

URC7-04

Lord of the Castle

A One-Round Dungeons & Dragons® Living Greyhawk™

County of Urnst regional Adventure

By Nicole Johnson

Based on an original idea by JP Chapleau

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Adventure calls you to a schoolteacher in Count's Markham. She asks of you a task that should have been done years ago regarding the Keep of Stars along the Aerdy Road. But questions remain, why now, why you, and who is the Lord of the Castle? A one-round County of Urnst regional adventure set in the Archbarony of Markham for characters level 2-15 (APLs 4-12).

Centaurs are not recommended for this adventure.

Resources for this adventure [and the authors of those works] include *Book of Exalted Deeds* [James Wyatt, Christopher Perkins, Darrin Drader], *Book of Vile Darkness* [Monte Cooke], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D Laws], *Player Handbook II* [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor]

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. 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 split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and

turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). 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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round County of Urnst adventure, set in the Archbarony of Markham. Characters from the County of Urnst pay one Time Unit per round, while all other characters pay two Time Units per round.

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

A character 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

Sir Galdus Damian, a Suel Knight was an exemplary knight. He served his liege, Lord Malthanus Gellor, faithfully for years. The Archbaron rewarded him with command of a small keep known as Dunrealta (the Keep of Stars in Flan) on the Aerdy Road running between Count's Markham and Jedbridge south of the Birrinbois. It was a simple assignment, one that had to do more with prestige than actual military value.

For 10 years, Sir Galdus kept a competent eye on travelers. He married a local lady of common birth (but of pure Suel heritage) who became the beloved Lady Rochevette and she gave him a son that they named Ebard.

The peace they knew was shattered when the Lord of the East launched his assault to take power in 593CY, in what became known as the Civil War or the One-Year War.

Sir Haurin Kestler was tasked by Lord Duncombe himself with taking and holding the keep to allow for the swift invasion of Markham and Brotton. Sir Haurin offered terms of surrender but Sir Galdus replied that he would only surrender if the Archbaron or the Countess herself asked him and that no son of a peasant would take his keep while he still lived. He defiantly raised the banner of house Gellor and the banner of the Damian family. Sir Galdus, his 20 retainers, and their families, dug in for the siege.

Sir Haurin was furious. He lacked the numbers to lay siege effectively and he saw his chance for glory disappear. Still he set the siege to the small keep.

Having never been a man of honor and chivalry, he was approached by devils ready to serve him. Sir Haurin never hesitated. He formulated an assault plan based on bearded devil and erinyes assault troops.

The plan worked. Within a day, the keep had fallen and the Bull of the Lord of the East flew over the keep. Sir Galdus and his retainers lay dead before Sir Haurin. Galdus' son Ebard was killed by an arrow while fleeing. Sir Haurin took the keep and has since kept it as his own.

After the Countess' return and the end of the war, Lord Malthanus Gellor, not knowing of Sir Haurin's deals with the devils, gave him the keep in return for an oath of allegiance.

LADY ROCHEVETTE

Lady Rochevette was away from the keep when the devils launched their attack; she was returning from the Birrinbois with medicinal herbs. She had left Dunrealta before the Eastmarch troops walked into Markham.

She saw it all: the devils killing her husband and his men-at-arms, and her son Ebard getting shot in the back by Sir Haurin as he was riding to get away. Stricken with grief, she crumbled to the ground and cried for days. Helpless, she saw the Bull of the Duncombes rise above the keep.

After that, she drifted around until she came to a small school run by priestesses of Lydia on the outskirts of Count's Markham. For the last four years she has lived there, teaching young children about the flora of the County.

She hid her identity and dreams of revenge on the man who killed her entire family. Not being a warrior herself, she pondered how best to get retribution.

SIR EBARD/BIRRI

The young Ebard took an arrow in the back and fell from his horse, but his foot tangled in the stirrups and he was dragged into the Birrinbois by the fleeing animal.

As luck would have it, he was found by a hermit devoted to Phytan. The boy suffered from amnesia and did not remember his past. So the hermit trained him in the ways of the forest. He named the boy "Birrin" and raised him as his own son.

As Birrin grew up, he used his boyish charm to trick the guards into looking the other way while he took a little food. The only thing was that he would take more than just a little, so he was not liked by the guards. Getting the food and giving it to the starving creatures of the forest gave Birrin a reputation as something of a freedom fighter amongst the local peasantry. He helped the poor from the abuses of the nobles, in the style of Robin Hood.

At the time of the adventure Birrin/Sir Ebard is 14, and fast approaching 15.

SIR HAURIN

Ever since assuming his position as commander of the Keep of the Stars, Sir Haurin has kept a firm but just rule over his servants. Some call him harsh but those who call him harsh soon see why he makes the decisions that he does and the ones that do not, Sir Haurin transfers. He requires total loyalty from his servants and will not tolerate those who do not follow every order given to them. He never goes against his word, which has earned him respect as a leader.

DUNREALTA

(Dun-REEL-ta) Dunrealta (from Dun Realta) takes its name from the Flan “Castle of Stars” or “Keep of Stars”. The keep was thus named for the many star-like shapes built into the walls of the keep by using white stone.

This is an old fortress built by the Sueloise in the days of the Urnstian kingdom. After the Aerdy takeover, the occupants used the keep to watch over their trade route, building their road within. It stands on the road Aerdy Road between Dryburgh and Count's Markham. The flags of the Gellors and the County float above the keep.

HOW CAN DEVILS OPERATE IN DUNREALTA?

The devils working with Sir Haurin have never appeared in public. They normally stay hidden in Sir Haurin's quarters where the guards never go. To come in and out of the keep, they use their *teleport* ability. The devils have been very careful not to allow themselves to be seen.

So far, the guards have never seen any of the devils in their midst. All the soldiers believe Sir Haurin to be a harsh, but fair man.

Most of the soldiers and mercenaries in Dunrealta have alignment that tend towards lawful evil (LE*, LN, NE).

ELPHEGOR

The devil called Elphegor is named in this adventure for the first time. His insidious influence in the County can be traced back to the Civil war of 593-594CY.

Upon seeing or learning his name, the PCs are allowed to make the following Knowledge checks.

Knowledge (the planes)

- **DC25** Elphegor is the name of a powerful denizen of Avernus
- **DC40** Elphegor is a Paerliryon, a powerful type of devil specializing in manipulation.

FAUSTIAN PACTS

A Faustian pact is a pact devils make with mortals to grant them certain things. Though each pact brings the mortal closer to damnation, not all of them (though many do) require one's soul, all of them push the mortal towards damnation.

For more information on Faustian Pacts, refer to Fiendish Codex II: Tyrants of Hell.

ADVENTURE SUMMARY

Introduction The PCs are in a tavern when they receive a message from the Lydian Academy in Count's Markham.

Encounter 1 PCs meet Lady Rochevette-as-Lady Revette at the Lydian school. She asks the PCs to locate her son.

Encounter 2 PCs can visit Count's Markham to gather some information or meet with local personalities.

Encounter 3 PCs head out on the road with Lady Revette and have a few mini-encounters in the Birrinbois. The PCs meet Birrin/Ebard who remembers his life

Encounter 4 PCs are attacked by Sir Haurin's men. During the fight, Ashken *teleports* away with Lady Rochevette.

Encounter 5 Sir Ebard takes the PCs to his “father” and elaborates a plan to save his mother and implicate Sir Haurin.

Encounter 6 PCs arrive at the entrance of the secret way in to the keep and must face its fiendish guardian.

Encounter 7 PCs rescue Lady Rochevette from the Dungeon.

Encounter 8 PCs explore Sir Haurin's quarters and find proof of his evil dealings.

Encounter 9 PCs fight with Sir Haurin or his devilish lieutenant, to save Ebard.

Encounter 10 What do the PCs do with the information they have found in the previous encounters.

Conclusion depends on the PCs actions in Encounter 10.

PREPARATION FOR PLAY

Most of the events in this adventure take place in a single day without opportunity to rest. This presents a series of challenges for many parties. Allow the PCs to heal up between all combats except following the final battle.

It is possible for parties to still succeed at the adventure even if they avoid the final encounter. They can decide to leave after having found Sir Haurin's Faustian pacts with the devil Elphegor.

QUESTIONS FOR THE PCS

Before the adventure begins, ask County PCs the following:

- Where they Hail From (they should have valid documentation);
- If they belong to any noble house of the County;
- If they have the friendship or enmity of any member of House Damian, Kestler or Gellor (and if they do, who);
- If they belong to any meta-org (of interest during this adventure is the College of the Divine (church of Lydia or Phytan), Knights of the County (any) or the County military)

NEW RULE ITEMS

Regional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells,

and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

When you first arrived in Count's Markham yesterday, you could not help but notice the gigantic building with the many flags floating upon its towers. The white swan of the County, and the Hand holding the lightning bolt of Heironeous, fluttered in the early summer breeze. This is the Temple of Valor, the temple to Heironeous. This building dwarfs all others, including the Lord's manor. There are a few two-story buildings but mainly the town is composed of one-story buildings. All roads lead to the large courtyard of the Temple of Valor.

In the rather stuffy town of Count's Markham, the Clearwater Inn is one of the few places to let your hair down. Mert and Nel offer bedding and food at reasonable prices and are always looking for tales of adventures. The place is constantly filled with traveling knights and their entourage.

It should come as no surprise that you find yourself in the company of other adventurers enjoying freshly-baked bread with sourberry jam and some salted pork to go with your ale.

Outside, the city is already alive with activity as peasants hurry to reach the market to buy or sell. Knights head to the Temple of Valor to train or to pray. Soldiers try to organize folks into a line forming in front of a large building across the Temple and merchants open their stalls and shops.

Count's Markham is awakening.

Allow the PCs to introduce themselves and enjoy some role-playing. Ask them for Gather Information checks to get the Word on the Street.

WORD ON THE STREET

In this section, the PCs can get some hints as to where to look for information by making a Gather Information check with a variable DC. Making a check takes 1d4+1 hours. Give a +1 bonus for each gp spent, to a maximum of +4.

PCs who "Hail from Markham" automatically know up to and including DC 15. To get more information, they need to make a check.

- **DC 5** Lord Duncombe forced his daughter onto the throne.
- **DC 8** Countess Rachel has managed to retake Ventnor.

- **DC 9** The Duergar Alliance has been ripped and burned! Our Countess' military genius and the bravery of our people crushed the duergar.
- **DC 10** The Countess came to the Temple of Valor a few weeks ago. She surveyed the land with her knights and left.
- **DC 11** I heard the duergar opened temples to every evil deity one can find in the County and that undead and demons stalked the streets of Ventnor.
- **DC 15** Knights have reported a number of devils in the Birrinbois. Everyone thought their numbers were slowly dropping...
- **DC 17** An adventurer said that he was attacked by a large number of monsters lead by a winged woman of unearthly beauty. He teleported away to escape them.
- **DC 19** Though the word is out that we crushed the duergar, I heard that the Ventnor army was composed of mercenaries and bandits, not duergar.
- **DC 20** Someone told me the Contessa went crazy, and her Council decided to replace her; they're the ones who had her killed. Why else would they later oppose Lord Duncombe who was the legal regent?
- **DC 25** I met a few merchants from Starkwall the other day. One of them said they were going to Charn to meet with Lord Duncombe.
- **DC 26** Things aren't going too well in Starkwall. Apparently the Knights of the Swan are abusing the locals, and bandits roam the land freely.
- **DC 28** The folks in Starkwall want to return to Nyrondese rule. There might be an uprising there. With both sides massing armies, I'm afraid war will come.

Once the PCs know about Dunrealta, the following is added (it is supposed the PCs pay attention to stories and rumor about the keep.) It is important to know that Sir Haurin has a reputation for being a harsh and efficient commander, but one whose reputation is intact.

This section is unaffected by the "Hailing from" certificates.

- **DC 15** Sir Haurin, the commander of Dunrealta, used to command forces in Eastmarch, before the Civil War.
- **DC 16** After the Civil War, Sir Haurin swore allegiance to Lord Malthanus Gellor and was given permanent command of Dunrealta.
- **DC 18** Sir Haurin is a harsh commander, who demands strict obedience and commands the place with an iron fist. However, he pays well and keeps the same regimen to himself. Many mercenaries have found employment with him.
- **DC 19** During the Civil War, Sir Haurin took Dunrealta from Sir Galdus Damian after a short siege. Sir Haurin is said to have hired adventurers of dubious allegiance to take the keep.

- **DC 20** When Lord Duncombe began to march his troops to attack the Council of Lords in Radigast, Sir Haurin sent him a herald stating that any Eastmarch troops passing through the territory of Markham would be shot down. Lord Duncombe avoided the area and marched his army north, through Caporna.
- **DC 30** Sir Haurin once hung 20 of his own soldiers because they had disobeyed orders.
- **DC 35** Since the Civil War, there have been a number of devils sighted near Dunrealta. Sir Haurin is said to do little about them unless they attack the keep or travelers.

...WHEN THE CONVERSATION RUNS DRY

Once conversation starts to run dry, Nel, the husky, owner's wife, comes up to the PCs. She carries a letter addressed to one PC, chosen in the following order. She asks for that PC by his usual name.

1. Members of the College of Divine, church of Lydia;
2. Members of the Silver Swan;
3. Knights of the County;
4. PC "Hailing from" Markham;
5. PC who belongs to House Damian;
6. PC who belongs to House Gellor;
7. Highest-level PC of the County;
8. County PC with the highest Charisma;
9. County PC belonging to a County Meta-Org;
10. Repeat steps if for non-county characters.

Allow the PC a chance to respond. If the PC responds in the affirmative, she gives that PC Player's Handout 1: The Lydian's Letter, and waits for a tip. The letter has the sweet smell of a flowery perfume and the calligraphy is precise and definitely feminine.

If asked about where she got the letter, she says that a young boy just delivered this letter and left shortly thereafter.

KNOWLEDGES

Upon examining the letters, the PCs are entitled a series of Knowledge checks. Much of the information contained in the different sections overlaps or repeats.

Bardic Knowledge

- **DC 10** The Markham Academy for Music and Associated Arts is one of the best known in the County.
- **DC 15** The Academy accepts mostly young nobles, but orphans are also reared there.
- **DC 20** Many graduates of the Academy have joined the Silver Swans and have had great careers.

Knowledge (History)

- **DC15** During the Civil War, Count's Markham was occupied by the forces of Eastmarch after a very short siege.

- **DC 17** The whole Archbarony offered only token resistance to the Lord of the East's forces; however, a virulent guerilla war was waged in Markham.
- **DC 18** Like most leaders, Lord Gellor was imprisoned in an Eastmarch jail; however he somehow managed to keep in touch with his partisans.
- **DC 20** Markham is known to have a turbulent history. Archbaron Lord Gellor brought some stability by building the Temple of Valor.

Knowledge (Local/NMR)

- **DC 14** There is a big school for the arts in Count's Markham funded by the Lydians.
- **DC 15** Lord Malthanus Gellor is a paladin of Heironeous. He has a good reputation among his people.
- **DC 16** Count's Markham has the Temple of Valor, the biggest temple to Heironeous in the County.
- **DC 20** Markham is known to have a turbulent history. Archbaron Lord Gellor brought some stability by building the Temple of Valor.

Knowledge (Nobility)

- **DC 13** Markham is one of the major domains of House Gellor.
- **DC 14** The people of Markham have a strong tendency towards Lawful Good more than elsewhere in the County.
- **DC 15** Lord Malthanus Gellor is a paladin of Heironeous. He has a good reputation among his people.
- **DC 16** Count's Markham has the Temple of Valor, the biggest temple to Heironeous in the County.

Knowledge (Religion)

Worshippers of Lydia automatically know up to DC15 without having to make a check.

- **DC 10** The church of Lydia is well-spread throughout the County.
- **DC 11** The church does not have the exposure the church of Pelor or Heironeous does, but it is respected throughout the County.
- **DC 12** Lydia is the NG Suel goddess of Music, Knowledge, and Daylight.
- **DC 13** Lydia is known as the Mother of Truth and the Pure Song.
- **DC 14** There is a big school for the arts in Count's Markham funded by the Lydians.
- **DC 15** There are no major temples of Lydia in the County of Urnst. The Lydians control a number of major of academies, orphanages, and boarding schools, throughout the County.
- **DC 16** Count's Markham has the Temple of Valor, the biggest temple to Heironeous in the County.

- DC 20 Markham is known to have a turbulent history. Archbaron Lord Gellor brought some stability by building the Temple of Valor.

Development: When the PCs decide to head to the Academy, proceed to Encounter 1.

1: THE ACADEMY

The school in question is a large brick building of circular design with two rectangular wings that offshoot from the central building. A sign hangs over the double door entrance: "Markham's Academy for Music and the Associated Arts." Murals of mythological creatures, many of which you have met and/or fought, adorn the outside walls.

Above the sign, the murals collaborate into a swirling vortex of dancing creatures playing all sorts of instruments. A statue of a satyr playing his pipes and lying in the middle of a spouting fountain surrounded by shrubbery completes the ensemble.

Few students can be seen walking about; most of them must still be inside in their classes.

If the PCs go at night, the school is closed and opens in the morning, after morning prayers. Any priestess met at this time asks the PCs to return in the morning.

When the PCs come here by day, they have to wait for about thirty minutes before the Lydian, who had sent the message, can see them. In that time, they can see a number of children walking around with smiles on their faces, usually singing or playing one musical instrument or another.

After waiting in the lobby for a good thirty minutes, the doors to the hallways reserved for students burst open with the attending pupils spilling out for one of their breaks from their classes.

Following the rushing entourage of students is a quite attractive Suel woman in her mid-30s; her long blonde hair swirls at her waist line. She wears some white robes held together with gold ropes and a holy symbol to Lydia. Blue ribbons in her hair frame the ocean-blue of her eyes.

A charming little smile shows on her face as she looks at each of you with a mixture of joy and surprise. "Yes," she says. "You must be [Name of the PC you sent the letter to in the introduction] that I sent for, are you not?"

Allow the PCs to respond. If they respond in the affirmative, continue on.

"Ah... Very good! Class will not resume until later. Come with me; we need to talk." She leads you to a classroom where she invites you to sit. "Everyone here calls me Lady Revette, but I am not of noble birth. I suppose that you want to know more about the mission?" (Give the PCs a chance to respond. After their response, continue)

"Well. I want you to go into the Birrinbois Forest near the fort known as Dunrealta to look for a boy... to be more precise, a Suel boy who would be 14 today. Dressed in chain armor with a tabard displaying the three running dogs on a field of yellow of House Damian... He might be a pile of bones right now but..." Lady Revette turns her face away for a moment as she tries to contain herself.

"Before the whole County went crazy with the Civil War, I lived at Dunrealta, one of the keeps along the Aerdy road between here and Dryburgh. Those were happy times."

"When Lord Duncombe's armies swept through the County, Dunrealta was one of the first garrisons attacked and taken by his forces after a siege that lasted only a few days."

"Everyone in the keep was killed, but me because I was in the Birrinbois looking for medicinal herb to heal the wounded. I returned to see my little Ebard get shot in the back as he tried to escape on his horse. The poor boy fell from his horse as the animal sped off into the forest, his foot stuck in one of its stirrups." At this point, Lady Revette begins to cry.

"I saw the horrible creatures fighting on the wall and so I hid... I hid and let all my people die..."

"But the other day, I heard the children talk about this bandit slayer in the Birrinbois; Suel in origin and fighting for good and right. He apparently saved many merchants and people from beasts and bandits."

"I cannot ignore the possible resemblance between that boy and my Ebard. I need to find him. Only then will my mother's heart find peace. I am not an adventuress and my fighting talents are limited to the knowledge of medicinal herbs and plants."

"I... I need an escort to find this young freedom fighter."

This is Lady Rochevette. She goes by the name of Lady Revette so that no one finds out her true identity. Play her like a school teacher, friendly yet stern in a loving mother kind of way.

- **Why now?** I have heard bardic tales of your exploits for the cause of good and I needed help. The timing was perfect!
- **What if he's dead?** Then... then all is lost for me (begins crying).
- **Who are you to this boy?** I am his mother.
- **Can we get a description?** Pure Suel. Blonde hair, oceanic blue eyes, around 5'0" tall, muscular, and quite charming; like his father... He always ran around with his adorable short sword, pretending to be just like his father.
- **What is his name?** His name was Ebard, Sir Ebard Damian from House Damian.
- **Who is the father?** Sir Galdus Damian, a proud knight and a loyal vassal of our Archbaron. He died

when Dunrealta fell. His body was found when my son went missing.

- **Is Ebard a legitimate child?** Yes, I was married to his father once. But please do not mention this to anyone.
- **Where is Sir Galdus' body?** A priestesses of Lydia went to Dunrealta, claimed his body and we buried him in the crypt of the Academy.
- **How much would you be willing to pay?** I haven't got much gold. I can promise you (APLx2) Sterling (platinum) each.
- **When was the last time you saw your son alive?** Four years ago, he would be 14 now, so he would almost be a man now.
- **Where?** At Dunrealta. A Knowledge (geography) check DC15 tells the PC that Dunrealta is a keep along the Aerdy Road.

If the PCs have no more questions and have agreed to help Lady Revette. Read or paraphrase the following as Lady Rochevette walks to the door:

The school teacher stands to leave. She takes three strides towards the door, each slower than the last. She sighs deeply and turns back to you all,

"I thank you for your kindness in helping me. I can never repay you fully. There is one last request I must ask of you. If you decide to go to Dunrealta, please speak not of me, my son, or any of what we have spoken about here. I would rather avoid the people there."

"I am tremendously grateful for your assistance in recovering my son. I have arranged for accommodations for you at the Clearwater Inn, just tell Nel and Mert that I sent you. I will be ready in the morning."

With that said, Lady Revette shows the PCs out and she returns to her class. The PCs are free visit Count's Markham in Encounter 2.

2: VISITING COUNT'S MARKHAM

The rest of the day, the PCs may go around and gather some information in order to get some clarity out of the situation. The PCs' options are listed as follows.

CLEARWATER INN

Mert is tall thin and fairly introverted while Nel is a husky woman who loves to be the center of attention.

Mentioning Lady Revette to immediately gets the PCs a free room for the night and a warm meal of stew, freshly-baked bread and their choice of ale, warm cider or honey wine from Applebee.

The PCs may ask for rumors here (see Word on the Street).

ARCHBARON MALTHANUS GELLOR

The Archbaron won't be able to see the PCs at this time of the adventure. He is busy with other affairs.

TEMPLE OF VALOR

The PCs may go to the Temple of Valor, however, the priests there won't know much about their employer since she worships Lydia and not Heironeous.

The temple is more like a training ground for young knights and soldiers. Many of them desire to enter either the military, the knights, or go to the Citadel in Jedbridge. The training is rigorous, but it has provided the County with a number of quality soldiers for years.

The temple offers the usual spellcasting services at the costs indicated in the LGCS.

High Priest Clarius Evenhand (URC 6-01 *Death of a Bird*) only receives noble PCs, Knights, and members of the Clergy of the Archpaladin. Any meeting is kept short. Other PCs may meet his second, Sharna Gellor, a distant cousin of the Archbaron.

Information available at the temple (regardless of who the PCs talk to) is the following.

- The priests are worried about the growing number of Hextorites that have appeared in the County.
- They initially supposed they were just Nyrondese who fled when the King returned to power, but it seems to be more than that.
- They are not sure who the head of the Hextorites is, only that "her" name is the Bird of Radigast. No one knows who she truly is.
- Bandit units are becoming better equipped, more frequent, and apparently better organized.
- The lich, Malachite, has been strangely quiet lately. The Heironeans suspects he is planning something big.
- With the many devil hunts organized since 594CY, the number of devils roaming the County has dropped significantly, but there are still many "out there".

THE LYDIAN ACADEMY

During the hours of 3-5 p.m., the PCs may visit the Lydian Academy where Lady Revette works. Inquiries here yield the following information.

- Lady Revette is a good teacher if somewhat a little too matronly. She gives a lot of homework to the students.
- Lady Revette joined the Academy about four years ago.
- Lady Revette is known to not like Lord Terard Duncombe very much.
- She does not speak of her past.
- The Academy has produced some of the best performers in the history of the County. Many have since joined the Silver Swans.

3: EXTRA LUGGAGE

The next morning, the PCs are at the Clearwater Inn when Lady Revette comes up to them.

Lady Revette arrives bright and early. She wears a traveling outfit and pulls along a mule with a saddle. She has a quarterstaff and proudly displays the holy symbol hanging at her neck. A big waterskin and saddlebags have been placed on the mule.

"Thank you again. I am ready when you are."

Lady Revette is not very familiar with the Birrinbois (though she can point out all the herbs and plants that can be found there). She marvels at many things, as a child would, and spends a lot of time scribbling in a notebook.

Lady Revette has no specific idea where the boy might be. So she recommends the PCs take the road and see where it leads.

Proceed to "On the road"

INTERLUDE: LADY REVETTE ON THE ROAD

While on the road, Lady Revette keeps her eyes on the woods as if she expected to see Ebard. She does not talk much, but keeps looking. In short, she is a city slicker out in the woods.

INTERLUDE: THE SOLDIERS

While the PCs travel in the Birrinbois, they are occasionally approached by soldiers from Count's Markham and Dunrealta that are patrolling the woods. These groups are composed of three to five light soldiers wearing the livery of House Gellor and equipped with light armor, longbows, and swords.

The soldiers stop the PCs in the name of Archbaron Malthanus Gellor and quickly question them: where are they going, who are they, and why are they in the woods.

Lady Revette echoes what the PCs say. One of the soldiers recognizes her as Lady Rochevette, but says nothing.

The soldiers are on the lookout for monsters and bandits, and ask the PCs to be on the lookout as well. If asked, they can say they've encountered goblins and orcs in the eastern reaches of the woods.

If the PCs detect evil on any soldiers that come from Dunrealta, half of them radiate faint evil.

If any PC is a member of the County of Urnst Army, or a Knight of the County, the soldiers speak only to that PC.

QUO VADIS?

Well into the afternoon, you hear a male voice call out from a series of shrubs. "Give your name and purpose! I have a number of archers ready to take you out!"

This scene should be played very much like a scene from a Robin Hood movie. Birrin/Ebard stays hidden and does

not even look at the PCs. Using an natural system of holes in a large oak tree, his voice seems to come from high in the tree when he is in fact on the ground. Any Listen check points out to the voice coming from up in the trees.

If the PCs insist on Spot checks to locate Ebard, the DC is 46 (28 because Ebard took 20 to Hide, +10 for distance, +8 circumstance bonus because he is not where his voice comes from and the leaf cover).

Birrin/Ebard's goal is to ascertain the PCs' intentions before deciding what to do. If they threaten him, he does not reveal himself, and, instead, tries to flee in the forest.

Ask for a Diplomacy check (see PHB page 72). Initially Birrin/Ebard is Indifferent to the PCs. Should his reaction to them fall below that, he leaves (run this encounter again a day later, shortly after noon). Note that as long as the PCs do not threaten him, Ebard stays.

Hopefully, he should come to the conclusion that the PCs are not dangerous to him.

MEETING BIRIRIN/EBARD

Turning your attention back to the trail ahead of you, you notice, about one hundred feet away, some of the bushes moving, and a soft bristling sound comes from them. Crawling out of the bushes on hands and knees is a young Suel man wearing leather armor with a longbow on his back and a short sword by his side. "Hail! Come closer! You are in no danger from me. My name is Birrin!" The young man begins to walk towards you.

He looks up at Lady Revette with curiosity beaming in his eyes, "And who, may I ask is this lovely forest flower?"

Lady Revette looks at Birrin with joy and teary eyes. She gets off her mule, walks up to the young man, and places her hand on his cheek as if to make sure he's real. She smiles as she hugs him tightly. Birrin's face is painted with confusion at Lady Revette's behavior.

She finally lets him go and sees the puzzled look on his face. Wiping her tears away with her sleeve, she gestures for the boy to sit on a patch of grass and she sits next to him.

When Birrin looks at her in confusion, Lady Rochevette realizes that he must have amnesia. She goes through memories of his childhood spent in Sir Galdus's keep. Birrin still doesn't remember. For the memories, see Player Handout #2: lady Rochevette's Memories.

Lady Rochevette is about to give up when she remembers the lullaby she used to sing to him when he was little.

Lady Rochevette gets frustrated as her attempts at getting Birrin to remember seem to be failing. She sighs in frustration but then looks up sharply as if remembering something. She opens her mouth, and out flows a sweet melodic melody clearly meant for a fussy child.

She sings Player Handout 3.

After the lullaby, Lady Rochevette completely breaks down. Birrin looks at Lady Rochevette as though something sparks in his memory, then you see the flood gates open, allowing the memories to flood in.

Birrin remembers that he is Sir Ebard and hugs his mother while she cries at having finally found her son. Both hold each other tightly.

Ebard thanks the PCs for reuniting him to his mother, and for restoring his memories. He asks that the PCs stand guard while he and his mother talk. They move out of earshot to speak privately.

Paranoid PCs who want to listen in on them only hear pleasantries and Lady Revette telling Ebard roughly the content of Player handout 2 again.

4: SIR HAURIN'S MEN

The soldier who recognized Lady Rochevette during the Interlude in Encounter 3, sent a pigeon to Dunrealta to inform Sir Haurin of the fact. Sir Haurin dispatches one of his top lieutenants, Ashken, to capture Lady Rochevette. Ashken organizes a group of evil soldiers to mount an ambush with another group of soldiers who are in the area.

While Lady Rochevette and Ebard are talking, Sir Haurin's lieutenant spies on the party. He chooses this moment to act. He sends his troops to the front, to draw attention away from the back of the party.

While Lady Rochevette and Ebard converse, you see two tough-looking humans come through the foliage. A symbol of stars is patched on their armor.

They shout at you, weapons drawn. "By the authority of Sir Haurin Kestler, commander of Dunrealta, we order you to hand over Lady Rochevette, wife of Sir Galdus Damian! Do so and no one gets hurt." Lady Rochevette looks at the two men with terror and hides behind Ebard.

A DC 20 Knowledge (local/NMR or nobility) check identifies the star sewn on their armor as the sign that these men are attached to the keep of Dunrealta, which is commanded by Sir Haurin Kestler.

Allow the PCs to respond. If they agree to give Lady Rochevette to the soldiers, then the PCs can temporarily avoid a fight, but Ebard is very unhappy about their decision, and starts a fight with the mercenaries by knocking an arrow to his bow.

If they refuse to give up Lady Rochevette, go straight to initiative. Refer to DM's Map 1 for placement.

Creatures:

APL 4 (EL 5)

👁**Melanie:** female Flan sorceress 2; hp 14; Appendix 1

👁**Xykor and Zanchin:** male Flan fighter 1/warrior 2; hp 26; Appendix 1

APL 6 (EL 7)

👁**Melanie:** female Flan Sorceress 4; hp 24; Appendix 1

👁**Xykor and Zanchin:** male Flan fighter 3/warrior 2; hp 47; Appendix 1

APL 8 (EL 9)

👁**Melanie:** female Flan sorceress 6; hp 40; Appendix 1

👁**Xykor and Zanchin:** male Flan fighter 5/warrior 2; hp 68; Appendix 1

APL 10 (EL 11)

👁**Melanie:** female Flan sorceress 8; hp 52; Appendix 1

👁**Xykor and Zanchin:** male Flan fighter 7/warrior 2; hp 86; Appendix 1

APL 12 (EL 13)

👁**Melanie:** female Flan sorceress 10, hp 64; Appendix 1

👁**Xykor and Zanchin:** male Flan fighter 9/warrior 2; hp 104; Appendix 1

Tactics: Melanie starts out with the most damaging spell she has and tries to maximize damage by adding metamagic feats to it (such as casting *empowered fireball*). Adding metamagic to her spells makes them all a full-round action.

Xykor and Zanchin both charge into the fray in order to engage the PCs. They fight to kill without regard for their own, or the PCs', safety.

Ebard nocks an arrow and readies to defend his mother. In essence, he does nothing until Ashken strikes (see below).

There are no plants on the road.

Treasure:

PCs may gain the following treasure from this encounter:

👑**APL4:** Loot: 37 gp; Magic: 777 gp; +1 battle axe x2 (193 gp); +1 breastplate x2 (113 gp); bracers of armor +1 (83gp); vest of resistance +1 (83 gp); Total: 814 gp;

👑**APL6:** Loot: 10gp; Magic: 1,636gp; +1 battle axe x2 (193 gp); +1 breastplate x2 (113 gp); +1 heavy wooden shield x2 (96 gp); bracers of armor +2 (333 gp); cloak of resistance +1 x2 (83 gp); vest of resistance +2 (333 gp); Total: 1,646 gp;

👑**APL8:** Loot: 10 gp; Magic: 3,303 gp; +1 axiomatic battle axe x2 (693 gp); +1 breastplate x2 (113 gp); +1 heavy wooden shield x2 (96 gp); amulet of health +2 (333 gp); bracers of armor +2 (333 gp); cloak of charisma +2 (333 gp); cloak of

resistance +1 x2 (83 gp); vest of resistance +2 (333gp); Total: 3,313 gp;

👑**APL10:** Loot: 10 gp; Magic: 5,136 gp; +1 axiomatic battle axe x2 (693 gp); +1 heavy wooden shield x2 (96 gp); +2 breastplate x2 (363 gp); amulet of health +2 (333 gp); bracers of armor +3 (750 gp); cloak of charisma +2 (333 gp); cloak of resistance +2 x2 (333 gp); vest of resistance +3 (750 gp); Total: 5,146 gp;

👑**APL12:** Loot: 10 gp; Magic: 6,470 gp; +1 axiomatic battle axe x2 (693 gp); +1 heavy wooden shield x2 (96 gp); +2 breastplate x2 (363 gp); amulet of health +2 (333 gp); bracers of armor +3 (750 gp); cloak of charisma +2 (333 gp); cloak of resistance +2 x2 (333 gp); gauntlets of ogre power x2 (333 gp); ring of protection +2 (667 gp); vest of resistance +3 (750 gp); Total: 6,480 gp;

ASHKEN STRIKES

At some point when the PCs are engaged in battle (after the first round), Ashken, covered with dust of disappearance, knocks out Ebard and grabs Lady Rochevette. As they fight, he whispers to her: "Come with me or the boy dies." Lady Rochevette agrees to the teleportation in order to save her son.

A chilling scream breaks through the sound of melee for a moment. Ebard lies slumped on the ground, a nasty cut on the side of his head. Lady Rochevette struggles against an invisible opponent. An instant later, she stops struggling, and Lady Rochevette disappears.

If any PC can see invisible, then read the following to those PCs alone.

A vile-looking, bearded creature with a scar running through his right eye and bearing an ugly smile clicks his heels and disappears with Lady Rochevette.

Allow any PC who can see invisible to make a DC 20 Spellcraft check to recognize a teleport spell that is activated through the bearded creature's boots of teleportation. When met in a later encounter, Ashken no longer wears the boots, which he returned to the armory of Dunrealta.

Only PCs who have seen Ashken can make a DC 15 Knowledge (the planes) check to recognize a bearded devil.

At this moment, Ebard is at zero hit points and suffering from an infernal wound. (See the bearded devil entry p. 52 of the *Monster Manual*.) On his turn, Ebard drinks a potion of cure light wounds, which brings him up to four hit points. He begins to look around for his mother and stays away from the rest of the combat.

Development: If the PCs capture the goons, the minute they are brought to consciousness, they refuse to answer any questions. If, however, they are intimidated (see PHB

p 76) or charmed, they are willing to talk and divulge the following:

- They are mercenary who found very lucrative employment with Sir Haurin.
- They think Sir Haurin is a good and resourceful commander. Harsh but fair. (They do not link Sir Haurin to the devils).
- They are all Tenha refugees who find happiness in making the good folk of the County suffer because of the squalor they were forced to live in as refugees.
- They work on the side of a devil named Ashken, who pays them good money to accomplish occasional missions.
- The have NOT made the link between Ashken and Sir Haurin.

EBARD

After the PCs heal Ebard, read or paraphrase the following:

When you first met Ebard, his eyes were as innocent as a new born's. Now they have changed, and you observe an unrelenting anger pulsing through them.

"How dare he! By the gods, I will not rest until I have Sir Haurin's head on a silver platter to be fed to the dogs. Come to my campsite, we have to plan the assault."

Ebard is in a hurry to get back and jumps on his horse, pushing it through a short cut to his camp site. The whole way there, he is angry that he failed to protect his mother.

Any PC who succeeds at a DC15 Heal check on Ebard recognize that the wound he suffered is not normal. If the PCs can then make a DC15 Knowledge (the planes), they can recognize the wound as one normally left by a bearded devil's attack.

5: THE HUT

Following Ebard for hours, the day is now well into mid-afternoon. With the sun approaching the horizon, you start to wonder when you will come to this camp.

The smell of roasting meat indicates Ebard is not leading you on a wild chase. The smoky smell emanates from an unclear source, but it carries with it the promise of delights.

Ebard takes a sharp bend in the trail, passes through a series of thick bushes, and exits in a small clearing where a little hut has been built from available material. The thin plume of smoke that rises from the chimney seems to be the source of the delicious aroma that transported you here. A wreath of oak leaves hangs on the door and a carved plaque, displaying a scimitar on an oak tree, has been placed next to the door.

PCs can make a DC15 Knowledge (religion) check to recognize the symbol of Phyton next to the door. Phyton is the CG Suel deity of nature, beauty and farming.

"Father, we need to talk!" says Ebard as he enters the hut. "Why did you hide my past from me?"

"You needed to find out about it on your own, and now you have!"

The hermit looks at Ebard as if seeking compassion from the young man. "Wait here, boy."

The hermit runs off into some nearby bushes. He pulls up a few stones for a bit and returns with a waterproof sack. "I found these in your horse's saddlebags when I found you. They belong to you."

The hermit lays the items at Ebard's feet. In the bundle lay three items: a yellow knight's tabard clearly designed for a child with three leaping dogs upon it, 50 arrows, and a green cape with a swan and three blue roses.

Ebard looks at all these items, from the previous life he now remembers, with swelling pride. He clasps the cloak to him and admires the symbol on the tabard. "My father's," he explains. "When he ruled the keep, our house's banner flew through the days and the nights."

At this point, PCs may ask questions of either Sir Ebard or the hermit.

QUESTIONS FOR THE HERMIT

The old man keeps referring to Ebard as "Birrin", the name he gave the boy.

- **Who are you/What is your name?** My name was Rulin, but everyone calls me The Hermit.
- **Why do you live out here?** Because nature is the most peaceful way to live. No politics, no meaningless death, no war, just nature at its finest.
- **Why didn't you tell Ebard about his past?** He needed to find out on his own.
- **That is the dumbest explanation ever!** What you think is... unimportant.
- **How did you find him?** His horse was by a river. I thought that the horse was a run away. I found Birrin here hooked to the stirrup by his ankle. When he awoke, he had no memory of his past.
- **Where is the horse now?** It gave us a good meal and tools.
- **Didn't you know about the attack on the keep?** Honestly, no, and I don't really care. I was detached from the events in the county (true). Always am when I go on my solitary "missions"
- **What's a "Mission"?** Just to connect with the life-giving nature around us.

QUESTIONS FOR EBARD

- **Why do you live out here?** It is where my father lives.

- **What are common monsters in this forest?** The usual: bandit, humanoids, animals and the occasional aberration.
- **What happened that caused you to lose your memory?** Four years ago, forces of the Lord of the East laid siege to our beloved keep. Our keep was one of many that fell to his forces. Sir Haurin led the assault. He sent us terms of surrender, but my father naturally refused. They attacked the keep, but were repulsed at every occasion. A frontal assault on Dunrealta is pretty much futile. The keep held until that stormy day when devils appeared throughout the keep and massacred my father's men. During the fighting, my father sent me out through a secret passage. I... I don't remember anything after that
- **Devils?!** That's what my father said. However, there's not much we can do to prove that. I'm sure Sir Haurin made a deal with them. We need to find proof of it to bring him to justice.
- **Where was your mother when this was all happening?** I didn't know at the time, but she wasn't at the Keep. With talking to her just now, I found out that she was out pick medicinal herbs for healing remedies.
- **How'd she escape?** I didn't know how she did.
- **What do you want us to do?** (see "Ebard's Plan", below).

EBARDS' PLAN

"Any frontal assault on Dunrealta is doomed to fail. None of you have the siege engines required to break through the walls... I can take you to a back way in..."

"There's a secret entrance my father built as an escape route in case of an attack. There's a trap door underneath a tree that leads under the keep. The other end opens up just underneath my father's quarters."

"During the siege, I also found that there was a new branch that had been dug, no doubt by some criminals who managed to escape the jail. I'm certain my mother can be found in the dungeon."

"Enter the keep through that secret exit, find my mother, and if you can, try to find proof of Sir Haurin's evil deeds. I'm sure you can find them easily."

The PCs may have a number of questions for Ebard.

- **How do you know all this?** I was born and raised at Dunrealta. The place was my playground as a boy. Since I met my mother all my memories have returned.
- **Isn't that illegal?** Is trafficking with devils legal? Is murdering my father and leaving me for dead illegal? Is kidnapping my mother illegal?
- **What will you pay us?** I have no money. Once the keep is retaken by my mother and me, I promise to pay you handsomely.

- **What will you do?** I'm not as experienced as you, so I'll wait away from the keep. I know the forest and can avoid the soldiers without difficulty. They haven't caught me yet...
- **Are there any supplies you could give us?** Alas, I'm afraid not; I have nothing to spare, and with my mother's life on the line, we can't afford to wait while I find more – not even an hour. There's no telling what that evil maniac would do to my mother.

If the party is in need of healing, the Hermit casts a number of cure spells to get the PCs fully-healed.

Ebard is convinced that Sir Haurin is evil and rotten to the core. However he has no physical proof; he's sending the PCs to find the proof he needs to get Sir Haurin condemned.

Ebard thinks that if the PCs leave now, they should reach the fortress just before nightfall. Ebard has no intention to enter the keep.

To make it easier for the PCs to travel and avoid being seen, Ebard recommends leaving any mounts behind.

TROUBLESHOOTING: REFUSING TO PERFORM UNLAWFUL ACTS

It is possible that some PCs refuse to participate in Ebard's plan. Ebard insists that he wants the PCs to find proof of Sir Haurin's evil affiliation, not to kill him or anyone. Plus, he believes that Sir Haurin's men have kidnapped his mother.

If the PCs still do not accept, the adventure is over for them. Ebard goes alone and dies. His mother also dies. Proceed to the Conclusion.

TROUBLESHOOTING: REFUSING TO FOLLOW EBARD'S PLAN

It is possible the PCs refuse to follow Ebard's plan. Ebard, like a spoiled child, tries to order the PCs to go with his plan.

The PCs may wish to use spells on Ebard, if that is so, modify the rest of the adventure. Ebard dies at the first attack or area of effect spell that hits him. The villains first target the PCs.

6: THE GUARDIAN

This boxed text assumes the PCs travel on-foot. Adjust as needed.

Shadows from the setting sun stretch long tendrils over the lands of the County of Urnst as Ebard heads out along a rough trail.

Ask which PC carries a light. (If the PCs carry light, the devils are alerted of the PCs' arrival).

Walking in the growing darkness, on a well-hidden path, allows you to make good speed. Ebard stops by a brook. "Here it is... Follow this brook about 400

yards. You will come to a large oak tree whose roots are showing. Search the roots; the entrance is there. Good luck."

Ebard then starts looking for a good hiding place amidst the surrounding vegetation.

Following Ebard's instruction, you quickly come to a clearing by a cliff dominated by a gigantic oak tree.

Sir Haurin thought all his enemies were disposed of in the fight four years ago, and that no one knew of the secret passage. When he found out about Ebard's existence, Sir Haurin dispatched a series of devils around the keep to protect him. Ebard's intimate knowledge of the area allows him to avoid the devil patrols.

Creatures:

APL 4 (EL 6)

☛ **The Guardian:** female chain devil; hp 52; *Monster Manual* 53

APL 6 (EL 8)

The Guardian: female erinyes; hp 85; *Monster Manual* 54

APL 8 (EL 10)

☛ **The Guardian:** female erinyes fighter 1/ order of the bow initiate 2; hp 138; *Appendix 1*

APL 10 (EL 12)

☛ **The Guardian:** female erinyes fighter 2/ order of the bow initiate 2/ ranger 1; hp 162; *Appendix 1*

APL 12 (EL 14)

☛ **The Guardian:** female erinyes fighter 4/ order of the bow initiate 2/ ranger 1; hp 197; *Appendix 1*

Tactics: At APL 4, the chain devil has dispersed a series of chains throughout the clearing so they can be easily animated. The devil animates the chains and focuses on weak PCs, hoping to force the party to split its attention between hurt PCs and itself. Anyone who is down and receives healing gets attacked by a chain on the next round.

At APLs 6 and above: The Erinyes starts 100 feet in the air hiding in a cloud she created with her *minor image* spell-like ability. When the PCs come into the clearing, she *summons* bearded devils for ground support (yes, the devils are summoned in mid-air but *teleport* into the clearing).

She hopes the *summoned* devils soak up some the party's best spells. After a round of observation, she starts firing arrows down on anyone she think can hurt her, this includes *flying* PCs and spellcasters with range spells.

The devils are merciless, and use their abilities to the maximum. Though they do not outright coup-de-grace the PCs, anyone who goes down and receives healing becomes a target on the next round.

Development: Should the Guardian be brought down and reawakened for questioning, she laughs haughtily at the PCs the whole time. She is ready to swear to return to the Hells and never to return to the County.

Treasure:

PCs may gain the following treasure from this encounter:

👑**APL 4:** Total 0 gp.

👑**APL 6:** Magic 742 gp; +1 flaming composite longbow (+5 Str) (742 gp); Total 742 gp.

👑**APL 8:** Loot: 26gp; Magic: 1,433gp; +1 flaming composite longbow (+7 Str) (758 gp); +1 mithral chain shirt (175 gp); bracers of quick-strike (100 gp); cloak of resistance +1 (83 gp); quiver of Tiamat (150 gp); ring of protection +1 (167 gp); Total: 1,459 gp;

👑**APL 10:** Loot: 26 gp; Magic: 3,433 gp; +1 flaming frost shocking composite longbow (+7 Str) (2,758 gp); +1 mithral chain shirt (175 gp); bracers of quick-strike (100 gp); cloak of resistance +1 (83 gp); quiver of Tiamat (150 gp); ring of protection +1 (167 gp); Total: 3,459 gp;

👑**APL 12:** Loot: 26 gp; Magic: 5,183 gp; +2 flaming frost shocking composite longbow (+7 Str) (4,258 gp); +2 mithral chain shirt (425 gp); bracers of quick-strike (100 gp); cloak of resistance +2 (83 gp); quiver of Tiamat (150 gp); ring of protection +2 (167gp); Total: 5,209 gp;

INTERLUDE: WHILE THE PCS ARE GONE

While the PCs are fighting the Guardian, Ebard's luck runs out, and he is found and recognized by a patrol of devils. Quickly overcome, the devils bring Ebard to Sir Haurin inside the keep, where the PCs find him again in Encounter 9.

THROUGH THE TUNNELS

Once the fight is over, the PCs can enter the tunnels. The entrance is tight for small-sized characters. Medium-sized characters must squeeze to enter. Large-sized characters cannot pass through the entrance.

A few hundred yards ahead, the PCs come to the split in the tunnel Ebard mentioned. The main track continues forward to Encounter 8 while the side passage goes to the Dungeon in Encounter 7.

The side passage requires medium-sized creatures to squeeze.

RESTING

It is very likely the PCs decide to rest at this time. As long as they remain in the passage, they are fine. No one comes through the secret passage while the PCs are there. This adjusts the timeline of Ebard getting caught.

If they do NOT get to Lady Rochevette before resting (and keep her with them), she dies before the PCs are done resting.

If the PCs rest in the dungeons, they are arrested by Sir Haurin's men (proceed to Encounter 10 under "Murderers").

7: INTO THE DUNGEON

This passage was an escape tunnel that was dug by criminals who got lucky enough to find the secret exit. The criminals are now long gone, but the tunnel remains. Small-sized creatures are not forced to squeeze.

Squeezing through the tight passage, you arrive in the keep's dungeon. Skeletons still chained to the wall and cobwebs serve as witness that it has not been used in a long time.

Lady Rochevette is chained to the wall. Her eyes light up as she sees you. "Mother Lydia, thank you for coming!"

Lady Rochevette explains that Sir Haurin knows someone is coming and the PCs need to escape now. She asks about Ebard.

If the PCs have not yet fought Sir Haurin, or his lieutenants, she urges the PCs to complete their mission so Ebard is not in danger any longer than required. She promises to hide in the secret tunnel and wait for the PCs' return.

If questioned, Lady Rochevette says her attacker took her here and shackled her. The man (she doesn't know it is a devil) spoke in a harsh, vile-sounding manner. She DID hear Sir Haurin speak with her attacker outside the jail.

If Lady Rochevette sees Ebard's dead body because the PCs went and fought Sir Haurin and/or his lieutenants first, despair crosses her face. She begins to cry and simply follows like a ghost. She seems to age 20 years in the space of a few seconds, right in front of the PCs. Proceed to Encounter 10.

8: THE DEALS

Following the tunnel, the PCs quickly reach a trap door (it is not hidden from their side). The corridor ends at a narrow, fifteen feet high, two and a half feet wide, area that ends with a secret trap door that opens on the wall of Sir Haurin's office. The opening is obvious on this side, but well-hidden from the other side. It allows only medium-sized creatures to squeeze through, one at a time. There is light on the other side, provided by *everburning torches*.

Sir Haurin has not been in his office today; the news of Lady Rochevette has kept him busy.

When Sir Haurin first took over the keep, he could not do it alone. He needed extra help. He was not all that chivalrous, and enlisted devils to serve under his command. In order to gain their personal services, Sir Haurin made a Faustian Pact. Devils make decent servants: they are orderly, obedient, and effective.

Once Sir Haurin took control of Dunrealta, most of the devils were released from service. He decided to keep a few of them around as added personal protection. Thus he signed another Faustian Pact to assure the loyalty of a few of the devils.

The PCs may search Sir Haurin's room. No patrol dares to enter Sir Haurin's office since he has given orders for no one to go in the room, only to patrol the hallways around it. You can scare the PCs by having them hear soldiers walking in the corridor beyond the double-doors.

Sir Haurin keeps the contracts in a chest underneath the floorboards of his quarters. A DC 22+APL Search check (the floorboards are better hidden at high APL) finds the trap door, which conceals the chest. The chest isn't locked or trapped. When the PCs open the chest, give out Player's Handout #4 and Player Handout #5.

AFTER THE SEARCH

Let the PCs search Sir Haurin's room, without being disturbed. Unless one of the PCs opens the door to Sir Haurin's dining room, ask the PCs to place themselves on the map. Ask for Listen checks and compare results with the following chart:

- **DC 5** There seems to be voices in the other room
- **DC 10** There are sounds of combat coming from the other room.
- **DC 15** One voice sounds a lot like Sir Ebard's
- **DC 20** Sir Ebard says "Usurper, murderer, and scion of Hell!"

Proceed immediately to the next encounter.

9: THE DINING ROOM

The PCs may not know this, but Ebard went to try and kill Sir Haurin by himself. When the PCs first look into the room, Ebard has just received a severe blow by Ashken, and starts the battle at -1 hit point but is stable.

You enter the lit chamber to find a horrid sight. Overturned tables litter the room. Torches illuminate the two figures at the end of the room atop one of the tables.

You see young Ebard take a nasty blow from a wicked-looking glaive, wielded by a horrible-looking, bearded creature with a nasty scar running down his right eye.

"Young fool! You are not the lord of the castle. Sir Haurin is!" The devil says as Ebard collapses to the floor.

At APLs 4-8 add:

In the back of the room, a man wearing full plate clicks his heels and disappears.

At APLs 10-12 add:

In the back of the room, a man wearing full plate finishes applying oil to his greatsword.

At APL 12 add:

A second vile-looking creature with a beard and a long-bladed glaive takes notice of you.

Creatures:

APL 4 (EL 7)

☛**Ashken**: bearded devil fighter 2; hp 86; Appendix 1

APL 6 (EL 9)

☛**Ashken**: bearded devil fighter 4; hp 107; Appendix 1

APL 8 (EL 11)

☛**Ashken**: bearded devil fighter 6; hp 130; Appendix 1

APL 10 (EL 13)

☛**Sir Haurin**: male suel fighter 10/marshall 1; hp 102; Appendix 1

☛**Ashken**: bearded devil fighter 6; hp 130 each; Appendix 1

APL 12 (EL 15)

☛**Sir Haurin**: male suel fighter 10/marshall 1; hp 102; Appendix 1

☛**Ashken and Renalds**: bearded devil fighter 6; hp 130 each; Appendix 1

☛**Bone Devil (2)**: hp 95 each; Monster Manual 51

Terrain: The tables serve as hard corners, due to their height of four feet; they also count as hindering terrain. The knocked-over stools serve as hindering terrain and cannot be charged through.

Tactics: The terrain is well-suited to fighting with reach weapons and the bearded devils know this. They fight in the following manner: In the first phase, they try to draw the heavy fighters into the bedroom hoping the lightly-armored spellcasters gather close to the door. Then they teleport to Sir Haurin's room and try to deal with the spellcasters using the reach of their glaives to maximum efficiency.

The bone devils remain *invisible* and try to split the party using *walls of ice* only 5-feet high (so they can see above). Once the PCs have been split to best effect, the bone devils try to summon lemures to fill the room and keep the fighters busy. Finally, they *teleport*, and are joined by Ashken and Renalds who grapple spellcasters and let the bearded devils hit their poor targets.

The devils take no prisoners. Anyone left behind is deemed unrecoverable.

Sir Haurin targets Knights and Heironeans first, then Suel PCs. He is a formidable opponent in his own right and fights like the devils; neither gives nor demands quarter. He assumes the PCs are part of the Archbaron's men coming to remove him from power (not very far from the truth).

At APLs 4-8, Sir Haurin uses the *boots of teleportation* Ashken used in encounter 4, and leaves the County. He does NOT take part in the fight.

Before fighting Ebard, all the demons applied potions of dolorous blow to their weapons (see their power-up suite).

Throughout the fight, any visible opponents continuously taunt the PCs and ridicule them.

Once Sir Haurin is dead, any devil brought down to single-digit hit points *teleports* away.

Treasure:

PCs may gain the following treasure from this encounter:

👑**APL4:** Loot: 21 gp; Magic: 192 gp; +1 glaive (192 gp); Total: 213 gp;

👑**APL6:** Magic: 297 gp; +1 chain shirt (104 gp); +1 glaive (192 gp); Total: 297 gp;

👑**APL8:** Magic: 1,897 gp; +1 curespewing glaive (692 gp); +2 darksoul protection chain shirt (771 gp); bracers of quick strike (100 gp); gauntlets of ogre power (333 gp); Total: 1,897 gp;

👑**APL10:** Magic: 9,813 gp; +1 curespewing glaive (692 gp); +2 darksoul protection chain shirt (771 gp); +2 flaming humanbane greatsword (2,696 gp); +2 medium fortification full plate (2,221 gp); amulet of health +2 (333 gp); belt of giant strength +4 (1,333 gp); bracers of quick strike (100 gp); cloak of charisma +2 (333 gp); gauntlets of ogre power (333 gp); ring of protection +2 (667 gp); vest of resistance +4 (333 gp); Total: 9,813 gp;

👑**APL12:** Magic: 11,710 gp; +1 curespewing glaive x2 (692 gp); +2 darksoul protection chain shirt x2 (771 gp); +2 flaming humanbane greatsword (2,696 gp); +2 medium fortification full plate (2,221 gp); amulet of health +2 (333 gp); belt of giant strength +4 (1,333 gp); bracers of quick strike x2 (100 gp); cloak of charisma +2 (333 gp); gauntlets of ogre power x2 (333 gp); ring of protection +2 (667 gp); vest of resistance +4 (333 gp); Total: 11,710 gp;

EBARD DURING THE BATTLE

Ebard lies on the floor unconscious but stable. His position is important. Should the PCs heal him, he charges in recklessly into combat, most likely getting himself killed.

Development: Once the PCs have defeated and looted Sir Haurin and/or his devil lieutenant/s, as well as had time to heal up, have a group of soldiers begin to bang on the door calling for Sir Haurin. This should be the clue for the PCs to leave. The soldiers do not find the secret door.

If the PCs stay, they are arrested by the soldiers for treason. Proceed to Encounter 10 under “Murderers”. If they did not rescue Lady Rochevette at this time, the poor woman is sacrificed by one of the devils.

10: WHERE TO NOW?

By now the PCs have a number of options open to them. Once they exit Dunrealta, ask them what they wish to do with the evidence. Below is a series of possible courses of action the PCs may take.

Lady Rochevette (if she was rescued) is adamant that whatever proof the PCs have found in the keep must be reported without delay to the Archbaron.

Sir Ebard, if alive, is unsure of what to do next. His training with the hermit is inadequate for the current situation, and he finds it rather overwhelming.

Let the PCs decide what to do with the information. If the PCs decide to go to the Archbaron without first requiring payment, proceed to “Informing the Archbaron”. If they try to first get payment, proceed to “Keeping it Secret”.

The important thing to know is “Who do the PCs go to FIRST?”

It should be noted that it is possible for some PCs to be captured while others escape. Run the following encounters as best they correspond to the free PCs’ actions.

INFORMING THE ARCHBARON

Lady Rochevette offers to take the PCs to the Archbaron; she is after all the wife of one his vassals and as such, the laws of chivalry force the Archbaron to receive her.

Unless the PCs have his favor, are members of a Knightly order, or are members or servants of House Gellor, Lady Rochevette is their best choice.

The following boxed text assumes the PCs follow Lady Rochevette to the Archbaron. Modify as needed.

Located across from the Temple of Valor in the center of Count’s Markham, stands the House of Justice. Anywhere else it would dominate its surroundings, but here, the Temple of Heironeous towers over the baronial court.

Once inside, you are quickly ushered into a great hall with hanging tapestries that depict Heironeous and Hextor locked in mortal combat.

Knights dressed in the colors of House Gellor surround a tall, imposing man. Lady Rochevette motions for you to wait as she strides towards the men. She exchanges a few pleasant words and points towards your group.

The tall man strides toward you with a slight limp, followed by the knights. “I am Lord Malthanus Gellor. I was told you have something to tell me.”

Let the PCs explain to Lord Gellor what they have found. Lord Gellor listens intently and asks for any proof the PCs have found.

Proceed to the conclusion.

KEEPING IT SECRET

Lady Rochevette bows her head and does not argue the PCs’ decision, even though she does not agree with it. She leaves with Ebard.

Proceed to the conclusion, under “Keeping it Secret”.

MURDERERS

The goal of this mini-encounter is to find out if the PCs will flee, fight, or surrender peacefully. The soldiers force their way in and fill the room.

If the PCs decide to fight or flee, they are automatically successful. The soldiers are surprised by what they find and do not really pursue the PCs. Proceed to Conclusion under: "Wanted".

If the PCs surrender and Sir Haurin is not dead, the PCs are executed for treason as soon as he regains consciousness. Proceed to Conclusion under "PCs executed by Sir Haurin".

If the PCs surrender and Sir Haurin is dead, the PCs are quickly stripped down and chained in the dungeons (not where Lady Rochevette is, the public ones). Proceed to Conclusion under "PCs captured by Sir Haurin's Soldiers".

CONCLUSION

The conclusion to the adventure depends on the result of encounter 10.

PCS CAPTURED BY SIR HAURIN'S SOLDIERS

This boxed text assumes the PCs tell the truth; modify accordingly.

You are taken in chains, by a number of soldiers from Dunrealta, to the Hall of Justice in Count's Markham. You are brought before the Archbaron Malthanus Gellor who is seated on his baronial chair, looking imposing and powerful.

The lieutenant explains that you are guilty of the murder of Sir Haurin Kestler. They explain the situation in which they found you. The Archbaron frowns with anger.

"Explain yourselves!" He demands in an authoritarian voice.

Allow the PCs to plead their case.

Lord Gellor listens to your reply with growing interest.

"I will have your claims verified." He calls over to one of his knights before giving him orders to verify your claims.

For two days, you are questioned by the clerics of Heironeous, the Knights of Lord Gellor, and a variety of people. Finally, you are brought before Lord Gellor again. "I disapprove of the manner in which you went about this, but I have found that what you have told me to be true. Sir Haurin consorted with devils and deserved such a penalty. However, justice in my lands is mine to dispense, and my mine alone. Is that clear?"

"You may go." With that simple order, the Archbaron dismisses you.

PCS EXECUTED BY SIR HAURIN

If all the PCs die in this fashion, the only way to recover the bodies is by requesting a special mission to the County triad.

If one PC is still alive, he can return later to claim the bodies of the fallen. In that case, the PCs can be raised normally at any local temple.

WANTED

The PCs were seen by the guards and escaped either by fighting or by using magic. If the PCs decide to turn themselves in, proceed to "PCs captured by Sir Haurin's soldiers", above. In this case, the soldiers who arrest the PCs are some of Lord Gellor's men, not Sir Haurin's

This conclusion supposes the PCs decide to avoid getting caught by the law.

It has been a few days since you left Markham, when you hear two messengers speaking about the murderers of Sir Haurin Kestler. The descriptions given match you and your companions.

Unless you want to face justice, wisdom says you had better stay away from Count's Markham...

SIR HAURIN ESCAPED

At APLs 4-8, Sir Haurin automatically succeeds in escaping the PCs.

Lord Gellor listens to you with growing interest.

"I will have your claims verified." He calls over to one of his knights before giving him orders to verify your claims. Lord Gellor sends his knights to find Sir Haurin.

Before nightfall, you are brought before Lord Gellor again. Sir Haurin is also present but chained and manacled. Lord Gellor turns to you.

"What you have told me proved true. Sir Haurin consorted with devils and deserved such a penalty. I thank you for bringing this felon vassal of mine to me."

Turning to Sir Haurin, Lord Gellor adds. "Sir Haurin, for the crime of treason, fomenting rebellion, and consorting with devils, I condemn you to be executed by beheading. The sentence will be carried out tomorrow in the central plaza of Count's Markham after morning prayers. May the Archpaladin show you the compassion that you did not show to your fellow man."

Proceed to "Lady Rochevette and Sir Ebard"

SIR HAURIN CAPTURED

Lord Gellor listens to you with growing interest.

"I will have your claims verified." He calls over to one of his knights before giving him orders to verify your claims. Sir Haurin is taken into custody by some of Lord Gellor's knights.

Before nightfall, you are brought before Lord Gellor again. Sir Haurin is chained and manacled. Lord Gellor turns to you.

"What you have told me proved to be true. Sir Haurin consorted with devils and deserved such a penalty. I thank you for bringing this felon vassal of mine to me."

Turning to Sir Haurin, Lord Gellor adds. "Sir Haurin, for the crime of treason, fomenting rebellion, and consorting with devils, I condemn you to be executed by beheading. The sentence will be carried out tomorrow in the central plaza of Count's Markham after morning prayers. The Archpaladin show you the compassion that you did not show to your fellow man."

Proceed to "Lady Rochevette and Sir Ebard"

SIR HAURIN KILLED

Lord Gellor listens to your reply with growing interest.

"I will have your claims verified." He calls over to one of his knights before giving him orders to verify your claims.

For two days, you are questioned by the clerics of Heironeous, the Knights of Lord Gellor and a variety of people. Finally, you are brought before Lord Gellor again.

"I disapprove of the manner in which you went about this, but I have found that what you have told me to be true. Sir Haurin consorted with devils and deserved such a penalty. However, justice in my lands is mine to dispense, and my mine alone. Is that clear?"

"You may go." With that simple order, the Archbaron dismisses you.

Proceed to "Lady Rochevette and Sir Ebard"

KEPT IT SECRET

Through action, or inaction, you have kept the affair secret long enough for forces of darkness to escape and they are thankful.

Proceed to "Lady Rochevette and Sir Ebard"

LADY ROCHEVETTE AND SIR EBARD

If Lady Rochevette survived, but not Ebard, run the PCs through "Sir Ebard died".

If both Lady Rochevette and Ebard survived the adventure, run them through "Sir Ebard".

If only Sir Ebard survived, but not Lady Rochevette, run the PCs through "Lady Rochevette died".

If neither survived, proceed to "Finally", and the PCs do not get paid the money she promised them.

SIR EBARD DIED

Lady Rochevette, dressed in a yellow dress, walks up to you, her deep blue eyes red and puffy from crying. Her voice is hesitant, almost shameful.

"Dearest friends... You have rendered me a great service and I promised you money in return for those services. I promised you money to find my Ebard and you went above and beyond by saving me from the clutches of Sir Haurin..."

"But the second death of my dear Ebard is something I cannot tolerate. I find I cannot pay you

and get him raised from the dead. I appeal to you mercy and to your generosity to allow me to bring back my only son to life with the money I promised you."

Allow the PCs to respond. Again, some PCs may decide to offer her their share of the money while others refuse, this is perfectly acceptable. Note which PC gave their share to Lady Rochevette, and which PC did not.

Some higher-level NPCs may offer to cast a *raise dead* spell for Lady Rochevette for free. Any help that would reduce the cost of the spell casting qualifies.

If the PCs help her, proceed to "Sir Ebard" and then to "Loose Ends".

SIR EBARD

Sir Ebard walks up to you. He has changed into a more aristocratic outfit. On his breast is an amethyst brooch depicting the three running hounds of House Damian. At his side is his old short sword and he sports a tabard with the three blue roses of House Gellor.

"Dearest friends, I have big news. I have entered the service of Lord Gellor. I am leaving for the Citadel to train as a Knight! Though my mother doesn't agree with my choice, I wish to follow the path my father set before me."

"Speaking of my mother, she offers you this" the young man extends a coin pouch.

"Thank you again, go with my thanks and friendship!"

Proceed to "Loose Ends".

LADY ROCHEVETTE DIED

Sir Ebard walks up to you. He has changed into a more aristocratic outfit. On his breast is an amethyst brooch depicting the three running hounds of House Damian. At his side is his old short sword and he sports a tabard with the tree blue roses of House Gellor.

"Dearest friends, I have big news. I have entered the service of Lord Gellor. I am leaving for the Citadel to train as a Knight! I wish to follow the path my father set before me."

"Speaking of my mother, she promised you these," the young man extends a coin pouch. "Too bad she will not see me become a knight, and protect the people as my father did..."

"Thank you again, go with my thanks and friendship!"

Proceed to "Loose Ends".

LOOSE ENDS

Lady Rochevette is a widow. It is possible that a PC may wish to marry her. If that is the case, note this in the play notes of his AR and ask the player to contact the County of Urnst Triad at coutriad@yahoogroups.com.

It is also possible for a PC to want to take on Sir Ebard as a cohort. If that is the case, note this in the play notes of his AR and ask the player to contact the County of Urnst Triad at courtriad@yahoo.com.

Proceed to "AR Rewards."

AR REWARDS

- If the PCs force Sir Haurin to flee (APLs 4-8) or if they capture or kill him (APLs 10-12), the PCs receive the "Ire of Elphegor" AR Reward.
- PCs who were executed by Sir Haurin receive the "Executed" AR Reward. The decision as to whether a PC is rescued by a fellow PC or a special mission request must be made at the table and initialed by you, the DM.
- PCs that escaped from the guard of Dunrealta after being taken by them, and do not immediately report to the authorities, receive the "Wanted for Murder" AR Reward.
- PCs who informed Lord Gellor immediately, receive both "Favor of Archbaron Malthanus Gellor" and "Markham's armory" AR Rewards. Cross out the Countess Belissica's Hairpins reward for any PC who is not both: good-aligned and has the County of Urnst as their home region.
- PCs who belonged to the following metaorgs at the START of the adventure: House Gellor, Knights of the County, or members of the College of the Divine worshipping a good-aligned deity, receive the "Meta-org Access" AR Reward.
- If the PCs managed to oust Sir Haurin from power and Lady Rochevette is alive at the end of the adventure, they receive the "Gratitude of Lady Rochevette" AR Reward.
- If the PCs agree to forfeit their payment from Lady Rochevette in the Conclusion, they ALSO receive the "Eternal Gratitude of Lady Rochevette" AR Reward.
- If Lady Rochevette survives the adventure, the PCs receive the "Favor of the Church of Lydia" AR Reward.

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.

5: Sir Haurin's men

Experience objective: Defeat Sir Haurin's Goons

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

6: The Guardian

Defeat the guardian

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

8: Final Battle

Defeat Sir Haurin and his devils

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Story Award

Bring proof of Sir Haurin's ties to devils to the authorities

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total Possible Experience

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

TREASURE SUMMARY

During an adventure, 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.

4: Sir Haurin's Men

APL4: Loot: 37 gp; Magic: 777 gp; +1 battle axe x2 (193 gp); +1 breastplate x2 (113 gp); bracers of armor +1 (83gp); vest of resistance +1 (83 gp); Total: 814 gp;

APL6: Loot: 10gp; Magic: 1,636gp; +1 battle axe x2 (193 gp); +1 breastplate x2 (113 gp); +1 heavy wooden shield x2 (96 gp); bracers of armor +2 (333 gp); cloak of resistance +1 x2 (83 gp); vest of resistance +2 (333 gp); Total: 1,646 gp;

APL8: Loot: 10 gp; Magic: 3,303 gp; +1 axiomatic battle axe x2 (693 gp); +1 breastplate x2 (113 gp); +1 heavy wooden shield x2 (96 gp); amulet of health +2 (333 gp); bracers of armor +2 (333 gp); cloak of charisma +2 (333 gp); cloak of resistance +1 x2 (83 gp); vest of resistance +2 (333gp); Total: 3,313 gp;

APL10: Loot: 10 gp; Magic: 5,136 gp; +1 axiomatic battle axe x2 (693 gp); +1 heavy wooden shield x2 (96 gp); +2 breastplate x2 (363 gp); amulet of health +2 (333 gp); bracers of armor +3 (750 gp); cloak of charisma +2 (333 gp); cloak of resistance +2 x2 (333 gp); vest of resistance +3 (750 gp); Total: 5,146 gp;

APL12: Loot: 10 gp; Magic: 6,470 gp; +1 axiomatic battle axe x2 (693 gp); +1 heavy wooden shield x2 (96 gp); +2 breastplate x2 (363 gp); amulet of health +2 (333 gp); bracers of armor +3 (750 gp); cloak of charisma +2 (333 gp); cloak of resistance +2 x2 (333 gp); gauntlets of ogre power x2 (333 gp); ring of protection +2 (667 gp); vest of resistance +3 (750 gp); Total: 6,480 gp;

6: The Guardian

APL 4: Total 0 gp.

APL 6: Magic 742 gp; +1 flaming composite longbow (+5 Str) (742 gp); Total 742 gp.

APL8: Loot: 26gp; Magic: 1,433gp; +1 flaming composite longbow (+7 Str) (758 gp); +1 mithral chain shirt (175 gp); bracers of quick-strike (100 gp); cloak of resistance +1 (83 gp); quiver of Tiamat (150 gp); ring of protection +1 (167 gp); Total: 1,459 gp;

APL10: Loot: 26 gp; Magic: 3,433 gp; +1 flaming frost shocking composite longbow (+7 Str) (2,758 gp); +1 mithral chain shirt (175 gp); bracers of quick-strike (100 gp); cloak of

resistance +1 (83 gp); quiver of Tiamat (150 gp); ring of protection +1 (167 gp); Total: 3,459 gp;

APL12: Loot: 26 gp; Magic: 5,183 gp; +2 flaming frost shocking composite longbow (+7 Str) (4,258 gp); +2 mithral chain shirt (425 gp); bracers of quick-strike (100 gp); cloak of resistance +2 (83 gp); quiver of Tiamat (150 gp); ring of protection +2 (167gp); Total: 5,209 gp;

9: The Dining Room

APL4: Loot: 21 gp; Magic: 192 gp; +1 glaive (192 gp); Total: 213 gp;

APL6: Magic: 297 gp; +1 chain shirt (104 gp); +1 glaive (192 gp); Total: 297 gp;

APL8: Magic: 1,897 gp; +1 cursespewing glaive (692 gp); +2 darksoul protection chain shirt (771 gp); bracers of quick strike (100 gp); gauntlets of ogre power (333 gp); Total: 1,897 gp;

APL10: Magic: 9,813 gp; +1 cursespewing glaive (692 gp); +2 darksoul protection chain shirt (771 gp); +2 flaming humanbane greatsword (2,696 gp); +2 medium fortification full plate (2,221 gp); amulet of health +2 (333 gp); belt of giant strength +4 (1,333 gp); bracers of quick strike (100 gp); cloak of charisma +2 (333 gp); gauntlets of ogre power (333 gp); ring of protection +2 (667 gp); vest of resistance +4 (333 gp); Total: 9,813 gp;

APL12: Magic: 11,710 gp; +1 cursespewing glaive x2 (692 gp); +2 darksoul protection chain shirt x2 (771 gp); +2 flaming humanbane greatsword (2,696 gp); +2 medium fortification full plate (2,221 gp); amulet of health +2 (333gp); belt of giant strength +4 (1,333 gp); bracers of quick strike x2 (100 gp); cloak of charisma +2 (333 gp); gauntlets of ogre power x2 (333 gp); ring of protection +2 (667 gp); vest of resistance +4 (333 gp); Total: 11,710 gp;

Conclusion

APL 4: Coin: 100 gp.

APL 6: Coin: 150 gp.

APL 8: Coin: 200 gp.

APL 10: Coin: 250 gp.

APL 12: Coin: 300 gp.

Treasure Cap

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

Total Possible Treasure

APL 4: 1,114 gp

APL 6: 2,835 gp

APL 8: 6,869 gp

APL 10: 18,668 gp

APL 12: 23,699 gp

ADVENTURE RECORD ITEMS

AR 1/2

☛ **Favor of Archbaron Malthanus Gellor:** counts as one influence point with House Gellor.

☛ **Gratitude of Lady Rochevette:** counts as one influence point with House Damian.

☛ **Eternal Gratitude of Sir Ebard:** counts as one permanent influence point with Sir Ebard Damian.

☛ **Markham's Armory:** You can exchange this favor for ONE of the following items (you must pay all costs of the item.) Cross off once used:

- ☐ *casting glove* (DMG2)
- ☐ *holy surge weapon upgrade* (DMG2)
- ☐ Purchase of a Soulforged open-access armor, shield or weapon (DMG2)
- ☐ Purchase of a Frystalline open-access weapon (BoED)
- ☐ Countess Bellissica's hairpin (See AR 2/2)

☛ **Meta-org Access:** For members of House Gellor, Knights of the County or member of the College of the Divine worshipping a good-aligned deity, the Markham's Armory favor does not expire. Any item marked with a "#” is considered access: regional.

☛ **Ire of Elphegor:** The devil known as Elphegor is unhappy that you dispatched some of his forces, and ruined his current plan. Any devil selects you as its first target, whenever it has a choice.

☛ **Favor of the Church of Lydia:** The Church of Lydia offers you the services of its members. Once per adventure set in the County, you may contact members of the Church to obtain the services of their sages. After 2 hours, you can make a Knowledge check with a bonus of +10. Since the sages do the checks, no other bonuses or penalty applies. (Unless specified, you can find a Lydian sage in any town in the County.)

AR 2/2

☛ **Countess Belissica's Hairpins:** The silver hairpins are 6 inches long with an adamantine thread as decoration. Crafted by the former Countess, they were some of her favorites, and were taken from her body as she lay in wake. Once per adventure, these hairpins grant the bearer a +1 sacred bonus to a single attack roll, saving throw, or skill check. Because she wore them so often, and was known for her

selfless good deeds, they now give off a faint aura of good. Made accessible in gratitude for deeds benefiting the County, you may only purchase ONE hairpin, ever. These items are only available to good-aligned PCs with the County of Urnst as their home region and without any infamy points or Disfavors of House Gellor. Frequency: Regional (limit of one, ever); Caster Level 5th; cannot be crafted due to aura of good and history; Cost 2,000gp (only available through Lord Gellor)

☛ **Wanted for Murder:** You escaped before trial and are now wanted for regicide in Markham. You may surrender yourself to the authorities and spending 4TUs going through the trial. If you are caught by the authorities of Markham, your trial takes 8TUs instead. Cross off once removed.

☛ **Executed:** Sir Haurin had you executed, and your body thrown in his private dungeon. To be raised, you need to be rescued by a fellow surviving PC at the end of this adventure or you can request a special mission from the triad.

ITEM ACCESS

APL 6 (all of APL 4 plus the following):

- # +1 *flaming composite longbow* (+5 Str) (Adv; DMG)

APL 8 (all of APLs 4-6 plus the following):

- # +1 *axiomatic battle axe* (Adv; DMG)
- # +1 *flaming composite longbow* (+7 Str) (Adv; DMG)
- +1 *mithral chain shirt* (Adv; DMG)
- *Bracers of quick strike* (Adv; MH; 1,200gp)

APL 10 (all of APLs 4-8 plus the following):

- # +1 *flaming frost shocking composite longbow* (+7 Str) (Adv; DMG)
- +2 *flaming humanbane greatsword* (Adv; DMG)
- # +2 *medium fortification full plate* (Adv; DMG)

APL 12 (all of APLs 4-10 plus the following):

- # +2 *flaming frost shocking composite longbow* (+7 Str) (Adv; DMG)
- # +2 *mithral chain shirt* (Adv; DMG)

CAMPAIGN CONSEQUENCES

Send the answers to the following questions to modsubmission@gmail.com

1. What APL did you play this adventure?
2. Was Sir Haurin taken alive?
3. Did Sir Haurin escape the PCs?
4. Did any of the devils escape? Which one(s)?
5. What did the PCs do with the information collected in Dunrealta?

3: EXTRA LUGGAGE

SIR EBARD DAMIAN/BIRRIN CR 1

Male suel ranger 1

NG Medium humanoid (human)

Init +2; **Senses** Listen +3, Spot +1

Languages Common

AC 14 touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 10 (1 HD);

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

Speed 30 ft. in light armor (4 squares), base movement 30 ft

Melee +1 *short sword* +3 (1d6+2)

Ranged longbow +3 (1d8)

Base Atk +1; **Grp** +2

Special Action Favored enemy (animals +2)

Combat Gear +1 *short sword*, longbow, leather armor

Abilities Str 13, Dex 14, Con 15, Int 10, Wis 8, Cha 12

SQ Favored Enemy (animals +2), Wild Empathy (1d20+2)

Feats Self-Sufficient, Stealthy, Track

Skills Climb +5, Craft (trapmaking) +2, Handle Animal +3, Heal +3, Hide +8, Listen +3, Move Silently +8, Spot +1, Survival +5

Possessions combat gear

3: EXTRA LUGGAGE

MELANIE

CR 2

Female flan sorcerer 2

LE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0**Languages** Common, Draconic**AC** 12, touch 11, flat-footed 11

(+1 Dex, +1 armor)

hp 14 (2 HD);**Fort** +3, **Ref** +2, **Will** +4**Speed** 30 ft. (6 squares);**Melee** club +0 (1d6-1) or

Touch +0 (as spell)

Ranged ray +2 (as spell) or

Light crossbow +2 (1d8)

Base Atk +1; **Grp** +0**Special Action** Point Blank Shot, Precise Shot**Combat Gear** Club, light crossbow**Sorcerer Spells Known** (CL 2nd):1st (5/day)—*enlarge person*, *magic missile*0 (6/day)—*acid splash*, *daze*, *detect magic*, *ray of frost*, *read magic***Abilities** Str 8, Dex 13, Con 14, Int 12, Wis 10, Cha 15**Feats** Point Blank Shot, Precise Shot,**Skills** Bluff +7, Concentration +7, Knowledge (arcana) +6, Spellcraft +8**Possessions** combat gear plus *bracers of armor* +1, *vest of resistance* +1**XYKOR AND ZANCHIN**

CR 2

Male flan fighter 1 warrior 2

LN Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1**Languages** Common**AC** 19 touch 11, flat-footed 18

(+1 Dex, +6 armor, +2 shield)

hp 26 (3 HD);**Fort** +7, **Ref** +1, **Will** +1**Speed** 20 ft. in medium armor (4 squares), base movement 30 ft**Melee** +1 *battleaxe* +7 (1d8+3) or

longsword +5 (1d8+2) or

Ranged longbow +4 (1d8)**Base Atk** +3; **Grp** +5**Atk Options** Power Attack**Special Actions** Mounted Combat**Combat Gear** +1 *battle axe*, +1 *breastplate*, masterwork heavy wooden shield, longbow, longsword**Abilities** Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8**Feats** Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (battleaxe)**Skills** Handle Animal +5, Jump -2, Ride +9**Possessions** combat gear

9: THE DINING ROOM

ASHKEN

CR 7

Male barbazu fighter 2

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +8; **Senses** see in darkness, Listen +10, Spot +10**Languages** Celestial Common, Draconic, Infernal**AC** 25, touch 14, flat-footed 21

(+4 Dex, +4 armor, +7 natural)

hp 86 (8 HD); DR 5/Silver and good**Immune** fire and poison**Resist** acid 10, cold 10; **SR** 17**Fort** +13, **Ref** +9, **Will** +5**Speed** 40 ft. in light armor (8 squares), base movement 40 ft;**Melee** +1 *glaive* +15/10 (1d10+8 plus infernal wound) or

2 claws +13 (1d6+5)

Space 5 ft.; **Reach** 5 ft. (10ft. with glaive)**Base Atk** +8; **Grp** +13**Atk Options** Power Attack**Special Actions** battle frenzy, beard, Cleave, *summon baatezu***Combat Gear** +1 *glaive*, masterwork chain shirt**Spell-Like Abilities** (CL 14th):At Will—*greater teleport* (self plus 50 pounds of objects only)**Abilities** Str 20, Dex 18, Con 20, Int 6, Wis 12, Cha 8**Feats** Cleave, Improved Initiative, Improved Toughness**, Power Attack, Weapon Focus (glaive)**Skills** Climb +14, Diplomacy +1, Hide +11, Listen +10, Move Silently +11, Ride +6, Sense Motive +10, Spot +10**Possessions** combat gear**Beard (Ex)** After getting hit by both claws, an opponent takes 1d8+2 points of damage. Target must make DC 18 Fort Save or be infected with Devil's Chills (incubation period 1d4 days, damage 1d4 Str.).**Battle Frenzy (Ex)** Twice a day, can rage like Barbarian, +4 to Str and Con, +2 to Will Saves, -2 to AC. It suffers no ill effects after the rage, which lasts 8 rounds.**Infernal Wound (Su)** a wound made by the devil's glaive will deal an extra 2 hit points of damage per round until stopped by a Heal check of DC 16 or by a cure or heal spell**Summon Baatezu (Sp)** Can summon 2d10 lemures with a 50% chance of success or another bearded devil with a 35% chance of success**Power Up Suite:** AC 23, touch 12, flat-footed 19; hp: 102; Fort+15, Will +7; melee +1 *Glaive* +17/+12(1d10+11 plus infernal wound) or 2 claw +15(1d6+7); Str 24, Con 24; Climb +16

3: EXTRA LUGGAGE

MELANIE

CR 4

Female flin sorcerer 4
LE Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Draconic

AC 13, touch 11, flat-footed 12
(+1 Dex, +2 armor)

hp 24 (4 HD);

Fort +5, **Ref** +4, **Will** +6

Speed 30 ft. (6 squares);

Melee club +1 (1d6-1) or

Touch +1 (as spell)

Ranged ray +4 (as spell) or

Light crossbow +3 (1d8)

Base Atk +2; **Grp** +1

Special Action Point Blank Shot, Precise Shot

Combat Gear Club, light crossbow

sorcerer Spells Known (CL 4th):

2nd (4/day)—*scorching ray* (+4 ranged touch)

1st (7/day)—*enlarge person*, *magic missile*, *ray of enfeeblement* (+4 ranged touch)

0 (6/day)—*acid splash*, *daze* (DC13), *detect poison*, *detect magic*, *ray of frost*, *read magic*

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

Feats Point Blank Shot, Precise Shot, Weapon Focus (ray)

Skills Bluff +10, Concentration +9, Knowledge (arcana) +8, Spellcraft +10

Possessions combat gear plus *bracers of armor* +2, *vest of resistance* +2

XYKOR AND ZANCHIN

CR 4

Male flin fighter 3 warrior 2
LN Medium humanoid (human)
Init +5; **Senses** Listen +1, Spot +1
Languages Common

AC 20 touch 11, flat-footed 18
(+1 Dex, +6 armor, +3 shield)

hp 47 (5 HD);

Fort +9, **Ref** +3, **Will** +3

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

Melee +1 *battleaxe* +10 (1d8+4) or

longsword +8 (1d8+2) or

Ranged longbow +6 (1d8)

Base Atk +5; **Grp** +8

Atk Options Power Attack

Special Actions Mounted Combat

Combat Gear +1 *battle axe*, +1 *breastplate*, +1 *heavy wooden shield*, longbow, longsword

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

Feats Improved Initiative, Improved I Toughness**, Mounted Combat, Power Attack, Weapon Focus (battleaxe)

Skills Handle Animal +7, Jump +1, Ride +11

Possessions combat gear plus *cloak of resistance* +1

9: THE DINING ROOM

ASHKEN

CR 9

Male barbazzu fighter 4

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +8; **Senses** see in darkness, Listen +10, Spot +10

Languages Celestial Common, Draconic, Infernal

AC 26, touch 14, flat-footed 22

(+4 Dex, +5 armor, +7 natural)

hp 107 (10 HD); DR 5/Silver and good

Immune fire and poison

Resist acid 10, cold 10; **SR** 17

Fort +14, **Ref** +10, **Will** +6

Speed 40 ft. in light armor (8 squares), base movement 40 ft;

Melee +1 *glaive* +17/12 (1d10+10 plus infernal wound /19-20, x3) or

2 claws +15 (1d6+5)

Space 5 ft.; **Reach** 5 ft. (10ft. with glaive)

Base Atk +10; **Grp** +15

Atk Options Power Attack

Special Actions battle frenzy, beard, Cleave, *summon baatezu*

Combat Gear +1 *glaive*, +1 *chain shirt*

Spell-Like Abilities (CL 16th):

At Will—*greater teleport* (self plus 50 pounds of objects only)

Abilities Str 20, Dex 18, Con 20, Int 6, Wis 12, Cha 8

Feats Cleave, Improved Critical (Glaive), Improved Initiative, Improved Toughness**, Power Attack, Weapon Focus (glaive), Weapon Specialization (Glaive),

Skills Climb +14, Diplomacy +1, Hide +11, Listen +10, Move Silently +11, Ride+5, Sense Motive +10, Spot +10

Possessions combat gear

Beard (Ex) After getting hit by both claws, an opponent takes 1d8+2 points of damage. Target must make DC 18 Fort Save or be infected with Devil's Chills (incubation period 1d4 days, damage 1d4 Str.).

Battle Frenzy (Ex) Twice a day, can rage like Barbarian, +4 to Str and Con, +2 to Will Saves, -2 to AC. It suffers no ill effects after the rage, which lasts 8 rounds.

Infernal Wound (Su) a wound made by the devil's glaive will deal an extra 2 hit points of damage per round until stopped by a Heal check of DC 16 or by a cure or heal spell

Summon Baatezu (Sp) Can summon 2d10 lemures with a 50% chance of success or another bearded devil with a 35% chance of success

Power Up Suite: AC 24, touch 12, flat-footed 14; hp: 127; Fort+16, Will +8; melee +1 *Glaive* +19/+14(1d10+13 plus infernal wound /19-20, x3, auto-confirms critical threat), or 2 claw +15(1d6+7); Str 24, Con 24; Climb +16; Spells active *dolorous wounds*, CL3rd (on glaive)

3: EXTRA LUGGAGE

MELANIE

CR 6

Female flan sorcerer 6

LE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0**Languages** Common, Draconic**AC** 13, touch 11, flat-footed 12

(+1 Dex, +2 armor)

hp 40 (6 HD);**Fort** +7, **Ref** +5, **Will** +7**Speed** 30 ft. (6 squares);**Melee** club +2 (1d6-1) or

Touch +2 (as spell)

Ranged ray +5 (as spell) or

Light crossbow +4 (1d8)

Base Atk +3; **Grp** +2**Special Action** Point Blank Shot, Precise Shot**Combat Gear** Club, light crossbow**Sorcerer Spells Known** (CL 6th):3rd (4/day)—*fireball* (DC17)2nd (6/day)—*glitterdust* (DC16), *scorching ray* (+5 ranged touch)1st (7/day)—*burning hands* (DC15, 5d4), *enlarge person*, *magic missile*, *ray of enfeeblement* (+5 ranged touch)0 (6/day)—*acid splash*, *daze* (DC14), *detect poison*, *detect magic*, *ghost sound*, *ray of frost*, *read magic***Abilities** Str 8, Dex 13, Con 16, Int 12, Wis 10, Cha 18**Feats** Empower Spell, Point Blank Shot, Precise Shot, Weapon Focus (ray)**Skills** Bluff +13, Concentration +12, Knowledge (arcana) +10, Spellcraft +12**Possessions** combat gear plus *amulet of health* +2, *bracers of armor* +2, *cloak of charisma* +2, *vest of resistance* +2

XYKOR AND ZANCHIN

CR 6

Male flan fighter 5 warrior 2

LN Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1**Languages** Common**AC** 20 touch 11, flat-footed 18

(+1 Dex, +6 armor, +3 shield)

hp 68 (7 HD);**Fort** +10, **Ref** +3, **Will** +3**Speed** 20 ft. in medium armor (4 squares), base movement 30 ft**Melee** +1 *axiomatic battleaxe* +12/+7 (1d8+6 plus axiomatic) or
longsword +10/+5 (1d8+3) or**Ranged** longbow +8/+3 (1d8)**Base Atk** +7; **Grp** +10**Atk Options** Power Attack**Special Actions** Mounted Combat**Combat Gear** +1 *axiomatic battle axe*, +1*breastplate*, +1 *heavy wooden shield*, longbow, longsword**Abilities** Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8**Feats** Improved Initiative, Improved Toughness**, Mounted Combat, Power Attack, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)**Skills** Handle Animal +7, Jump +1, Ride +11**Possessions** combat gear plus *cloak of resistance* +1

6: THE GUARDIAN

THE GUARDIAN

CR 11

Female erinyes fighter1 Order of the Bow Initiate* 2

**Complete Warrior*, pp. 68-70

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +8; **Senses** darkvision 60ft, see in darkness, *true seeing*, Listen +16, Spot +19**Languages** Celestial, Draconic, Infernal**AC** 32, touch 19, flat-footed 27

(+8 Dex, +5 armor, +1 deflection, +8 natural)

hp 138 (12 HD); DR 5/good**Immune** Fire and poison**Resist** acid 10, cold 10; **SR** 20**Fort** +15, **Ref** +17, **Will** +13**Speed** 30 ft. in light armor (6 squares), base movement 30 ft., fly 50 ft. (good);**Melee** masterwork longsword +19/+14/+9 (1d8+7)**Ranged** +1 *flaming composite longbow* (+7 Str) +22/+17/+12 (1d8+8+1d6 fire) or
Rope +22 ranged touch (entangle)**Base Atk** +12; **Grp** +19**Atk Options** entangle**Special Actions** Close-Combat Shot, Improved Precise Shot, Precise Shot, ranged precision (+1d8), Rapid Shot, *quick strike***Combat Gear** +1 *mithral chain shirt*, +1 *flaming composite longbow* (+7 Str), *masterwork longsword***Spell-Like Abilities** (CL 14th):At Will—*charm monster* (DC18), *greater teleport* (itself plus 50 lbs of objects only), *minor image* (DC16), *unholy blight* (DC18)1/day—*summon baatezu***Abilities** Str 24, Dex 27, Con 24, Int 16, Wis 18, Cha 18**SQ** Telepathy 100ft.**Feats** Dodge, Improved Precise Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow)**Skills** Craft (bowmaking) +8 Concentration +19, Diplomacy +6, Escape Artist +20, Hide +20, Knowledge (local/NMR) +15, Knowledge (religion) +12, Knowledge (the planes) +15, Listen +16, Move Silently +20, Search +15, Sense Motive +16,

Spot +19, Survival +4 (+6 following tracks), Tumble +13, Use Rope +8 (+10 with bindings)

Possessions combat gear *bracers of quick-strike*, *cloak of resistance* +1, *quiver of Tiamat*, *ring of protection* +1

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Entangle (Ex) Each erinyes carries a stout rope some 50 long that entangles opponents of any size as an *animate rope* spell (CL16th). An erinyes can hurl its rope 30ft with not range penalty. Typically, an erinyes entangles a foe, lifts it into the air and drops it from a great height.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Summon baatezu (Sp) Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

True Seeing (Su) Erinyes continuously use *true seeing*, as the spell (CL14th)

9: THE DINING ROOM

ASHKEN

CR 11

Male barbazus fighter 6

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +8; **Senses** see in darkness, Listen +10, Spot +10

Languages Celestial Common, Draconic, Infernal

AC 26, touch 14, flat-footed 22

(+4 Dex, +2 armor, +7 natural)

hp 130 (12 HD); **DR** 5/Silver and good

Immune fire and poison

Resist acid 10, cold 10; **SR** 17

Fort +14, **Ref** +10, **Will** +6

Speed 40 ft. in light armor (8 squares), base movement 40 ft;

Melee +1 *cursespewing glaive* +20/15 (1d10+12 plus infernal wound plus cursespewing/ 19-20, x3) or 2 claws +18 (1d6+6)

Space 5 ft.; **Reach** 5 ft. (10ft. with glaive)

Base Atk +12; **Grp** +18

Atk Options Power Attack

Special Actions battle frenzy, beard, Cleave, quick strike, *summon baatezu*

Combat Gear +1 *cursespewing glaive*, +2 *darksoul protection chain shirt*

Spell-Like Abilities (CL 16th):

At Will—*greater teleport* (self plus 50 pounds of objects only)

Abilities Str 23, Dex 18, Con 20, Int 6, Wis 12, Cha 8

Feats Cleave, Improved Critical (Glaive), Improved Initiative, Improved Toughness**, Power Attack, Weapon Focus (glaive), Weapon Specialization (Glaive),

Skills Climb +15, Diplomacy +1, Hide +11, Listen +10, Move Silently +11, Ride+5, Sense Motive +10, Spot +10

Possessions combat gear plus *gauntlets of ogre power*, *bracers of quick strike*

Beard (Ex) After getting hit by both claws, an opponent takes 1d8+2 points of damage. Target must make DC 18 Fort Save or be infected with Devil's Chills (incubation period 1d4 days, damage 1d4 Str.).

Battle Frenzy (Ex) Twice a day, can rage like Barbarian, +4 to Str and Con, +2 to Will Saves, -2 to AC. It suffers no ill effects after the rage, which lasts 8 rounds.

Infernal Wound (Su) a wound made by the devil's glaive will deal an extra 2 hit points of damage per round until stopped by a Heal check of DC 16 or by a cure or heal spell

Summon Baatezu (Sp) Can summon 2d10 lemures with a 50% chance of success or another bearded devil with a 35% chance of success

Power Up Suite: Init +12; AC 24, touch 12, flat-footed 14; hp: 154; Fort+16, Will +8; melee +1 *cursespewing glaive* +22/+17(1d10+15 plus cursespewing, /19-20, x3, auto-confirms critical threat, plus infernal wound); or 2 claw +15(1d6+7); Str 27, Con 24; Climb +17 Spells active *dolorous wounds*, CL3rd (on glaive)

3: EXTRA LUGGAGE

MELANIE

CR 8

Female flan sorcerer 8
LE Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Draconic

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)
hp 34 (8 HD);
Fort +8, **Ref** +7, **Will** +9

Speed 30 ft. (6 squares);
Melee club +3 (1d6-1) or
Touch +3 (as spell)
Ranged ray +7 (as spell) or
Light crossbow +6 (1d8)
Base Atk +4; **Grp** +3
Special Action Point Blank Shot, Precise Shot
Combat Gear Club, light crossbow
Sorcerer Spells Known (CL 8th):
4th (4/day)—*Evard's black tentacles* (grapple +16)
3rd (6/day)—*fireball* (DC17), *stinking cloud* (DC17)
2nd (7/day)—*glitterdust* (DC16), *scorching ray* (+7
ranged touch), *Web* (DC16)
1st (7/day)—*burning hands* (DC15, 5d4), *enlarge
person*, *magic missile*, *ray of enfeeblement* (+7
ranged touch)
0 (6/day)—*acid splash*, *daze* (DC14), *detect
poison*, *detect magic*, *ghost sound*,
prestidigitation, *ray of frost*, *read magic*

Abilities Str 8, Dex 14, Con 16, Int 12, Wis 10, Cha
18
Feats Empower Spell, Point Blank Shot, Precise
Shot, Weapon Focus (ray)
Skills Bluff +15, Concentration +14, Knowledge
(arcana) +12, Spellcraft +14
Possessions combat gear plus *amulet of health* +2,
bracers of armor +3, *cloak of charisma* +2, *vest of
resistance* +3

XYKOR AND ZANCHIN

CR 8

Male flan fighter 7 warrior 2
LN Medium humanoid (human)
Init +5; **Senses** Listen +1, Spot +1
Languages Common

AC 22 touch 12, flat-footed 20
(+2 Dex, +7 armor, +3 shield)
hp 86 (9 HD);
Fort +12, **Ref** +6, **Will** +5

Speed 20 ft. in medium armor (4 squares), base
movement 30 ft
Melee +1 *axiomatic battleaxe* +16/+11 (1d8+8 plus
axiomatic/ 19-20, x3) or
longsword +14/+9 (1d8+5) or
Ranged longbow +11/+6 (1d8)
Base Atk +9; **Grp** +12
Atk Options Power Attack
Special Actions Mounted Combat

Combat Gear +1 *axiomatic battle axe*, +2
breastplate, +1 *heavy wooden shield*, longbow,
longsword

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

Feats, Improved Critical (battleaxe), Improved
Initiative, Improved Toughness**, Melee Weapon
Mastery (slashing), Mounted Combat, Power
Attack, Toughness, Weapon Focus (battleaxe),
Weapon Specialization (battleaxe)

Skills Handle Animal +9, Jump +3, Ride +13

Possessions combat gear plus *cloak of resistance*
+2

6: THE GUARDIAN

THE GUARDIAN

CR 13

Female erinyes fighter2 Order of the Bow Initiate* 2
ranger 1
**Complete Warrior*, pp. 68-70
LE Medium outsider (baatezu, evil, extraplanar,
lawful)
Init +8; **Senses** darkvision 60ft, see in darkness, *true
seeing*, Listen +17, Spot +19
Languages Celestial, Draconic, Infernal

AC 32, touch 19, flat-footed 27
(+8 Dex, +5 armor, +1 deflection, +8 natural)
hp 162 (14 HD); DR 5/good
Immune Fire and poison
Resist acid 10, cold 10; **SR** 20
Fort +18, **Ref** +19, **Will** +13

Speed 30 ft. in light armor (6 squares), base
movement 30 ft., fly 50 ft. (good);

Melee masterwork longsword +22/+17/+12/+7
(1d8+7)

Ranged +1 *flaming frost shocking composite longbow*
(+7 Str) +24/+19/+14/+9 (1d8+8 plus 1d6 fire plus
1d6 cold plus 1d6 electricity) or
rope +24 ranged touch (entangle)

Base Atk +14; **Grp** +21

Atk Options entangle

Special Actions Close-Combat Shot, Improved
Precise Shot, favored enemy (human) Precise
Shot, ranged precision (+1d8), Rapid Shot, *quick
strike*

Combat Gear +1 *mithral chain shirt*, +1 *flaming frost
shocking composite longbow* (+7 Str), *masterwork
longsword*

Spell-Like Abilities (CL 14th):

At Will—*charm monster* (DC18), *greater teleport*
(itself plus 50 lbs of objects only), *minor image*
(DC16), *unholy blight* (DC18)
1/day—*summon baatezu*

Abilities Str 24, Dex 27, Con 24, Int 16, Wis 18, Cha
18

SQ Telepathy 100ft., wild empathy

Feats Dodge, Improved Precise Shot, Manyshot,
Mobility, Point Blank Shot, Precise Shot, Rapid

Shot, Shot on the Run, Track, Weapon Focus (longbow)

Skills Craft (bowmaking) +8 Concentration +20, Diplomacy +6, Escape Artist +20, Jump +14 Hide +21, Knowledge (local/NMR) +15, Knowledge (religion) +12, Knowledge (the planes) +15, Listen +17, Move Silently +21, Search +15, Sense Motive +16, Spot +19, Survival +10 (+12 following tracks), Tumble +15, Use Rope +8 (+10 with bindings)

Possessions combat gear *bracers of quick-strike*, *cloak of resistance* +1, *quiver of Tiamat*, *ring of protection* +1

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Entangle (Ex) Each erinyes carries a stout rope some 50 long that entangles opponents of any size as an *animate rope* spell (CL16th). An erinyes can hurl its rope 30ft with not range penalty. Typically, an erinyes entangles a foe, lifts it into the air and drops it from a great height.

Favored Enemy (Ex) The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. Likewise, he gets a +2 bonus on weapon damage rolls against humans.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Summon Baatezu (Sp) Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

True Seeing (Su) Erinyes continuously use *true seeing*, as the spell (CL14th)

Wild empathy (Ex) 1d20+5

9: THE DINING ROOM

SIR HAURIN KESTLER

CR 11

Male suel fighter 10/marshall* 1

**Miniatures Handbook*, pp. 11-13

LE Medium humanoid (human)

Init +4; **Senses** Listen -1, Spot -1

Aura Motivate Dexterity

Languages Common

AC 22, touch 11, flat-footed 22

(+10 armor, +2 deflection)

hp 102 (11HD); medium fortification

Fort +16, **Ref** +9, **Will** +10

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

Melee +2 *flaming humanbane greatsword* +21/+16 (2d6+13/17-20) or

masterwork greatsword +20/+15 (2d6+11/17-20) or masterwork longsword +18/+13 (1d8+7/19-20) or

Base Atk +10; **Grp** +15

Atk Options Power Attack

Special Actions Cleave, Close-Quarter Fighting

Combat Gear +2 *flaming humanbane greatsword*, +2 *medium fortification full plate*

Abilities Str 21, Dex 10, Con 16, Int 10, Wis 8, Cha 18

SQ Marshall's aura

Feats Cleave, Close-Quarter Fighting**, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Improved Initiative Iron Will, Lightning Reflexes, Melee Weapon Mastery (slashing), Power Attack, Skill Focus (Diplomacy), Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +3, Diplomacy +11, Handle Animal +9, Intimidate +17, Ride +16,

Possessions combat gear plus *amulet of health* +2, *belt of giant strength* +4, *cloak of charisma* +2, *ring of protection* +2, *vest of resistance* +4,

Motivate Dexterity: +4 bonus on Dexterity checks and Dexterity-based skill checks.

Power-Up Suite: Init +8, Melee +2 *flaming humanbane greatsword* +21/+16 (2d6+13/17-20, auto-confirm critical threats). Spells active *dolorous wounds*, CL3rd (on greatsword)

ASHKEN

CR 11

Male barbazu fighter 6

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +8; **Senses** see in darkness, Listen +10, Spot +10

Languages Celestial Common, Draconic, Infernal

AC 26, touch 14, flat-footed 22

(+4 Dex, +2 armor, +7 natural)

hp 130 (12 HD); DR 5/Silver and good

Immune fire and poison

Resist acid 10, cold 10; **SR** 17

Fort +14, **Ref** +10, **Will** +6

Speed 40 ft. in light armor (8 squares), base movement 40 ft;

Melee +1 *cursespewing glaive* +20/15 (1d10+12 plus infernal wound plus cursespewing/ 19-20, x3) or 2 claws +18 (1d6+6)

Space 5 ft.; **Reach** 5 ft. (10ft. with glaive)

Base Atk +12; **Grp** +18

Atk Options Power Attack

Special Actions battle frenzy, beard, Cleave, quick strike, *summon baatezu*

Combat Gear +1 *cursespewing glaive*, +2 *darksoul protection chain shirt*

Spell-Like Abilities (CL 16th):

At Will—*greater teleport* (self plus 50 pounds of objects only)

Abilities Str 23, Dex 18, Con 20, Int 6, Wis 12, Cha 8

Feats Cleave, Improved Critical (Glaive), Improved Initiative, Improved Toughness**, Power Attack, Weapon Focus (glaive), Weapon Specialization (Glaive),

Skills Climb +15, Diplomacy +1, Hide +11, Listen +10, Move Silently +11, Ride+5, Sense Motive +10, Spot +10

Possessions combat gear plus *gauntlets of ogre power*, *bracers of quick strike*

Beard (Ex) After getting hit by both claws, an opponent takes 1d8+2 points of damage. Target must make DC 18 Fort Save or be infected with Devil's Chills (incubation period 1d4 days, damage 1d4 Str.).

Battle Frenzy (Ex) Twice a day, can rage like Barbarian, +4 to Str and Con, +2 to Will Saves, -2 to AC. It suffers no ill effects after the rage, which lasts 8 rounds.

Infernal Wound (Su) a wound made by the devil's glaive will deal an extra 2 hit points of damage per round until stopped by a Heal check of DC 16 or by a cure or heal spell

Summon Baatezu (Sp) Can summon 2d10 lemures with a 50% chance of success or another bearded devil with a 35% chance of success

Power Up Suite: Init +12; AC 24, touch 12, flat-footed 14; hp: 154; Fort+16, Will +8; melee +1 *cursespewing glaive* +22/+17(1d10+15 plus *cursespewing*, /19-20, x3, auto-confirms critical threat, plus *infernal wound*); or 2 claw +15(1d6+7); Str 27, Con 24; Climb +17 Spells active *dolorous wounds*, CL3rd (on glaive)

3: EXTRA LUGGAGE

MELANIE

CR 10

Female flan sorcerer 10

LE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0**Languages** Common, Draconic**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor, +2 Deflection)

hp 64 (10 HD);**Fort** +9, **Ref** +8, **Will** +10**Speed** 30 ft. (6 squares);**Melee** club +4 (1d6-1) or

Touch +4 (as spell)

Ranged ray +8 (as spell) or

Light crossbow +7 (1d8)

Base Atk +5; **Grp** +4**Special Action** Point Blank Shot, Precise Shot**Combat Gear** Club, light crossbow**Sorcerer Spells Known** (CL 8th):5th (3/day)—*feeblemind* (DC19)4th (6/day)—*Evard's black tentacles* (grapple +16),
*wall of fire*3rd (7/day)—*dispel magic*, *fireball* (DC18), *stinking cloud* (DC17)2nd (7/day)—*glitterdust* (DC16), *scorching ray* (+7
ranged touch), *Web* (DC16)1st (7/day)—*burning hands* (DC16, 5d4), *enlarge person*,
magic missile, *mirror image*, *ray of enfeeblement* (+7 ranged touch)0 (6/day)—*acid splash*, *daze* (DC14), *detect poison*,
detect magic, *ghost sound*, *prestidigitation*, *ray of frost*, *read magic*,
*resistance***Abilities** Str 8, Dex 14, Con 16, Int 12, Wis 10, Cha 18**Feats** Empower Spell, Point Blank Shot, Precise Shot, Spell Focus (evocation), Weapon Focus (ray)**Skills** Bluff +15, Concentration +14, Knowledge (arcana) +12, Spellcraft +14**Possessions** combat gear plus *amulet of health* +2, *bracers of armor* +3, *cloak of charisma* +2, *ring of protection* +2, *vest of resistance* +3

XYKOR AND ZANCHIN

CR 10

Male flan fighter 9 warrior 2

LN Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1**Languages** Common**AC** 22 touch 12, flat-footed 20

(+2 Dex, +7 armor, +3 shield)

hp 104 (11 HD);**Fort** +13, **Ref** +7, **Will** +6**Speed** 20 ft. in medium armor (4 squares), base movement 30 ft**Melee** +1 *axiomatic battleaxe* +20/+15/+10 (1d8+9
plus *axiomatic*/ 19-20, x3) or
longsword +17/+12/+7 (1d8+6) or**Ranged** longbow +13/+8/+3 (1d8)**Base Atk** +11; **Grp** +15**Atk Options** Power Attack**Special Actions** Mounted Combat**Combat Gear** +1 *axiomatic battle axe*, +2*breastplate*, +1 *heavy wooden shield*, longbow,
longsword**Abilities** Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 8**Feats** Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Improved Initiative, Improved Toughness**, Melee Weapon Mastery** (slashing), Mounted Combat, Power Attack, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)**Skills** Handle Animal +9, Jump +3, Ride +13**Possessions** combat gear plus *cloak of resistance* +2, *gauntlets of ogre power*

6: THE GUARDIAN

THE GUARDIAN

CR 15

Female erinyes fighter4 Order of the Bow Initiate* 2
ranger 1**Complete Warrior*, pp. 68-70LE Medium outsider (baatezu, evil, extraplanar,
lawful)**Init** +10; **Senses** darkvision 60ft, see in darkness,
true seeing, Listen +17, Spot +19**Languages** Celestial, Draconic, Infernal**AC** 36, touch 22, flat-footed 30

(+10 Dex, +6 armor, +2 deflection, +8 natural)

hp 197 (16 HD); DR 5/good**Immune** Fire and poison**Resist** acid 10, cold 10; **SR** 20**Fort** +19, **Ref** +22, **Will** +14**Speed** 30 ft. in light armor (6 squares), base movement 30 ft., fly 50 ft. (good);**Melee** masterwork longsword +22/+17/+12/+7
(1d8+7)**Ranged** +2 *flaming frost shocking composite longbow*
(+7 Str) +29/+29/+24/+19/+14 (1d8+11 plus 1d6
fire plus 1d6 cold plus 1d6 electricity) or
Rope +26 ranged touch (entangle)**Base Atk** +16; **Grp** +23**Atk Options** entangle**Special Actions** Close-Combat Shot, favored enemy
(human), Improved Precise Shot, Improved Rapid Shot,
Manyshot, Precise Shot, ranged precision (+1d8),
Rapid Shot, *quick strike***Combat Gear** +2 *mithral chain shirt*, +2 *flaming frost shocking composite longbow* (+7 Str), *masterwork longsword***Spell-Like Abilities** (CL 14th):At Will—*charm monster* (DC18), *greater teleport*
(itself plus 50 lbs of objects only), *minor image*
(DC16), *unholy blight* (DC18)1/day—*summon baatezu*

Abilities Str 24, Dex 30, Con 24, Int 16, Wis 18, Cha 18

SQ Telepathy 100ft., wild empathy

Feats Dodge, Improved Rapid Shot**, Improved Precise Shot, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Track, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Craft (bowmaking) +8 Concentration +20, Diplomacy +6, Escape Artist +20, Jump +14 Hide +21, Knowledge (local/NMR) +15, Knowledge (religion) +12, Knowledge (the planes) +15, Listen +17, Move Silently +21, Search +15, Sense Motive +16, Spot +19, Survival +10 (+12 following tracks), Tumble +15, Use Rope +8 (+10 with bindings)

Possessions combat gear *bracers of quick-strike*, *cloak of resistance* +2, *gloves of Dexterity*+2, *quiver of Tiamat*, *ring of protection* +2

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Entangle (Ex) Each erinyes carries a stout rope some 50 long that entangles opponents of any size as an *animate rope* spell (CL16th). An erinyes can hurl its rope 30ft with not range penalty. Typically, an erinyes entangles a foe, lifts it into the air and drops it from a great height.

Favored Enemy (Ex) The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. Likewise, he gets a +2 bonus on weapon damage rolls against humans.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Summon Baatezu (Sp) Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

True Seeing (Su) Erinyes continuously use *true seeing*, as the spell (CL14th)

Wild empathy (Ex) 1d20+5

9: THE DINING ROOM

SIR HAURIN KESTLER

CR 11

Male suel fighter 10/marshall *1

**Miniatures Handbook*, pp. 11-13

LE Medium humanoid (human)

Init +4; **Senses** Listen -1, Spot -1

Aura Motivate Dexterity

Languages Common

AC 22, touch 11, flat-footed 22

(+10 armor, +2 deflection)

hp 102 (11HD); medium fortification

Fort +16, **Ref** +9, **Will** +10

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

Melee +2 *flaming humanbane greatsword* +21/+16 (2d6+13/17-20) or

masterwork greatsword +20/+15 (2d6+11/17-20) or

masterwork longsword +18/+13 (1d8+7/19-20) or

Base Atk +10; **Grp** +15

Atk Options Power Attack

Special Actions Cleave, Close-Quarter Fighting

Combat Gear +2 *flaming humanbane greatsword*, +2 *medium fortification full plate*

Abilities Str 21, Dex 10, Con 16, Int 10, Wis 8, Cha 18

SQ Marshall's aura

Feats Cleave, Close-Quarter Fighting**, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Improved Initiative Iron Will, Lightning Reflexes, Melee Weapon Mastery (slashing), Power Attack, Skill Focus (Diplomacy), Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +3, Diplomacy +11, Handle Animal +9, Intimidate +17, Ride +16,

Possessions combat gear plus *amulet of health* +2, *belt of giant strength* +4, *cloak of charisma* +2, *ring of protection* +2, *vest of resistance* +4,

Motivate Dexterity: +4 bonus on Dexterity checks and Dexterity-based skill checks.

Power-Up Suite: Init +8, Melee +2 *flaming humanbane greatsword* +21/+16 (2d6+13/17-20, auto-confirm critical threats). Spells active *dolorous wounds*, CL3rd (on greatsword)

ASHKENAND RENALDS

CR 11

Male barbazu fighter 6

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +8; **Senses** see in darkness, Listen +10, Spot +10

Languages Celestial Common, Draconic, Infernal

AC 26, touch 14, flat-footed 22

(+4 Dex, +2 armor, +7 natural)

hp 130 (12 HD); DR 5/Silver and good

Immune fire and poison

Resist acid 10, cold 10; **SR** 17

Fort +14, Ref +10, Will +6

Speed 40 ft. in light armor (8 squares), base movement 40 ft;

Melee +1 *cursespewing glaive* +20/15 (1d10+12 plus infernal wound plus cursespewing/ 19-20, x3) or 2 claws +18 (1d6+6)

Space 5 ft.; **Reach** 5 ft. (10ft. with glaive)

Base Atk +12; **Grp** +18

Atk Options Power Attack

Special Actions battle frenzy, beard, Cleave, quick strike, *summon baatezu*

Combat Gear +1 *cursespewing glaive*, +2 *darksoul protection chain shirt*

Spell-Like Abilities (CL 16th):

At Will—*greater teleport* (self plus 50 pounds of objects only)

Abilities Str 23, Dex 18, Con 20, Int 6, Wis 12, Cha 8

Feats Cleave, Improved Critical (Glaive), Improved Initiative, Improved Toughness**, Power Attack, Weapon Focus (glaive), Weapon Specialization (Glaive),

Skills Climb +15, Diplomacy +1, Hide +11, Listen +10, Move Silently +11, Ride+5, Sense Motive +10, Spot +10

Possessions combat gear plus *gauntlets of ogre power*, *bracers of quick strike*

Beard (Ex) After getting hit by both claws, an opponent takes 1d8+2 points of damage. Target must make DC 18 Fort Save or be infected with Devil's Chills (incubation period 1d4 days, damage 1d4 Str.).

Battle Frenzy (Ex) Twice a day, can rage like Barbarian, +4 to Str and Con, +2 to Will Saves, -2 to AC. It suffers no ill effects after the rage, which lasts 8 rounds.

Infernal Wound (Su) a wound made by the devil's glaive will deal an extra 2 hit points of damage per round until stopped by a Heal check of DC 16 or by a cure or heal spell

Summon Baatezu (Sp) Can summon 2d10 lemures with a 50% chance of success or another bearded devil with a 35% chance of success

Power Up Suite: Init +12; AC 24, touch 12, flat-footed 14; hp: 154; Fort+16, Will +8; melee +1 *cursespewing glaive* +22/+17(1d10+15 plus cursespewing, /19-20, x3, auto-confirms critical threat, plus infernal wound); or 2 claw +15(1d6+7); Str 27, Con 24; Climb +17 Spells active *dolorous wounds*, CL3rd (on glaive)

APPENDIX 2: NEW RULES ITEMS

FEATS

Close-Quarters Fighting [General]

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefits: 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 an extra attack 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 type of grappling special ability or feat, it fails to start a grapple. Then an ankhg – 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 a +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 attempting to start a grapple.

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

Source: *Complete Warrior* 97

Improved Rapid Shot

You are an expert at firing weapons with exceptional speed.

Prerequisite: Manyshot, Point Blank Shot, Rapid Shot.

Benefit: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls

Special: A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

Source: *Complete Warrior* pg. 101

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior* pg. 101

Melee Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisite: Proficiency with selected weapons, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you select, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once, each time. Each time, you can select a new damage type.

A fighter may select Melee Weapon Mastery as one of his fighter bonus feats.

Source: *Player Handbook* 2 pg. 81

MAGIC ITEMS

Bracers of quick strike

(Wondrous Item)

These bracers provide the benefit of incredible speed. Once per day, when taking a full attack action, as a swift action the wearer may make one additional attack with any weapon he is holding. The attack is made at the wearer's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon or by the *haste* spell, nor does it actually grant an extra action.) The bracers can be used only after being worn continuously for 24 hours. If they are taken off, they become inactive until they are donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *haste*; Price 1,200gp.

Source: *Miniatures Handbook*; pg. 42-43

Cursespewing

(Weapon special ability)

Every time this weapon deals damage, the target must succeed at a Will saving throw (DC 15) or be affected by a curse that confers a -4 penalty on attack rolls, saving throws, skill checks and ability checks.

Caster level 5th; **Prerequisite:** Craft arms and armor, bestow curse; **Market price:** +1 bonus.

Source: *Book of Vile Darkness* p. 111

Darksoul protection

(Armor special ability)

The wearer of this armor, if of evil alignment, takes only half damage from spells or effects that cause greater damage to evil creatures, such as a holy smite

spell, the smite ability of a paladin or the extra damage dealt by a holy weapon.

Caster level 7th; Prerequisite: Craft arms and armor, protection from good; *Market price:* +1 bonus.

Source: *Book of Vile Darkness*; p.111

Quiver of Tiamat

This quiver is made out of a copper dragon's hide and has the multi-headed holy symbol of Tiamat burned on the outer casing, visible to those viewing the back of the wearer. It radiates diabolical power which can be harnessed to devastating effect. Once per day, as a swift action, you may bestow any one piece of ammunition stowed in this quiver with one of the following properties: corrosive (+1d6 acid damage on successful hit), flaming, frost, or shocking. The property may be bestowed upon a nonmagical piece of ammunition. The ammunition loses the property gained after the attack roll is resolved.

Faint transmutation; CL 6th; Craft wondrous item, one each acid, cold, electricity, and fire spells of 3rd level or higher; Price 1,500 gp.

Vest of Resistance

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint Abjuration; CL 5th; Craft Wondrous Items, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Source: *Complete Arcane*; p. 150

SPELLS

Dolorous blow

Transmutation

Level: Bard3, sorcerer/wizard 3

Component: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

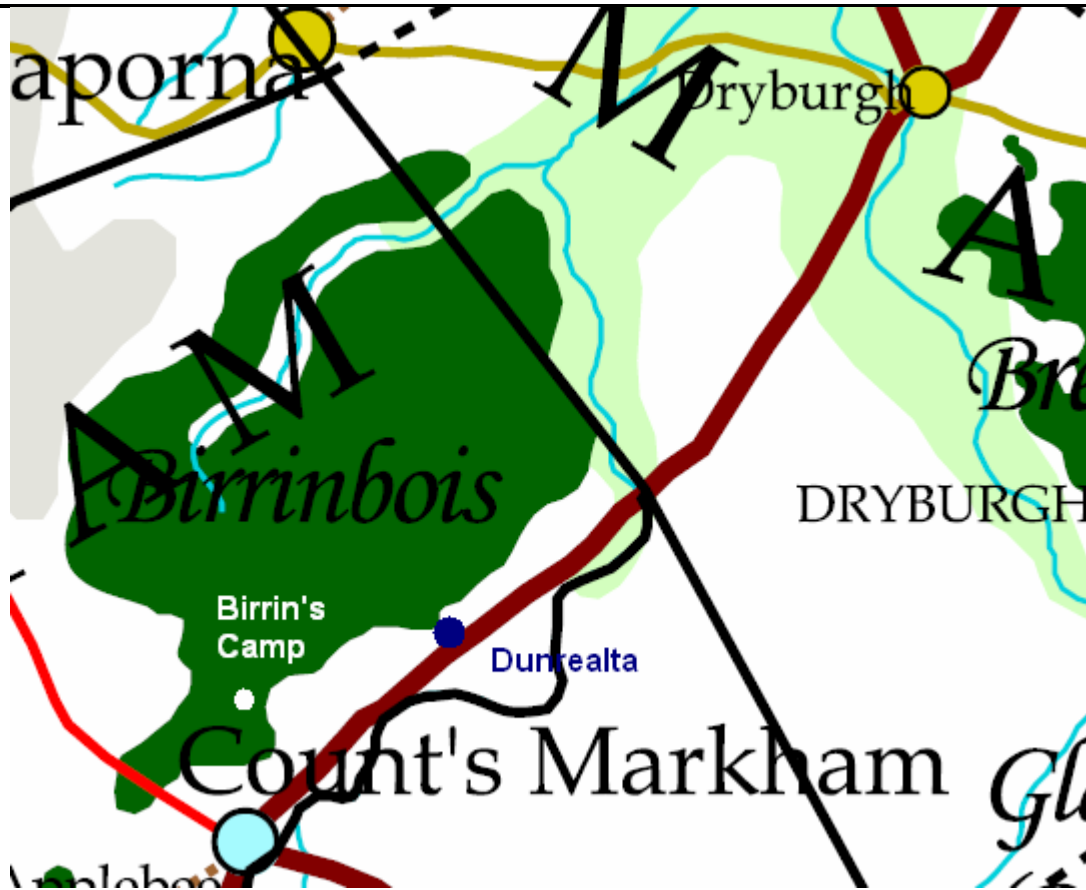
Saving Throw: None

Spell Resistance: No

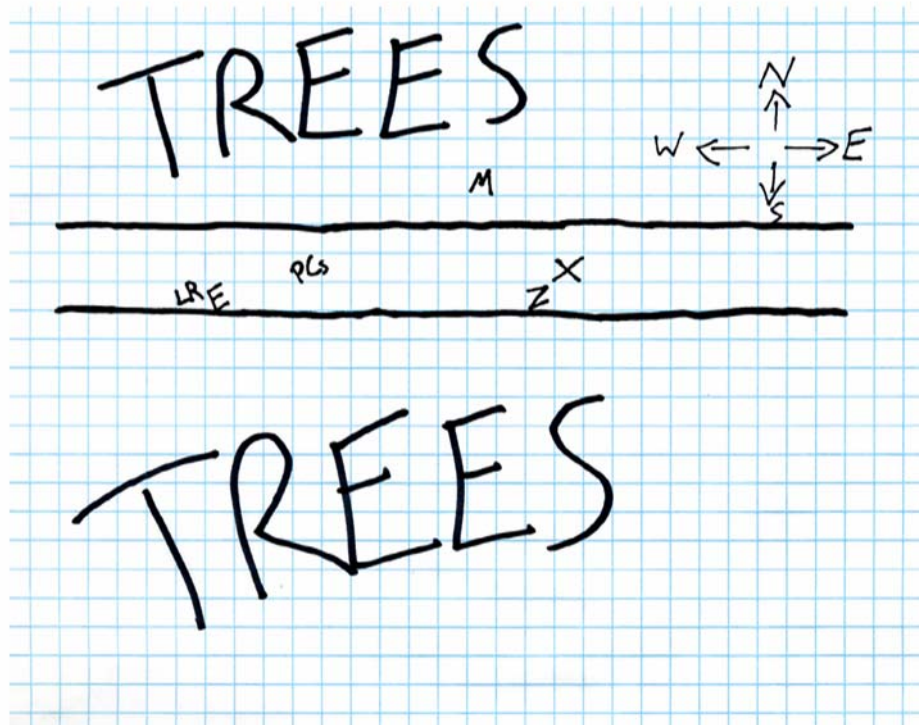
For the duration of the spell, the weapon's threat range is doubled, and its critical threats automatically confirm, so every threat is a critical hit. The latter effect does not apply to any weapon that already has a magical effect related to critical hits.

Multiple effects that increase a weapon's threat range (such as this spell of the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Source: *Spell Compendium* 70



Map 1: Overland Map



Map 2: Attack in the forest

PCs= where the PCs are when the battle starts

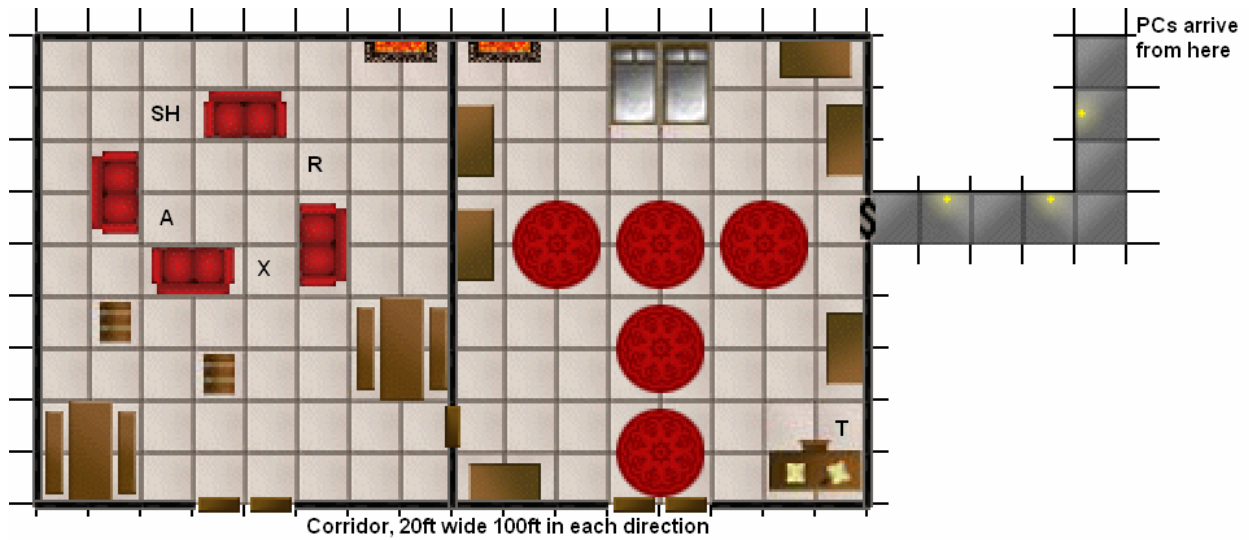
M=Melanie when the battle starts

Z=Zanchin when the battle starts

X= Xykor when the battle starts

E=Ebard when the battle starts

LR= Lady Rochevette when she gets kidnapped



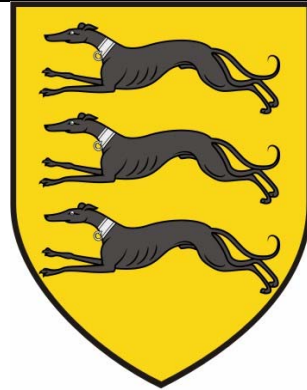
Map 3: Final Battle with Sir Haurin's map

- A:** Ashken when the battle starts
- R:** Renalds when the battle starts (only at APL 12)
- SH:** Sir Haurin at the start of battle (APL 10+)
- E:** Sir Ebard's dead body
- T:** Trapdoor containing Sir Haurin's secret documents.

PLAYER HANDOUT 0



Shield 1: County of Urnst



Shield 4: House Damian



Shield 2: Countess Rachel



Shield 3: House Gellor

[Your Name],

I have need of your services. I'm afraid not much information can be given to you at this time since the message may fall into the wrongs hands. I can promise a reward in platinum Sterlings if you complete a simple task for me.

Should you be interested in hearing more, please ask for Lady Revette at the Markham's Academy for Music and the Associated Arts.

I cannot guarantee the task is fully safe, so if you know other adventurers who might be of assistance, do bring them along.

Hope to hear from you quite soon, the Pure Song bring you safely to me



PLAYER HANDOUT 2

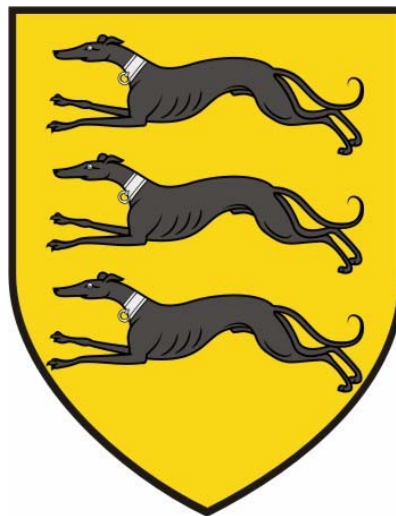
"My dear Ebard, you are the son of Sir Galdus Damian, of House Damian. My real name is Rochevette, your mother. I was born a peasant girl but your father took a liking to me and me to him. We were so happy..."

"As a child, we used to take you fishing in the pond, below Dunrealta... You and your father could sit there all day, not saying a word... your feet dangling from the pier..."

Lady Rochevette's eyes fill with tears. "Your father wanted to make you into a great knight to protect the poor and weak of the County. He and you would practice sword-fighting until your hands would bleed, but still you refused to give up. And your skills grew... Enough that many of your piers refused to practice with you because of the beatings you would give them."

"You were just like your father... You still are so much like him..." Lady Rochevette passes her hands through Birrin's hair as she kisses him tenderly on the cheek.

"Surely you must remember your cousin Maya, the daughter of your uncle Gaurn... You two were inseparable as children... Practicing with the bow and playing adventurers. You two would practice hitting flies in the stables."



House Damian



“Look up at the bright moon,
in the starlit night.
Shining down upon you,
it’s really quite a sight.
Don’t you worry, my little one,
for all will be fine.
Lay down your head, my little one,
never fret or whine.”

On this 20th day of Flocktime Common Year 593

This contract binds two parties: Sir Haurin Kestler commander of the Markham army of Eastmarch; hereafter referred to as "the requestor", and Elphegor general of the legions of Avernus; hereafter referred to as "the grantor".

The grantor is to provide the requestor a number of shock troops in the form of 10 Barbazu, 16 Kytons and 3 Erinyes to destroy the defenders of the keep known as Dunrealta in the County of Urnst. These forces will be placed under the command of the requestor to use as he feels best.

The grantor demands payment in the form of four souls. These souls must willingly give their allegiance to Elphegor, and converted to the word of law and evil.

In addition, for each casualty suffered by the grantor's servants, the requestor agrees to pay the following sum to repay lost troops, the payment for these are due at the end of the five-year term.

Barbazu: 2 souls

Kyton: 3 souls

Erinyes: 9 souls

15

before

Should payment be skipped, or the granted forces be used against the interests of Elphegor, the requestor forfeits his own soul to Elphegor, and the soul of any of his descendants for three generations.

(About five pages of legalese follow)

Failure by either party to comply with the terms of this contract means that payment will be due immediately to the grantor.

Sir Haurin Kestler

Ashken (for General Elphegor)

(The two signatures seem to be signed in blood)

On this 23rd day of Flocktime Common Year 593

This contract binds two parties: Sir Haurin Kestler commander of the Markham army of Eastmarch; hereafter referred to as "the requestor", and Elphegor general of the legions of Avernus; hereafter referred to as "the grantor".

The grantor is to provide the requestor a number of Baatezu troops in the form of 2 Barbazu, 6 Kytons, 2 Osyluth and 1 Erinyes to assure his power over the keep known as Dunrealta in the County of Urnst. These forces will be placed under the command of the requestor to use as he feels best.

The grantor demands payment in the form of twenty souls, payable within five years at a rate of four per year, with a due date on the anniversary of this contract. These souls must willingly give their allegiance to Elphegor, and converted to the word of law and evil.

In addition, for each casualty suffered by the grantor's servants, the requestor agrees to pay the following sum to repay lost troops, the payment for these are due at the end of the five-year term.

Barbazu: 2 souls

Kyton: 3 souls

Erinyes: 9 souls

Should payment be skipped, the requestor forfeits his own soul to Elphegor, and the soul of any of his descendant for three generations.

(About five pages of legalese follow)

Failure by either party to comply with the terms of this contract means that payment will be due immediately.

Sir Haurin Kestler

Ashken (for General Elphegor)

(The two signatures seem to be signed in blood)