15], *shield of faith*, *summon monster I*0—*cure minor wounds* (2), *detect magic*, *light mending* (2)**D:** Domain spell. Deity: Hextor. Domains: Destruction, War

† Already cast

Abilities Str 12, Dex 10, Con 13, Int 8, Wis 19, Cha 14**Feats** Combat Casting, Necromantic Might, Necromantic Presence, Silent Spell, Weapon Focus (heavy flail), Weapon Proficiency (heavy flail)

Skills Concentration +11 (+15 casting defensively), Diplomacy +9, Knowledge (religion) +4
Possessions combat gear plus *wand of cure lights* wounds, *potion of barkskin +2* †

TYNEN AND MALLEX

CR 8

Male vampire (human) ranger 6

LE Medium undead (Augmented humanoid)

Init +7; Senses Darkvision 60 ft, Listen +19, Spot +18

Languages Common, Elven

AC 25, touch 13, flat-footed 22

(+1 Dodge, +3 Dex, +6 armor, +6 natural)

hp 36 (6 HD); fast healing 5, DR 10/silver and magic

Immune Undead immunities (MM p 317)

Resist cold 10, electric 10, fire 10; +4 turn resistance,

Fort +5 (immune unless it affects objects), **Ref +10**, **Will +4;**

Weakness garlic/mirrors/holy symbols (repelling a vampire, MM 253), direct sunlight/running water/wooden stake (slaying a vampire, MM 253)

Speed 30 ft. in mithral breastplate (6 squares), base movement 30 ft.

Melee greataxe +12/+7 (1d12+9/X3) or slam +12/+7 (1d8+6+energy drain) or slam +10/+10/+5/+5 (1d8+6+energy drain)

Ranged longbow +9/+4 (1d8/X3)

Base Atk +6; Grp +16

Atk Options Combat Reflexes, Improved Grapple, Improved Two Weapon Fighting, Improved Unarmed Strike, Two Weapon Fighting, Blood drain, Energy drain, Favored enemies: human (+4), elf (+2)

Special Actions Children of the night, Create spawn, Dominate

Combat Gear +1 mithral breastplate, greataxe, longbow, quiver with 20 arrows,

Class Spells Prepared (CL 3rd):

1st—entangle, resist energy †

† Already cast

Spell-Like Abilities (CL 12th):

5th—dominate [DC 17] at will

Abilities Str 22, Dex 16, Con -, Int 12, Wis 15, Cha 18

SQ Alternate form, Gaseous form, Spider climb, Wild empathy, Animal companion (wolf), Combat style, Improved combat style

Feats Alertness, Combat Reflexes, Dodge, Endurance, Improved Grapple, Improved Initiative, Improved Natural Attack, Improved Two Weapon Fighting, Improved Unarmed Strike, Lifebond, Lightning Reflexes Track, Two Weapon Fighting,

Skills Bluff +12, Gather Information +8, Hide +17, Knowledge (nature) +8, Listen +19, Move Silently +17, Search +17, Sense Motive +10, Spot +18, Survival +11,

Possessions combat gear

Blood Drain (Ex) A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round

the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Energy Drain (Su) Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round

Alternate Form (Su) A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Children of the Night (Su) Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Fast Healing (Ex) A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect.

Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex) A vampire can climb sheer surfaces as though with a *spider climb* spell.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks.

Power-Up Suite: (Necromatic presence, Necromatic Might, Lifebond; all apply while within 60 ft of Vargol):

Resist cold 10, electric 10, fire 10; +12 turn resistance,

Fort +9 (immune unless it affects objects), **Ref +14**, **Will +8;**

Melee greataxe +14/+9 (1d12+9/X3) or slam +14/+9 (1d8+6+energy drain) or slam +12/+12/+7/+7 (1d8+6+energy drain)

Ranged longbow +9/+4 (1d8/X3)

7: KNIGHTS

HENCHMEN

CR 7

Male human (Oer) paladin 5/pious templar 2
(Heironeous)
LG Medium humanoid (human)
Aura Good, Courage
Init -1; **Senses** Listen +1, Spot +1
Languages Common

AC 21, touch 9, flat-footed 21
(-1 Dex, +9 armor, +3 shield)

hp 57 (7 HD)

Immune Fear, Disease

Resist Mettle

Fort +11, Ref +1, Will +6 (+3 1X True Believer)

Speed 20 ft. in full plate (4 squares), base movement
30 ft.

Melee +1 battleaxe +11/+6 (1d8+3/X3)

Ranged throwing axe +6/+1 (1d6+2)

Base Atk +7; **Grp** +9

Atk Options Smite evil (2/day), Smite (1/day),
Improved Sunder, Power Attack

Special Actions lay on hands

Combat Gear +1 battleaxe, silver holy symbol of
Heironeous, 4 throwing axes, +1 full plate, +1
heavy steel shield, potion of blur, potion of cure
moderate wounds

Paladin Spells Prepared (CL 2nd):

1st—bless weapon

Pious Templar Spells Prepared (CL 2nd):

1st—lesser restoration, protection from evil

† Already cast

Spell-Like Abilities (CL 1st):

1st—detect evil

Abilities Str 14, Dex 8, Con 16, Int 10, Wis 13, Cha
12

SQ Divine grace, Divine health, Turn Undead, Special
mount (heavy warhorse), Mettle

Feats Improved Sunder, Power Attack, True Believer
Weapon Focus (battleaxe),

Skills Diplomacy +6, Heal +5, Knowledge (local [Iuz])
+4, Knowledge (nobility and royalty) +5,
Knowledge (religion) +6 Ride +1,

Possessions combat gear plus wand of detect
undead (25 charges)

Mettle (Su) A pious templar's can shrug off magical
effects that would otherwise harm him. If a pious
templar makes a successful Will or Fortitude
saving throw that would normally reduce the spell's
effect, he suffers no effect from the spell at all.
Only those spells with a Saving Throw entry of "Will
partial," "Fortitude half" or similar entries can be
negated through this ability.

Smite (Su) As a pious templar, the smite attack
bonus is +4, and the damage bonus is based on
the total combined levels of paladin and pious
templar. The pious templar smite ability is not
alignment restricted like that of the paladin.

APL 10

3: COMPETITION

ANTWON

CR 7

Male human rogue 5/ fighter 2

NE Medium humanoid (human)

Init +2; Senses Listen +9, Spot +9

Languages Common, Elven, Flan, Old Oeridian

AC 17, touch 12, flat-footed 17

(+2 Dex, +5 armor)

hp 38 (7 HD);

Resist evasion, uncanny dodge;

Fort +6, Ref +7, Will +2

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee mw spiked chain +10 (2d4+4) or heavy flail +8 (1d10+4/19-20)

Ranged composite (Str +3) shortbow +7 (1d6+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +5; Grp +8

Atk Options Combat Expertise, Combat Reflexes, Improved Trip, sneak attack +3d6

Combat Gear chain shirt +1, mw spiked chain, heavy flail, composite (Str +3) shortbow, quiver with 20 arrows, elemental gem (earth). Necklace of fireballs – Type 1, cloak of protection +1

{ Already cast

Abilities Str 17, Dex 14, Con 12, Int 16, Wis 10, Cha 8

SQ Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge

Feats Combat Expertise, , Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Power Attack, Weapon Focus (spiked chain),

Skills Disguise +7, Escape Artist +10, Intimidate +7, Jump +11, Knowledge (local [core]) +7, Knowledge (local [luz]) +11, Knowledge (local [Velv]) +7, Listen +9, Move Silently +9, Search +12, Spot +9, Tumble +12, Use Rope +11,

Possessions combat gear plus elixir of hiding

BLALOCK AND GEEZUR

CR 7

Male werewolf (hybrid form) fighter 2/ rogue 3

CE Medium humanoid (human, shapeshifter)

Init +3; Senses Low light vision, scent, Listen +8, Spot +5

Languages Common

AC 26, touch 14, flat-footed 25

(+1 Dex, +9 armor, +1 shield, +3 deflection, +2 natural)

hp 77 (5 HD); DR 5/silver

Fort +13, Ref +9, Will +2

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee scimitar +9 (1d6+4/18-20) or rapier +9 (1d6+4/18-20) and bite +5(1d6+2)

Ranged shortbow +7 (1d6/X3)

Base Atk +4; Grp +8

Atk Options Combat Reflexes, Expert Tactician, Power Attack, Vexing Flanker, sneak attack +2d6

Combat Gear Potion of bears endurance †, Potion of shield of faith +3 †, full plate +1, mw rapier, shortbow, 20 arrows, light wooden shield, mw scimitar, potion of cure moderate wounds
† Already cast

Abilities Str 19, Dex 16, Con 22, Int 10, Wis 12, Cha 8

SQ Trapfinding, Evasion, Trap Sense +1

Feats Combat Reflexes, Expert Tactician , Iron Will, Power Attack , Quick Draw , Track , Vexing Flanker , Weapon Focus (bite) ,

Skills Escape Artist +4, Forgery +5, Gather Information +6, Intimidate +6 Knowledge (local [luz]) +5, Listen +8, Open Lock +7, Search +6, Sense Motive +8, Sleight of Hand +4 Spot +5,

Possessions combat gear plus

{ Already cast

Alternate form (Su) A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su) Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex) A werewolf in animal form that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex) Communicate with wolves and dire wolves, and +4 racial bonus on Charisma based checks against wolves and dire wolves.

Skills A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

5: UNDER ATTACK

VARGOL

CR 10

Male human cleric 10 (Hextor)

LN Medium humanoid (human)

Init +0; Senses Listen +4, Spot +4

Languages Common

AC 27, touch 12, flat-footed 25

(+1 Dex, +10 armor, +2 shield, +1 deflection, +3 natural)

hp 60 (10 HD);

Fort +9, Ref +5, Will +12

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee heavy flail +9/+4 (1d10+1/19-20) or morningstar +8/+4 (1d8+1) or

Ranged light crossbow +7/+2 (1d8/19-20)

Base Atk +7; Grp +8

Atk Options Smite (Destruction domain)

Special Actions Rebuke undead, Spells

Combat Gear Full plate armor (+2 with magic vestment), heavy wood shield, morningstar, light crossbow, 20 quarrels, heavy flail, periapt of wisdom +2, ring of protection +1, pearl of power –

first level, *javelin of lightning*, *ring of counterspells* (*dispel magic*), *cloak of resistance +1*

Cleric Spells Prepared (CL 10th):

- 5th—*flame strike* [DC 19], *inflict light wounds – mass* [DC 19], *spell resistance*
- 4th—*divine power*, *freedom of movement*, *searing light* (silent) [DC 18], *sound lance* [DC 18], *summon monster IV*
- 3rd—*dispel magic*, *magic vestment*, *prayer*, *summon monster III*, *ring of blades*
- 2nd—*death knell* [+8, DC 17], *deific vengeance* (2) [DC 17], *sound burst* [DC 16], *spiritual weapon* [DC 16] (+13/+8, 1d8+3/19-20)
- 1st—*command* [DC 15], *cure light wounds*, *foundation of stone*, *inflict light wounds* [DC 16], *shield of faith*, *summon monster I*
- 0—*cure minor wounds* (2), *detect magic*, *light, mending* (2)

D: Domain spell. Deity: Hextor. Domains: Destruction, War

† Already cast

Abilities Str 12, Dex 10, Con 13, Int 8, Wis 19, Cha 14

Feats Combat Casting, Improved Toughness, Necromantic Might, Necromantic Presence, Silent Spell, Weapon Focus (heavy flail), Weapon Proficiency (heavy flail)

Skills Concentration +13 (+17 casting defensively), Diplomacy +11, Knowledge (religion) +4

Possessions combat gear plus *wand of cure light wounds*, *potion of barkskin +3* †

TYNEN AND MALLEX

CR 10

Male vampire (human) ranger 8

LE Medium undead (Augmented humanoid)

Init +7; **Senses** Darkvision 60 ft, Listen +21, Spot +20

Languages Common, Elven

AC 25, touch 13, flat-footed 22

(+1 Dodge, +3 Dex, +6 armor, +6 natural)

hp 48 (8 HD); fast healing 5, DR 10/silver and magic

Immune Undead immunities (MM p 317)

Resist cold 10, electric 10, fire 10; +4 turn resistance, **Fort** +6 (immune unless it affects objects), **Ref** +11, **Will** +4;

Weakness garlic/mirrors/holy symbols (repelling a vampire, MM 253), direct sunlight/running water/wooden stake (slaying a vampire, MM 253)

Speed 30 ft. in mithral breastplate (6 squares), base movement 30 ft.

Melee greataxe +14/+9 (1d12+9/X3) or slam +14/+9 (1d8+6+energy drain) or slam +12/+12/+7/+7 (1d8+6+energy drain)

Ranged longbow +11/+6 (1d8/X3)

Base Atk +8; **Grp** +18

Atk Options Combat Reflexes, Improved Grapple, Improved Two Weapon Fighting, Improved Unarmed Strike, Two Weapon Fighting, Blood drain, Energy drain, Favored enemies: human (+4), elf (+2)

Special Actions Children of the night, Create spawn, Dominate

Combat Gear +1 mithral breastplate, greataxe, gloves of arrow snaring

Class Spells Prepared (CL 4th):

1st—*entangle*, *resist energy* †

2nd—*protection from energy*

† Already cast

Spell-Like Abilities (CL 12th):

5th—*dominate* [DC 18] at will

Abilities Str 23, Dex 16, Con -, Int 12, Wis 15, Cha 18

SQ Alternate form, Gaseous form, Spider climb, Wild empathy, Animal companion (wolf), Combat style, Improved combat style

Feats Alertness, Combat Reflexes, Dodge, Endurance, Improved Grapple, Improved Initiative, Improved Natural Attack, Improved Two Weapon Fighting, Improved Unarmed Strike, Lifebond, Lightning Reflexes Track, Two Weapon Fighting,

Skills Bluff +12, Gather Information +8, Hide +19, Knowledge (nature) +10, Listen +21, Move Silently +19, Search +19, Sense Motive +10, Spot +20, Survival +13,

Possessions combat gear

Blood Drain (Ex) A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Energy Drain (Su) Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round

Alternate Form (Su) A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Children of the Night (Su) Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Fast Healing (Ex) A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect.

Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex) A vampire can climb sheer surfaces as though with a *spider climb* spell.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks.

Power-Up Suite: (Necromatic presence, Necromatic Might, Lifebond; all apply while within 60 ft of Vargol):

Resist cold 10, electric 10, fire 10; +12 turn resistance,

Fort +10 (immune unless it affects objects), **Ref +15**, **Will +8**;

Melee greataxe +16/+11 (1d12+9/X3) or slam +16/+11 (1d8+6+energy drain) or slam +14/+14/+9/+9 (1d8+6+energy drain)

Ranged longbow +11/+6 (1d8/X3)

7: KNIGHTS

HENCHMEN

CR 9

Male human (Oer) paladin 5/pious templar 4 (Heironeous)

LG Medium humanoid (human)

Aura Good, Courage

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

Languages Common

AC 21, touch 9, flat-footed 21
(-1 Dex, +9 armor, +3 shield)

hp 73 (9 HD), **DR** 1/-

Immune Fear, Disease

Resist Mettle

Fort +13, Ref +3, Will +9 (+3 1X True Believer)

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 battleaxe +14/+9 (1d8+6/X3)

Ranged throwing axe +8/+3 (1d6+3)

Base Atk +9; **Grp** +12

Atk Options Smite evil (2/day), Smite (1/day), Improved Sunder, Mounted Combat, Ride By Attack, Power Attack

Special Actions lay on hands

Combat Gear +1 battleaxe, silver holy symbol of Heironeous, 4 throwing axes, lance, military saddle, +1 full plate, +1 heavy steel shield, potion of blur, potion of cure light wounds (2), gauntlets of ogre power, cloak of resistance +1

Paladin Spells Prepared (CL 2nd):

1st—*bless weapon*

Pious Templar Spells Prepared (CL 4th):

1st—*lesser restoration, protection from evil*

2nd—*resist energy, shield other*

{ Already cast

Spell-Like Abilities (CL 1st):

1st—*detect evil*

Abilities Str 16, Dex 8, Con 16, Int 10, Wis 14, Cha 12

SQ Divine grace, Divine health, Turn Undead, Special mount (heavy warhorse), Mettle

Feats Improved Sunder, Mounted Combat, Power Attack, Ride By Attack, True Believer Weapon Focus (battleaxe), Weapon Specialization (battleaxe),

Skills Diplomacy +6, Heal +7, Knowledge (local [Iuz]) +5, Knowledge (nobility and royalty) +5, Knowledge (religion) +6 Ride +5 (+7 stay in saddle),

Possessions combat gear plus *wand of detect undead* (25 charges)

Mettle (Su) A pious templar's can shrug off magical effects that would otherwise harm him. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, he suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half" or similar entries can be negated through this ability.

Smite (Su) As a pious templar, the smite attack bonus is +4, and the damage bonus is based on the total combined levels of paladin and pious templar. The pious templar ability is not alignment like that of the paladin is.

3: COMPETITION

ANTWON

Male human rogue 5/ fighter 4
NE Medium humanoid (human)

Init +2; Senses Listen +9, Spot +9

Languages Common, Elven, Flan, Old Oeridian

CR 9

AC 21, touch 16, flat-footed 21
(+2 Dex, +5 armor, +4 deflection)

hp 50 (9 HD);

Resist evasion, uncanny dodge;
Fort +7, Ref +10, Will +3

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee mw spiked chain +13/+8 (2d4+8) or heavy flail +11/+6 (1d10+6/19-20)

Ranged composite (Str +4) shortbow +9/+4 (1d6+4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +7; Grp +11

Atk Options Combat Expertise, Combat Reflexes, Improved Trip, sneak attack +3d6

Special Actions

Combat Gear chain shirt +1, mw spiked chain, heavy flail, composite (Str +4) shortbow, quiver with 20 arrows, elemental gem (earth). Necklace of fireballs – Type 1, cloak of protection +1, shield of faith potion +4 ‡, armbands of might

‡ Already cast

Abilities Str 18, Dex 14, Con 12, Int 16, Wis 10, Cha 8

SQ Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge

Feats Combat Expertise, , Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Lightning Reflexes, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain), **Skills** Disguise +7, Escape Artist +12, Intimidate +7, Jump +11, Knowledge (local [core]) +7, Knowledge (local [luz]) +11, Knowledge (local [Velv]) +7, Listen +9, Move Silently +11, Search +12, Spot +9, Tumble +13, Use Rope +11,

Possessions combat gear plus elixir of hiding

BLALOCK AND GEEZUR

CR 9

Male werewolf (hybrid form) fighter 2/ rogue 5

CE Medium humanoid (human, shapeshifter)

Init +3; Senses Low light vision, scent, Listen +10, Spot +7

Languages Common

AC 26, touch 14, flat-footed 25

(+1 Dex, +9 armor, +1 shield, +3 deflection, +2 natural)

hp 95 (7 HD); DR 5/silver

Fort +13, Ref +10, Will +2

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee scimitar +11 (1d6+5/18-20) or rapier +11 (1d6+5/18-20) and bite +6(1d6+2)

Ranged shortbow +8 (1d6/X3)

Base Atk +5; Grp +10

Atk Options Adaptable Flanker, Combat Reflexes, Expert Tactician, Power Attack, Vexing Flanker, sneak attack +3d6

Combat Gear Potion of bears endurance ‡, Potion of shield of faith +3 ‡, full plate +1, mw rapier, shortbow, 20 arrows, light wooden shield, mw scimitar, potion of cure moderate wounds, elemental gem (earth), potion of haste

‡ Already cast

Abilities Str 20, Dex 16, Con 22, Int 10, Wis 12, Cha 8

SQ Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge

Feats Adaptable Flanker, Combat Reflexes, Expert Tactician , Iron Will, Power Attack , Quick Draw , Track , Vexing Flanker , Weapon Focus (bite) ,

Skills Escape Artist +6, Forgery +5, Gather Information +8, Intimidate +8 Knowledge (local [luz]) +7, Listen +10, Open Lock +7, Search +8, Sense Motive +10, Sleight of Hand +4 Spot +7,

Possessions combat gear plus

‡ Already cast

Alternate form (Su) A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su) Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex) A werewolf in animal form that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex) Communicate with wolves and dire wolves, and +4 racial bonus on Charisma based checks against wolves and dire wolves.

Skills A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

5: UNDER ATTACK

VARGOL

CR 12

Male human cleric 12 (Hextor)

LN Medium humanoid (human)

Init +0; Senses Listen +4, Spot +4

Languages Common

AC 30, touch 13, flat-footed 28

(+1 Dex, +11 armor, +2 shield, +1 deflection, +1 insight, +4 natural)

hp 72 (12 HD);

Fort +11, Ref +7, Will +15

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee heavy flail +11/+6 (1d10+1/19-20) or morningstar +10/+6 (1d8+1) or

Ranged light crossbow +9/+4 (1d8/19-20)

Base Atk +9; Grp +10

Atk Options Smite (Destruction domain)

Special Actions Rebuke undead (+3 circlet), Spells

Combat Gear Full plate armor (+3 with magic vestment), heavy wood shield, morningstar, light

crossbow, 20 quarrels, heavy flail, *periapt of wisdom* +2, *ring of protection* +1, *pearl of power* – first level, *ring of counterspells* (*dispel magic*), *cloak of resistance* +2, *dusty rose prism ioun stone*, *circle of persuasion*

Cleric Spells Prepared (CL 12th):

- 6th—*blade barrier*^D [DC 21], *bull strength* – mass, *harm* [DC 21]
- 5th—*flame strike* (2) [DC 20], *inflict light wounds* – mass^D [DC 20], *spell resistance*
- 4th—*divine power*, *freedom of movement*, *searing light* (silent) [DC 19], *sound lance* [DC 19], *summon monster IV*
- 3rd—*dispel magic* (2), *magic vestment*^D, *prayer*, *summon monster III*, *ring of blades*
- 2nd—*death knell* [+8, DC 17], *deific vengeance* (2) [DC 17], *sound burst* [DC 17], *spiritual weapon*^D (2) [+15/+10, 1d8+4/19-20]
- 1st—*command* [DC 16], *cure light wounds* (2), *foundation of stone*, *inflict light wounds*^D [DC 16], *shield of faith*, *summon monster I*
- 0—*cure minor wounds* (2), *detect magic*, *light*, *mending* (2)

D: Domain spell. Deity: Hextor. Domains: Destruction, War

† Already cast

Abilities Str 12, Dex 10, Con 13, Int 8, Wis 20, Cha 14

Feats Combat Casting, Improved Toughness, Necromantic Might, Necromantic Presence, Silent Spell, True Believer, Weapon Focus (heavy flail), Weapon Proficiency (heavy flail)

Skills Concentration +13 (+17 casting defensively), Diplomacy +14, Knowledge (religion) +4

Possessions combat gear plus *wand of cure light wounds*, *potion of barkskin* +4 †

TYNEN AND MALLEX

CR 12

Male vampire (human) ranger 10

LE Medium undead (Augmented humanoid)

Init +7; **Senses** Darkvision 60 ft, Listen +22, Spot +22

Languages Common, Elven

AC 26, touch 14, flat-footed 23

(+1 Dodge, +3 Dex, +6 armor, +6 natural, +1 insight)

hp 60 (10 HD); evasion, fast healing 5, DR 10/silver and magic

Immune Undead immunities (MM p 317)

Resist cold 10, electric 10, fire 10; +4 turn resistance,

Fort +7 (immune unless it affects objects), **Ref** +12, **Will** +5;

Weakness garlic/mirrors/holy symbols (repelling a vampire, MM 253), direct sunlight/running water/wooden stake (slaying a vampire, MM 253)

Speed 30 ft. in mithral breastplate (6 squares), base movement 30 ft.

Melee greataxe +16/+11 (1d12+9/X3) or slam +16/+11 (1d8+6+energy drain) or slam +14/+14/+9/+9 (1d8+6+energy drain)

Ranged longbow +13/+8 (1d8/X3)

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

Atk Options Combat Reflexes, Improved Grapple, Improved Two Weapon Fighting, Improved Unarmed

Strike, Power Attack, Two Weapon Fighting, Blood drain, Energy drain, Favored enemies: human (+6), elf (+4), good outsiders (+2)

Special Actions Children of the night, Create spawn, Dominate

Combat Gear +1 mithral breastplate, greataxe, gloves of arrow snaring, dusty rose prism ioun stone, brooch of shielding

Class Spells Prepared (CL 5th):

- 1st—*entangle*, *resist energy* †
- 2nd—*cat's grace*, *protection from energy*

† Already cast

Spell-Like Abilities (CL 12th):

- 5th—*dominate* [DC 19] at will

Abilities Str 23, Dex 16, Con -, Int 12, Wis 15, Cha 18

SQ Alternate form, Gaseous form, Spider climb, Wild empathy, Animal companion (wolf), Combat style, Improved combat style

Feats Alertness, Combat Reflexes, Dodge, Endurance, Improved Grapple, Improved Initiative, Improved Natural Attack, Improved Two Weapon Fighting, Improved Unarmed Strike, Lifebond, Lightning Reflexes, Power Attack Track, Two Weapon Fighting,

Skills Bluff +12, Gather Information +9, Hide +21, Knowledge (nature) +11, Listen +22, Move Silently +22, Search +20, Sense Motive +10, Spot +22, Survival +15,

Possessions combat gear

Blood Drain (Ex) A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Energy Drain (Su) Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round

Alternate Form (Su) A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Children of the Night (Su) Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Fast Healing (Ex) A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It

must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect.

Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex) A vampire can climb sheer surfaces as though with a *spider climb* spell.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks.

Power-Up Suite: (Necromatic presence, Necromatic Might, Lifebond; all apply while within 60 ft of Vargol):

Resist cold 10, electric 10, fire 10; +12 turn resistance, **Fort** +11 (immune unless it affects objects), **Ref** +16, **Will** +9;

Melee greataxe +18/+13 (1d12+9/X3) or slam +18/+13 (1d8+6+energy drain) or slam +16/+16/+11/+11 (1d8+6+energy drain)

Ranged longbow +13/+8 (1d8/X3)

7: KNIGHTS

HENCHMEN CR 11
Male human (Oer) paladin 5/pious templar 6
(Heironeous)

LG Medium humanoid (human)

Aura Good, Courage

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

Languages Common

AC 22, touch 10, flat-footed 22
(-1 Dex, +9 armor, +3 shield, +1 deflection)

hp 100 (11 HD), **DR** 1/-

Immune Fear, Disease

Resist Mettle

Fort +15, **Ref** +4, **Will** +10 (+3 1X True Believer)

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 battleaxe +16/+11/+6 (1d8+6/X3)

Ranged throwing axe +10/+5/+0 (1d6+3)

Base Atk +11; **Grp** +14

Atk Options Smite evil (2/day), Smite (2/day), Improved Sunder, Mounted Combat, Ride By Attack, Power Attack

Special Actions lay on hands

Combat Gear +1 battleaxe, silver holy symbol of Heironeous, 6 throwing axes, lance, military saddle, +1 full plate, +1 heavy steel shield, potion of blur, potion of cure light wounds (2), gauntlets of ogre power, cloak of charisma +2, amulet of health +2, ring of protection +1

Paladin Spells Prepared (CL 2nd):

1st—*bless weapon*

Pious Templar Spells Prepared (CL 6th):

1st—*lesser restoration, protection from evil*

2nd—*resist energy, shield other*

3rd—*heal mount*

† Already cast

Spell-Like Abilities (CL 1st):

1st—*detect evil*

Abilities Str 16, Dex 8, Con 18, Int 10, Wis 14, Cha 14

SQ Divine grace, Divine health, Turn Undead, Special mount (heavy warhorse), Mettle

Feats Improved Sunder, Mounted Combat, Power Attack, Ride By Attack, True Believer Weapon Focus (battleaxe), Weapon Specialization (battleaxe),

Skills Diplomacy +7, Heal +7, Knowledge (local [Iuz]) +5, Knowledge (nobility and royalty) +5, Knowledge (religion) +6 Ride +11 (+13 stay in saddle),

Possessions combat gear plus *wand of detect undead* (25 charges)

Mettle (Su) A pious templar can shrug off magical effects that would otherwise harm him. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, he suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half" or similar entries can be negated through this ability.

Smite (Su) As a pious templar, the smite attack bonus is +4, and the damage bonus is based on the total combined levels of paladin and pious templar. The pious templar ability is not alignment like that of the paladin is.

3: COMPETITION**ANTWON**

Male human rogue 7/ fighter 4

NE Medium humanoid (human)

Init +2; Senses Listen +11, Spot +12**Languages** Common, Elven, Flan, Old Oeridian**CR 11****AC** 22, touch 16, flat-footed 22
(+2 Dex, +6 armor, +4 deflection)**hp** 69 (11 HD);**Resist** evasion, uncanny dodge;**Fort +9, Ref +11, Will +4****Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;**Melee** mw spiked chain +15/+10 (2d4+9) or heavy flail +13/+8 (1d10+6/19-20)**Ranged** composite (Str +4) shortbow +11/+6 (1d6+4)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk +9; Grp +13****Atk Options** Combat Expertise, Combat Reflexes, Improved Trip, sneak attack +4d6**Combat Gear** chain shirt +2, +1 spiked chain, heavy flail, composite (Str +4) shortbow, quiver with 20 arrows, elemental gem (earth). necklace of fireballs – Type 1, cloak of resistance +1, amulet of health +2, shield of faith potion +4 †, armbands of might

† Already cast

Abilities Str 18, Dex 14, Con 14, Int 16, Wis 10, Cha 8**SQ** Trapfinding, Evasion, Trap Sense +2, Uncanny Dodge**Feats** Combat Expertise, , Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Lightning Reflexes, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain), **Skills** Disguise +8, Escape Artist +14, Hide +6, Intimidate +8, Jump +11, Knowledge (local [core]) +7, Knowledge (local [Iuz]) +12, Knowledge (local [Velv]) +7, Listen +11, Move Silently +13, Search +15, Spot +12, Tumble +16, Use Rope +12,**Possessions** combat gear plus *elixir of hiding***BLALOCK AND GEEZUR****CR 11**

Male werewolf (hybrid form) fighter 2/ rogue 5/ warshaper 2

CE Medium humanoid (human, shapeshifter)

Init +3; Senses Low light vision, scent, Listen +10, Spot +8**Languages** Common**AC** 27, touch 15, flat-footed 26
(+1 Dex, +9 armor, +1 shield, +4 deflection, +2 natural)**hp** 133 (9 HD); DR 5/silver, morphic immunities**Fort +18, Ref +11, Will +3****Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** scimitar +14/+9 (1d6+7/18-20) or rapier +14/+9 (1d6+7/18-20) and bite +8(2d6+4)**Ranged** shortbow +9/+4 (1d6/X3)**Base Atk +6; Grp +11****Atk Options** Adaptable Flanker, Combat Reflexes, Expert Tactician, Power Attack, Vexing Flanker, Morphic Weapons, sneak attack +3d6**Combat Gear** Potion of bears endurance †, Potion of shield of faith +4 †, full plate +1, mw rapier, shortbow, 20 arrows, light wooden shield, mw scimitar, potion of cure moderate wounds, elemental gem (earth), potion of haste, ring of counterspells (flame strike)

† Already cast

Abilities Str 24, Dex 16, Con 26, Int 10, Wis 12, Cha 8**SQ** Trapfinding, Evasion, Trap Sense +1, Uncanny dodge, Morphic Weapons, Morphic Body**Feats** Adaptable Flanker, Combat Reflexes, Expert Tactician, Improved Natural AttackIron Will, Power Attack , Quick Draw , Track , Vexing Flanker , Weapon Focus (bite),**Skills** Escape Artist +8, Forgery +5, Gather Information +8, Intimidate +8 Knowledge (local [Iuz]) +7, Listen +10, Open Lock +7, Search +8, Sense Motive +10, Sleight of Hand +4 Spot +8,**Possessions** combat gear**Alternate form (Su)** A werewolf can assume a bipedal hybrid form or the form of a wolf.**Curse of Lycanthropy (Su)** Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.**Trip (Ex)** A werewolf in animal form that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.**Wolf Empathy (Ex)** Communicate with wolves and dire wolves, and +4 racial bonus on Charisma based checks against wolves and dire wolves.**Morphic Immunities (Ex)** A warshaper is adept at distributing his form's vital organs around his body to keep them safe from harm. Warshapers are immune to stunning and critical hits.**Morphic Body (Su)** At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.**Morphic Weapons (Su)** As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form. If the warshaper's form already has a natural weapon of that type (e.g. bite for the werewolf), the weapon deals damage as if it were one size category larger. A warshaper can change morphic weapons as often as it likes.

Skills A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

5: UNDER ATTACK

VARGOL CR 14

Male human cleric 13/pious templar 1 (Hextor)

LN Medium humanoid (human)

Init +0; **Senses** Listen +4, Spot +4

Languages Common

AC 30, touch 13, flat-footed 28

(+1 Dex, +11 armor, +2 shield, +1 deflection, +1 insight, +4 natural)

hp 84 (14 HD); Mettle

Fort +13, **Ref** +7, **Will** +17

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee heavy flail +12/+7 (1d10+1/19-20) or morningstar +11/+7 (1d8+1) or

Ranged light crossbow +10/+5 (1d8/19-20)

Base Atk +10; **Grp** +11

Atk Options Smite (Destruction domain)

Special Actions Rebuke undead (+3 circlet), Spells

Combat Gear Full plate armor (+3 with *magic vestment*), heavy wood shield, morningstar, light crossbow, 20 quarrels, heavy flail, *periapt of wisdom* +2, *ring of protection* +1, *pearl of power – first level*, *ring of counterspells* (*dispel magic*), *cloak of resistance* +2, *dusty rose prism ioun stone*, *circlet of persuasion*, *harrow rod* (9d6 acid in 30 ft cone, DC 19), *elemental gem – earth*

Pious Templar Spells Prepared (CL 1st):

1st—*cure light wounds*

Cleric Spells Prepared (CL 13th):

7th—*blasphemy* [DC 22], *disintegrate*^D [DC 22]

6th—*blade barrier*^D [DC 21], *bull strength – mass, harm* [DC 21]

5th—*flame strike* (2) [DC 20], *inflict light wounds – mass*^D [DC 20], *spell resistance*

4th—*dispel magic (silent)*, *divine power*^P, *freedom of movement*, *searing light (silent)* [DC 19], *sound lance* [DC 19], *summon monster IV*

3rd—*dispel magic* (2), *magic vestment*^P, *prayer, summon monster III, ring of blades*

2nd—*death knell* [+8, DC 17], *deific vengeance* (2) [DC 17], *sound burst* [DC 17], *spiritual weapon* (3) [+16/+11, 1d8+4/19-20]

1st—*command* [DC 16], *cure light wounds, foundation of stone, inflict light wounds*^D [DC 16], *shield of faith, summon monster I* (2)

0—*cure minor wounds* (2), *detect magic, light, mending* (2)

D: Domain spell. Deity: Hextor. Domains: Destruction, War

† Already cast

Abilities Str 12, Dex 10, Con 13, Int 8, Wis 20, Cha 14

Feats Combat Casting, Improved Toughness, Necromantic Might, Necromantic Presence, Silent Spell, True Believer, Weapon Focus (heavy flail), Weapon Proficiency (heavy flail)

Skills Concentration +15 (+19 casting defensively), Diplomacy +15, Knowledge (religion) +5

Possessions combat gear plus *wand of cure lights* wounds, *potion of barkskin* +4 †

Mettle (Su) A pious templar can shrug off magical effects that would otherwise harm him. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, he suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half" or similar entries can be negated through this ability.

TYNNEN AND MALLEX CR 12

Male vampire (human) ranger 11/fighter 1

LE Medium undead (Augmented humanoid)

Init +7; **Senses** Darkvision 60 ft, Listen +22, Spot +24

Languages Common, Elven

AC 26, touch 14, flat-footed 23

(+1 Dodge, +3 Dex, +6 armor, +6 natural, +1 insight)

hp 69 (12 HD); evasion, fast healing 5, DR 10/silver and magic

Immune Undead immunities (MM p 317)

Resist cold 10, electric 10, fire 10; +8 turn resistance (additional +4 from *cloak*), Endure Sunlight

Fort +9 (immune unless it affects objects), **Ref** +12, **Will** +5;

Weakness garlic/mirrors/holy symbols (repelling a vampire, MM 253), direct sunlight (if more than 5 rounds), running water/wooden stake (slaying a vampire, MM 253)

Speed 30 ft. in mithral breastplate (6 squares), base movement 30 ft.

Melee greataxe +19/+14/+9 (1d12+10/X3) or slam +19/+14/+9 (1d8+7+energy drain) or slam +17/+17/+12/+12/+7/+7 (1d8+7+energy drain)

Ranged longbow +15/+10/+5 (1d8/X3)

Base Atk +12; **Grp** +23

Atk Options Close Quarters Fighting, Combat Reflexes, Improved Grapple, Improved Two Weapon Fighting, Improved Unarmed Strike, Greater Two Weapon Fighting, Power Attack, Two Weapon Fighting, Blood drain, Energy drain, Favored enemies: human (+6), elf (+4), good outsiders (+2)

Special Actions Children of the night, Create spawn, Dominate

Combat Gear +1 mithral breastplate, greataxe, gloves of arrow snaring, dusty rose prism ioun stone, brooch of shielding, cloak of turn resistance

Class Spells Prepared (CL 5th):

1st—*entangle, resist energy* †

2nd—*cat's grace, protection from energy*

† Already cast

Spell-Like Abilities (CL 12th):

5th—*dominate* [DC 19] at will

Abilities Str 24, Dex 16, Con -, Int 12, Wis 15, Cha 18

SQ Alternate form, Gaseous form, Spider climb, Wild empathy, Animal companion (wolf), Combat style, Improved combat style, combat style mastery

Feats Alertness, Close Quarters Fighting, Combat Reflexes, Dodge, Endurance, Endure Sunlight, Greater Two Weapon Fighting, Improved Grapple, Improved Initiative, Improved Natural Attack, Improved Two Weapon Fighting, Improved Unarmed Strike, Lifebond, Lightning Reflexes, Power Attack Track, Two Weapon Fighting,

Skills Bluff +12, Gather Information +11, Hide +23, Knowledge (nature) +11, Listen +22, Move Silently +24, Search +20, Sense Motive +10, Spot +24, Survival +17,

Possessions combat gear

Blood Drain (Ex) A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Energy Drain (Su) Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round

Alternate Form (Su) A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Children of the Night (Su) Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Fast Healing (Ex) A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect.

Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex) A vampire can climb sheer surfaces as though with a *spider climb* spell.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks.

Power-Up Suite: (Necromatic presence, Necromatic Might, Lifebond; all apply while within 60 ft of Vargol):

Resist cold 10, electric 10, fire 10; Endure Sunlight, +16 turn resistance,

Fort +13 (immune unless it affects objects), **Ref** +16, **Will** +9;

Melee greataxe +21/+16/+11 (1d12+10/X3) or slam +21/+16/+11 (1d8+7+energy drain) or slam +19/+19/+14/+14/+9/+9 (1d8+7+energy drain)

Ranged longbow +15/+10/+5 (1d8/X3)

7: KNIGHTS

HENCHMEN

CR 11

Use statistics for APL 12, plus Sir Cauis in All APLs section.

ALL APLS

5: UNDER ATTACK

BETHSERAI

Female human scout 3

NG Medium humanoid (human)

Init +3; Senses Listen +8, Spot +8

Languages Common, Old Oeridian, Flan, Baklunish

CR 3

AC 15 (16 if moving 10ft), touch 12 (13), flat-footed 15
(+2 Dex, +3 armor, +1 competence if moving 10 ft)

hp 22 (3 HD);

Resist battle fortitude, uncanny dodge;

Fort +6, Ref +7, Will +5

Speed 40 ft. in studded leather (8 squares), base movement 40 ft.;

Melee handaxe +2 (1d6/X3)

Ranged shortbow +4 (1d6/X3)

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

Base Atk +2; Grp +2

Atk Options Point Blank Shot, Precise Shot, skirmish +1d6

Combat Gear mwk studded leather armor, short bow, quiver with 20 arrows, 2 handaxes, *cloak of protection* +2

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 14
SQ Trapfinding, Battle Fortitude +1, Uncanny Dodge, Trackless step

Feats Point Blank Shot, Precise Shot, Track, **Skills**

Hide +8, Knowledge (geography) +5, Knowledge (nature) +5, Listen +8, Move Silently +8, Search +5, Sense Motive +8, Spot +8, Survival +8,

Possessions combat gear

BOCEPHUS "Bo"

CR 5

Male magical beast (awakened dire raccoon) rogue 1
TN Medium magical beast (awakened animal)

Init +4; Senses Listen +3, Spot +5

Languages Common, Flan, Old Oeridian

AC 16, touch 14, flat-footed 12

(+4 Dex, +2 natural)

hp 26 (6 HD);

Fort +4, Ref +10, Will +4

Speed 40 ft. (8 squares); Climb 40' (8 squares)

Melee bite +9 (1d6+2) and claws +4/+4 (1d2+1)

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

Base Atk +4; Grp +6

Atk Options Sneak attack +1d6

Combat Gear None

Abilities Str 14, Dex 19, Con 10, Int 14, Wis 12, Cha 12

SQ Low-light vision, scent, Trapfinding, Trap Sense +1

Feats Alertness, Nimble Fingers, Stealthy, Weapon Finesse

Skills Balance +6, Climb +4, Disable Device +8, Escape Artist +8, Hide +8, Listen +7, Move Silently +8, Open Locks +7, Search +6, Sleight of Hand +6, Spot +7,

Possessions None

THRONIIR

CR 3

Male human (Oer) paladin 3

LG Medium humanoid (human)

Aura Good, Courage

Init +0; Senses Listen +2, Spot +2

Languages Common

AC 18, touch 10, flat-footed 18

(+6 armor, +2 shield)

hp 26 (3 HD)

Immune Fear, Disease

Fort +7, Ref +3, Will +5

Speed 20 ft. in splintmail (4 squares), base movement 30 ft.

Melee mwk longsword +6 (1d8+3/19-20)

Ranged sling +3 (1d4+2)

Base Atk +3; Grp +5

Atk Options Smite Evil (1/day), Improved Unarmed Strike, Quick draw

Special Actions lay on hands

Combat Gear mwk longsword, heavy wood shield, splintmail, sling, sap

Spell-Like Abilities (CL 1st):

1st—detect evil

† Already cast

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

Feats Improved Unarmed Strike, Quick Draw, Self Sufficient,

Skills Diplomacy +5, Handle Animal +4, Heal +7, Knowledge (nobility & royalty) +4, Knowledge (religion) +4, Sense Motive +4, Survival +4,

Possessions combat gear

7: KNIGHTS

SIR CAIUS D'ANDRELL

CR 14

Male human fighter 2, paladin 6 Knight (Furyondy) 6

LG Medium humanoid (human)

Aura Good, Courage

Init +4; Senses I know you're there; Listen +2, Spot +6

Languages Common

AC 21, touch 10, flat-footed 21

(+0 Dex, +9 armor, +2 shield)

hp 98 (14 HD);

Fort +22, Ref +9, Will +11

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee +1 throwing thundering battleaxe +17/+12/+7 (1d8+2/x3) or

Ranged +1 throwing thundering battleaxe +16/+11/+6 (1d8+2/x3)

Base Atk +14; Grp +15

Atk Options Smite evil (2/day), Improved Fated Strike, Fated Blow (1/day)

Special Actions Turn undead, Lay on Hands, Spells

Combat Gear +1 full plate armor of moderate fortification, +1 heavy steel shield, lance, +1 throwing thundering battleaxe, club, silver holy symbol, military saddle, horseshoes of speed, cloak of resistance +1, periapt of health +2

Paladin Spells Prepared (CL 3rd):

1st—lesser restoration, cure light wounds

Knight Spells Prepared (CL 6th):

- 3rd—*invisibility purge*
- 2nd—*remove paralysis, shield other*
- 1st—*bless weapon, protection from evil*

Spell-Like Abilities (CL 1st):

- 3rd—*remove disease* (1/week)
- 1st—*detect evil* (at will)

† Already cast

Abilities Str 13, Dex 10, Con 14, Int 8, Wis 14, Cha 18

SQ Divine Grace, Divine Health, Special Mount, Fight to the End, Inspire Allies, I know you're there

Feats Close Quarters Fighting , Diehard , Divine Vigor , Improved Initiative, Leadership, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Trample, Weapon Focus (battleaxe)

Skills Concentration +7, Diplomacy +8, Knowledge (local [Iuz]) +1, Knowledge (nobility & royalty) +3 , Ride +8 (+10 remain horsed) , Sense Motive +6 , Spot +6

Possessions combat gear

Enemies (Ex) For purposes of the abilities listed here, the enemies of the Knights of the Hart include individuals with allegiance to the following organizations or nations: Empire of Iuz, Scarlet Brotherhood, Horned Society, Ket and the Pomarj.

Improved Fated Strike (Ex) You strike harder against current enemies of the Knights of the Hart. You receive a +2 sacred bonus to attack and damage rolls against the enemies listed above.

Fight to the End (Ex) The Knight gains the Diehard feat, even if he does not meet the prerequisites.

Inspire Allies (Su) At 2nd level, all allies within a ten foot radius of you receive a +2 morale bonus to fear and mind affecting saving throws. This ability does not bestow the bonus to the knight or other Knights of the Hart.

Fated Blow (Su) At 3rd level, you gain the ability to smite current enemies of the Knights of the Hart 1/day. This acts just like the paladin's smite evil ability. Paladin as well as knight levels are added to the damage dealt.

I know you're there (Su) At 5th level, the knight gains the ability to sense invisible foes. Using senses such as acute hearing and sensitivity to vibrations, the knight detects the location of opponents who are no more than five feet away from them. *Invisibility* is irrelevant, though the knight cannot discern incorporeal beings. Except for the decreased range, this ability is identical with the exceptional ability blindsight defined in the Monster Manual.

APPENDIX 2: NEW RULES ITEMS

FEATS

Adaptable Flanker

Your tactical skills work to your advantage.

Prerequisites: Combat Reflexes, Vexing Flanker, base attack bonus +4.

Benefit: As a swift action, you designate a single opponent as the target of this feat. When you are adjacent to the chosen target, you can choose to count as occupying any other square you threaten for purposes of determining flanking bonuses for you and your allies. You also occupy your current square for flanking an opponent.

Source: *Players Handbook II* 71

Close Quarters Fighting

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg - a creature with the improved grab special ability - attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Source: *Complete Warrior* p.97

Divine Vigor

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Source: *Complete Warrior* page 108

Endure Sunlight

Your vulnerability to sunlight is reduced.

Prerequisites: Sunlight powerlessness or sunlight related weakness.

Benefit: You can resist all dangerous effects of sunlight for a number of rounds equal to 1 + your Charisma modifier (minimum 1 round). After this time, if you are still exposed to sunlight, you take the normal effects as appropriate for your kind.

Source: *Libris Mortis* page 26

Lifebond

Select a specific living creature that is friendly to you. You create a special bond with that creature.

Prerequisites: Cha 11, undead type.

Benefit: Whenever the chosen creature is within 60 ft, you gain +4 bonus to your turn resistance and +2 bonus on all saving throws. If the chosen creature dies, you lose these bonuses and take a -2 penalty on all saves for 24 hours.

Source: *Libris Mortis* 28

Improved Toughness

You are significantly tougher than normal.

Prerequisites: Base Fort 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 one additional hit point. If you lose a HD (such as by losing a level), you lose one hit point permanently.

Source: *Complete Warrior* 101

Necromantic Might

Undead you control gain benefits while they are near you.

Prerequisites: Necromatic presence.

Benefit: Whenever undead you control are within 60 ft of you, they are physically inspired by your necromantic aura and gain +2 enhancement bonus on their attack rolls and saving throws.

Source: *Libris Mortis* 28

Necromantic Presence

Undead you control are harder to turn when they are near you.

Benefit: Whenever undead you control are within 60 ft of you, they gain +4 bonus to their turn resistance.

Source: *Libris Mortis* 28

True Believer

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must chose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic of the deity you worship.

Source: *Complete Divine* 86

Vexing Flanker

You excel at picking apart an opponent's defenses when your allies also threaten him.

Prerequisites: Combat Reflexes.

Benefit: You gain a +4 bonus on your attack rolls when flanking.

Source: *Players Handbook II* 85

MAGIC ITEMS

Armbands of Might

These bronze armbands grant their wearer a +2 bonus on Strength checks and Strength-based skill checks. If the wearer has the Power Attack feat, he gains a +2 bonus on melee damage rolls on any attack on which he uses the Power Attack feat and takes a penalty of at least -2 on his attack roll. Armbands occupy the same space on the body as a pair of bracers or bracelets.

Faint Transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 4,100 gp.

Source: *Complete Adventurer* 132.

Blindfold of True Darkness

When you wear this blindfold, you gain the blindsight ability out to 30 feet (MM 306). Because your eyes are protected, you are also immune to gaze attacks and spells or effects that rely on sight. You cannot use vision in any way while wearing the blindfold.

Faint Divination; CL 3rd; Craft Wondrous Item, see *invisibility*; Price 9,000 gp.

Source: *Magic Item Compendium* 75.

Crystal Mask of Insight

A crystal mask of insightful detection grants you a +9 insight bonus on Search and Spot checks.

Moderate Divination; CL 7th; Craft Wondrous Item, Search 9 ranks, Spot 9 ranks, Price 20,000 gp.

Source: *Magic Item Compendium* 91.

Eternal Wand of Sting Ray

An eternal wand holds a single arcane spell of 3rd level or lower, determined during creation. Any character who can cast arcane spells can activate the wand to use the spell contained in it, regardless of whether the spell appears on his class spell list.

An eternal wand functions two times per day.

Faint Enchantment; CL 3rd; Craft Wand, Craft Wondrous Item, *sting ray*; Price 4,420 gp.

Source: *Magic Item Compendium* 159.

Fiery Tunic

A fiery tunic grants you resistance to fire 5. This is a continuous effect and requires no activation.

When you activate the tunic, it generates a *fire shield*, as the spell (warm shield effect only), that lasts for 5 rounds. In addition, any melee weapons you hold while the *fire shield* is active are treated as flaming weapons (DMG 224). You can deactivate this effect at any time with another swift action. This ability functions once per day.

Moderate Conjunction; CL 7th; Bind Elemental or Craft Wondrous Item, *planar binding*; Price 5,000 gp.

Source: *Magic Item Compendium* 99.

Harrow Rod

When activated, a *harrow rod* sprays forth a 30 foot cone that deals 9d6 acid damage to all within the area (Reflex DC 17 half). A *harrow rod* functions three times per day.

Moderate conjunction; CL 9th; Craft Rod, *Melf's acid arrow*; Price 14,000 gp.

Source: *Magic Item Compendium* 162.

Horn of Plenty

Once per day, you can blow a horn of plenty to create a *heroes' feast*, as the spell, for twelve participants.

Strong Conjunction; CL 12th; Craft Wondrous Item, *heroes' feast*; Price 12,000 gp.

Source: *Magic Item Compendium* 162.

Sacred Scabbard

A sacred scabbard can change shape to fit any dagger, sword or axe touched to it, even making allowances for double weapons. The scabbard keeps any weapon carried in it clean and sharp. Furthermore, three times per day, you can command it to produce a *bless weapon* effect on the weapon it holds as you draw it. This effect lasts for 10 rounds. A sacred scabbard functions only for good-aligned characters.

Faint Transmutation; CL 4th; Craft Wondrous Item, *bless weapon*; Price 4,400 gp.

Source: *Magic Item Compendium* 75.

SPELLS

Deific Vengeance

Conjuration (Summoning).

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 Standard Action

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

Target: One creature.

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

This spell deals 1d6 points of damage per two caster levels (maximum 5d6) or 1d6 points per caster level (maximum 10d6) if the creature is undead.

Source: *Spell Compendium* 62

Foundation of Stone

Transmutation (Earth).

Level: Cleric 1, Druid 1

Components: V, S, DF

Casting Time: 1 Standard Action

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

Target: One creature/level, no two of which are more than 30ft apart.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

As long as they do not move and remain standing on solid ground, the subject creatures gain a +2 bonus to Armor Class and a +4 bonus to Strength checks made to resist being bull rushed or tripped. If this spell is cast in mountainous terrain, the bonus on Strength checks granted by this spell increases to +6.

Source: *Spell Compendium* 99

Ring of Blades

Conjuration (Summoning).

Level: Cleric 3

Components: V, S, M

Casting Time: 1 Standard Action

Range: Personal

Target: You.

Duration: 1 minute/level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5ft from you, into all squares adjacent to your space, and it moves with you as you move. Each round, at the beginning of your turn, and also when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

Spell resistance does not apply to the damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered and slashing for purposes of overcoming damage reduction.

Material Component: a small dagger

Source: *Spell Compendium* 177

Sound Lance

Evocation (Sonic).

Level: Cleric 4, Sorcerer/Wizard 3

Components: V, S

Casting Time: 1 Standard Action

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

Target: One creature or object.

Duration: Instantaneous

Saving Throw: Fortitude half

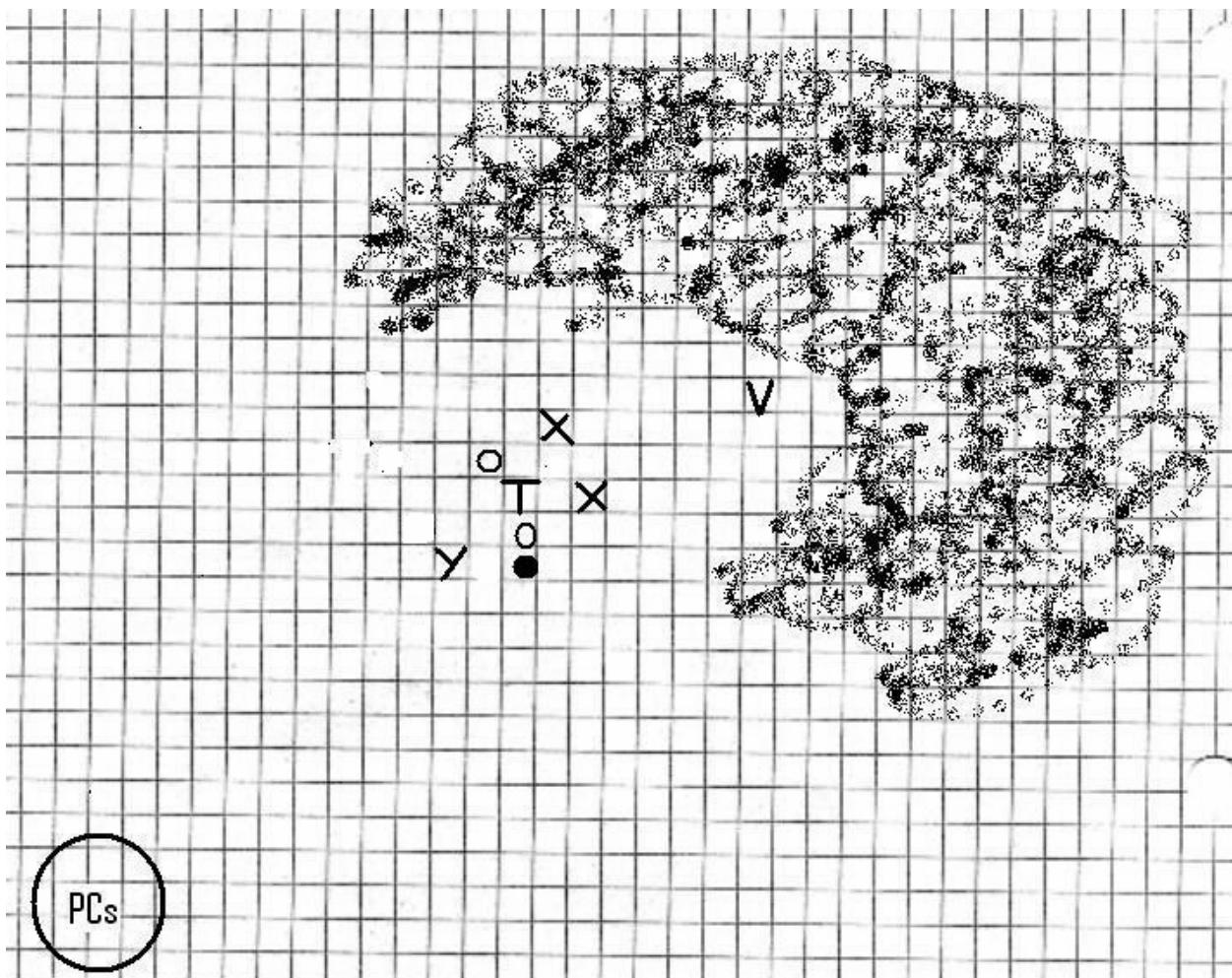
Spell Resistance: Yes

This spell causes a projectile of intense sonic energy to leap from you to leap from you to a target within range. The sound deals 1d8 points of sonic damage per caster level (maximum 10d8). A *sound lance* cannot penetrate the area of a *silence* spell.

Source: *Spell Compendium* 196

APPENDIX 3: DM MAP

Beginning Positions for Combat from Encounter 5 Under Attack"



Each square is five feet. Shaded area is brush/trees (e.g. difficult terrain).

V = Vargol.

X = vampires

T = Throniir

Y = Bethserai

O = Wolves; (Colored circle is a dead wolf)

DM AID 1: CRIME AND PUNISHMENT IN FURYONDY (ABRIDGED)

GRIEVOUS CRIMES INCLUDE:

Murder: Punished in this adventure by imprisonment for 52 TU (effectively permanent character loss).

Kidnapping: Punished in this adventure by 20 TU of servitude to kidnapped individual and 3,000 gp fine.

Treason: Punished in this adventure by execution – permanent character loss.

Consorting with Demons, Devils or other evil beings of power and blasphemy: Punished in this adventure by execution – permanent character loss.

Sedition: Punished in this adventure by execution – permanent character loss

RECOMMENDED PUNISHMENTS FOR OTHER CRIMES:

Crime	Punishment	If fine cannot be paid
Serious Assault (commoner)	1000 gp	1 TU per 200 gp unpaid
Serious Assault (noble)	5000 gp and 15 TUs	1 TU per 200 gp unpaid
Tomb Robbing	4000 gp and 5 TUs	1 TU per 200 gp unpaid
Disturbing the Dead	3000 gp and 10 TUs	1 TU per 100 gp unpaid
Disturbing the Dead (noble)	Grievous Crime	Grievous Crime
Destruction of Property	1000 gp + property value, +1000 gp +5 TUs if property of noble	Value deducted from future ARs
Rioting	1000 gp + penalties of other crimes committed while rioting	1 TU per 200 gp unpaid AND value deducted from future ARs
Magical Misconduct (commoner)	3000 gp + 2 TUs	1 TU per 200 gp unpaid
Magical Misconduct (noble)	Grievous Crime	
Major Fraud	5000 gp or 2000 gp + profit of fraud, whichever is higher	1 TU per 100 gp unpaid
Minor Fraud	2500 gp	1 TU per 200 gp unpaid
Minor Assault (commoner only – any attack on a noble is Serious Assault)	500 gp	1 TU if unpaid
Disorderly Conduct	2 TU	
Bribery of a Public Official	2x amount of bribe, banished from realm for 13 TUs	Banished for an extra 13 TUs
Civil Offenses	Addressed within the adventure	

PLAYERS' HANDOUT 0

Preparation for play questions		
Do you, or any of your items, detect as evil?	What detects as evil? List item or effect, and the AR it is on. Do you plan to bring this/these items with you on this adventure?	
Are you presently wanted for any crimes in Furyondy?	If yes, list the crime and the AR it is on.	
Circle the modules you've played		
FUR 3-06 Eclipse	Do you have the favor of the Church of Mayaheine?	
FUR 4-02 Death of a Knight		
FUR 4-06 Shadows of the Sun		
FUR 4-07 Under the Pale Moon		
FUR 4-09 Errant Son	Do you have the Ire of Tullen?	
FUR 5-01 Ties of Loyalty		
FUR 5-07 Arrow from the Reach	Do you have the Favor of Geemondi?	
IUZ 5-04 Plane Thinking	Do you have the Gratitude of Reetha?	
FURi6-03 We're Going Where?		
FUR6-04 When First We Practice	Do you have the Favor of Lucian Malhaara?	
FUR 7-02 Keep Your Friends Close	Do you have the Ire of the Old Faith? Do you have the Favor of the Old Faith?	
Do you have the ability to obtain search checks without actively searching?	If so, please roll three search checks and include them below.	
Are you a member of any of the following metaorgs? (Circle)	List any favors you have for these metaorgs and the appropriate AR	
Old Faith		
Church of Mayaheine		
Church of Pelor		
Green Jerkins		
Any luz metaregional metaorgs		
Church of Heironeous		
Knights of the Hart		
Twilight Hunters		
Graduate of the War College		
Any other Furyondy good church		

MAKE AND RECORD THREE SPOT CHECKS:

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FUR 4-09 Errant Son	Do you have the Ire of Tullen?
FUR 5-01 Ties of Loyalty	
FUR 5-07 Arrow from the Reach	Do you have the Favor of Geemondi?
IUZ 5-04 Plane Thinking	Do you have the Gratitude of Reetha?
FURi6-03 We're Going Where?	
FUR6-04 When First We Practice	Do you have the Favor of Lucian Malhaara?
FUR 7-02 Keep Your Friends Close	Do you have the Ire of the Old Faith? Do you have the Favor of the Old Faith?
Do you have the ability to obtain search checks without actively searching?	If so, please roll three search checks and include them below.
Are you a member of any of the following metaorgs? (Circle)	List any favors you have for these metaorgs and the appropriate AR
Old Faith	
Church of Mayaheine	
Church of Pelor	
Green Jerkins	
Any luz metaregional metaorgs	
Church of Heironeous	
Knights of the Hart	
Twilight Hunters	
Graduate of the War College	
Any other Furyondy good church	

MAKE AND RECORD THREE SPOT CHECKS:

PLAYERS' HANDOUT 0

Preparation for play questions		
Do you, or any of your items, detect as evil?	What detects as evil? List item or effect, and the AR it is on. Do you plan to bring this/these items with you on this adventure?	
Are you presently wanted for any crimes in Furyondy?	If yes, list the crime and the AR it is on.	
Circle the modules you've played		
FUR 3-06 Eclipse	Do you have the favor of the Church of Mayaheine?	
FUR 4-02 Death of a Knight		
FUR 4-06 Shadows of the Sun		
FUR 4-07 Under the Pale Moon		
FUR 4-09 Errant Son	Do you have the Ire of Tullen?	
FUR 5-01 Ties of Loyalty		
FUR 5-07 Arrow from the Reach	Do you have the Favor of Geemondi?	
IUZ 5-04 Plane Thinking	Do you have the Gratitude of Reetha?	
FURi6-03 We're Going Where?		
FUR6-04 When First We Practice	Do you have the Favor of Lucian Malhaara?	
FUR 7-02 Keep Your Friends Close	Do you have the Ire of the Old Faith? Do you have the Favor of the Old Faith?	
Do you have the ability to obtain search checks without actively searching?	If so, please roll three search checks and include them below.	
Are you a member of any of the following metaorgs? (Circle)	List any favors you have for these metaorgs and the appropriate AR	
Old Faith		
Church of Mayaheine		
Church of Pelor		
Green Jerkins		
Any luz metaregional metaorgs		
Church of Heironeous		
Knights of the Hart		
Twilight Hunters		
Graduate of the War College		
Any other Furyondy good church		

MAKE AND RECORD THREE SPOT CHECKS:

PLAYERS' HANDOUT 1

Missive received from Sir Lanistor:

Greetings and Salutations,

I hope my note finds you in good health, good spirits, and moreover, in good company. I heard rumors that you were running amok in the Barony of Littleburg, spreading hate and discontent among the taverns and markets, breaking young hearts and young bravos 'spirits alike. I know by now you've encountered a friend and associate of mine, and have undertaken a quick job for future considerations. I want to reaffirm that Furyondy's nobility knows the true meaning of gratitude, and that while I may have suffered a short bout of death in the past, my appreciation of such work as that you have undertaken has not suffered.

You may rest assured I will maintain your confidence, as your work is ultimately conducted on behalf of a close friend of mine. I would see his interests protected and wish to alleviate the concern on his mind. All I ask of you is that you simply send word ahead of your progress and status, letting me know of your impending arrival through a discreet associate of mine, through the temple of Heironeous. Bartholemew Justin will await contact with you at the Broken Axle Inn, on the outskirts of Chendl, and if you care to stop by to let him know, I'll arrange for a proper greeting between your guests and the host at their destination, to the comfort of all. On behalf of my friend, I know I can say that he would appreciate the consideration, and as before, you can rest assured I will remember fondly the assistance you've provided to me.

Anxiously awaiting word from you, with a gracious heart...

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PLAYERS' HANDOUT 2: PANTARN

Pantarn is a small but significant trade town located along the Att River. The town is surrounded by farm fields and commoners in town are either merchants or farmers. The town has a rustic feel. However, because of its high level of trade, most business seen in medieval societies can be found here. Below is a list of some locations in the town in which information may be located.

1. Cat & Fiddle Inn: Common tavern
2. The Pon'd'nabb ("Weary Planter"): smaller tavern
3. Rose's Rest: Mid-size inn catering to merchants and travelers
4. Town Square: Used for festivals and other city events as well as the weekly market (not currently in process). There is a dwarven-made fountain in the center, used as a water source for many in town.
5. Temple to Trithereon (faces town square)
6. Monastery of Boccob: Located just outside town.
7. Monastery of Rao: Located on the southern end of town and possessing a well stocked library.
8. Millers
9. Bakery
10. Seamstress/Laundress
11. Butchers
12. Blacksmiths
13. General Store

CRITICAL EVENTS SUMMARY

If this is the premiere (Pandemonium Mayhem 2008), please return this document to HQ or to John du Bois.

1. Were Bethserai and Throniir delivered to Chendl without fanfare?
2. Were the PCs escorted into Chendl by the Green Jerkin Rangers?
3. Was Throniir delivered to the Church of Mayaheine?
4. Did Lanistor receive advance word of the PCs' arrival?
5. Did the PCs receive the Influence Point with the Old Faith?
6. Did the PCs attack the Knights?
7. Were any PCs Wanted at the end of the adventure? If so, for what crimes?
8. Please detail any unusual circumstances below: