

# Tinderbox

## A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the Kingdom of Nyrond

Version 1.0

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The familiar peal of wedding bells disturbs butterflies at rest amid the sunflowers surrounding the city of Midmeadow, but the sound soon fades and the insects relax. Other creatures are not so easily quelled. Nearly one year after adventurers thwarted two violent attacks on the city, residents seem to have settled back into an oblivious tranquility, and the industry of the Midmeadow Commune is interrupted only by the lines of people around the Traders' Bazaar, searching for gifts for the happy groom and bride. What does one get for the couple that appears to have everything? This one-round Nyrond regional scenario is part two of the *Transformations* series (begun in NYR6-06 *The Uninvited Guests*) and is recommended for resilient yet humble PCs of levels 1-15 (APLs 2-16) who know a bargain when they see one. *"The notion of structure is made up of three key ideas: the idea of wholeness, the idea of transformation, and the idea of self-regulation"*—Jean Piaget

Resources for this adventure [and the authors of those works] include *Complete Scoundrel* [Mike McArtor, F. Wesley Schneider], *Complete Divine* [David Noonan], NMR3-03 *Blind Faith*, *Muted Voices* [Nicholas K. Tulach], and NYR6-06 *The Uninvited Guests* [Jason Clark].

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, 2009.

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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 rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in *Appendix 1*. For your convenience, that appendix is split by APL.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Kingdom of Nyrond. As of September 2007, characters no longer pay TUs to play this adventure, but they should pay Upkeep.

Adventurer's Standard Upkeep costs 12 gp per round for a character from the Kingdom of Nyrond and 24 gp for all others. Rich and Luxury Upkeep now costs 75 gp per round for all characters. 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

Adventurers visiting Midmeadow in late CY 596 following rumors of its renewal from the disastrous events of CY 593 found it to be a city rife with changes, both political and otherwise. Prince Sewarndt's Imperium soldiers were gone, along with the fanatical followers of "fiend-finder" General Zylinchin's Valorous

League of Blindness, expelled by the returning and victorious King Lynwerd. Lynwerd had much to contend with after regaining the throne and, as a result, his attention drifted from Midmeadow to more problematic areas (notably the Duchy of Korenflass). With no governing body to restructure and nurture its withered roots, the city began to heal on its own.

The clergy of Pholtus had maintained a presence there since the Valorous League erected their gleaming temple in CY 592. Two factions of the Pholtan faith—the Church of the Blinding Light (a conservative sect; Nyrond's version of the Pale's Church of the One True Path) and the Church of the Bright Path (the less rigid Almorian Pholtan church, essentially a splinter sect considered pagans and heretics by other Pholtans)—began to vie for dominance in Midmeadow as early as mid-CY 594, with their rivalry conveniently masked by Zylinchin's dramatic presence and a populace—including survivors of CY 593's Night of Terror and a mass of displaced Tenha refugees camped in squalor outside the city's deteriorating walls—desperately in need of all the divine attention it could get. While the two bickering sects each had many susceptible ears into which to spill their respective dogma, some residents developed immunity to it.

Once the Valorous League was expelled in late-CY 595 (as detailed in the Year Five *Headwinds* series), the splintered nature of the Pholtan religion was illuminated, and Midmeadow found itself blessed with not one but two distinct churches of Pholtus, both of whom were antagonistic toward one another. As a result, many residents turned to other faiths, or in some cases to a disillusioned abandonment of faith altogether. This fact, coupled with the departure of the Tenha refugees for their homeland following its "liberation" by Palish forces in late CY 594, left the two sects with few followers. While most residents had been tolerant of the Pholtans' presence, that presence was now awkward at best, as both sects competed to fill the vacuum left by Zylinchin. Their joint occupation lasted just over a year, when an exasperated Lynwerd finally ordered both to withdraw. He also demanded that the New Dawn Camp outside the city be demolished, instructing them to cooperate in the task, as its presence was an unpleasant reminder of times—and attitudes—past.

In what many considered a surprising gesture, the High Priest of the usually querulous Church of the Blinding Light (widely regarded as the harsher and more conservative of the two sects) deferred to his counterpart in the Bright Path and, once the New Dawn Camp had been fully demolished some months later, withdrew his assistants and acolytes from Midmeadow; rumors persisted, however, that it was a case of skillfully worded eleventh hour diplomacy by the High Priest that appealed to Lynwerd's judgment and ultimately allowed the more popular Bright Path sect to remain in the city to minister to and provide necessary services to that segment of the populace still receptive to its dogma. A minimal church presence was better than no presence, at

least until some sort of permanent stewardship could be established.

Pholtans have rarely relinquished their foothold on anything, but the Prefect of the Church of the Bright Path was elated at both the graciousness of his counterpart and the King's generosity; he lifted the ban of martial law that had been placed upon the city and opened the doors of his temple to non-Pholtans for the first time; orders soon came from deeper within the Kingdom transferring him to Mithat, while a new Bishop named Talpin Thorea was sent to replace him. The Bishop publicly embraced the union of a young and capricious Bright Path acolyte named Penrys Bonchal and his much younger wild elf bride, Faith; while historically the Pholtan clergy had been known to look down upon non-human races, he explained that the Church's new degree of tolerance was in keeping with the open-minded environment embodied by Midmeadow itself.

Around this time a certain war-mongering mage began to brood in misanthropic rage over the Imperium's collapse and the intolerable peace that followed. From his lair deep within the Gamboge Forest he ultimately gave up on the world of men. A few of his select minions were sent out across the Flanaess to retrieve specific items necessary for a special project. One of these minions encountered difficulty in Midmeadow while trying to obtain the final component from a magic item broker named Rowena Livingston. Rowena's secret romantic affair with Penrys ended bitterly when he insensitively rejected her for Faith. Rowena concocted a harmless but foolish plan of revenge that drew the fortuitous attention of adventurers, who were on hand when xenophobic fanatics from Faith's former tribe infiltrated the city and went on a rampage during the wedding rehearsal before abducting Faith back to the Gamboge.

Rowena had been one of several merchants to settle in Midmeadow once the tumult from CY 593's Night of Terror subsided. Rumors surrounding what actually happened that night grew to fantastic proportions and drove away the active trade that had marked Midmeadow as a hub for such activity in years past. Healthy trade has since returned to the city in the form of a Merchant's Bazaar outside the western walls, drawn in no small part by the absence of any oppressive church presence or Royal bureaucracy, but also by further rumors that the city had evolved into an independent commune.

Adventurers tracked the druid-elder who led Faith's tribe to the rehearsal dinner attack back to the Gamboge, and while they managed to rescue Faith, they found her entire tribe mysteriously slaughtered by someone wielding tremendous arcane power. While investigating the carnage, they were interrupted by a scouting patrol of Inanilae wood elves. Upon hearing the adventurers' explanation, the elves led them back to their tribe (narrowly surviving a ferocious forest troll ambush along the way) to explain things to the Inanilae chief. There, the adventurers met the acting leader and daughter of the chief, Tess'inene-ilae. A tenuous alliance was formed, and the Inanilae promised to use their knowledge of the

Gamboge to search for those responsible for the slaughter of the wild elf tribe.

The adventurers returned to Midmeadow just in time to be attacked by minions of the mysterious mage, who had learned through his agent in town that Rowena's unbalanced emotional state could result in an indiscretion concerning the mage's special project. Though they were sent to kill Rowena, these minions were soundly defeated. Heroes twice over for thwarting two separate attacks within the city, the adventurers earned a certain reputation among the populace as well as the focused enmity of the mage, who has since gone to ground to lick his wounds. What his plans are for the adventurers (and for an amiable priest of Fharlanghan who befriended them and has remained in town) no one can say. Rowena was escorted to Rel Mord to answer charges of professional misconduct against the church of Mouqol, her patron benefactor, as a result of her ill-fated scheme of retribution.

What happened during the remainder of CY 596 is best left for the bards to embellish, but the adventurers soon went on to greater fortunes, the four socially diverse districts in the city continued to thrive in their own unique ways, and the wedding of Faith and Penrys was rescheduled. Invitations that were sent out also managed to invite an increased frequency in the bandit attacks that plagued traveling merchants on the local highways one year ago. Finally, in the enigmatic Silk Plateau district, fate quietly beckoned, inviting those who would listen to step into its web...

## ADVENTURE SUMMARY

Midmeadow has made a unique recovery from the disastrous events of CY 593 detailed in NMR3-03 *Blind Faith, Muted Voices*. The slow response of King Lynwerd in addressing that crisis, coupled with the interruption of his reign by Sewardt's Imperium and the prolonged absence of any centralized form of government—religious, political, or otherwise—has allowed the city to evolve into a multifaceted commune where residents live contentedly without any such authority. Rumors of its new status have attracted traders and merchants, along with professionals and itinerant priests of different faiths, many of whom have elected to remain as permanent residents. Because of this, the populace has essentially everything it needs and has not had reason to appeal to the restored Nyron throne for supplies, leadership, or religious sponsorship.

The one conspicuous faith in town, that of Pholtus, has been a presence in Midmeadow since before the events of NMR3-03 but has failed at mass appeal due to infighting between two of its sects, despite the fact that the one remaining sect in town (the Church of the Bright Path) occupies the city's only permanent temple. While a portion of the populace still worships one of the two sects, most residents are content with the other new faiths in town or with none at all.

When the PCs arrive, the dominant characteristic should be that of community. The absence of any city

guards, Nyrondese troops, or even a new mayor should suggest that this is a rare place, apparently unspoiled by the intrigues of politics or religion. Here, residents peaceably coexist within four social and topographical districts: the Pholtan clergy and more upscale merchants occupy The Promenade; elves, musicians, and artisans reside in the immense Blackwater Park; dwarves, gnomes, and halflings populate the heavily industrial Downtown district; finally, there is the Silk Plateau, an agricultural cooperative sprawling over the eastern third of the city where half-elves, half-orcs, and a contingent of Flan refugees live and work together in harmony. Midmeadow's residents are mostly a peace-loving group of people who, more than anything, are glad that the conflict between Lynwerd and Sewarndt is over. PCs are welcomed with a rustic zeal and sense of promise that seem almost too good to be true. Whatever their initial reactions, after exploring the city (especially its eastern recesses) the PCs may have to decide how strongly they feel about the role—and the necessity—of authority in an organized society.

Amid the high cornstalks and climbing vines of the Silk Plateau lurks a reclusive figure unknown to most of the populace: a seer of Istus and former Tenha refugee known as the Brown Recluse, who has secretly orchestrated Midmeadow's evolution into a commune and guided his followers in the ways of peaceful coexistence. However, his dangerous political philosophy would threaten conservative viewpoints were it ever to become widely known...

**Introduction:** PCs who participated in NYR6-06 receive invitations to the rescheduled wedding of the Penrys and Faith, to be held in Midmeadow. PCs who did not play NYR6-06 instead receive reliable information that bandit activity is rampant in the area. Finally, one PC receives a cryptic, anonymous *sending* spell that forewarns of an imminent tragedy that could destroy Midmeadow.

**Encounter One:** The PCs arrive in Midmeadow the morning of the wedding, which is slated to occur just before noon, and find residents in a celebratory mood. PCs without invitations may exercise Diplomacy in an effort to procure one. PCs with invitations may check in and then interact with other select guests from NYR6-06, inquire as to recent events, shop for gifts, and attempt to locate the sender of the *sending* spell.

**Encounter Two:** In this optional encounter the PCs visit the Silk Plateau on the hunch that the Brown Recluse sent the cryptic *sending*. There, they must persuade the district's figurehead—an intense and protective priestess of Bralm—that their request is a worthy one. If they succeed, they meet the Recluse and discuss his message, philosophy, and role in Midmeadow's evolution. The audience ends with his advice to the PCs on the nature of responsibility and destiny.

**Encounter Three:** Whether the PCs are still mingling with the wedding guests or if they have just returned

from the Silk Plateau (or elsewhere in town), Downtown's resident gnome tinker "Rats" Rastinattii interrupts the assembly with an urgent request: a vital component necessary to the continued operation of his Verminflame Portal has been stolen. He believes some kind of malign intelligence in the city sewers to be behind the theft and that he is being led into a trap. He requests the PCs' expertise as adventurers to help recover the component, as its loss could prove detrimental to Midmeadow's continued safety.

**Encounter Four:** The PCs enter the city sewers in search of the stolen component. While exploring the dark and filthy tunnels in their wedding finery, the PCs are soon ambushed by the wererat sorcerer-thief who effectively controls the sewer's teeming rat population. When his plan to kill the gnome and destroy the Verminflame Portal that keeps his rat army trapped down here is jeopardized by the PCs, he attempts to trap them instead beneath a cave-in, but this backfires and floods the sewers, sweeping the wererat and the PCs deeper into the unmapped city sewers.

**Encounter Five:** As the PCs exit the sewers, possibly pungent, filthy, and injured, they encounter Inanilae elf envoys bearing news of the discovery of the mysterious mage's lair. The ranger Valandril (from NYR6-06) nervously leads this group, as he fears for the safety of his new (and somewhat reckless) chief who travels with them incognito. This short roleplaying encounter is designed to illustrate a nobler form of leadership, as the elves project strength and concern for their chief. PCs with wedding invitations are socially obligated to attend the ceremony, but the elves do not mind waiting. Clever and diplomatic PCs may manage to secure invitations for them as well.

**Encounter Six:** The PCs (and ideally the elves) attend the wedding of Faith and Penrys. Other guests have arrived, including the groom's superior (the Bishop of the Bright Path church) and his ousted counterpart (the High Priest of the Church of the Blinding Light). Before the vows are completed, Fate again intervenes when the body of a troublesome, local priest is discovered. The wedding is again postponed as the PCs and the Inanilae—who are eager to assist—along with the two local Pholtan Knights Valorous rush to investigate. The Bishop denies access to the body, citing Pholtan authority and jurisdiction. Suspicious PCs who recall his policy of "openness" from a year ago note a marked change in his demeanor, but he soon surrenders evidence implicating tenacious local bandits.

**Encounter Seven:** The PCs follow evidence found on the murdered priest to the bandit camp, where a skirmish ensues with a cadre of efficient and well-mannered highwaymen. The bandit leader is a cunning aristocrat who calls for parley during the height of the melee and questions how the PCs found them (they have evaded discovery for a year) further professing innocence in the

murder. This revelation should lead suspicious PCs back to Midmeadow to question the Bishop.

**Encounter Eight:** The PCs return to Midmeadow and find it under attack, as magic on the dead priest has expired and revealed the real victim as the Brown Recluse. His lover, overcome with grief, unleashes an insect plague to drive away those she believes responsible for the deception: the Pholtans. Only the PCs will possess sufficient facts to pacify the priestess and her followers; they may attempt to do so, or they may use force to halt her assault on Midmeadow. The grief-stricken priestess is quelled by the PCs, forcibly neutralized by them, or allowed to exhaust her fury until it subsides into forlorn misery.

**Conclusion:** Order is restored at the cost of personal freedom. PCs may wish to view the Recluse's corpse or confront the Bishop but he uses the inexplicable arrival of a Nyrondese border guard contingent to re-institute martial law: the Pelor priest may no longer be a murder victim but he is now missing, and Dalis Mirivan is being arrested for spying. The PCs' reputations (earned in this adventure and in NYR6-06) help determine their fate in the final installment of this series.

## PREPARATION FOR PLAY

In the first part of this series, NYR6-06 *The Uninvited Guests*, PCs had the chance to meet several Midmeadow NPCs. Some of these were and remain permanent residents, and are listed below, while others have moved on. If no PCs have played NYR6-06, the Fharlanghn priest Dalis Mirivan should be introduced to the party as soon as possible, as he has stayed on in Midmeadow since the events in NYR6-06 came to a close. His charismatic demeanor should serve as the initial link between city NPCs and the party.

Take note of any Pholtan PCs, especially if they are members of applicable Nyrond meta-orgs or the Theocracy of the Pale's faction of the Church of Pholtus (the Church of the One True Path), as conflicts could arise between such PCs and some of this scenario's NPCs, who might view each other as "heretics," "pagans," or worse.

Much of NYR6-06 took place in two of the city's four districts: Blackwater Park and the Promenade. In this scenario, events are centered in the other two: Downtown and the Silk Plateau. Consult *DM Aid: The Map of Midmeadow*. Roll a Hide check for the wererat in Encounter Four, and do not allow the players to dally too long in the sewers. Also, roll Hide, Spot, and Listen checks for the bandit sentries in Encounter Seven.

Note that Encounters Two, Three, Four, and Seven are optional. NPCs in Encounters Four and Seven begin using consumable items at the outset of combat. Skipping either of these latter Encounters could reduce the PCs' treasure totals.

Finally, glance at each player's character sheet. One of the PCs receives a cryptic *sending* from the Brown

Recluse, which functions as their private "hook" into the scenario. The criteria for receiving the *sending* are (in order of importance): Istus cleric or follower, true Neutral alignment, Fatespinner prestige class, half-elf, Pelor cleric, wood elf, Pholtan PCs, and bards.

## CAST OF CHARACTERS

☛ **Dalis Mirivan:** this Suel cleric of Fharlanghn stayed in Midmeadow following the events in NYR6-06, leaving the city on occasion to tend to his duties on the road; he remembers PCs from that scenario and is intended as an amiable companion herein. He is keenly interested in different faiths and stories from new PCs about adventures in distant locales. His looks, charm, and affability can be assets for any such PC deficits.

☛ **Penrys Bonchal** ("PEN-riss bon-SHAL"): this capricious Oeridian acolyte of Pholtus in Nyrond's Church of the Bright Path was unwittingly at the center of every tumultuous event in NYR6-06. When his marriage to Faith is interrupted a second time, Penrys's petulant insensitivity manifests as his dominant trait and makes her question the wisdom in choosing him as a mate.

☛ **Faith:** this young Gamboge wild elf deserted her xenophobic tribe and fled to Midmeadow in the summer of CY 596. Penrys briefly courted her, and though initial public reaction to a Pholtan cleric marrying a "lesser" race resulted in much negative scrutiny, Faith's charming naivety has made her more popular than the Churches of Pholtus. Thanks to her rescue by adventurers, she has developed a fondness for such personalities.

☛ **Valandril:** this wood elf ranger from the Inanilae tribe of Gamboge elves travels to Midmeadow with news that scouts have located the likely lair of the mage responsible for so much carnage in NYR6-06. Valandril is uneasy upon arrival, not only from being unused to large human cities but because of the sensitive "cargo" he protects.

☛ **Tess'inene-ilae** ("TESS-ih-NEEN-ih-LAY"): this young female wood elf is the new chief of the Inanilae tribe following the recent death of her father. Aware of the mysterious mage's machinations, she has "risked the safety of her royal personage" and accompanied Valandril to Midmeadow (much to his protestations) out of curiosity to see the city for the first time since her youth. Her nascent skills as a respected leader are intended as a counterpoint to the decaying order and contentious rule in Midmeadow.

☛ **Talpin Thorea:** this Oeridian priest of Pholtus is the new Bishop of Midmeadow's Church of the Bright Path. He was transferred here during early-CY 596 and initially impressed many citizens with his attitude of tolerance and openness, which stood in stark contrast to that of his predecessors in the ousted Church of the Blinding Light.

Old habits die hard, however, and a local tragedy conjures one of the harsher aspects of Pholtan dogma, calling into question whether the Church's authority in Midmeadow is obsolete or absolute.

🔱 **Knight-Captain Talbrith Hemerenn:** this female human paladin of Pholtus is the head of the Pholtan Knights Valorous, Order of Celene, assigned to Midmeadow by the Pale's Church of the One True Path in CY 595 to minister to the populace as best she can, when needed, as well as to monitor the city and mood of its residents.

🔱 **Knight-Captain Quenthe Ilerrio:** this male high elf from the Gamboge forest is an accomplished archer and wizard. He and Talbrith are currently renovating the former barracks of the Valorous League of Blindness to house its new occupants, be they Nyrondeese troops, Pholtan acolytes, or some as-yet-undetermined group.

🔱 **Kirelle:** this high elf priestess of Corellon is one of Midmeadow's original residents. She has seen enough bloodshed and betrayal to last several human lifetimes, and remains out of loyalty to the elves who still call the Blackwater Park district home, maintaining a vigilant eye on the Pholtans, whose fractured sects and various clergy she vehemently distrusts. PCs should find her a terse and aloof pacifist, but not entirely unsympathetic, especially if they are artists or require healing.

🔱 **Hayden Valcroy:** this Oeridian cleric of Pholtus was the High Priest of the Church of the Blinding Light in Midmeadow. King Lynwerd ousted him and his entire sect from Midmeadow shortly before the events in NYR6-06, following a period of stern stewardship. He has been invited to the wedding as an act of courtesy—some say showmanship—by Bishop Thorea, and his presence is intended to illustrate the not-so-subtle religious and philosophical differences between the two sects.

🔱 **Aricyn Maquillan** ("AIR-i-sin ma-KWEE-an"): this half-elf priestess of Bralm stopped in Midmeadow two years ago on her way to visit a fey colleague in the Gamboge. She was immediately drawn to the efficiency evident among residents of the Silk Plateau, and soon learned of the district's unofficial figurehead: the Brown Recluse. When these two half-elves met, their mutual attraction and sense of purpose was undeniable, as if two halves of the same psyche had been reunited. Aricyn stayed in Midmeadow and oversees the agricultural and textile development of the district, reveling in its self-reliant industriousness while working to conceal the existence of her lover from the city's Pholtan stewards, whom her instincts warn her not to trust. When the Recluse is found murdered, she loses control and unleashes her grief upon the city.

🔱 **The Brown Recluse:** this enigmatic half-elf priest is single-handedly (though secretly) responsible for the

evolution of Midmeadow into a social commune. He covets neither fame nor rewards, but his dangerous philosophy keeps him in the shadows and high cornstalks of the Silk Plateau district, where he directs its development through his lover and protector, Aricyn. His worship of Istus and prowess as a seer leads him to send a cryptic message to one PC. If they hope to meet him and unravel it, the PCs will need to prove their worth not only to Aricyn but to his followers as well, who have embraced his philosophy and help to protect his elusive, near-mythical status.

## INTRODUCTION

PCs who played NYR6-06 *The Uninvited Guests* receive invitations to the rescheduled wedding of Penrys and Faith. All other PCs receive communications from various sources (Nyronde clergy, NMR meta-organizations, local contacts, former adventuring companions, etc.) noting the increased frequency of bandit activity on the trade roads south and west of Midmeadow; these further hint that such activity is ideally suited to adventurers looking to thwart banditry, make a name for themselves, and otherwise earn the respect (and monetary gratitude) of locals and merchants in the area. Finally, one PC receives a cryptic *sending* from the Brown Recluse.

For PCs who played NYR6-06, a handwritten invitation arrives by courier, wherever they happen to be. The ceremony is to be held in Midmeadow's Blackwater Park district at 11am on the 18th day of Ready'reat, CY 597. The invitation requests formal attire and recommends arriving three hours early, to avoid the morning rush of merchants in the Traders' Bazaar.

For the PC who receives the cryptic missive, hand that player a copy of *Player Handout: The Sending*.

*A luxurious carpet of sunflowers purrs contentedly in the chill autumn air as leaves on the trees that form Midmeadow's once-majestic natural walls change from bright green to red and gold. The undisciplined collection of tents, kiosks, and wagons that form the Trader's Bazaar stretches its dark, mercantile tentacles into the city's south gate and is abuzz with activity, as the bells atop the temple of Pholtus can be heard signaling morning services. For those visiting for the first time, it looks to be an idyllic place to relax; those who have been here before, however, can attest that things are not always as calm as they appear to be: the City of Nine Lives is as capricious and feral as an alley cat.*

Once the PCs are in town, they will immediately note the bustling activity in preparation for the morning's wedding whether they received an invitation to it or not. Any passing resident can inform the PCs of the ceremony's time and location. If no PCs have played NYR6-06, roll a d6 to randomly select a passing resident, or select the most appropriate one for the adventurers:

1. Proud Pholtan-worshipping commoner who still dislikes the non-human bride.
2. Blackwater Park high elf that does not trust Pholtans and views the wedding as a bad omen, just like the last time.
3. Local merchant who recently lost most of his shipment to bandits and thinks that if the Pholtans really want to run Midmeadow then they better do something about protecting the roads.
4. Half-orc and half-elf traders from the Silk Plateau who have embraced the Brown Recluse's philosophy and believe that no deity or member of the clergy can make the bond between two people more valid than their love for one another; weddings are a "silly human conceit".
5. Traveling female human Ratikian aristocrat who derides the contrast between the decrepit city walls and the blossoming epitomized by the wedding.
6. Survivor from the goblin attack in NYR6-06 who hopes there are some heroes in town this time, "just in case".

The NPC then moves on, and the PCs are free to do what they like. Dalis Mirivan soon spots them and approaches. PCs who played NYR6-06 will remember this affable priest, and he recognizes such PCs in kind. If no PCs have played NYR6-06, he approaches with an eye to making new acquaintances. He introduces himself, explains basics about the wedding, and inquires if they are interested in attending. He has an invitation for the small role he played during the original rehearsal-dinner. If they are interested or have invitations, he leads them to Blackwater Park; if they are definitely not interested in attending, he tries his best to persuade them, noting among other things that it will be a romantic ceremony, many of the town's prominent citizens will be there, and that the wedding itself will help improving relations between the Pholtans and elves in the city, or so he hopes. If the PCs are still not interested, Dalis resignedly bids them good day and departs. If asked, he can provide directions to any location within the city, basic information on its residents, or a summary of the turbulent events in NYR6-06.

☛ **Dalis Mirivan:** male human (Suel) cleric 8 (Fharlanghn); hp 55; Diplomacy +12.

*Description and Personality:* Dalis is genial and attentive but cuts a dashing figure: at six feet and two hundred pounds, with a stubbled jaw and deep-set blue eyes framed by his scruff of dirty blonde hair, he looks and acts more like a well-traveled bard than a practicing priest.

If the PCs plan to attend the wedding, they will need to check in and present invitations. Proceed to Encounter 1. If the PCs do not wish to attend the wedding (PCs with invitations who choose not to attend should be reminded of the social *faux pas* this represents), allow them to

explore the city. PCs who wish to visit the Silk Plateau should proceed to Encounter 2. For all other PCs, after perhaps thirty minutes of exploring Midmeadow, Encounter 3 is triggered. Note that PCs who plan to "skip" the wedding will miss Encounters 1, 3, and 4; there is no going back.

## ENCOUNTER 1: THE SECOND TIME IS NO CHARM

The PCs and Dalis arrive at Blackwater Park, site of the wedding between Penrys and Faith. This is a roleplaying scene where the PCs are introduced (or re-introduced) to key NPCs from NYR6-06, including the groom Penrys, the two Knights Valorous stationed in Midmeadow, and the Bishop of the Church of the Bright Path. There are several dozen attendees already here despite the early hour, and the PCs will have a chance to mingle with them and to make inquiries on recent events in and around Midmeadow; these events are summarized in DM Aid: *Gather Information Results*. Once the PCs reach the Park, read or paraphrase the following:

*The trees in Blackwater Park display leaves of red and gold hues this cool, autumn morning. Several dozen halflings bustle about arranging chairs and gift tables in preparation of today's ceremony, while liberally attired elves that reside in the Park mingle with more formally dressed attendees. An ornate shrine decorated with honeysuckle and lavender forms the centerpiece of this nuptial tableau.*

PCs with invitations are expected to "check in" and confirm their presence to the group of halflings in charge of seating arrangements; PCs without invitations may attend if at least one other PC speaks on their behalf and succeeds at a DC 15 Diplomacy check (Dalis may assist on this check). The halfling staff then provides the PCs with a layout of the seating arrangements (no map is provided for this, as the ceremony is destined never to occur, but improvise for the players nevertheless. PCs with invitations are "near the front," while those without invitations are in the back with the local elves). The PCs are then free to do what they want until the ceremony begins at 11am (roughly three hours from now; interacting with other guests, purchasing gifts, and seeking out other NPCs are some suggested courses of action. NPCs encountered here include:


☛ **Penrys Bonchal:** LG male human cleric 4 (Pholtus); Heal +8, Knowledge (religion) +4, Sense Motive +5.

*Description and Personality:* Penrys is twenty-six and of mixed Oeridian descent, with close-cut brown hair and wide, brown eyes; his family hails from Womtham. Though a devout Bright Path Pholtan, his inability to focus or commit and his recent streak of petulance guarantee he will never rise above the rank of Prior. The



stress of organizing the wedding (again) is showing: he is snappish and easily distracted, though not so distracted that he will miss an opportunity to flirt with female PCs whose Charisma score is 16 or more. PCs should find him a barely-sufferable bore with insufficient knowledge of religion for a priest of his station. He discusses the differences between the sects of Pholtus in Nyrond, but speaks cautiously so as to avoid jinxing his wedding by inciting an argument between his Bishop and the High Priest of the Blinding Light.

- Penrys admires his Bishop, especially his effortless transition to Midmeadow from his previous posting, and the attitude of openness he has espoused. Penrys doubts that the ousted High Priest of the Blinding Light would have sanctioned his marriage.
- The Bishop is displaying the utmost hospitality in inviting the High Priest, as the tension between the two sects is a widely known fact. A DC 15 Sense Motive check allows PCs to recognize that Penrys might be oblivious to a harsher reality: that the Bishop may have invited the High Priest simply to spite that Church's more conservative philosophy.
- Penrys never learned the name of Faith's tribe, but since she is the sole survivor, he thinks it will be easier for her to put her wild past behind her and focus on their future together. Penrys does not speak elven.
- His Church's "open door" policy and efforts to beautify the Promenade have attracted many new converts to the Bright Path sect.
- Bishop Thorea is not here presently; he is still at the temple receiving High Priest Valcroy and his entourage from out of town.
- He knows of the querulous Pelorite priest Callidan Estani and his recent childish antics (including the vandalism). Penrys blames Pelor, an "arguably inferior quasi-deity" whose filtered, artificial light blinds gullible souls to the truth only Pholtus can illuminate.


 **Knight-Captain Talbrith Hemerenn:** LG female human paladin 12 (Pholtus).

*Description and Personality:* As head of her order and the unofficial eyes and ears of the Pale in Northern Nyrond, Talbrith is been forced to walk a fine line between justice and non-interference. She is twenty-nine and of pure Oeridian descent; her shoulder-length, light brown hair is invariably tied in a loose ponytail, and she wears her mithral breastplate at all times. She was no fan of Zylinchin or his methods, but discreetly admits that the ideals of lawfulness and order he was intended to represent are solely lacking in Midmeadow. Talbrith has a soft voice that belies her years of field experience in the Pale. She uses her *detect evil* ability at all times, and is wary of exotic races (centaurs, asherati, etc).

- She and Quenthe are renovating the former barracks of the Valorous League. This includes the addition of

personal, feminine touches to make them more hospitable to whoever inhabits them next, in contrast to the austere, soulless furnishing of the previous occupants; they are also destroying stray holy symbols of Pholtus found there, as these belonged to the League and are considered by Talbrith to be perversions of her faith. PCs succeeding on a DC 25 Diplomacy check get her to admit that Bishop Thorea was upset about the holy symbols being destroyed, and she had to remind him that her Order is here by permission of the King and thus not subject to the whims of the Bright Path Church except in times of crisis. She also plans to reconsecrate the barracks to Pholtus

- She is concerned about the continued lack of an official Nyrondese guard presence in town; not that the city needs one; she simply wonders what the King is thinking. Crime is limited to minor theft, which she can handle on her own. The city does not even have a jail. What it truly needs is a public figurehead.
- She has not been to the Silk Plateau, as she has no reason or desire to go there, but admits that no disturbances have ever been reported there, and the impressively self-reliant inhabitants who visit the Promenade to trade always exhibit pleasant, professional, and admirable behavior. She knows a Bralm priestess walks the cornstalks there; the Brown Recluse she dismisses as folklore.
- If asked her opinion of Faith or Penrys: to the former, Talbrith has compassion for the elf who lost her entire tribe and hopes she learns to make sound decisions quickly before someone takes advantage of her youth and naiveté. As to the latter, she is polite but guarded, saying little. A DC 15 Sense Motive check reveals that she is choosing discretion as the better part of valor and remaining silent when no kind words exist.

 **Quenthe Ilerrio** NG male elf (High) fighter 4/wizard 5/eldritch knight 3 (Spellcraft +12).

*Description and Personality:* This dashing handsome fighter-mage is exceedingly polite. His long black hair flows freely and his dark green eyes hold an intense gaze. In conversation he defers to Talbrith. Quenthe has *detect magic* in place when the PCs approach, as a result of the goblin attack in NYR6-06; PCs with any active necromantic or illusory effects (from spells, items, or curses) will be politely asked for a moment of their time. He then steps aside and quietly questions the PC as to the nature of the detected effect. If a PC refuses to comply, or reveals the effect to be of a quasi-evil nature, he signals Talbrith and they both ask the PC not to attend the wedding. Improvise as necessary, but play the Knights as servants of good who are doing their job and looking out for the safety of the citizenry.

In conversing with Penrys (a Bright Path acolyte) and the two Knights (who are more attuned to the Pale's One True Path dogma), the PCs should become keenly aware of the confusion surrounding the three different sects of the Church of Pholtus in Nyronde. PCs who played NYR6-06 and express surprise that the wedding is being held in almost the exact same place as the goblin attack are informed by Quenthe that Blackwater Park is still the best setting: Downtown is too busy with activity, the Silk Plateau is too uncivilized for the groom's taste, and having it in the Promenade (or the temple) would block the streets and interfere with regular, daily services.

Finally, should any PCs inquire about recent bandit activity, have them roll a Gather Information check (bypassing the usual 1d4+1 hours required, as the guests are all aware of it to some degree) and consult the following list:

- DC 5: the bandits are ruthless marauders who routinely destroy wagons and slay mounts before leaving merchants hogtied in the bushes and absconding with all valuables; their suspected lair is southwest of town.
- DC 10: the bandits are skilled horsemen and always attack at a full charge using advanced tactics. They beat victims unconscious and steal mounts. Their lair likely lies to the west.
- DC 15: the leader is a powerful spellcaster who employs mephits and planetouched outsiders. A deal he made with these outsiders allows him to attack from another plane, which is why the attacks are always a surprise and why their lair is so difficult to find.
- DC 20: a recent victim heard the leader speak eloquently during the attack, and believes him to be a bard. He bets the camp lies due east.
- DC 25: the bandits are masked, using hand signals and non-verbal communication. They are fully mobile, have no permanent lair, and routinely re-disguise themselves as their latest victims to avoid detection. Their lair is rumored to lie to northwest of Midmeadow.
- DC 30: another recent victim saw a brand on the leader's horse that looked familiar. A DC 25 Knowledge (nobility and royalty) check identifies it as a very minor Nyronde noble house from Woodverge Province.

**Development:** The end of this encounter is triggered by the arrival of "Rats" Rastinattii from the Downtown district, who has need of assistance from some intrepid adventurers. If the PCs seem interested in visiting the Silk Plateau before the wedding, allow them to do so and proceed to Encounter 2, and then have them return here by roughly 10am ("to ensure that they are properly seated before the ceremony begins"). If the PCs clearly have no interest in visiting the Silk Plateau (despite the cryptic *sending* one of them received), proceed directly to Encounter Three.

## ENCOUNTER 2: RECLUSIVE

One PC received a *sending* spell before the adventure began and may wish to visit the Silk Plateau to seek out the mysterious entity known as the Brown Recluse for a private audience and possible explanation; this is especially recommended for PCs who played NYR6-06, as that scenario did not allow time for such a foray.

It takes thirty minutes to walk from Blackwater Park to the top of the Plateau; along the way, the PCs may inquire among the humans, half-elves, and half-orcs who populate the district (see below) as to the whereabouts of the Brown Recluse. Such inquiries elicit mild snickering along with polite instructions to "just walk to the top of the cornrows where the mayor's mansion used to stand. As the PCs make their way through the maze of agriculture and ascend the small hill overlooking the city, read or paraphrase the following:

*The Silk Plateau is a hive of industrious activity. A small hillock topped with stone ruins dominates the lush agricultural fields below, where luxurious rows of cornstalks and climbing vines trail like a maiden's tresses. A crude but effective mill delivers water from the city stream by way of sluices and an elaborate bucket/pulley system, and everywhere bees can be seen pollinating a myriad assortment of flora. Many half-elves and Flan workers are harvesting various fruits and vegetables, while several half-orcs use modified polearms as landscaping tools. Other residents are stitching dyed, cloth garments, and above it all a low humming sound, can be heard.*

The PCs can spot groups of three-to-six residents standing in a circle and humming quietly with hands enjoined and eyes closed; anyone can inform the PCs that these are meditation groups engaged in hybridized prayer. Several giant (and to the PCs, harmless) bees, that dwell on the Plateau and accompany Aricyn in her daily duties, produce the low humming sound. Due to her bond with both the city and the insect kingdom, Aricyn is immediately aware when non-Plateau residents move more than halfway up the hill. Once the PCs near the top (before they come within sight of the old mayor's mansion from NMR3-03 *Blind Faith, Muted Voices*), Aricyn appears with her bees and in a level tone asks the PCs to state their business; she is unaware of the *sending*. Provided the PCs speak truthfully about why they seek an audience with the Brown Recluse (to meet him and/or have him decode the *sending*), they may attempt a Diplomacy check (Aricyn would know of no other reason why outsiders would seek her lover, but the mention of a divination, or any other cryptic, fate-related item appeases her guarded nature). Aricyn's initial attitude is Indifferent. PCs who did not play NYR6-06 do not affect this attitude by their presence; PCs who did play NYR6-06, however, do. On the AR for that scenario is a notation labeled "Exile on Main Street." Each of the five listed reputations carries a modifier to this Diplomacy check, as

follows: Peerless (+2), Heroic (+1), Indifferent (0), Unfavorable (-1), Careless (-2). Sum the totals for all applicable PCs and then allow them to make the Diplomacy check; the party as a whole gets only one attempt at this and must sway Aricyn's attitude to "Friendly" or better in order to persuade her to lead them to the Brown Recluse. If they change her mood to "Helpful," she will remember their positive attitudes later in the adventure.

🐉 **Silk Plateau gardeners (40+):** male and female half-elf ranger 2/expert 2.

🐉 **Silk Plateau laborers (40+):** male half-orc barbarian 2/expert 2.

🐉 **Towk:** male half-orc barbarian 5/expert 1.

🐉 **Giant Bees (3):** hp 18; *Monster Manual* 284.

🐉 **Aricyn Maquillan:** female half-elf (Suel) cleric 12 (Bralm) (Sense Motive +12).

*Description and Personality:* Aricyn is in her late twenties and of average height with luminous greenish-yellow eyes and whitish-blond hair braided with honeycombs. She dresses in loose golden robes and wears a beehive-shaped holy symbol of Bralm around her neck. She is deeply in love with the Brown Recluse as a pacifist visionary; she does not fully agree with his views on religion, but because of these views she goes to great lengths to safeguard his existence from those who would exploit it, especially Pholtans, whom she unequivocally distrusts.

If the PCs fail the Diplomacy check, Aricyn coolly tells them that the Recluse is just a silly urban myth, that they are wasting their time and hers as well, and that she has work to do. She summons her head laborer, a towering and burly but articulate half-orc named Towk, to escort the PCs down the hill. Aricyn then disappears with her giant bees into the high cornstalks. Provided the PCs merely failed the Diplomacy check due to poor die rolls and were not hostile or demanding toward Aricyn, Towk cautiously opens up to them. What he knows is summarized below:

- The Recluse exists but his philosophy has proven unpopular with the Pholtans. A DC 15 Sense Motive check reveals that Towk is slightly confused; he does not fully comprehend the Pholtan sects and unwittingly refers here to the Valorous League of Blindness, which effectively ruled the city when the Recluse began his social revolution.
- At Aricyn's request the Recluse remains in hiding for what she calls "his protection," and she is extremely protective, especially in the morning when her energy level is higher.

- Towk cannot properly explain the nuances of the Recluse's philosophy, but one aspect that appeals to him as a barbarian is the idea that one can change or embrace one's fate regardless of outside influence. Before he came to the Plateau, Towk would never have accepted the idea that he could work and peaceably coexist among elves, half-elves, and humans; for too long humans like General Zylinchin spewed dogma that half-orcs were all subhuman mongrels incapable of anything beyond mindless brutality and destruction; "the Pholtans" (as he calls them) used to burn such "subhumans" at their New Dawn Camp north of town. Now, however, thanks to the Recluse's teachings, Towk is a respected and productive member of the Commune, and is learning to control his violent tendencies.
- He calls Aricyn "the Mistress of Bees"; the Recluse is also a half-elf but with dark skin; he worships a deity about whom Towk's knows little: Istus. The two half-elves are also lovers.
- Towk suggests the PCs return at sundown; Aricyn will likely have relaxed by then and may be willing to listen to their request again.

If the PCs succeeded at the Diplomacy check, Aricyn leads them to the top of the hill and into a clearing where the stone ruins of the old mayor's mansion continue to decay. Once there, the PCs can look out upon the entire city. She tells them plainly that the Recluse has undertaken a vow of silence, and not to expect much in the way of direct responses, recommending they watch his body language instead; she and her bees then depart. Read or paraphrase the following:

*At the top of the hill, high cornstalks give way to a small clearing punctuated by the silent, stone ruins of what must have once been an impressive mansion. The formerly multi-storied structure is little more than a collection of pockmarked standing walls, platforms, and pillars; the area is overgrown with weeds and climbing ivy, and its conspicuous neglect stands in contrast to the fecundity evident elsewhere in the district. After a moment in the morning stillness, a dark-skinned half-elf appears from within the ruins and approaches.*

The figure emerging from the ruins is, of course, the Brown Recluse. He moves toward the PC who received his *sending* and welcomes them in a quiet voice laden with fatigue, thanking them for responding so quickly. His dark eyes are a swirling, unblinking mixture of relief and futility.

🐉 **The Brown Recluse:** male half-elf (Flan) commoner 1/cleric 7 (Istus)/divine oracle 3/contemplative of Istus 1

*Description and Personality:* The Recluse looks roughly thirty years old. He wears loose, white cloth breeches manufactured on the Plateau along with an oversized, tattered black broad shirt open at the front. An enchanted necklace of live fireflies hangs from his neck (a gift from Aricyn). He is barefoot, and his face and bare chest are tanned a deep, maroon hue. He lacks traditional Flan tattoos of any kind, and his tangled curtain of brown hair flows freely behind him. In his weathered hands he twirls an ornate holy symbol (DC 15 Knowledge [religion]; Istus) upon which a tiny monstrous spider determinedly crawls.

He speaks in clipped, cryptic sentences, slowly walking among the ruins and looking west into the city or north over the sunflower fields toward the Pale border. The Recluse provides a brief synopsis of his evolution here: his family was slain in the CY 592 Ether Invasion of Tenh, at which time he joined the mass exodus to Midmeadow; he lived in squalor amid the tent camps outside the decaying walls and survived the CY 593 Night of Terror; the camps emptied once the Pale “liberated” Tenh, and he slipped into Midmeadow unnoticed by Imperium tyrants, fiend-finders, or the squabbling Pholtan churches who looked upon his people as little more than insects; he hid amid these very ruins, which are still considered haunted or cursed by many residents, waiting out the expulsion of the Imperium and the Valorous League, searching for something in which to believe, shedding the last layers of his identity.

He found the Baklunish deity through a dream. He embraced the philosophy that everything in the world is connected, and that one event—no matter how seemingly trivial—can dramatically affect others regardless of distance, (physical, spiritual, or otherwise). He stopped using his name and undertook a vow of silence halfway through CY 595, turning to agriculture and the satisfaction in an honest day’s toil as a way to still his tempestuous thoughts. Others in the eastern half of the city took note and soon joined him, favoring his quiet contemplation to the very vocal conversion attempts by the Pholtan churches. Later that summer Aricyn arrived and became his spokesperson, confidant, and lover.

Their industrious methods focused on what was necessary for survival: food, clothing, shelter, cooperation, and the idea of self-reliance that the Pholtans—especially the so-called “Faithful Flan”—had subverted. The Recluse (as Aricyn fondly nicknamed him) never attempts to convert anyone to Istus; instead letting the results on the Plateau speak for themselves. His guidance has transformed this half of the city under the very noses of the Pholtans who imagine themselves its stewards. At this, the Recluse seems to come out of a trance. He looks the missive-PC in the eye and explains a few basic tenets of his philosophy:

- Everything is connected. All events influence one another, though the effects may not be readily apparent or easily perceived.

- Eschew material wealth. Such trappings are parasitic, self-perpetuating symptoms of emotional barrenness. The more people covet it, the less attached they are to creatures around them. This leads to self-absorption.
- Coexistence is dependent on mutual respect, and thus racial grudges must be left in the past, just as spiders abandon their webs.
- Everyone has a counterpart, a spiritual half to their being that ultimately completes them, possibly the last person one would suspect.
- Human governments are transitory. As the youngest race on Oerth, their fixation on borders and political boundaries is at once childish and tyrannical. Continued dependence on such artifices must be abolished, as the land belongs to the people, not the constructs of petulant temperaments.
- Organized religion is an illusion. Deities waging war against one another are one thing, but mortal priests mimicking this weakness are a crude form of theatre in which the people of Oerth are the ones who truly suffer. Worship of any deity does not require charlatan middlemen and their spiritual prostitution.
- Violence is often an unfortunate necessity, but compassion in battle is the greatest honor one can bestow upon an opponent.
- Nothing is preordained; fate governs all.

**Development:** The Recluse has just broken a two-year vow of silence to speak with the PCs; he is about to foreshadow his own imminent death, though the PCs will have no way of knowing this. It is important they understand that his beliefs are not necessarily right or wrong in comparison with their own; so much as his conviction in them is resolute. Even more important is the fact that the Silk Plateau constitutes forty percent of Midmeadow’s population, and everyone in it believes in the Recluse’s philosophy. His inflammatory views on religion in particular are what necessitate his seclusion; Zylinchin’s regime would surely have burned him at the stake, and the Recluse is cynical enough not to trust the motives behind the Bright Path’s new policy of tolerance. He concludes the meeting with three pieces of information: first, the missive has to do with inevitability and being able to recognize one’s place within the web that connects all things; second, he warns the PCs that knowing too much about their own destiny is dangerous; finally, he reveals his unease over a recent, disturbing divination in which he both felt and saw a masked, gloved figure working the stands of Istus’s web like a musical instrument, creating dissonant, unsettling vibrations. He says nothing more about this vision, adding that recognizing one’s own destiny and embracing it—be it good or ill—is the noblest act one can perform. This audience ends with him uncannily reminding the PCs that the wedding will soon begin, noting the difficulty of selecting a gift for someone who does not

truly know what they want. He bids the PCs good morning and retreats into the center of the ruins.

## ENCOUNTER 3: DETOUR

Whether the PCs chose to skip Encounter 2 and remained in Blackwater Park all morning, or whether they journeyed to the Silk Plateau and returned to mingle with the other guests, this encounter is soon triggered by the conspicuous arrival of “Rats” Rastinattii, a gnome tinker from Downtown. Read or paraphrase the following:

*The turned heads and quizzical expressions of several of the assembled guests signals the arrival of a conspicuously clean and clean-smelling gnome from the city's Downtown district that is clearly out of place at this ceremony. After studiously examining those present, the male gnome appears to recognize someone and moves hesitantly toward your group.*

“Rats” scans the assembled guests for familiar faces, quickly recognizing any PCs who played NYR6-06. Such PCs will recognize him not only as the inventor of the Verminflame Portal but as the individual directly responsible for the explosion that effectively created the Downtown district and necessitated the need for the Portal in the first place. It is the latter aspect of his notoriety that makes him unpopular in the Promenade, but here and on the Silk Plateau his creativity and resourcefulness are considered valuable assets. “Rats” has a problem Downtown and has intruded on the well-dressed guests in search of help. Though he initially (and reluctantly) sought the aid of the Pholtan clergy or the Knights Valorous, if he spots “professional adventurers” (especially ones he recognizes, including Dalis), he moves to them instead. If no PCs have played NYR6-06, Dalis explains who “Rats” is and recommends that they at least listen to what he has to say.

🐭 **“Rats” Rastinattii:** male gnome expert 6/sorcerer 4 (Craft [trapmaking] +15).

Assuming they do, the gnome introduces (or re-introduces) himself and explains his problem: someone or something in the Midmeadow sewers has stolen a vital component necessary to the continued operation of the Verminflame Portal; without this component, the Portal does not function and the entire district (and potentially the city) could be overrun with disease-bearing rats and other vermin that have been breeding in the sewers for years untold. His journal, research notes, and some “experimental” spell components were also stolen, but the component is paramount. He pauses in his narrative here to explain a little about the Verminflame Portal: “Rats” hates rats. During the Night of Terror in CY 593, there was a “minor” infestation from the sewers; PCs can confirm this with a DC 15 Knowledge (local-NMR) check. Some months later, when he and the city’s

dwarves designed the Downtown district to deal with Midmeadow’s drainage, irrigation, and similar systems, “Rats” hatched an ill-fated plan to seal every sewer entrance in the city to prevent further rat incursions. The result was a complete disaster.

With no ventilation, natural methane gas built up in the sewers and eventually exploded, creating a massive hole in what is now Downtown. “Rats” and his assistants spent three sleepless nights designing the Verminflame Portal, which uses a scent-based, pheromone-targeting system to release a vertical, cylindrical blast of exceptionally potent, atomized alchemist’s fire whenever a rat emerges from the hole. Thus far it has proven more than sufficient to deal with any rats trying to escape the sewers, but late last night the small adamantine box which houses the clockwork pheromone-triggering mechanism was stolen. Without it, the Portal does not function; daylight keeps the rats in hiding, but come nightfall the city could well be overrun.

“Rats” has seen rats of all sizes down through the hole, including the dire variety, but only something OTHER than a rat could come out of the sewers and slip past the Portal to steal the box. That, or there is a filthy saboteur in town. He is more inclined (and paranoid enough) to favor the former theory and suspects the theft is a trap to lure him into the sewers where he will be mercilessly killed, allowing the creatures down there to infest the city in the absence of his creative gnomish genius. In either case, he would like the PCs to descend into the sewers and recover the box as soon as possible. The PCs are not obligated to help “Rats” and may choose to avoid this encounter, but they will miss out on all experience and treasure from in Encounter 4. If they agree to help, “Rats” is grateful and assures them that, despite there being roughly one hour before the ceremony begins, this errand “probably” won’t take long and that they can have whatever treasure they find in the sewers as compensation; they will also earn the gratitude and respect of everyone in the Downtown district. He further informs them that in addition to rats and tunnels, the sewers also contain many old tombs and crypts belonging to former nobles and rulers of the city. There is also, so far as he knows, only one way in and one way out, so the PCs need to find the box and get back to the main entry hole (barring their own magical means of escape). Finally, he reminds them that the Portal is not a magic artifact but a NON-magical resetting trap that has effectively been disabled, so retrieving the box is the only solution.

**Development:** If the PCs decline to help the gnome (even on the very valid grounds that they might miss the wedding), proceed to Encounter 5. If they agree to help, proceed to Encounter 4, but allow them a DC 15 Listen check to hear other guests murmuring disrespectful comments about “uncivilized adventurers” leaving the wedding shortly before it is scheduled to begin.

## ENCOUNTER 4: RESIDENT EVIL

In this encounter the PCs accompany “Rats” Downtown where many dwarves and gnomes guard the hole in the street with axes and hooked hammers. They look extremely relieved when the PCs approach, and quickly back off to allow “professionals” to take over. The hole is fifteen feet in diameter; the space below is completely dark, but light sources or darkvision pinpoint the floor at roughly seventy feet below. The PCs can clearly hear running water down there, the air is thick with a smell that “Rats” identifies as methane gas (see below), and there is a pyramid of debris that has been erected to permit escape. The top of this pyramid is five feet below the opening.

“Rats” offers some last minute advice. First, the pyramid looks unstable to his dwarven friends, all of whom are skilled in stonecraft; he suggests the PCs use teleportation magic (at higher APLs) or lower themselves by rope (at lower APLs). PCs who ignore this advice must succeed at two DC 20 Climb checks during their descent or fall roughly to the bottom. Next, he recommends using magic light sources such as sunrods and *everburning torches*, as the methane gas in the tunnels is highly flammable and “might” ignite if exposed to a lit torch, alchemist’s fire, or the effects of any spell with the fire descriptor (see below). Third, he notes that Midmeadow’s human stewards and rulers built the sewers ages ago, with each successive reign “improvising” on the previously existing design; the result is a haphazard collection of tunnels, crypts, and unused rooms with no logical arrangement. He advises the PCs to mind their footing and not to get lost. Finally, he tells them that the adamantine box they are going to recover is very delicate, despite its housing; it can still be sundered and destroyed, and whoever took it may use such a tactic to prevent its recovery. The box is small, measuring only 5x5x5 inches. The dwarves can provide the PCs with hemp rope and ten sunrods. Other items are available from local merchants, but fetching them will take time and potentially make the PCs late for the wedding (it actually won’t, but let them think so). In parting, “Rats” hands one PC a *wand of prestidigitation* and wishes them luck. Unbeknownst to him, it has two charges left.

Lurking in the sewers is a wererat who has been dwelling there since early CY 593. He is a natural lycanthrope who began his adventuring career as a rogue and was drawn to the sewers after hearing tales from other adventurers about crypts overflowing with valuables just waiting to be looted. He used his rat empathy ability to befriend the sewer’s voluminous rat population and was using the tunnels as a hiding place when the Night of Terror occurred later that year. Many of the magically warded tombs in the sewers were permanently damaged as a direct result of that event, and the powerful arcane energies protecting Midmeadow’s former rulers began to leak out into the sewers. This energy washed over the wererat and some of his elite

companions, changing them in ways that the wererat cannot fully explain. He began to study these energies in earnest, growing more powerful as a direct result.

He ultimately went insane with a megalomaniacal dream of unleashing a disease-bearing army on Midmeadow. This dream was nearly a reality until “Rats” accidentally detonated the Downtown area and wound up creating the Verminflame Portal. To the wererat’s twisted reasoning, the only solution was to kill the gnome and destroy or disable the device. To that end, he devised a new plan: he snuck out of the sewers, disabled the Portal, stole the gnome’s research journal, and planted obvious clues designed to lure “Rats” into the sewers to retrieve the items. The plan might have worked if not for the timely arrival of the PCs. When he learns via rat scouts in the tunnels that capable adventurers instead of the gnome are on the way, he improvises and uses a scroll of *shatter* to collapse the sewer tunnel on top of the PCs. However, this scroll was looted from one of the sewer crypts, and it is a spell with which the wererat is unfamiliar. As a result, he misjudges where to target it when he ambushes the PCs in Area 12 (see below) and inadvertently damages an old cistern which ruptures and floods the chamber, sweeping everyone to Area 15 where the actual combat occurs with the wererat and some of his elite minions. At higher APLs an ooze senses dietary intake and joins the fight to consume what it can.

Consult DM Aid: Midmeadow Sewer Grid D-23 for a map of the sewer and use the following location index once the PCs descend through the hole in the street and begin searching for the stolen adamantine box. Unless otherwise noted, sewer hallways are eight feet high by five feet, unlit, and made of carved stone.

☛ **Sewer Walls:** 15 in. thick; hardness 8; hp 225; AC 5; Break DC 40.

### Area 1: Entry Chamber

The initial chamber is littered with scorched rat corpses of all sizes that have been slain by the Verminflame Portal; these lie almost knee-high around the circumference of the debris pile. The pile itself is composed of massive chunks of masonry, discarded furniture, stone sarcophagus lids, and the like. Its sheer size suggests strong laborers, powerful magic, or both. This area looks to have been a collection chamber at one time, but a collapse in the south wall (Area 2) has reduced water flow into this room to little more than a trickle. Filthy, sewage-diluted water flows out of the collapsed south wall into the three northern hallways. Once the PCs gain their footing on the floor of the room, they will be standing ankle-deep in this waste. The smell of methane is strong here. The introduction of any light source reveals numerous scavengers including rats, dire rats, and even a carrion crawler on the ceiling of the northeast corner, but these creatures all recoil and scatter at the sight of any light source. They pose no threat. Several passages lead out of the chamber. PCs succeeding on a DC 24 Spot check notice a collection of three rats in

the passage leading to Area 8 (they have taken 10 on their Hide check) who are eyeing the party with preternatural intelligence. These are scouts for the wererat and flee down that hallway at any hostile action from the PCs. This is the way the PCs are intended to go, and it is indeed a trap as “Rats” suspected, but allow them to explore the area to their satisfaction. Knowledge (architecture and engineering) reveals no telling information here; there is nothing of interest or value in this room.

## **Area 2: Collapsed South Tunnel**

A DC 15 Knowledge (architecture and engineering) check here notes that this was indeed a large inflow tunnel, most likely ruined by “Rats” and his ill-fated sewer-capping plan. Rubble here blocks the entire tunnel; there is nothing else of interest here.

## **Area 3: Stairs to Mid–Tier Crypts**

Stairs lead down forty feet to a deeper level, where some of Midmeadow’s deceased nobles are interred. Allow the PCs a DC 20 Track check to note the recent (24 hours ago) passage of one medium humanoid. After ten minutes of exploring the partially looted tombs, allow the PCs a DC 15 Sense Motive check to recognize that if this is a trap, then the culprit must lurk elsewhere. There is nothing else of interest here for the PCs.

## **Area 4: Flooded Passage**

The passage here slopes gently downward before turning the corner and becoming flooded. A simple DC 15 Survival check notes a thick layer of scum on the surface of the water, indicating that nothing has passed this way recently.

## **Area 5: Passage to Lower Crypts**

The passage slopes sharply downward and, after twenty minutes, enters into a grand vault of mostly undisturbed crypts belonging to minor Midmeadow aristocrats, some of whom were likely responsible for the original neglect of the city. A DC 20 Track check here reveals recent activity (one medium humanoid within the last 12 hours), while a DC 20 Search check uncovers a collection of thieves’ tools, a crowbar, and an empty spell component pouch. The area is eerily quiet, even for a tomb, and after ten minutes the PCs should realize that there is nothing else here to find.

## **Area 6: Methane Vent Chamber**

The odor of methane is nearly overpowering in this room. The floor here is a series of interlocking metal grates, through which the PCs can see a literal river of raw sewage. The runoff from Area 2 passes down through Area 1 and into this room, where it oozes through the grates to join the larger flow twenty feet below, which then flows south back under Area 1 to eventually surface outside Midmeadow’s south gate; the “external sewage problem” is still one of the city’s unresolved issues. The

PCs can pry up the grates with ease, but there is nothing here to find. However, PCs can make a DC 15 Knowledge (nature) check here to realize that the methane fumes are indeed flammable, and that any open flame or burst of alchemist’s fire will cause an explosion. A DC 20 check also confirms that spells with the fire descriptor will ignite the fumes. Areas 1-2 are safe from the fumes due to adequate ventilation, but if any of the three conditions listed above are met while the PCs are in Areas 3-15, the fumes explode for 2d6 points of damage per APL (Reflex DC 15+APL for half). PCs who succeed at the Knowledge checks and still elect to tempt fate when combat occurs in Area 15 should be reminded what happened to the Downtown district the last time there was a similar explosion, and that there are wedding guests in town as well.

## **Area 7: Docile Otyugh Lair**

This foul-smelling passage winds around to a room filled almost to the ceiling with debris and rotting garbage. Skulking in the northwest corner behind a particularly noxious mound of slimy refuse is a somewhat cowardly otyugh. This creature poses no harm to the PCs and is indeed terrified of them, as it knows a good thing when it sees one: rats are incinerated daily by the Portal and make scavenging for hot food very easy. The otyugh cowers from any light source. If the PCs start climbing the pile, it throws out a piece of “treasure” (a masterwork silver dagger) in hopes that they will take it and go. It otherwise uses the total defense action to protect itself after using a tentacle to hide under a moldering Imperium banner. The PCs can take the offering and leave, as there is nothing else for them to find. They can also kill the otyugh, which whimpers in anguished, guttural cries as it is slain; however, any good-aligned PC who participates in this killing (even through standing by and allowing it to happen) should have the evil act noted on their ARs; paladin PCs should have their paladin powers revoked until such time as they can have an *atonement* cast upon them. This should be noted on the AR.

## **Area 8: Access Ladder**

The passage slopes sharply downward and passes an alcove with a vertical shaft and a ladder of iron rungs. This descends twenty feet to a long walkway built to allow workers to clear debris from a large vertical grate under Area 1 in case of blockage from the flow under Area 6. Other than the mind-numbing stench from close proximity to raw sewage, there is nothing else of interest down here. The original passage continues onward.

## **Areas 9/11/14: Depth Markers**

Allow dwarves to determine their approximate depth underground as (respectively) 120 feet, 150 feet, and 200 feet. Other PCs may make a DC 20 Survival check at these locations to note the depth.

## Area 10: The Cistern

The passage ends at a heavily reinforced iron door with no apparent handle or locking mechanism. Condensation is thick on the door, and the metal is cool to the touch. PCs may make a DC 20 Knowledge (architecture and engineering) check to recognize this as an exterior door to a cistern, and likely one of several such doors given Midmeadow's size. It is locked from the inside, and the keys were long ago lost while changing hands between the city's rulers. The cistern is currently full of potable water, but opening this door triggers a flood (see Area 12). Rogues cannot pick it, but a simple *knock* spell will open it. Take note of PC positions on the map, because if this occurs the sewer grid will flood. PCs in the hallway to Area 11 will be swept into Area 12, where they will trigger the scripted encounter. All other PCs will be washed back into the corner near Area 8 until the Cistern empties and the water level stabilizes by draining down into Areas 12-15 (this takes 10 rounds, as the cistern is actually larger than the map shows).

◆ **Reinforced Cistern Door:** 4 in. thick; hardness 10; hp 120; AC 9; Break DC 32.

## Area 12: Antechamber

The wererat Fesstik lurks here, having been alerted by scouts (and the likelihood of PC noise and light sources). He is in humanoid form in order to activate his scroll of *shatter*. An *everburning torch* in the stairwell (which leads up to another vault of crypts but does not offer another exit from the sewers) illuminates the room (Fesstik has yet to learn the *darkvision* spell) and is intended to momentarily distract the PCs. Fesstik hides in the southeast corner leading to Area 13. Once the majority of the party is in the center of the room, he uses his scroll. Though his goal is to collapse the ceiling on top of the PCs, he is unfamiliar with the spell and suffers a mishap, accidentally targeting the wrong part of the ceiling and rupturing the cistern (Area 10-A), which already has a significant crack (as shown on the map) through which water can be seen leaking. If no one spots him, this is his surprise round action; if he is spotted, the PCs should roll initiative, as some of them may get to act first, but his action remains the same. If Fesstik is incapacitated before using the scroll the PCs prevent the flood, but if they explore the complex, the dire rats/ooze still appear(s) to attack in Area 15. Once Fesstik activates the scroll, however, he ruptures the cistern and the room floods in one round. Water sweeps everyone into Area 13.

## Area 13A–C: Sarcophagi

The three alcoves lining this hallway each contain a stone statue posed to “guard” the sarcophagus behind it. The statues posed no challenge even to novice grave robbers, but now they have the potential to snag armor or clothing. PCs must succeed at a Reflex save when washing past each statue (DC 10+APL). Failure indicates that the PC has been snagged on part of the statue and

must spend the rest of that round and all of the following round disentangling themselves from the statue. It takes a full two rounds to be swept from Area 12 to Area 15 without interference; getting caught on a statue could split the party in ways that will drastically affect combat, especially at higher APLs if some PCs get caught between Fesstik and the ooze, with straggling PCs coming in behind the ooze. Everyone (including Fesstik) takes 1d6 points of nonlethal damage during the flood as they are buffeted down the corridors.

## Area 15: The Sump

The flood from Area 12 washes the PCs into this room, which is an old sump once used to collect sediment. It slopes gently downward away from the PCs' point of entry. The ceiling is 20 feet high, and there are small drain holes all over the floor whose screens were long ago chewed through by rats. As a result, the room no longer collects sediment, but the inrush of water is too much for the drains to handle quickly, so the room begins to flood. 10 rounds after the first PCs are swept into the chamber it will be completely underwater (along with Areas 11-14). The room takes five minutes to drain once full and the water from Area 12 stabilizes, so drowning could become an issue. See page 304 of the DMG for rules on drowning.

On the far side of the chamber is a closed iron door that sits five feet off the floor on a large stone block. Between the PCs and this door are more of these large stone blocks; a DC 15 Knowledge (architecture and engineering) check reveals these as platforms where workers would stand and stir the viscous waste so that fluid drained out while solid debris remained. Each of the blocks is five feet high, and all are equipped with iron-rung ladders on each side. Once the first PC washes into the room, initiative should be re-rolled; Fesstik and all of the PCs start the combat prone. Starting positions for all combatants are abbreviated on the map: Fesstik (F), the dire rats (DR), and the PCs (PC+ any of the eight adjacent squares); the ooze (if present) starts from the northern portion of the waterfall. The waterfall was the original inflow line to this chamber; water and waste still flow from it, and the floor drains can adequately handle that volume, but the flood from Area 12 overwhelms them. The waterfall duct is a flat opening too small for PCs to escape through once the room floods, so do not let them waste precious rounds trying to get out in this manner.

Once initiative is re-rolled, start counting rounds. The ooze (if present) appears at the start of the third round after a PC enters the room, which could potentially sandwich it between PCs; water reaches the top of the stone blocks at the end of the 5th round. Movement will be impeded (halved) for characters on the blocks at the end of the 7th round, and PCs may have to worry about Swim checks at some point. Note that the dire rats, Fesstik, and the ooze all have sufficient Climb skills not to have to worry about drowning. The rising water and restricted terrain contribute an additional +1 to the effective EL of this combat, and this is factored into the entries below.



**Creatures:** The PCs are fighting Fesstik, a wererat rogue who has manifested sorcerer powers (at APL 4+) from his extended stay in the sewers and ongoing exposure to and study of damaged magical wards on many of the crypts herein. The seeping magical energies have had a different effect on his dire rat minions, transforming them into spellwarped creatures. Though this effect denies Fesstik the use of his rat empathy ability on them (as they have become aberrations), the three dire rats remain out of an undefined sense of loyalty. They are present at APLs 2-6; at APLs 8-16 the sounds of combat and of arcane energies being released attract the attention of a hungry ooze. At APL 8 it is a basic black pudding; at APL 14, the PCs face an elder black pudding; at APLs 10, 12, and 16 it is an arcane ooze, which may prove challenging if PCs get caught between it and Fesstik. The elder black pudding has been in the sewers since the city was built; a DC 20 Knowledge (history) check confirms it was responsible for devouring most of the surviving undead that plagued the city in CY 593, and a DC 20 Bardic Knowledge check relates the rumor of an ill-fated Imperium plot where minions of Prince Sewardt attempted to control the creature for their own evil purposes. They were never heard from again. A Knowledge (dungeoneering) is required to identify ooze traits; Fesstik lacks this skill, and is subject to the arcane ooze's spell siphon ability just like the PCs.

#### APL 2 (EL 4+)

☛ **Fesstik:** male wererat rogue 1; hp 11; Appendix 1.

☛ **Spellwarped dire rat (3):** hp 9; Appendix 1.

#### APL 4 (EL 6+)

☛ **Fesstik:** male wererat rogue 2/sorcerer 1; hp 19; Appendix 1.

☛ **Advanced 3-HD spellwarped dire rat (3):** hp 27; Appendix 1.

#### APL 6 (EL 8+)

☛ **Fesstik:** male wererat rogue 3/sorcerer 2; hp 26; Appendix 1.

☛ **Advanced 4-HD spellwarped dire rat (3):** hp 40; Appendix 1.

#### APL 8 (EL 10+)

☛ **Fesstik:** male wererat rogue 3/sorcerer 4; hp 32; Appendix 1.

☛ **Black pudding:** hp 135; *Monster Manual* 201.

#### APL 10 (EL 12+)

☛ **Fesstik:** male wererat rogue 3/sorcerer 6; hp 38; Appendix 1.

☛ **Arcane ooze:** hp 232; Appendix 1.

#### APL 12 (EL 14+)

☛ **Fesstik:** male wererat rogue 3/sorcerer 8; hp 45; Appendix 1.

☛ **Advanced 23-HD arcane ooze:** hp 356; Appendix 1.

#### APL 14 (EL 16+)

☛ **Fesstik:** male wererat rogue 3/sorcerer 10; hp 57; Appendix 1.

☛ **Advanced 30-HD elder black pudding:** hp 495; Appendix 1.

#### APL 16 (EL 18+)

☛ **Fesstik:** male wererat rogue 3/sorcerer 12; hp 65; Appendix 1.

☛ **Advanced 35-HD arcane ooze:** hp 647; Appendix 1.

**Tactics:** Note the starting positions of all combatants. At all APLs Fesstik's first action is to stand up from prone and shift into hybrid form. If only one or two PCs have washed into the room, he moves to attack on the next round; if three or more PCs have washed in, he climbs onto the nearest platform and tries to goad them into following (either to fight them one at a time at low APLs, or to cast spells from an elevated position at higher APLs). The dire rats start atop the blocks and move to aid Fesstik where possible. Note that there are two parameters in effect when Fesstik casts spells: first, he is wearing armor and suffers a chance of arcane spell failure; second, his hybrid form (which he favors in combat) prevents him from casting spells with verbal components. To compensate, he has mastered the Silent Spell feat. Thus, any spell he attempts to cast is a full-round spell that uses up a spell slot one level higher than the actual spell, so he can never cast his highest level spells in combat (though he has pre-cast some in humanoid form at higher APLs).

At APL2 Fesstik relies on his lycanthropy DR to mute PC attacks while the dire rats move to assist; he uses his sneak attack ability when possible, though the rats are not intelligent enough to move into flank. At APL4 and above he has pre-cast *shield* in Area 12 three rounds before the PCs enter the room, and begins using Combat Expertise. At APL6 he favors Improved Feint with *touch of fatigue* in melee. At APL 8 he has also pre-cast *see invisibility*, and the arrival of the black pudding alters his tactics: here, he lets the PCs become distracted by the pudding and hopes to pick them off one by one, moving between the platforms as necessary. The ooze (at all APLs) attacks the nearest target. At APL 10 and above Fesstik tries to cast *spectral hand* in order to deliver touch attacks from a distance, but at this APL the arcane ooze has a chance to siphon his spells as well as those of the PCs. At APL 12 he first tries to cast *haste* followed by *vampiric touch*; his *pipes of the sewers* could also plague the PCs with dire rat swarms. His Improved Counterspell feat may prove useful if the PCs defeat the ooze. At APL 14 he has pre-cast *stoneskin*. Finally, at APL 16 he has pre-cast *true seeing*.

### Treasure:

👑**APL 2:** Loot – 83 gp, Coin – 0 gp, Magic – scroll of shatter (12 gp each), potion of cure light wounds (4 gp each).

👑**APL 4:** Loot – 79 gp, Coin – 33 gp, Magic – scroll of shatter (12 gp each), potion of cure light wounds (x2, 4 gp each), wand of color spray (CL 1st, 62 gp each), wand of magic missiles (CL 1st, 62 gp each).

👑**APL 6:** Loot – 79 gp, Coin – 0 gp, Magic – scroll of shatter (12 gp each), elixir of vision (20 gp each), wand of color spray (CL 1st, 62 gp each), wand of magic missiles (CL 3rd, 187 gp each).

👑**APL 8:** Loot – 64 gp, Coin – 8 gp, Magic – +1 studded leather armor (97 gp each), +1 rapier (193 gp each), wand of magic missile (CL 5th, 312 gp each), scroll of shatter (12 gp each), vest of resistance +1 (83 gp each), potion of cure moderate wounds (x2, 25 gp each).

👑**APL 10:** Loot – 37 gp, Coin – 16 gp, Magic – +1 rapier (193 gp each), +1 studded leather armor (97 gp each), potion of cure moderate wounds (x2, 25 gp each), wand of magic missiles (CL 5th, 312 gp each), scroll of shatter (12 gp each), vest of resistance +1 (83 gp each), ring of protection +1 (166 gp each), potion of haste (62 gp each).

👑**APL 12:** Loot – 37 gp, Coin – 8 gp, Magic – +1 rapier (193 gp each), +1 studded leather armor (97 gp each), wand of magic missiles (CL 7th, 437 gp each), scroll of shatter (12 gp each), vest of resistance +2 (333 gp each), ring of protection +1 (166 gp each), cloak of charisma +2 (333 gp each), pipes of the sewers (95 gp each), potion of cure serious wounds (62 gp each).

👑**APL 14:** Loot – 37 gp, Coin – 41 gp, Magic – +1 adamantine rapier (418 gp each), +2 studded leather armor (347 gp each), wand of magic missiles (CL 9th, 562 gp each), scroll of shatter (12 gp each), vest of resistance +2 (333 gp each), ring of protection +2 (666 gp each), cloak of charisma +2 (333 gp each), brooch of shielding (125 gp each), potion of cure serious wounds (62 gp each).

👑**APL 16:** Loot – 37 gp, Coin – 16 gp, Magic – +1 thundering adamantine rapier (918 gp each), +2 studded leather armor (347 gp each), wand of magic missiles (CL 9th, 562 gp each), scroll of shatter (12 gp each), vest of resistance +3 (750 gp each), ring of protection +2 (666 gp each), cloak of charisma +2 (333 gp each), brooch of shielding (125 gp each), bead of force (250 gp each), pale blue rhomboid ioun stone (666 gp each), potion of cure serious wounds (x2, 62 gp each), pipes of the sewers (95 gp each).

**Detect Magic Results:** +1 adamantine rapier (faint transmutation), +1 rapier (faint transmutation), +1 and +2 studded leather armor (faint transmutation), +1 thundering adamantine rapier (faint transmutation and faint necromancy), bead of force (moderate evocation), brooch of shielding (faint abjuration), cloak of charisma +2 (moderate transmutation), elixir of vision (faint divination), pale blue rhomboid ioun stone (moderate transmutation), pipes of the sewers (faint conjuration), potion of cure light wounds (faint conjuration), potion of cure moderate wounds (faint conjuration), potion of cure serious wounds (faint conjuration), potion of haste (faint transmutation), ring of protection +1 and +2 (faint abjuration), scroll of shatter (faint

evocation), vest of resistance +1, +2, and +3 (faint abjuration), wand of color spray (CL 1st) (faint illusion), wand of magic missile (CL 1st, CL 3rd, and CL 5th) (faint evocation), wand of magic missiles (CL 7th and CL 9th) (moderate evocation).

**Development:** At the end of round seven Fesstik (if conscious) recognizes that he needs to escape this room before it fully floods. One round later the exit door will be completely submerged and require not only a DC 25 Search check to locate it, but a DC 20 Strength check to force it open (outward). If the PCs manage to find and open the door, water spills out from Area 15 and the sump-chamber drains sufficiently to remove them from danger. Regardless of whether Fesstik was killed or escaped, in the confusion following his clumsy attempt to crush the PCs he forgot to retrieve the stolen Verminflame Portal component, which was in a waterproof bag (along with the missing research notes and spell components) on the stairs inside Area 12. It can be found (no Swim check required once the exit door in Area 15 is opened) with a second DC 25 Search check. PCs wishing to take 20 on either Search check should be reminded about the imminent wedding. PCs who disapprove of the Verminflame Portal may also choose NOT to search for the mechanism and instead attempt to Bluff “Rats” that they could not locate it. Success on such a Bluff check also earns the listed experience for this portion of the encounter. If the PCs return the stolen items to “Rats”, they receive the Favor of the Downtown District as noted on the Adventure Record. The door in Area 15 leads to a mostly-level passage that winds north-by-northeast for perhaps fifteen minutes before passing an iron-rung ladder leading straight up (200 feet). At the top of this ladder is an iron sewer grate. If a PC attempts to open it, proceed to Encounter Five.

## ENCOUNTER 5: VISITORS

In this brief roleplaying encounter the PCs emerge from the sewers (possibly filthy and damaged) to a host of surprised guests and visiting envoy of Inanilae elves just as the wedding is about to begin. If the PCs used teleportation magic or some other means to escape the sewers, improvise their arrival here as necessary, but if any PCs opened the sewer grate at the end of Encounter Four, read or paraphrase the following:

*The sewer grate resists the initial attempt to lift it, as if someone or something were on top of it. With a renewed effort it flips open and clatters on the street. Once-tranquil faces look on in mute horror as you climb out of the sewer into the midst of the wedding processional that has begun to form outside the temple of Pholtus. A group of sylvan elves stands nearby and eyes you with curiosity.*

The long ladder from the sewers leads to an opening just outside the temple of Pholtus, where the wedding processional is only moments from assembling. Once the

PCs climb out into the square, they will note that the sewer grate is painted to resemble a holy symbol of Pholtus. This questionably blasphemous act of vandalism is the work of Calidan Estani, a priest of Pelor and staunch anti-Pholtan who is nowhere to be found at this ceremony. As the guests look on in varying degrees of horror, the PCs can see that it was a humbly dressed female wood elf that was standing on the grate. She steps back, eyes the PCs with a curiosity and surprise, and whispers in low tones to a group of five male wood elves.

PCs who played NYR6-06 recognize one of the males as the ranger, Valandril; he in turn remembers such PCs (so long as they have not changed form due to *reincarnate*, etc) and steps forward to greet them and explain his presence in Midmeadow (if no PCs played NYR6-06, Dalis Mirivan is mingling nearby and spots an opportunity to introduce the PCs to Valandril and his group). The other males are fellow rangers dressed in traveling clothes with longbows on their backs and elegant thinblades at their waists: PCs may attempt a DC 15 Sense Motive check here to recognize that all of the males seem extremely tense, while the female appears quite relaxed.

Valandril has come to Midmeadow with news that scouts from his tribe have discovered what they suspect is the lair of the mysterious mage responsible for so much carnage in NYR6-06, including the slaughter of Faith's former tribe and the attack on the merchant Rowena Livingston. He adds that their chief has proposed a joint reconnaissance mission, if the PCs are willing. At this point (if applicable), the PCs may wish to mention their obligation to attend the wedding. Clever and diplomatic PCs will recognize the *faux pas* inherent in abandoning the wedding as it is about to start, and may be able to secure invitations for the elves, who are willing to wait and witness this highly unconventional marriage.

If any PCs who played NYR6-06 recall the ailing chief of the Inanilae tribe and inquire as to his health, the males all turn their heads in unison to look at the female, who then removes her hood and reveals herself to be none other than Tess'inene-ilae, the chief's daughter and now the new chief of the tribe. A DC 20 Knowledge (nobility and royalty) check reminds PCs that this is a personage equal in rank to a major noble, and one who should be accorded all appropriate customs due her station. Tess'inene-ilae introduces herself and apologizes for not immediately recognizing any PCs from NYR6-06; she was focused on her father's condition at the time, but is now ready to work with them to investigate the mage's lair.

She insisted on coming along to deliver the news despite the protests of her ranger escorts about "risking the safety of her royal personage" because she wanted to see the city for the first time since she was very young. In NYR6-06 she delivered a pessimistic speech likening Midmeadow and its history of storied human politics to quicksand. That view was bleak and negative, and likely clouded by grief for her dying father. She wanted a fresh, unbiased perspective, and thus is traveling incognito; she asks the PCs to keep her identity a secret, if for no other reason than not to upstage the bride and groom.

🧝 **Royal Escorts (4):** male wood elf ranger 3.

🧝 **Valandril:** male wood elf ranger 5.

🧝 **Tess'inene-ilae:** female sylvan elf aristocrat 2/ranger 9/sorcerer 3; Heal +12, Diplomacy +6.

*Description and Personality:* Tess'inene-ilae is one hundred fifty-one years old and the only child of her father's line; leadership of the Inanilae is now her responsibility. "Tess" (as she insists the PCs call her while she is incognito) has long, copper-hued hair and jade-green eyes. She is dressed in nondescript traveling clothes and had two short swords concealed beneath her long cloak. She observes the city with a hunter's curiosity, noting both strengths and weaknesses. She encourages the PCs to attend the wedding if they so desire, as the discovery of the mage's lair can wait one day.

As she is talking, other wedding guests approach. At this point the PCs have a chance to be diplomats and play a crucial role in Midmeadow's socio-political development: Tess'inene-ilae knows no one in the city yet is clearly interested in its current state of affairs; however, she also wishes to remain anonymous. Introducing her anonymously here or privately to the right NPC could have lasting ramifications. The PCs have a few minutes in which to mingle before the processional to Blackwater Park commences. Key NPCs who were not present during Encounter One have now arrived, and are listed below:

🧝 **Kirelle:** female wood elf cleric 11 (Corellon); Heal +17, Knowledge (history) +15, Knowledge (local-NMR) +14, Knowledge (religion) +15, Sense Motive +13.

*Description and Personality:* Kirelle is a bright-eyed, middle aged wood elf and one of the city's original inhabitants. She is attended by four elven artisans from Blackwater Park and has been invited as a courtesy (and at Faith's insistence) out of respect for her position as the figurehead of that district, despite her well-publicized disdain for the Pholtan religion as whole. Her knowledge of the city's history is considered to be without equal.

🧝 **Faith:** female wild elf commoner 2.

*Description and Personality:* Faith is an olive-skinned, juvenile wild elf with shoulder-length black hair and dull-green eyes. She wears an overly elaborate formal wedding gown of human design that looks incongruous with her simple expression and poor posture. Together, she and Penrys embody the very difference between wild and cosmopolitan. The PCs should find her exceptionally naïve, but her curiosity about their lives as adventures (and why they came out of the sewers) is insatiable. She wants to learn more about human culture, but time does not permit and she is soon escorted back to the head of

the processional. Should a PC ask why she is marrying Penrys, her response should illuminate her stark future: "because he asked me."

♣ **Bishop Talpin Thorea:** male human cleric 10 (Pholtus); Diplomacy +15, Sense Motive +11.

*Description and Personality:* Bishop Thorea is an Oeridian in his early thirties whose brown hairline has begun to recede. He has placid brown eyes and a genial smile, and dresses in white robes with silver trim. A holy symbol of Pholtus hangs from his neck, and he carries a quarterstaff as a purported walking stick, but this is really an affected prop. He was assigned to Midmeadow from Mithat in mid-CY 595 to replace the previous head of the Bright Path sect here as part of an "out with the old, in with the new" notion, which he attributes to King Lynwerd. He is very knowledgeable on religion and the city infrastructure (far more than priestess Kirelle).

♣ **Hayden Valcroy:** male human cleric 14.

*Description and Personality:* the High Priest of the Blinding Light sect is in his late thirties and of pure Oeridian descent. His muscular jaw is peppered with stubble, and his neatly trimmed brown hair is whitening at the temples. He is dressed in traveling vestments and is not as formally attired as other guests; his holy symbol of Pholtus is in brooch form and pinned to his chest. Two bodyguards (who keep a respectful distance but otherwise follow him everywhere) and four Blinding Light acolytes (who remain at the temple of Pholtus to assist Bishop Thorea's staff while he performs the wedding for Penrys and Faith) accompany him. High Priest Valcroy is quietly observant, deferring to Bishop Thorea whenever possible yet casting critically appraising glances not unlike a housemaid who has found a speck of dust on a high bookcase shelf, especially at non-humans and those PCs displaying any holy symbol other than that of Pholtus. In conversation he is terse but commends the Bishop for inviting him to the wedding. Observant PCs will note that he makes every effort to avoid looking at Faith.

**Development:** After a few minutes of mingling with the newly arrived guests, the wedding processional begins its march through the Promenade to Blackwater Park. Once there, the bride and groom approach the altar where Bishop Thorea is prepared to perform the ceremony. Before the final vows are exchanged, however, the nuptials are once again interrupted, this time not by goblin berserkers but by a breathless Bright Path acolyte hysterical with the news that the ill-tempered Pelorite priest Callidan Estani has been found murdered. Assuming the PCs rush to the temple to investigate, proceed to Encounter Six.

## ENCOUNTER 6: HANDS TIED

Back at the temple of Pholtus a small crowd has formed, any member of which can inform the PCs that several Bright Path and Blinding Light acolytes were seen carrying the body of Callidan Estani inside the temple. Also returning from Blackwater Park are Bishop Thorea, High Priest Valcroy, Kirelle, the two Knights Valorous, and Tess with her escorts. The Bishop pushes past everyone and makes his way inside the temple, ordering the six temple guards (male human fighter 2) to keep everyone else out while he investigates.

Assuming the PCs do not attempt to cause trouble or forcibly move past the guards, they find themselves in the temple square along with the key NPCs noted above and, not surprisingly, High Priest Valcroy and his bodyguards. One of the Valcroy's acolytes (who found the body) rushes over to relate what happened (a DC 20 Listen check allows PCs to overhear what is being said):

- The body was found near the north wall where the Silk Plateau and Promenade merge, hidden amid the dying branches that comprise the wall in that area. The acolyte noticed a gap in the wall that looked large enough to accommodate Medium creatures.
- The acolyte found the priest's body facing down; upon rolling him over for identification, he noticed several splotches of blood on the priest's robes. He attempted a Heal check and determined that the priest was dead. He then shouted for the nearest resident to fetch someone from the temple to assist him.
- Two Bright Path acolytes and one of his Blinding Light brethren appeared within minutes, and they carried the body here.

The High Priest nods sternly and admonishes his acolyte for lacking the foresight to have prepared a *message* spell; shouting to residents for aid has caused the crowd to gather outside the temple, and could potentially induce a panic in the streets. Worshippers of Pelor will also likely be dismayed to learn of the news in this awkward manner. He advises the acolyte to go and pray for guidance.

The PCs may wish to question assembled crowd members (or the two Knight-Captains) as to Callidan Estani's character. Doing so yields the following information (no die roll necessary):

- Callidan is a priest of Pelor who is technically assigned to the entire County, but who chooses to stay in Midmeadow for reasons known only to him.
- He is of mixed Flan and Oeridian descent, and quite young for his posting (age twenty-two).
- He is notoriously vocal in his opposition to the churches of Pholtus, and to the worship of Pholtus in general. For over a year now he has engaged in a (marginally successful) one-man campaign to dissuade residents, visitors, and travelers from worshipping the deity, even going so far as to proselytize on the temple steps while mass is being held inside. He seeks not to

convert them to Pelor, but rather lure them away from Pholtus.

- Bishop Thorea (to his credit) has proven exceptionally tolerant of this behavior, in keeping with his policy of tolerance and openness, and has allowed Callidan to operate unmolested. The two Knight-Captains can readily confirm (in low tones) that High Priest Valcroy would not have tolerated such antics for one second longer than it would have taken to arrest him. They also note that Callidan arrived in Midmeadow after the High Priest's forced departure from the city.
- Of late, Callidan's anti-Pholtan spree has evolved into minor vandalism. Some of his recent acts include hiring traveling mages to rig the temple's bells with *magic mouth* spells that mimic the cries of "heretics" being burned at the stake and trigger whenever owls or other birds approach the bells (i.e. at all hours of the day and night); he also disguised himself as a commoner in order to sneak into the temple and spike the holy water font with *oil of invisibility* (at his own expense), causing dozens of shocked worshippers to vanish during evening services; finally, he masterminded the sewer grate debacle, using Nolzur's *marvelous pigments* to make each one of them (over two dozen) resemble a holy symbol of Pholtus, then painting another dozen randomly around the Promenade.

A Bright Path acolyte soon emerges from the temple to announce that the Bishop is examining the body and asks that everyone be patient. At present there are no suspects. PCs who attempt to gain access to the temple to assist the Bishop are politely but firmly denied entry on the Bishop's orders. A DC 20 Knowledge (local—NMR) check confirms that while the Bright Path sect has no official authority in Midmeadow, they do have authority within the confines of their temple and may dictate who has access to the body; to forcibly try and enter against the Bishop's express orders constitutes a serious crime.

At this point Penrys arrives in a huff with Faith trailing behind him, attended by two halfling caterers. He promptly abandons her to ask Knight-Captain Talbrith what has happened. Upon being informed of the particulars, he looks around and, instead of going into the temple to assist his Bishop, moves and appeals to High Priest Valcroy to "do something." Valcroy tells him plainly that the Blinding Light sect has no authority in this matter. Penrys then suffers a complete breakdown of reason, turning to the PCs and exclaiming: "But...this is just like last time!" He goes on in a petulant tone and effectively compares adventurers to "bad luck" magnets, noting their presence at the rehearsal dinner from last year. Throughout his tirade he stomps about like a spoiled child, chastising adventurers in general by noting their lack of discipline and myriad pagan religious beliefs, further noting that Callidan "probably got what he deserved for blaspheming against Pholtus." During this spectacle, Faith begins to quietly cry; if no PCs think to do so, Dalis Mirivan rushes over to put an arm around her awkwardly in an effort to reassure her. Faith looks at

Penrys as though he had transformed into some hideous creature before her eyes.

After ten minutes the Bishop emerges and speaks to the crowd. He announces that Callidan Estani is dead, the victim of a cowardly attack. The cause of death was several precise sword thrusts to the chest. The priest appears to have been looted of all his belongings save his wooden holy symbol of Pelor, which the Bishop now holds in his hands. The culprit cannot have gone far, as Callidan was seen at sunrise this morning. The Bishop plans to ask Pholtus for guidance.

He then asks the crowd to disperse, at which point residents begin gossiping furiously amongst themselves. The Bishop then approaches High Priest Valcroy, pulling something from his pocket as he moves. PCs may listen in (make a DC 20 Listen check) on their conversation, claim to represent a fellow Pelorite (a DC 20 Diplomacy check for obvious Pelor worshippers), or exercise diplomacy in the name of justice (a DC 15 Diplomacy check) in order to join in on this private conversation. The Bishop then unfolds a map he says was found tucked inside Callidan's robes; drawn in fine charcoal, it shows Midmeadow's position relative to the major trade roads in the area, along with arrows that PCs may intuit (with a DC 20 Decipher Script check) as attack patterns. North of Midmeadow in a lightly forested area (a DC 20 Knowledge [geography] check pinpoints the exact location) is a large "X."

The Bishop posits that the infamous bandit gang is likely responsible for Callidan's murder. High Priest Valcroy dismisses this idea, noting that only fools would infiltrate the city, murder a priest of Pelor—arguably the most popular faith in Nyron—then carelessly leave the body and map behind for anyone to find. Valcroy suspects a trap, and a poorly conceived one at that: killing a Pelor cleric could bring the wrath of Lynwerd down on the perpetrators, and a bandit gang that has eluded capture this long would not, in his opinion, make such an error in judgment. He notes, however, that this murder is the direct result of Lynwerd's lapse in addressing the lack of authority in this city. The High Priest suggests the murder is possibly a ruse designed to lure Thorea into the wilderness, as renegade Pholtan priests have made far more enemies than Pelor's clerics.

Thorea scowls at this and says he has no plans to leave town until he can perform a *speaking with dead* on the corpse; as he did not prepare one today, this will have to wait until the morning. At this point the PCs may wish to interrupt, as one of them likely has this spell prepared and is willing to cast it. Thorea, however, refuses any PC aid, curtly stating that this investigation falls under the purview of the Church of the Bright Path. He further denies access to the body to everyone save members of his own sect. A tense roleplaying scene is intended here, especially if any PCs are clerics or paladins of either Pelor or Pholtus; if any PCs persist in challenging his authority, he retreats behind a sleek veneer of *realpolitik* and bureaucratic red tape, suggesting that if they have an issue with his edict then they are welcome to petition the King, by whose grace the Bright Path occupies this

temple. He promises to wait for the royal reply while keeping the body under *gentle repose* in the interim. Penrys moves to stand by Thorea during this scene, silently nodding his meaningless approval at the Bishop's every word.

The Bishop ultimately looks at the PCs and tells them that if they really want to be useful, they should go and track down the bandits "for questioning," especially in the absence of any official Nyronese troops. The underlying tone in this directive is unmistakable (vigilante justice), but High Priest Valcroy speaks up to defend the PCs, reminding the Bishop that he has no authority to order private citizens around in this manner, and that the PCs must decide for themselves the right course of action. The Bishop then coolly reminds the High Priest in a condescending tone that the Bright Path sect is the city's official church. The tension between these two notoriously antagonistic priests should be palpable. The PCs should feel somewhat frustrated at this point, as they lack direct access to Callidan's body or the authority to overturn Bishop Thorea's dictate. Penrys soon disappears inside the temple, leaving his bride-to-be outside with either Dalis or a PC. Dalis will also stay with Faith if the PCs are concerned about leaving her to pursue the investigation. The crowd disperses.

Knight-Captain Talbrith then invites the PCs to help her investigate the site where the body was found. Assuming they do so, she leads them to a section of the north wall that has clearly been neglected for years (Tess, her aides, Dalis, and Faith tag along). The trees that form the wall here are dying; there are several areas where gaps in the wall have been covered with planks of inferior lumber, giving the once-majestic wall a very decrepit look. A DC 25 Search check locates a piece of expensive black fabric in the man-sized gap of the wall, along with the clear indications that a struggle took place here. Talbrith asks if anyone in the group can search for tracks, at which point Tess coughs loudly (Survival +15). A DC 19 Track check (hard, unwatered ground; more than 3-5 creatures) locates four sets of booted, Medium footprints less than six hours old that pass through the wall and into the sunflowers growing on the north side of the city. There is no lingering magic or evil to be detected.

Talbrith tells the PCs that she, like High Priest Valcroy, has no authority in this matter, and that her responsibilities in the city are limited to the barracks renovation and observation of the populace. However, she cannot prevent concerned citizens from pursuing clues in the name of justice, wherever they may lead. In the interest of serving justice, she and Quenthe have a dozen heavy horses confiscated from the Valorous League that the PCs can use. She reminds the PCs that if the local bandits are indeed responsible, the gang has been operating for over a year but thus far no one has been able to locate their encampment, prevent, or even anticipate their attacks, all of which have targeted merchant caravans leaving the Midmeadow area. The murder of a Pelor priest would amount to a drastic escalation in their documented crimes.

Even if the bandits were not responsible for Callidan's murder, confirmation of their base's location would prove invaluable in preventing future attacks. Some PCs may be suspicious as to why a Blinding Light acolyte was walking near the Silk Plateau's northern wall to begin with (since it is a matter of public record that Pholtans are unwelcome there), but this could be readily explained as simple curiosity (the sect has not been here in over a year, and the agricultural prowess evident in the Plateau is enough to make people gawk in wonder) and is far less conspicuous than Bishop Thorea's blunt reversal of his own "openness" policy from one year ago.

**Development:** It is high noon. PCs who succeeded on the Knowledge (geography) check earlier (Tess can also make this, at +10) estimate that the "X" on the map lies roughly fifteen miles north-northwest of the city. Even if the PCs lose the trail, they can use the map and their geography skills to compensate. Tess volunteers her group's formidable tracking skills (much to their dismay) in the interest of apprehending bandits or murderers. It will take three hours to ride to the "X" and three to return, placing the PCs back in town near sundown. At this point, the PCs have a choice to make, as Encounter Seven is optional (they will miss out on an important clue therein, as well as all the treasure and experience associated with that encounter): if they go after the bandits with Tess, proceed to Encounter Seven. If they elect to stay in town, proceed to Encounter Eight (which begins near sundown).

## ENCOUNTER 7: A BROKEN FRAME

During this encounter the PCs (along with Tess and her escorts) attempt to follow the tracks from Midmeadow's north wall in an effort to locate the bandit encampment. Dalis opts to stay behind and look after Faith, as Penrys has yet to come out of the temple to retrieve her. The tracks are easy to follow through the sunflower fields, but once the PCs reach open ground the trail vanishes. Tess admits that even *dust of tracelessness* is relatively easy to overcome. She suspects high magic and probable teleportation. Allow the PCs a DC 15 Wisdom check to recall the unfinished business with the mysterious mage from NYR6-06 (if no PCs played that scenario they would have heard about key events in it from Dalis or Tess). If he is involved in Callidan's murder, then the PCs could be heading into an entirely different kind of trap.

With no physical tracks to follow the PCs are forced to rely on their (or Tess'inene-ilae's) geography skills and the map. To pinpoint the "X" on the map, the party needs to succeed on both a DC 25 Survival check and a DC 25 Knowledge (geography) check. Doing so allows them to feel confident that they are very close to the "X" after three hours of steady riding. At this point allow them to dismount and make another Track check; this one is relatively easy (DC 14) and yields over two-dozen sets of recent, Medium, booted humanoid tracks less than two

days old. Following these tracks north into the trees for fifteen minutes puts the PCs at the edge of the bandit camp.

Consult *DM Aid: Bandit Encampment and Silk Plateau* from this point forward; the PCs begin at the southeast corner. The area is lightly forested, with a canopy of trees helping to conceal the encampment; PCs who elect to fly overhead must also make Spot checks to notice the bandit sentries (see below). Unless the PCs have some way of surprising the bandits from a distance outside the boundaries of the map, have them place their figures in the designated area, then have them roll Spot and Listen checks to notice the bandits (who are taking 10 on Hide and Move Silently). The two sentries have camouflaged their wagons with foliage (granting a +10 circumstance bonus to the lieutenant), and are armed with bows when this encounter begins. Once the PCs have positioned themselves, have the two sentries make Spot and Listen checks. Unless the PCs are both silent and invisible, they will likely be noticed; conversely, it is the lieutenant conducting an inventory of the center wagon who will likely be spotted by the PCs, as he is not as stealthy as his sentries. The leader is inside the small cave beyond the wagons studying a map of northern Nyrond in preparation for the next raid. If a sentry notices the PCs (or any animal companions), he calls for aid; if the sentries are silenced by magic, they are not above shooting their lieutenant to get his attention.

**Creatures:** The PCs are up against one of the most successful bandit gangs to ever plague the Nyrond metaregion. A very minor Nyrondese noble named Count Wiczling leads the gang. His family estate lies just inside Nyrond's western border, less than a day's ride from Starkwall. The Count himself is of mixed Suel and Oeridian descent, and is twenty-seven years old. He conceals his exploits by telling his father that he is off making diplomatic contacts and surveying the countryside; in truth he is a bored, spoiled, yet cunning aristocrat who dabbles in amateur mime work and playacting, and who started the gang as a lark. His contacts in the County of Urnst put him in touch with like-minded roguish types, and the gang has become a successful, formidable force. The Count is already rich; they steal for the thrill of it (but is not above pocketing exceptional or unique items) rather than to accumulate an ever-expanding horde. Contrary to rumor, he and his men are not evil: they loot efficiently, to be sure, but never resort to violence except in the rare instances when it is necessary to effect escape.

The gang moves about constantly and does not maintain a permanent camp; this is the main reason why they have eluded capture for so long. Today the PCs are fortunate in that most of the gang is on a raid twenty miles to the west, leaving the Count, his lieutenant, and two elite sentries to guard the camp. The PCs may express surprise at seeing only three wagons worth of loot, but the Count prefers to travel light and uses a secret cave beneath his family's cliff top estate to hide his hoard. If

the sentries call for aid, he moves from the cave to assist his men as best he can.

#### APL 2 (EL 5)

☛ **Count Wiczling:** male human aristocrat 2/rogue 1/bard 1; hp 25; Appendix 1.

☛ **Bandit Lieutenant:** male human fighter 1; hp 9; Appendix 1.

☛ **Bandit Sentry (2):** male human rogue 1; hp 6; Appendix 1.

#### APL 4 (EL 7)

☛ **Count Wiczling:** male human aristocrat 2/rogue 1/bard 1/fighter 1; hp 33; Appendix 1.

☛ **Bandit Lieutenant:** male human fighter 3; hp 28; Appendix 1.

☛ **Bandit Sentry (2):** male human rogue 3; hp 19; Appendix 1.

#### APL 6 (EL 9)

☛ **Count Wiczling:** male human aristocrat 2/rogue 2/bard 1/fighter 2; hp 47; Appendix 1.

☛ **Bandit Lieutenant:** male human fighter 5; hp 47; Appendix 1.

☛ **Bandit Sentry (2):** male human rogue 5; hp 32; Appendix 1.

#### APL 8 (EL 11)

☛ **Count Wiczling:** male human aristocrat 2/rogue 3/bard 1/fighter 3; hp 61; Appendix 1.

☛ **Bandit Lieutenant:** male human fighter 7; hp 66; Appendix 1.

☛ **Bandit Sentry (2):** male human rogue 7; hp 45; Appendix 1.

#### APL 10 (EL 13)

☛ **Count Wiczling:** male human aristocrat 2/rogue 3/bard 1/fighter 4/mountebank 1; hp 75; Appendix 1.

☛ **Bandit Lieutenant:** male human fighter 9; hp 85; Appendix 1.

☛ **Bandit Sentry (2):** male human rogue 9; hp 58; Appendix 1.

#### APL 12 (EL 15)

☛ **Count Wiczling:** male human aristocrat 2/rogue 3/bard 1/fighter 4/mountebank 3; hp 86; Appendix 1.

☛ **Bandit Lieutenant:** male human fighter 11; hp 104; Appendix 1.

☛ **Bandit Sentry (2):** male human rogue 11; hp 71; Appendix 1.

#### APL 14 (EL 17)

☛ **Count Wiczling:** male human aristocrat 2/rogue 3/bard 1/fighter 4/mountebank 5; hp 97; Appendix 1.

☛ **Bandit Lieutenant:** male human fighter 13; hp 123; Appendix 1.

🗡️ **Bandit Sentry (2):** male human rogue 13; hp 84; Appendix 1.

#### APL 16 (EL 19)

🗡️ **Count Wiczing:** male human aristocrat 2/rogue 3/bard 1/fighter 4/mountebank 7; hp 108; Appendix 1.

🗡️ **Bandit Lieutenant:** male human fighter 15; hp 142; Appendix 1.

🗡️ **Bandit Sentry (2):** male human rogue 15; hp 97; Appendix 1.

**Tactics:** The bandits are used to evading capture and discovery; as a result they are very overconfident. When combat erupts, their initial response is a knee-jerk reaction to a threat. Wiczing is the diplomat and negotiator among them but spends the first round (at all APLs) quaffing his *potion of bull's strength* to avoid being encumbered. He then moves to the cave entrance to assess his surprise foes. The bandits have accumulated a vast arsenal of consumable magic items and do not hesitate to use any of them.

At APL 2 and 4 the sentries try to lure PCs closer before ditching their bows and moving to sneak attack one target; the lieutenant is no tactical slouch and moves to engage a different PC, using Combat Expertise and Power Attack when prudent. The Count moves to the wagons armed with his longsword in one hand and his repeating light crossbow in the other. He leads off with his bardic *inspire courage* ability, which takes the form of satire: he chooses one PC and unleashes an improvisational ballad that spoofs an obvious feature of the PC's appearance. He then tumbles to provide flanks for his men, and enjoys readying crossbow shots at obvious spellcasters. The Count's main weakness is women: he avoids targeting female PCs until all the males are incapacitated before sheathing his weapons, shamelessly flirting with said females, and ultimately inviting them to join the gang.

At APL 6 each sentry uses tanglefoot bags in conjunction with cooperative sneak attacks. No change in tactics.

At APL 8 their tactics do not change, but the Count drinks his *potion of haste* as soon as possible to increase his speed and attacks.

At APL 10 the Count has taken levels in the mountebank prestige class and relies more heavily on his Bluff skill and Improved Feint feat. The sentries and lieutenant each drink their *potion of haste* before entering melee. At this APL and above, flying spellcasters discover a significant chink in the gang's collective armor.

At APL 12 the Count has developed an *alter ego* identity by virtue of his prestige class, and thus seeks to more ardently avoid capture so that he can flee and assume that identity elsewhere. The sentries rely on their *gloves of arrow snaring* to lessen the damage dealt by any PC archers.

At APL 14 the Count activates his *boots of speed* upon emerging from the cave. He attempts to use his *sideslip*

ability along with his *wand of magic missiles* to keep the PCs off-balance.

At APL 16 the lieutenant, along with the sentries, quaffs his *potion of bull's strength* if time permits.

The Inanilae bodyguards spend the entirety of this combat attempting to physically restrain Tess from entering melee. She curses the cowardice of banditry and threatens to hang Valandril upside-down from a tall tree when they get home. Valandril holds his liege at bay and assures her that the PCs are capable warriors. The Inanilae do not otherwise interfere in this combat unless all the PCs are incapacitated, at which point they chase the bandits away and stabilize injured PCs.

#### Treasure:

👑 **APL 2:** Loot: 321 gp; Coin: 23 gp; Magic: – vest of resistance +1 (83 gp each), *potion of cure moderate wounds* (25 gp each), *potion of bull's strength* (25 gp each), *potion of cure light wounds* (x2, 4 gp each).

👑 **APL 4:** Loot: 386 gp; Coin: 48 gp; Magic: – vest of resistance +1 (83 gp each), +1 studded leather armor (97 gp each), *potion of cure moderate wounds* (x2, 25 gp each), *potion of bull's strength* (25 gp each), cloak of resistance +1 (x3, 83 gp each), *potion of cure light wounds* (x4, 4 gp each).

👑 **APL 6:** Loot: 452 gp; Coin: 40 gp; Magic: – +1 studded leather armor (97 gp each), vest of resistance +1 (83 gp each), *potion of cure serious wounds* (x2, 62 gp each), *potion of bull's strength* (25 gp each), ring of protection +1 (166 gp each), cloak of resistance +1 (x3, 83 gp each), dust of tracelessness (20 gp each), +1 chain shirt (x2, 104 gp each), *potion of cure moderate wounds* (x4, 25 gp each).

👑 **APL 8:** Loot: 361 gp; Coin: 73 gp; Magic: – +1 longsword (192 gp each), +1 studded leather armor (97 gp each), vest of resistance +1 (83 gp each), *potion of cure serious wounds* (x4, 62 gp each), *potion of bull's strength* (25 gp each), ring of protection +1 (x3, 166 gp each), *potion of haste* (62 gp each), amulet of natural armor +1 (166 gp each), +1 bastard sword (194 gp each), +1 mithril chain shirt (175 gp each), cloak of resistance +1 (x3, 83 gp each), dust of tracelessness (20 gp each), +1 chain shirt (x2, 104 gp each).

👑 **APL 10:** Loot: 260 gp; Coin: 54 gp; Magic: – +1 longsword (192 gp each), +1 repeating light crossbow (212 gp each), +1 studded leather armor (97 gp each), vest of resistance +2 (333 gp each), *potion of cure serious wounds* (x6, 62 gp each), *potion of bull's strength* (25 gp each), ring of protection +1 (x4, 166 gp each), *potion of haste* (x4, 62 gp each), amulet of natural armor +1 (166 gp each), cloak of charisma +2 (333 gp each), +1 bastard sword (194 gp each), +1 mithril chain shirt (175 gp each), cloak of resistance +1 (x3, 83 gp each), dust of tracelessness (20 gp each), brooch of shielding (x3, 125 gp each), *potion of cat's grace* (25 gp each), +1 short sword (x2, 192 gp each), +1 chain shirt (x2, 104 gp each).

👑 **APL 12:** Loot: 163 gp; Coin: 38 gp; Magic: – +1 longsword (192 gp each), +1 repeating light crossbow (212 gp each), +2 studded leather armor (347 gp each), +1 buckler (97 gp each), vest of resistance +2 (333 gp each), *potion of cure serious wounds* (x8, 62 gp each), *potion of bull's strength* (x2, 25 gp each), ring of protection +2 (666 gp each), *potion of haste* (x4, 62 gp each), amulet of natural armor +1 (166 gp



each), cloak of charisma +2 (333 gp each), gloves of dexterity +2 (x2, 333 gp each), +1 bastard sword (194 gp each), +1 mithril chain shirt (175 gp each), cloak of resistance +2 (x3, 333 gp each), ring of protection +1 (x3, 166 gp each), brooch of shielding (x3, 125 gp each), potion of cat's grace (25 gp each), dust of tracelessness (20 gp each), +1 short sword (x2, 192 gp each), +1 composite (+1) longbow (x2, 208 gp each), +1 chain shirt (x2, 104 gp each), gloves of arrow snaring (x2, 333 gp each).

👑**APL 14:** Loot: 163 gp; Coin: 38 gp; Magic: – +1 longsword (192 gp each), +1 repeating light crossbow (212 gp each), +2 studded leather armor (347 gp each), +1 buckler (97 gp each), vest of resistance +2 (333 gp each), potion of cure serious wounds (x9, 62 gp each), potion of bull's strength (x2, 25 gp each), ring of protection +2 (x4, 666 gp each), wand of magic missiles (CL 9th, 562 gp each), amulet of natural armor +1 (166 gp each), cloak of charisma +2 (333 gp each), dusty rose prism ioun stone (416 gp each), dust of tracelessness (x2, 20 gp each), boots of speed (1000 gp each), gloves of dexterity +2 (x2, 333 gp each), +1 bastard sword (194 gp each), +3 mithril chain shirt (841 gp each), cloak of resistance +2 (x3, 333 gp each), potion of haste (62 gp each), brooch of shielding (x3, 125 gp each), potion of cat's grace (25 gp each), +1 short sword (x2, 192 gp each), +1 composite (+1) longbow (x2, 208 gp each), +1 chain shirt of light fortification (x2, 354 gp each), gloves of arrow snaring (x2, 333 gp each), boots of elvenkind (x2, 208 gp each), eyes of the eagle (x2, 208 gp each).

👑**APL 16:** Loot: 127 gp; Coin: 93 gp; Magic: – +1 longsword (192 gp each), +1 repeating light crossbow (212 gp each), +1 buckler (97 gp each), +3 studded leather armor (764 gp each), vest of resistance +2 (333 gp each), potion of cure serious wounds (x9, 62 gp each), potion of bull's strength (x4, 25 gp each), ring of protection +2 (x4, 666 gp each), wand of magic missiles (CL 9th, 562 gp each), amulet of natural armor +1 (166 gp each), cloak of charisma +4 (1333 gp each), gloves of dexterity +2 (333 gp each), gloves of dexterity +4 (1333 gp each), boots of speed (1000 gp each), dusty rose prism ioun stone (416 gp each), dust of tracelessness (x2, 20 gp each), Nolzur's marvelous pigments (333 gp each), +1 shock bastard sword (694 gp each), +3 mithril chain shirt (841 gp each), cloak of resistance +3 (x3, 750 gp each), potion of haste (x3, 62 gp each), brooch of shielding (x3, 125 gp each), potion of cat's grace (25 gp each), +1 heavy steel shield (98 gp each), Keoghtom's ointment (333 gp each), +1 adamantite defending shortsword (x2, 917 gp each), +1 composite (+1) longbow (x2, 208 gp each), +1 chain shirt of light fortification (x2, 354 gp each), +1 darkwood buckler (x2, 101 gp each), gloves of arrow snaring (x2, 333 gp each), boots of elvenkind (x2, 208 gp each), eyes of the eagle (x2, 208 gp each), deep red sphere ioun stone (x2, 666 gp each), potion of remove blindness (x2, 62 gp each)

**Detect Magic Results:** +1 adamantite defending shortsword (faint transmutation), +1 buckler (faint transmutation), +1 bastard sword (faint transmutation), +1 chain shirt (faint transmutation), +1 chain shirt of light fortification (faint transmutation and strong abjuration), +1 darkwood buckler (faint transmutation), +1 heavy steel shield (faint transmutation), +1 longsword (faint transmutation),

+1 and +3 mithril chain shirt (faint transmutation), +1 repeating light crossbow (faint transmutation), +1 shock bastard sword (faint transmutation and moderate evocation), +1, +2, and +3 studded leather armor (faint transmutation), amulet of natural armor +1 (faint transmutation), boots of elvenkind (faint transmutation), boots of speed (moderate transmutation), brooch of shielding (faint abjuration), cloak of charisma +2 and +4 (moderate transmutation), cloak of resistance +1 +2 and +3 (faint abjuration), deep red sphere ioun stone (moderate transmutation), dust of tracelessness (faint transmutation), dusty rose prism ioun stone (moderate abjuration), eyes of the eagle (faint divination), gloves of arrow snaring (faint abjuration), gloves of dexterity +2 and +4 (moderate transmutation), Keoghtom's ointment (faint conjuration), Nolzur's marvelous pigments (strong conjuration), potion of bull's strength (faint transmutation), potion of cure light wounds (faint conjuration), potion of cure moderate wounds (faint conjuration), potion of cure serious wounds (faint conjuration), potion of haste (faint transmutation), potion of remove blindness (faint conjuration), ring of protection +1 and +2 (faint abjuration), wand of magic missiles (CL 9th; moderate evocation), vest of resistance +1 and +2 (faint abjuration).

**Development:** The Count is astute and soon senses that something is amiss: his gang has avoided capture for a year, and now unknown adventurers and wood elves infiltrate their camp with hostile intentions and some claptrap about a murdered priest of Pelor. His men are thieves but not murderers, and he quickly gets suspicious.

If the PCs enter the camp peaceably in an effort to learn about the bandits' involvement in Callidan's murder, let them attempt a Diplomacy check; the bandits' starting attitude is "Unfriendly", and they must be swayed to "Friendly" or better.

If combat occurs, the Count calls for parley as soon as any of his men are incapacitated, preferring freedom to imprisonment or death. If the PCs refuse, the bandits wage a fighting retreat and try to escape (four light warhorses are tethered two hundred feet off the western edge of the map). If the PCs agree, the Count and his men lower their weapons; he introduces himself and swears (under magical compulsion if the PCs request it) that he and his gang had nothing to do with the murder of any Pelor cleric, nor have any of them been within two miles of Midmeadow in months. Any PC Sense Motive checks or spells reveal that the Count is telling the truth.

Even if the bandits best the PCs in combat, the Count will suspect that he has been framed and question the PCs as to how they found him so easily. He does not recognize the map found by the PCs, but does recognize its crude design suggesting the handiwork of an amateur with knowledge of northern Nyrond geography. He voices concern that someone knows intimate details of his movements.

The Count wishes to bargain for his freedom. He is willing to cease banditry in the area and is further willing to act as a spy for the PCs in an effort to clear himself from implication in the murder. If the PCs accept these

terms, the Count gives them a single gold piece etched with his family crest, and they gain the Favor of Count Wiczling, as noted on the Adventure Record. If the Count is killed before parley can occur, the rest of the bandits fight until only one remains, at which point the survivor surrenders.

## ENCOUNTER 8: ANARCHY DIVINE

In this encounter the PCs return to Midmeadow after fighting or parleying with the bandits and find it under siege (for parties who elected to remain in town and not pursue the bandit lead in Encounter Seven, paraphrase the boxed text below before proceeding to the Development section). If they left the city around noon, it should be close to sundown at this point. Once they get within five hundred yards of the city (or, alternatively, if they *teleport* inside), read or paraphrase the following:

*A low droning sound can be heard before its source can be seen: ahead, Midmeadow is under an enormous, shifting black cloud of insects. Merchants have pulled their wagons away from the walls, while hundreds of residents have evacuated the city and now stand idly with expressions of dumbstruck horror, but the swarms do not pursue any of them. Instead, the insects seem to be attacking the city walls, greedily devouring or destroying what little foliage remains. Soon, giant mantises appear at the north gate, uprooting the oldest trees that once formed the original archway into the elven city.*

The PCs are witnessing the physical manifestation of Aricyn's grief and fury over learning that her lover, the Brown Recluse, is dead. The "body" of Callidan was actually that of the Recluse, albeit disguised via powerful magic; this magic has expired and news of the corpse's real identity was somehow leaked from within the temple of Pholtus. When the news reached Aricyn on the Plateau she frantically sought her lover to no avail; her special divine rapport with him had been severed, and she knew the news was true. She then cast *divination* to seek Bralm's guidance. Killing the Pholtans (whom she knows are opposed to the Recluse's philosophy and suspects to be somehow involved) was deemed unacceptable, so Aricyn is treating them like the pests she believes them to be and (along with her druidic Plateau allies) using summoning spells to drive them from the city and to destroy the walls which have long been shameful eyesores.

News of the magically disguised body quickly spreads and drives many residents into a panic, especially those who witnessed the mysterious mage's minions in NYR6-06. Those not frightened into fleeing have retreated to their respective districts. The only defenders of the populace are the two Knight-Captains, who have recognized that the insects are not actively harming anyone; Talbrith and Quenthe are instead using their

skills to help evacuate the city, since they cannot combat so many swarms on their own.

The Pholtans have sequestered themselves within the temple (which is completely covered with insects, as Aricyn has concentrated much of her efforts on the Promenade), and Dalis Mirivan is nowhere to be seen. Insects of all manner and size fly and crawl through the deserted streets. The PCs should realize that the once-majestic and natural city walls will not long withstand the assault of so many creatures, and that stopping all of them is impossible given the city's size. A DC 15 Sense Motive check allows them to further realize that going directly to the source is the most efficient means of ending the insect plague. If the PCs go to the top of the Silk Plateau on foot, they arrive unscathed but begrimed with the residue of thousands of diminutive insects. If the PCs fly there, the insect cloud stretches roughly fifty feet above the city and poses no threat to them. From above the Plateau, PCs can look down and (with a DC 25 Spot check) notice that the cornstalk fields—while seemingly random at ground level—are arranged in the pattern of a giant spider web. Atop the stone ruins of the old mayor's mansion, Aricyn can be seen amid the eye of the insect storm, tearfully orchestrating its movements.

The PCs must make a decision here and decide their fate. Aricyn's emotional, grief-stricken rampage is dependent on her prepared summoning spells, which have now been depleted; however, every passing round translates as further destruction to the city walls. The PCs may simply stand by and allow Aricyn's summoning spells to expire, or they may take direct action. Taking direct action takes two forms: the PCs can either forcibly neutralize Aricyn through combat (see below), or they may appeal to her sense of reason through Diplomacy. At this time, ask the PCs how they wish to proceed.

At all APLs the Plateau residents and followers or Aricyn and the Recluse are hiding in the high cornstalks, terrified of the previously unseen fury their mistress is now orchestrating. They know she is grief-stricken but not how to placate her, especially since her current actions go directly against the Recluse's non-violent philosophies. If the PCs approach Aricyn and seem intent on placating her with Diplomacy and reason, these nearby residents hold their ground and encourage the PCs; proceed to "Diplomacy" below. If the PCs instead elect to attack Aricyn in order to stop her rampage, the residents move to intervene; proceed to "Combat" below.

### Diplomacy

PCs wishing to placate Aricyn must succeed at a Diplomacy check. For most parties her starting attitude is "Hostile"; if the PCs managed to swing her mood to "Helpful" during Encounter Two, her starting attitude here is "Unfriendly." In either case, she must be swayed to "Indifferent" or better to persuade her to call off the insect plague (Tess can assist or be the primary on this Diplomacy check). The cornerstone of any Diplomacy check should involve the safety of the innocent populace, the bandit testimony (if applicable), and the PCs' history

with the mysterious mage (if applicable), whose powerful magic could be behind the disguised corpse. If the PCs succeed at the check, Aricyn regains her composure and recalls all of her summoned insects and swarms, ending the threat to the Midmeadow walls. If the PCs fail the check, Aricyn casts *word of recall* and teleports to a secret glade miles away known only to her and the Recluse. This effectively ends the encounter, and the PCs still gain full experience.

## Combat

If the PCs exhibit hostile intentions and move to attack Aricyn, her followers emerge to stop them. Aricyn is perched ten feet off the ground atop one of the stone slabs in the ruins; unbeknownst to the PCs she has consumed a *potion of fly* and rises out of melee range when combat begins. Consult DM Aid: *Bandit Encampment and Silk Plateau* and proceed to “Tactics” below.

**Creatures:** If the PCs resort to combat they will either be facing a few followers of Aricyn and the Recluse (APLs 2-10), Aricyn herself (APL 12), or both Aricyn and her followers (APLs 14-16). None of these combatants are evil, and those who are spellcasters have not prepared spells for combat.

### APL 2 (EL 2)

☛ **Silk Plateau Landscaper:** male half-elf druid 1; hp 7; Appendix 1.

☛ **Silk Plateau Laborer:** male half-orc barbarian 1; hp 10; Appendix 1.

### APL 4 (EL 4)

☛ **Silk Plateau Landscaper:** male half-elf druid 2; hp 14; Appendix 1.

☛ **Silk Plateau Laborer:** male half-orc barbarian 1/expert 2; hp 21; Appendix 1.

### APL 6 (EL 6)

☛ **Silk Plateau Landscaper:** male half-elf druid 3; hp 21; Appendix 1.

☛ **Silk Plateau Laborer (2):** male half-orc barbarian 2/expert 2; hp 35; Appendix 1.

### APL 8 (EL 8)

☛ **Silk Plateau Landscaper:** male half-elf druid 5; hp 35; Appendix 1.

☛ **Silk Plateau Laborer (2):** male half-orc barbarian 4/expert 2; hp 57; Appendix 1.

### APL 10 (EL 10)

☛ **Silk Plateau Landscaper:** male half-elf druid 7; hp 49; Appendix 1.

☛ **Silk Plateau Laborer (2):** male half-orc barbarian 6/expert 2; hp 79; Appendix 1.

### APL 12 (EL 12)

☛ **Aricyn Maquillan:** female half-elf cleric 12; hp 96; Appendix 1.

### APL 14 (EL 14)

☛ **Aricyn Maquillan:** female half-elf cleric 12; hp 96; Appendix 1.

☛ **Silk Plateau Landscaper:** male half-elf druid 9; hp 63; Appendix 1.

☛ **Silk Plateau Laborer (2):** male half-orc barbarian 8/expert 2; hp 101; Appendix 1.

### APL 16 (EL 16)

☛ **Aricyn Maquillan:** female half-elf cleric 12; hp 96; Appendix 1.

☛ **Silk Plateau Landscaper:** male half-elf druid 11; hp 77; Appendix 1.

☛ **Silk Plateau Laborer (3):** male half-orc barbarian 10/expert 2; hp 123; Appendix 1.

**Tactics:** At all APLs Aricyn and her followers try to incapacitate the PCs rather than kill them. In Aricyn’s case, she wants to be left alone to exhaust her grief; her followers, however, do everything in their power to prevent the PCs from physically reaching or affecting Aricyn. For the druids, this translates to spells such as *entangle*, *warp wood*, *soften earth and stone*, and the like (many spells they normally use daily on the Plateau). For the barbarians, it means using nonlethal damage on every attack (the -4 penalty for doing so has not been calculated into their statistics blocks), along with trying to slow PCs with tanglefoot bags (and curing themselves while PCs are thus delayed). However, while the PCs are in combat here the insects continue to destroy the walls, which are, in effect, one large organism; Aricyn’s last summoning spell expires in ten rounds. Once the PCs defeat either her or her followers, she comes to her senses and halts the insect plague (or, at APL 12 and above, her off-screen druidic summoners call off the attack).

## Treasure:

☛ **APL 2:** Loot: 92 gp; Coin: 0 gp; Magic: – *potion of shield of faith* (+2) (4 gp each), *potion of cure light wounds* (x4, 4 gp each), *potion of barkskin* (+2) (25 gp each).

☛ **APL 4:** Loot: 92 gp; Coin: 0 gp; Magic: – *potion of barkskin* (+2) (25 gp each), *cloak of resistance* +1 (x2, 83 gp each), *potion of barkskin* (+3) (50 gp each), *potion of cure moderate wounds* (25 gp each), *universal solvent* (4 gp each).

☛ **APL 6:** Loot: 127 gp; Coin: 0 gp; Magic: – *cloak of resistance* +1 (x3, 83 gp each), *potion of cure moderate wounds* (x5, 25 gp each), *potion of barkskin* (+2) (25 gp each), *potion of barkskin* (+4) (x2, 75 gp each), *potion of cat’s grace* (x2, 25 gp each), *universal solvent* (x2, 4 gp each).

☛ **APL 8:** Loot: 74 gp; Coin: 0 gp; Magic: – *cloak of resistance* +1 (x3, 83 gp each), *potion of cat’s grace* (25 gp each), *potion of cure moderate wounds* (25 gp each), *ring of protection* +1 (166 gp each), +1 *cold iron ranseur* (x2, 360 gp each).

each), universal solvent (x2, 4 gp each), potion of cure light wounds (x4, 4 gp each).

👑**APL 10:** Loot: 74 gp; Coin: 0 gp; Magic: – cloak of resistance +2 (333 gp each), ring of protection +1 (x3, 166 gp each), potion of cat's grace (25 gp each), cloak of resistance +1 (x2, 83 gp each), potion of cure moderate wounds (x6, 25 gp each), +1 cold iron ranseur (x2, 360 gp each), potion of barkskin (+4) (x2, 75 gp each), universal solvent (x2, 4 gp each).

👑**APL 12:** Loot: 2 gp; Coin: 0 gp; Magic: – +1 darkwood quarterstaff (386 gp each), cloak of resistance +3 (750 gp each), periapt of wisdom +2 (333 gp each), ring of protection +1 (166 gp each), +1 glamered half-plate armor (383 gp each), phylactery of faithfulness (83 gp each).

👑**APL 14:** Loot: 70 gp; Coin: 0 gp; Magic: – +1 darkwood quarterstaff (386 gp each), cloak of resistance +3 (750 gp each), periapt of wisdom +2 (x2, 333 gp each), ring of protection +1 (x4, 166 gp each), +1 glamered half-plate armor (383 gp each), phylactery of faithfulness (83 gp each), cloak of resistance +2 (x3, 333 gp each), potion of cure serious wounds (62 gp each), potion of cat's grace (25 gp each), +1 cold iron ranseur (x2, 360 gp each), potion of barkskin (+4) (x2, 75 gp each), potion of cure moderate wounds (x4, 25 gp each), gloves of dexterity +2 (x2, 333 gp each), universal solvent (x2, 4 gp each).

👑**APL 16:** Loot: 182 gp; Coin: 0 gp; Magic: – +1 darkwood quarterstaff (386 gp each), cloak of resistance +3 (750 gp each), periapt of wisdom +2 (x2, 333 gp each), ring of protection +1 (x4, 166 gp each), +1 glamered half-plate armor (383 gp each), phylactery of faithfulness (83 gp), cloak of resistance +2 (x4, 333 gp each), ring of protection +2 (666 gp each), potion of cure serious wounds (x13, 62 gp each), +1 merciful cold iron ranseur (x3, 860 gp each), potion of barkskin (+5) (x3, 100 gp each), gloves of dexterity +2 (x3, 333 gp each), universal solvent (x3, 4 gp each), potion of haste (x3, 62 gp each), brooch of shielding (x3, 125 gp each).

**Detect Magic Results:** +1 cold iron ranseur (faint transmutation), +1 darkwood quarterstaff (faint transmutation), +1 glamered half-plate armor (faint transmutation and moderate illusion), +1 merciful cold iron ranseur (faint transmutation and faint conjuration), brooch of shielding (faint abjuration), cloak of resistance +1, +2 and +3 (faint abjuration), gloves of dexterity +2 (moderate transmutation), periapt of wisdom +2 (moderate transmutation), phylactery of faithfulness (faint divination), potion of barkskin (+2, +3, +4 and +5) (faint transmutation), potion of cat's grace (faint transmutation), potion of cure light wounds (faint conjuration), potion of cure moderate wounds (faint conjuration), potion of cure serious wounds (faint conjuration), potion of haste (faint transmutation), potion of shield of faith (+2) (faint abjuration), ring of protection +1 and +2 (faint abjuration), universal solvent (strong transmutation).

**Development:** PCs who skipped Encounter Seven and wish to speak to High Priest Valcroy as to why his acolyte was wandering around the Silk Plateau may do so. Valcroy admits that old habits die hard: he sent the

acolyte to spy on the Brown Recluse, whose continued enigmatic existence and urban legend status remain intolerable. He laments the Bishop's tolerant ways and thinks his counterpart is on some kind of power trip, but expresses his own futility in the face of Lynwerd's ruling. The day otherwise passes uneventfully; at no time does the Bishop emerge from the temple or allow anyone inside. PCs may visit the Plateau but no one has seen the Recluse since noon.

One benefit to skipping Encounter Seven is that the PCs will be in town when Aricyn begins her assault. Allow them to visit any part of the city (to Gather Information, for example), but when play begins to lull, initiate her attack. Once the PCs placate or defeat Aricyn and her followers, this encounter ends. PCs who calmed her with Diplomacy earn the Favor of the Silk Plateau, as noted on the Adventure Record; PCs who state that they loot the combatants earn the Enmity of the Silk Plateau. Proceed to the Conclusion.

## CONCLUSION

The conclusion to this scenario is intended as a “cliffhanger” ending over which the PCs have no control; the fallout from Aricyn's fury, the re-institution of martial law, the whereabouts of Callidan Estani, and the fate of the Brown Recluse are story elements that will be addressed in the third and final chapter of this series. Players may express dismay at the abrupt ending, but do your best to reassure them that it is for the best and that they need not play the same PC in part three.

After Encounter Eight many PCs will likely make their way to the temple of Pholtus either to confront the Bishop, to see the Recluse's body, to check on Faith, or to inquire about Dalis Mirivan. The PCs reach the temple square just as a battalion of Nyrondese border guards enters through the north gate. With Aricyn's insects gone, the Bishop cautiously emerges with Penrys and four other acolytes just as the border guards reach the square. The captain of these guards formally greets the Bishop and notes that his men are “reporting, as ordered.” Tess and her aides look troubled; High Priest Valcroy and his bodyguards suddenly appear at the front of the large crowd that has formed around the temple steps. PCs making a DC 20+APL Spot check witness a momentarily puzzled expression on the Bishop's face, but he quickly recovers and loudly addresses the captain. Read or paraphrase the following:

*“Captain, a priest of the pagan deity Fharlanghn has been caught spying within our temple. I want him placed under arrest, immediately. Additionally, a local priest of Pelor has gone missing and may have met with foul play. The culprits may still be in the city. As head of the official Church here in Midmeadow, I want the city placed under provisional martial law until I can confer with and receive instructions from King Lynwerd on these matters. Have your men search every house and district for the perpetrators or co-conspirators.*

*Leave no stone unturned, and question everyone,  
starting with THEM..."*

*The Bishop's gaze and outstretched finger both  
come to rest on your group, and Tess.*

To be concluded...

## EXPERIENCE SUMMARY

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

### Encounter 4

Defeat the sewer denizens/escape the flood:

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

### Encounter 7

Defeat or negotiate with the bandits:

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

### Encounter 8

Placate Aricyn or defeat her (or her followers):

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

### Story Award

Successfully interact with the Brown Recluse:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP
APL 14	120 XP
APL 16	135 XP

### Story Award

Recover the Verminflame Portal mechanism:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

APL 8	75 XP
APL 10	90 XP
APL 12	105 XP
APL 14	120 XP
APL 16	135 XP

### Discretionary roleplaying award

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP
APL 14	120 XP
APL 16	135 XP

### Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP
APL 16	2025 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.

### Encounter 4: Resident Evil

**APL 2:** Loot: 58 gp; Coin: 0 gp; Magic: 16 gp – scroll of shatter (12 gp each), potion of cure light wounds (4 gp each).

**APL 4:** Loot: 54 gp; Coin: 33 gp; Magic: 144 gp – scroll of shatter (12 gp each), potion of cure light wounds (2) (4 gp each), wand of color spray (CL 1st) (62 gp each), wand of magic missiles (CL 1st) (62 gp each).

**APL 6:** Loot: 54 gp; Coin: 0 gp; Magic: 301 gp – scroll of shatter (12 gp each), elixir of vision (20 gp each), wand of color spray (CL 1st) (62 gp each), wand of magic missiles (CL 3rd) (187 gp each).

**APL 8:** Loot: 39 gp; Coin: 8 gp; Magic: 747 gp – +1 studded leather armor (97 gp each), +1 rapier (193 gp each), wand of magic missile (CL 5th) (312 gp each), scroll of shatter (12 gp each), vest of resistance +1 (83 gp each), potion of cure moderate wounds (2) (25 gp each).

**APL 10:** Loot: 12 gp; Coin: 16 gp; Magic: 975 gp – +1 rapier (193 gp each), +1 studded leather armor (97 gp each), potion of cure moderate wounds (2) (25 gp each), wand of magic missiles (CL 5th) (312 gp each), scroll of shatter (12 gp each), vest of resistance +1 (83 gp each), ring of protection +1 (166 gp each), potion of haste (62 gp each).

**APL 12:** Loot: 12 gp; Coin: 8 gp; Magic: 1728 gp – +1 rapier (193 gp each), +1 studded leather armor (97 gp each), wand of magic missiles (CL 7th) (437 gp each), scroll of shatter (12 gp each), vest of resistance +2 (333 gp each), ring of protection +1 (166 gp each), cloak of charisma +2 (333 gp each), pipes of the sewers (95 gp each), potion of cure serious wounds (62 gp each).

**APL 14:** Loot: 12 gp; Coin: 41 gp; Magic: 2858 gp – +1 adamantite rapier (418 gp each), +2 studded leather armor (347 gp each), wand of magic missiles (CL 9th) (562 gp each), scroll of shatter (12 gp each), vest of resistance +2 (333 gp each), ring of protection +2 (666 gp each), cloak of charisma +2 (333 gp each), brooch of shielding (125 gp each), potion of cure serious wounds (62 gp each).

**APL 16:** Loot: 12 gp; Coin: 16 gp; Magic: 4848 gp – +1 thundering adamantite rapier (918 gp each), +2 studded leather armor (347 gp each), wand of magic missiles (CL 9th) (562 gp each), scroll of shatter (12 gp each), vest of resistance +3 (750 gp each), ring of protection +2 (666 gp each), cloak of charisma +2 (333 gp each), brooch of shielding (125 gp each), bead of force (250 gp each), pale blue rhomboid ioun stone (666 gp each), potion of cure serious wounds (2) (62 gp each), pipes of the sewers (95 gp each).

### Encounter 7: A Broken Frame

**APL 2:** Loot: 321 gp; Coin: 23 gp; Magic: 166 gp – vest of resistance +1 (83 gp each), potion of cure moderate wounds (25 gp each), potion of bull's strength (25 gp each), potion of cure light wounds (x2, 4 gp each).

**APL 4:** Loot: 386 gp; Coin: 48 gp; Magic: 570 gp – vest of resistance +1 (83 gp each), +1 studded leather armor (97 gp each), potion of cure moderate wounds (x2, 25 gp each), potion of bull's strength (25 gp each), cloak of resistance +1 (x3, 83 gp each), potion of cure light wounds (x4, 4 gp each).

**APL 6:** Loot: 452 gp; Coin: 40 gp; Magic: 1197 gp – +1 studded leather armor (97 gp each), vest of resistance +1 (83 gp each), potion of cure serious wounds (x2, 62 gp each), potion of bull's strength (25 gp each), ring of protection +1 (166 gp each), cloak of resistance +1 (x3, 83 gp each), dust of tracelessness (20 gp each), +1 chain shirt (x2, 104 gp each), potion of cure moderate wounds (x4, 25 gp each).

**APL 8:** Loot: 361 gp; Coin: 73 gp; Magic: 2392 gp – +1 longsword (192 gp each), +1 studded leather armor (97 gp each), vest of resistance +1 (83 gp each), potion of cure serious wounds (x4, 62 gp each), potion of bull's strength (25 gp each), ring of protection +1 (x3, 166 gp each), potion of haste (62 gp each), amulet of natural armor +1 (166 gp each), +1 bastard sword (194 gp each), +1 mithril chain shirt (175 gp each), cloak of resistance +1 (x3, 83 gp each), dust of tracelessness (20 gp each), +1 chain shirt (x2, 104 gp each).

**APL 10:** Loot: 260 gp; Coin: 54 gp; Magic: 4447 gp – +1 longsword (192 gp each), +1 repeating light crossbow (212 gp each), +1 studded leather armor (97 gp each), vest of resistance +2 (333 gp each), potion of cure serious wounds (x6, 62 gp each), potion of bull's strength (25 gp each), ring of protection +1 (x4, 166 gp each), potion of haste (x4, 62 gp each), amulet of natural armor +1 (166 gp each), cloak of charisma +2 (333 gp each), +1 bastard sword (194 gp each), +1 mithril chain shirt (175 gp each), cloak of resistance +1 (x3, 83 gp each), dust of tracelessness (20 gp each), brooch of shielding (x3, 125 gp each), potion of cat's grace (25 gp each), +1 short sword (x2, 192 gp each), +1 chain shirt (x2, 104 gp each).

**APL 12:** Loot: 163 gp; Coin: 38 gp; Magic: 7966 gp – +1 longsword (192 gp each), +1 repeating light crossbow (212 gp each), +2 studded leather armor (347 gp each), +1 buckler (97 gp each), vest of resistance +2 (333 gp each), potion of cure serious wounds (x8, 62 gp each), potion of bull's strength (x2, 25 gp each), ring of protection +2 (666 gp each), potion of haste (x4, 62 gp each), amulet of natural armor +1 (166 gp each), cloak of charisma +2 (333 gp each), gloves of dexterity +2 (x2, 333 gp each), +1 bastard sword (194 gp each), +1 mithril chain shirt (175 gp each), cloak of resistance +2 (x3, 333 gp each), ring of protection +1 (x3, 166 gp each), brooch of shielding (x3, 125 gp each), potion of cat's grace (25 gp each), dust of tracelessness (20 gp each), +1 short sword (x2, 192 gp each), +1 composite (+1) longbow (x2, 208 gp each), +1 chain shirt (x2, 104 gp each), gloves of arrow snaring (x2, 333 gp each).

**APL 14:** Loot: 163 gp; Coin: 38 gp; Magic: 13338 gp – +1 longsword (192 gp each), +1 repeating light crossbow (212 gp each), +2 studded leather armor (347 gp each), +1 buckler (97 gp each), vest of resistance +2 (333 gp each), potion of cure

serious wounds (x9, 62 gp each), potion of bull's strength (x2, 25 gp each), ring of protection +2 (x4, 666 gp each), wand of magic missiles (CL 9th, 562 gp each), amulet of natural armor +1 (166 gp each), cloak of charisma +2 (333 gp each), dusty rose prism ioun stone (416 gp each), dust of tracelessness (x2, 20 gp each), boots of speed (1000 gp each), gloves of dexterity +2 (x2, 333 gp each), +1 bastard sword (194 gp each), +3 mithril chain shirt (841 gp each), cloak of resistance +2 (x3, 333 gp each), potion of haste (62 gp each), brooch of shielding (x3, 125 gp each), potion of cat's grace (25 gp each), +1 short sword (x2, 192 gp each), +1 composite (+1) longbow (x2, 208 gp each), +1 chain shirt of light fortification (x2, 354 gp each), gloves of arrow snaring (x2, 333 gp each), boots of elvenkind (x2, 208 gp each), eyes of the eagle (x2, 208 gp each).

**APL 16:** Loot: 127 gp; Coin: 93 gp; Magic: 22218 gp – +1 longsword (192 gp each), +1 repeating light crossbow (212 gp each), +1 buckler (97 gp each), +3 studded leather armor (764 gp each), vest of resistance +2 (333 gp each), potion of cure serious wounds (x9, 62 gp each), potion of bull's strength (x4, 25 gp each), ring of protection +2 (x4, 666 gp each), wand of magic missiles (CL 9th, 562 gp each), amulet of natural armor +1 (166 gp each), cloak of charisma +4 (1333 gp each), gloves of dexterity +2 (333 gp each), gloves of dexterity +4 (1333 gp each), boots of speed (1000 gp each), dusty rose prism ioun stone (416 gp each), dust of tracelessness (x2, 20 gp each), Nolzur's marvelous pigments (333 gp each), +1 shock bastard sword (694 gp each), +3 mithril chain shirt (841 gp each), cloak of resistance +3 (x3, 750 gp each), potion of haste (x3, 62 gp each), brooch of shielding (x3, 125 gp each), potion of cat's grace (25 gp each), +1 heavy steel shield (98 gp each), Keoghtom's ointment (333 gp each), +1 adamantite defending shortsword (x2, 917 gp each), +1 composite (+1) longbow (x2, 208 gp each), +1 chain shirt of light fortification (x2, 354 gp each), +1 darkwood buckler (x2, 101 gp each), gloves of arrow snaring (x2, 333 gp each), boots of elvenkind (x2, 208 gp each), eyes of the eagle (x2, 208 gp each), deep red sphere ioun stone (x2, 666 gp each), potion of remove blindness (x2, 62 gp each)

## Encounter 8: Anarchy Divine

**APL 2:** Loot: 92 gp; Coin: 0 gp; Magic: 45 gp – potion of shield of faith (+2) (4 gp each), potion of cure light wounds (x4, 4 gp each), potion of barkskin (+2) (25 gp each).

**APL 4:** Loot: 92 gp; Coin: 0 gp; Magic: 270 gp – potion of barkskin (+2) (25 gp each), cloak of resistance +1 (x2, 83 gp each), potion of barkskin (+3) (50 gp each), potion of cure moderate wounds (25 gp each), universal solvent (4 gp each).

**APL 6:** Loot: 127 gp; Coin: 0 gp; Magic: 607 gp – cloak of resistance +1 (x3, 83 gp each), potion of cure moderate wounds (x5, 25 gp each), potion of barkskin (+2) (25 gp each), potion of barkskin (+4) (x2, 75 gp each), potion of cat's grace (x2, 25 gp each), universal solvent (x2, 4 gp each).

**APL 8:** Loot: 74 gp; Coin: 0 gp; Magic: 1209 gp – cloak of resistance +1 (x3, 83 gp each), potion of cat's grace (25 gp each), potion of cure moderate wounds (25 gp each), ring of protection +1 (166 gp each), +1 cold iron ranseur (x2, 360 gp each), universal solvent (x2, 4 gp each), potion of cure light wounds (x4, 4 gp each).

**APL 10:** Loot: 74 gp; Coin: 0 gp; Magic: 2050 gp – cloak of resistance +2 (333 gp each), ring of protection +1 (x3, 166 gp each), potion of cat's grace (25 gp each), cloak of resistance +1 (x2, 83 gp each), potion of cure moderate wounds (x6, 25 gp each), +1 cold iron ranseur (x2, 360 gp each), potion of barkskin (+4) (x2, 75 gp each), universal solvent (x2, 4 gp each).

**APL 12:** Loot: 2 gp; Coin: 0 gp; Magic: 2101 gp – +1 darkwood quarterstaff (386 gp each), cloak of resistance +3 (750 gp each), periapt of wisdom +2 (333 gp each), ring of protection +1 (166 gp each), +1 glamered half-plate armor (383 gp each), phylactery of faithfulness (83 gp each).

**APL 14:** Loot: 70 gp; Coin: 0 gp; Magic: 5329 gp – +1 darkwood quarterstaff (386 gp each), cloak of resistance +3 (750 gp each), periapt of wisdom +2 (x2, 333 gp each), ring of protection +1 (x4, 166 gp each), +1 glamered half-plate armor (383 gp each), phylactery of faithfulness (83 gp each), cloak of resistance +2 (x3, 333 gp each), potion of cure serious wounds (62 gp each), potion of cat's grace (25 gp each), +1 cold iron ranseur (x2, 360 gp each), potion of barkskin (+4) (x2, 75 gp each), potion of cure moderate wounds (x4, 25 gp each), gloves of dexterity +2 (x2, 333 gp each), universal solvent (x2, 4 gp each).

**APL 16:** Loot: 182 gp; Coin: 0 gp; Magic: 10375 gp – +1 darkwood quarterstaff (386 gp each), cloak of resistance +3 (750 gp each), periapt of wisdom +2 (x2, 333 gp each), ring of protection +1 (x4, 166 gp each), +1 glamered half-plate armor (383 gp each), phylactery of faithfulness (83 gp), cloak of resistance +2 (x4, 333 gp each), ring of protection +2 (666 gp each), potion of cure serious wounds (x13, 62 gp each), +1 merciful cold iron ranseur (x3, 860 gp each), potion of barkskin (+5) (x3, 100 gp each), gloves of dexterity +2 (x3, 333 gp each), universal solvent (x3, 4 gp each), potion of haste (x3, 62 gp each), brooch of shielding (x3, 125 gp each).

## Treasure to be Awarded

APL 2	450 gp
APL 4	650 gp
APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300gp
APL 14	6,600 gp
APL 16	9,900gp

## Total Possible Treasure

**APL 2:** Loot: 471 gp; Coin: 23 gp; Magic: 227 gp; Total: 721 gp

**APL 4:** Loot: 532 gp; Coin: 81 gp; Magic: 984 gp; Total: 1597 gp

**APL 6:** Loot: 633 gp; Coin: 40 gp; Magic: 2105 gp; Total: 2778 gp **APL 8:** Loot: 474 gp; Coin: 81 gp; Magic: 4348 gp; Total: 4903 gp

**APL 10:** Loot: 346 gp; Coin: 70 gp; Magic: 7472 gp; Total: 7888 gp

**APL 12:** Loot: 177 gp; Coin: 46 gp; Magic: 11795 gp; Total: 12018

**APL 14:** Loot: 245 gp; Coin: 79 gp; Magic: 21525 gp; Total: 21849 gp



**APL 16:** Loot: 321 gp; Coin: 109 gp; Magic: 37441 gp;  
Total: 37871 gp

## Special

👉 **Favor of the Downtown District:** For retrieving the stolen component that powers the Verminflame Portal, you have earned the gratitude of “Rats” Rastinattii and the rest of Downtown’s dwarf, gnome, and halfling residents. Should you ever require a place to lay low, there are many small nooks and crannies Downtown...

👉 **A Tale of Two Cities:** For playing the role of Diplomat and introducing Tess’inene-ilae to Kirelle of Corellon, Midmeadow’s oldest original resident, you have earned the respect of both Kirelle and the elves of Blackwater Park, who are always looking to further their racial ties and connect with their elven heritage. Should you ever need somewhere to hide, the park shadows are deep...

👉 **Favor of Count Wiczling IV:** You have temporarily befriended Count Wiczling and engaged his services as a spy in northern Nyron. The Count has given you a gold piece etched with his family crest and promises to make contact soon to report any suspicious activity in the area.

👉 **Favor of the Silk Plateau:** You have earned the respect of Aricyn Maquellan and the followers of the Brown Recluse for choosing the path of reason over violence. Should you ever seek refuge, the high cornstalks of the Plateau conceal much...

👉 **Enmity of the Silk Plateau:** For cravenly looting the bodies of Plateau residents who did their best to spare your life in combat, you have earned this lasting enmity. Expect it to curse you in ways that you cannot possibly foresee...

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

- *Wand of magic missiles* (CL 5th) (Adventure; DMG)

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

- *Brooch of shielding* (Adventure; DMG)

**APL 12** (all of APLs 2-10 plus the following):

- *+1 glamer half-plate armor* (Adventure; DMG)
- *Gloves of arrow snaring* (Adventure; DMG)
- *Phylactery of faithfulness* (Adventure; DMG)
- *Pipes of the sewers* (Adventure; DMG)
- *Wand of magic missiles* (CL 7th) (Adventure; DMG)

**APL 14** (all of APLs 2-12 plus the following):

- *+1 adamantite rapier* (Adventure; DMG)
- *+3 Mithril chain shirt* (Adventure; DMG)
- *Boots of speed* (Adventure; DMG)
- *Boots of elvenkind* (Adventure; DMG)
- *Dusty rose prism ioun stone* (Adventure; DMG)
- *Eyes of the eagle* (Adventure; DMG)
- *Wand of magic missiles* (CL 9th) (Adventure; DMG)

**APL 16** (all of APLs 2-14 plus the following):

- *+1 merciful cold iron ranseur* (Adventure; DMG)
- *+1 shock bastard sword* (Adventure; DMG)
- *+1 thundering adamantite rapier* (Adventure; DMG)
- *Bead of force* (Adventure; DMG)
- *Keoghtom’s ointment* (limit 2 jars; Adventure; DMG)
- *Nolzur’s marvelous pigments* (Adventure; DMG)
- *Pale blue rhomboid ioun stone* (Adventure; DMG)
- *Potion of barkskin* (+5) (Adventure; DMG)
- *Ring of mind shielding* (Adventure; DMG)

# ITEMS FOR THE ADVENTURE RECORD

## Item Access

**APL 2:**

- *Masterwork darkwood buckler* (Adventure; DMG)
- *Masterwork darkwood quarterstaff* (Adventure; DMG)

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

- *Universal solvent* (Adventure; DMG)

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

- *Dust of tracelessness* (Adventure; DMG)
- *Elixir of vision* (Adventure; DMG)
- *Mithril chain shirt* (Adventure; DMG)
- *Potion of barkskin* (+4) (Adventure; DMG)
- *Wand of magic missiles* (CL 3rd) (Adventure; DMG)

## APPENDIX 1: APL 2

### ENCOUNTER 4: RESIDENT EVIL

#### FESSTIK (HYBRID FORM)

CR 3

Male wererat rogue 1

CE Medium humanoid (human, shapechanger)

**Init** +8; **Senses** low-light vision, scent; **Listen** +6, **Spot** +6

**Languages** Common

**AC** 20, touch 14, flat-footed 16  
(+4 Dex, +3 armor, +3 natural)

**hp** 11 (2 HD); **DR** 10/silver

**Fort** +3, **Ref** +8, **Will** +5

**Speed** 30 ft. (6 squares)

**Melee** masterwork rapier +5 (1d6+1, 18-20/x2) and

**Melee** bite -1 (1d6 plus disease) or

**Ranged** light crossbow +4 (1d8-1, 19-20/x2)

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

**Atk Options** Combat Expertise, sneak attack +1d6

**Special Actions** alternate form

**Combat Gear** 10 silver bolts, *potion of cure light wounds*, *scroll of shatter* (arcane), tanglefoot bag

**Abilities** Str 12, Dex 19, Con 13, Int 14, Wis 12, Cha 15

**SQ** rat empathy, trapfinding

**Feats** Alertness, Combat Expertise, Improved Initiative, Iron Will, Weapon Finesse

**Skills** Balance +6, Bluff +5, Climb +14, Decipher Script +4, Disable Device +6, Disguise +4, Escape Artist +6, Gather Information +3, Hide +7, Intimidate +4, Knowledge (local—NMR) +4, Listen +6, Move Silently +7, Open Locks +8, Search +6, Sense Motive +3, Spot +6, Swim +14, Tumble +7, Use Magic Device +5

**Possessions** combat gear plus masterwork rapier, light crossbow, masterwork studded leather armor, masterwork thieves' tools

**Alternate Form (Su)** A wererat can assume a bipedal hybrid form or the form of a dire rat.

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

**Disease (Ex)** Filth fever, bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Rat Empathy (Ex)** Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks with rats and dire rats.

**Skills** A wererat in hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Wererats have a +8 racial bonus on Swim checks from their dire rat form.

#### SPELLWARPED DIRE RAT

CR 1/3

CE Small aberration

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

**AC** 18, touch 15, flat-footed 14  
(+1 size, +4 Dex, +3 natural)

**hp** 9 (1 HD)

**SR** 12; spell absorption

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

**Speed** 40 ft. (8 squares), climb 20 ft.

**Melee** bite +5 (1d4+3 plus disease)

**Base Atk** +0; **Grp** -2

**Abilities** Str 14, Dex 19, Con 16, Int 5, Wis 12, Cha 4

**SQ** low-light vision, scent

**Feats** Alertness, Weapon Finesse

**Skills** Climb +12, Hide +9, Listen +4, Move Silently +5, Spot +4, Swim +12

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

**Spell Resistance (Ex)** A spellwarped creature gains spell resistance equal to 11+ its Hit Dice.

**Spell Absorption (Su)** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits: see *Appendix 2: New Rules*

**Skills** A dire rat uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Dire rats also have a +8 racial bonus on Swim checks.

### ENCOUNTER 7: A BROKEN FRAME

#### COUNT WICZLING

CR 3

Male human aristocrat 2/rogue 1/bard 1

CN Medium humanoid (human)

**Init** +7; **Senses** Listen +3, **Spot** +3

**Languages** Common, Elven, Old Oeridian, Dwarven,

**AC** 17, touch 13, flat-footed 14  
(+3 Dex, +3 armor, +1 shield)

**hp** 25 (4 HD)

**Fort** +2, **Ref** +8, **Will** +7

**Speed** 30 ft. (6 squares)

**Ranged** masterwork repeating light crossbow +5 (1d8, 19-20/x2) or

**Melee** masterwork longsword +1 (1d8-1, 19-20/x2) or

**Melee** masterwork dagger +1 (1d4-1, 19-20/x2)

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

**Special Actions** bardic music (1/day), countersong, fascinate, inspire courage +1, sneak attack +1d6

**Combat Gear** case with 10 bolts (2), alchemist's fire (2), *potion of bull's strength*, *potion of cure moderate wounds*

**Bard Spells Known** (CL 1st):

0 (2/day)—*detect magic*, *know direction*, *read magic*, *stick*

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

**Feats** Exotic Weapon Proficiency (repeating light crossbow), Improved Initiative, Negotiator

**Skills** Appraise +6, Balance +3, Bluff +7, Diplomacy +7, Disguise +3, Escape Artist +4, Gather Information +5, Intimidate +4, Knowledge (local—NMR) +7, Knowledge (nobility and royalty) +4, Listen +3, Perform (sing--ballad)+3, Ride +5, Sense Motive +5, Sleight of Hand +5, Spellcraft +6, Spot +3, Survival +4, Tumble +5

**Possessions** combat gear plus masterwork longsword, masterwork dagger, masterwork repeating light crossbow, masterwork studded leather armor, buckler, *vest of resistance* +1, 1 gp

**BANDIT LIEUTENANT** **CR 1**

Male human fighter 1

CN Medium humanoid (human)

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

**Languages** Common, Elven, Baklunish

**AC** 14, touch 10, flat-footed 14

(+4 armor)

**hp** 9 (1 HD)

**Fort** +4, **Ref** +0, **Will** +1

**Speed** 30 ft. (6 squares)

**Melee** masterwork bastard sword +4 (1d10+3, 19-20/x2)  
or

**Melee** dagger +4 (1d4+2, 19-20/x2)

**Base Atk** +1; **Grp** +3

**Atk Options** Combat Expertise, Power Attack

**Combat Gear** alchemist's fire (2), *potion of cure light wounds* (2), tanglefoot bag

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

**Feats** Combat Expertise, Improved Initiative, Power Attack

**Skills** Climb +3, Intimidate +3, Jump +5, Tumble +1

**Possessions** combat gear plus masterwork bastard sword, dagger, masterwork chain shirt, 123 gp

**BANDIT SENTRY** **CR 1**

Male human rogue 1

CN Medium humanoid (human)

**Init** +6; **Senses** Listen +5, Spot +5

**Languages** Common

**AC** 17, touch 12, flat-footed 15

(+2 Dex, +4 armor, +1 shield)

**hp** 6 (1 HD)

**Fort** +2, **Ref** +4, **Will** +3

**Speed** 30 ft. (6 squares)

**Melee** masterwork shortsword +2 (1d6+1, 19-20/x2) or

**Ranged** longbow +2 (1d8/x3)

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

**Special Actions** sneak attack +1d6

**Combat Gear** alchemist's fire (2), quiver with 20 arrows

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

**SQ** trapfinding

**Feats** Improved Initiative, Iron Will

**Skills** Appraise +2, Balance +4, Bluff +1, Climb +2, Escape Artist +4, Gather Information +1, Hide +5, Knowledge (local—NMR) +4, Listen +5, Move Silently +4, Search +2, Sense Motive +3, Spot +5, Tumble +6

**Possessions** combat gear plus masterwork short sword, longbow, masterwork chain shirt, masterwork darkwood buckler, 9 gp

**Languages** Common, Elven, Druidic

**AC** 12, touch 12, flat-footed 10

(+2 Dex)

**hp** 7 (1 HD)

**Immune** sleep effects

**Fort** +3, **Ref** +2, **Will** +4; +2 vs enchantment effects

**Speed** 30 ft. (6 squares)

**Melee** masterwork darkwood quarterstaff +1 (1d6-1) or

**Ranged** sling +2 (1d4)

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

**Special Actions** spontaneous casting

**Combat Gear** 10 bullets, *potion of shield of faith* (+2), *potion of cure light wounds* (2), tanglefoot bag

**Druid Spells Prepared** (CL 1st):

1st—*cure light wounds*, *entangle* (DC 13),

0—*detect poison*, *guidance*, *resistance*

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

**SQ** nature sense, wild empathy (1d20+2)

**Feats** Improved Initiative

**Skills** Concentration +3, Diplomacy +3, Gather Information +3, Handle Animal +3, Knowledge (nature) +6, Listen +5, Spellcraft +1, Spot +5, Survival +7

**Possessions** combat gear plus masterwork darkwood quarterstaff, sling

**SILK PLATEAU LABORER** **CR 1**

Male half-orc barbarian 1

CN Medium humanoid (half-orc)

**Init** +2; **Senses** darkvision 60 ft.; Listen +3, Spot +0

**Languages** Common, Orc

**AC** 12, touch 12, flat-footed 10

(+2 Dex)

**hp** 10 (1 HD)

**Fort** +3 (+3 against poison), **Ref** +2, **Will** +0

**Speed** 40 ft. (8 squares)

**Melee** masterwork cold iron ranseur +5 (2d4+4/x3)

**Base Atk** +1; **Grp** +4

**Atk Options** Power Attack

**Special Actions** rage 1/day

**Combat Gear** *potion of barkskin* (+2), *potion of cure light wounds* (2), tanglefoot bag (2)

**Abilities** Str 17, Dex 14, Con 13, Int 10, Wis 10, Cha 6

**Feats** Power Attack

**Skills** Climb +6, Intimidate -1, Jump +11, Listen +4, Survival +4

**Possessions** combat gear plus masterwork cold iron ranseur

**Rage Statistics** (duration 6 rounds) **AC** 10 (touch 10, flat-footed 8); **hp** 12; **Fort** +5, **Will** +2; **Grapple** +6; **Str** 21, **Con** 17; masterwork cold iron ranseur +7 (2d4+7/x3)

## ENCOUNTER 8: ANARCHY DIVINE

**SILK PLATEAU LANDSCAPER** **CR 1**

Male half-elf druid 1

CN Medium humanoid (half-elf)

**Init** +6; **Senses** low-light vision; Listen +5, Spot +5

**ENCOUNTER 4: RESIDENT EVIL****FESSTIK (HYBRID FORM)****CR 5**

Male wererat rogue 2/ sorcerer 1

CE Medium humanoid (human, shapechanger)

**Init** +8; **Senses** low-light vision, scent; Listen +6, Spot +6**Languages** Common**AC** 20 (24 until *shield* expires), touch 14, flat-footed 16 (+4 Dex, +3 armor, +3 natural)**hp** 19 (4 HD); DR 10/silver**Fort** +5, **Ref** +9, **Will** +7; evasion**Speed** 30 ft. (6 squares)**Melee** masterwork rapier +6 (1d6+1, 18-20/x2) and**Melee** bite +0 (1d6 plus disease) or**Ranged** light crossbow +5 (1d8-1, 19-20/x2)**Base Atk** +1; **Grp** +2**Atk Options** Combat Expertise, sneak attack +1d6, Silent Spell**Special Actions** alternate form**Combat Gear** 10 silver bolts, *scroll of shatter* (arcane), *potion of cure light wounds* (2), *wand of color spray* (CL 1st), *wand of magic missiles* (CL 1st)**Sorcerer Spells Known** (CL 1st):1st (4/day, 3 remaining)—*detect secret doors*, *shield*  
0 (5/day)—*detect magic*, *light*, *ray of frost* (+5 ranged touch), *read magic***Abilities** Str 12, Dex 19, Con 13, Int 14, Wis 12, Cha 16**SQ** rat empathy, rat familiar (hiding nearby), trapfinding**Feats** Alertness, Combat Expertise, Improved Initiative, Iron Will, Silent Spell, Weapon Finesse**Skills** Balance +7, Bluff +7, Climb +14, Concentration +2, Decipher Script +5, Disable Device +7, Disguise +5, Escape Artist +7, Gather Information +4, Hide +8, Intimidate +5, Knowledge (arcana) +4, Knowledge (local—NMR) +4, Listen +6, Move Silently +8, Open Locks +9, Search +8, Sense Motive +3, Spellcraft +4, Spot +6, Swim +14, Tumble +8, Use Magic Device +7**Possessions** combat gear plus masterwork rapier, light crossbow, masterwork studded leather armor, masterwork thieves' tools, 200 gp in small gems**Alternate Form (Su)** A wererat can assume a bipedal hybrid form or the form of a dire rat.**Curse of Lycanthropy (Su)** Any humanoid hit by a wererat's bite attack in hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.**Disease (Ex)** Filth fever, bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.**Rat Empathy (Ex)** Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks with rats and dire rats.**Skills** A wererat in hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Wererats have a +8 racial bonus on Swim checks from their dire rat form.**ADVANCED SPELLWARPED DIRE RAT CR 1**

CE Small aberration

**Init** +4; **Senses** low-light vision, scent; Listen +4, Spot +4**AC** 19, touch 15, flat-footed 15

(+1 size, +4 Dex, +4 natural)

**hp** 27 (3 HD)**SR** 14; spell absorption**Fort** +6, **Ref** +7, **Will** +4**Speed** 40 ft. (8 squares), climb 20 ft.**Melee** bite +7 (1d4+3 plus disease)**Base Atk** +2; **Grp** +0**Special Actions** disease**Abilities** Str 14, Dex 19, Con 16, Int 5, Wis 12, Cha 4**Feats** Alertness, Improved Natural Armor, Weapon Finesse**Skills** Climb +13, Hide +9, Listen +4, Move Silently +5, Spot +4, Swim +13**Disease (Ex)** Filth fever, bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.**Spell Resistance (Ex)** A spellwarped creature gains spell resistance equal to 11+ its Hit Dice.**Spell Absorption (Su)** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits: see *Appendix 2: New Rules***Skills** A dire rat uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Dire rats also have a +8 racial bonus on Swim checks.**ENCOUNTER 7: A BROKEN FRAME****COUNT WICZLING****CR 4**

Male human aristocrat 2/rogue 1/bard 1/fighter 1

CN Medium humanoid (human)

**Init** +7; **Senses** Listen +3, Spot +3**Languages** Common, Elven, Old Oeridian, Dwarven**AC** 18, touch 13, flat-footed 15

(+3 Dex, +4 armor, +1 shield)

**hp** 33 (5 HD)**Fort** +4, **Ref** +8, **Will** +7**Speed** 30 ft. (6 squares)**Ranged** masterwork repeating light crossbow +6 (1d8, 19-20/x2) or**Melee** masterwork longsword +3 (1d8-1, 19-20/x2) or**Melee** masterwork dagger +2 (1d4-1, 19-20/x2)**Base Atk** +2; **Grp** +1**Atk Options** sneak attack +1d6**Special Actions** bardic music (1/day), countersong, fascinate, inspire courage +1**Combat Gear** alchemist's fire (2), case with 10 bolts (2), *potion of bull's strength*, *potion of cure moderate wounds***Bard Spells Known** (CL 1st):0 (2/day)—*detect magic*, *know direction*, *read magic*, stick

**Abilities** Str 8, Dex 16, Con 12, Int 14, Wis 13, Cha 10  
**Feats** Exotic Weapon Proficiency (repeating light crossbow), Improved Initiative, Negotiator, Exotic Weapon Proficiency (repeating light crossbow), Weapon Focus (longsword)  
**Skills** Appraise +6, Balance +3, Bluff +7, Climb +2, Diplomacy +7, Disguise +3, Escape Artist +4, Gather Information +5, Intimidate +5, Knowledge (local—NMR) +7, Knowledge (nobility and royalty) +4, Listen +3, Perform (sing--ballad)+3, Ride +7, Sense Motive +5, Sleight of Hand +5, Spellcraft +6, Spot +3, Survival +4, Tumble +5  
**Possessions** combat gear plus masterwork longsword, masterwork dagger, masterwork repeating light crossbow, +1 *studded leather armor*, buckler, *vest of resistance* +1, 1 gp

#### **BANDIT LIEUTENANT** CR 3

Male human fighter 3  
 CN Medium humanoid (human)  
**Init** +4; **Senses** Listen +1, Spot +1  
**Languages** Common, Elven, Baklunish  


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**AC** 14, touch 10, flat-footed 14 (+4 armor)  
**hp** 28 (3 HD)  
**Fort** +6, **Ref** +2, **Will** +5  


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**Speed** 30 ft. (6 squares)  
**Melee** masterwork bastard sword +7 (1d10+3, 19-20/x2) or  
**Melee** dagger +5 (1d4+2, 19-20/x2)  
**Base Atk** +3; **Grp** +5  
**Atk Options** Combat Expertise, Power Attack  
**Combat Gear** alchemist's fire (2), *potion of cure moderate wounds*, tanglefoot bag  


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**Abilities** Str 15, Dex 10, Con 14, Int 13, Wis 12, Cha 8  
**Feats** Combat Expertise, Improved Initiative, Iron Will, Power Attack, Weapon Focus (bastard sword)  
**Skills** Climb +3, Intimidate +5, Jump +7, Knowledge (nobility and royalty) +2, Tumble +4  
**Possessions** combat gear plus masterwork bastard sword, dagger, masterwork chain shirt, *cloak of resistance* +1, 223 gp

#### **BANDIT SENTRY** CR 3

Male human rogue 3  
 CN Medium humanoid (human)  
**Init** +6; **Senses** Listen +7, Spot +7  
**Languages** Common  


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**AC** 17, touch 12, flat-footed 15 (+2 Dex, +4 armor, +1 shield)  
**hp** 19 (3 HD)  
**Fort** +4, **Ref** +6, **Will** +5; evasion  


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**Speed** 30 ft. (6 squares)  
**Melee** masterwork shortsword +5 (1d6+1, 19-20/x2) or  
**Ranged** masterwork mighty [+1] composite longbow +5 (1d8+1/x3)  
**Base Atk** +2; **Grp** +3  
**Atk Options** sneak attack +2d6  
**Combat Gear** alchemist's fire (2), *potion of cure light wounds* (2), tanglefoot bag, quiver with 20 arrows  


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

**SQ** trapfinding

**Feats** Improved Initiative, Iron Will, Weapon Finesse  
**Skills** Appraise +2, Balance +6, Bluff +1, Climb +3, Escape Artist +6, Gather Information +4, Hide +7, Jump +5, Knowledge (local—NMR) +6, Listen +7, Move Silently +5, Search +3, Sense Motive +3, Spot +7, Tumble +8  
**Possessions** combat gear plus masterwork short sword, masterwork mighty [+1] composite longbow, masterwork chain shirt, masterwork darkwood buckler, *cloak of resistance* +1, 34 gp

### **ENCOUNTER 4: ANARCHY DIVINE**

#### **SILK PLATEAU LANDSCAPER** CR 2

Male half-elf druid 2  
 CN Medium humanoid (half-elf)  
**Init** +6; **Senses** low-light vision; Listen +5, Spot +5  
**Languages** Common, Elven, Druidic  


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**AC** 12, touch 12, flat-footed 10 (+2 Dex)  
**hp** 14 (2 HD)  
**Immune** sleep effects  
**Fort** +5, **Ref** +3, **Will** +6; +2 vs enchantment effects  


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**Speed** 30 ft. (6 squares)  
**Melee** masterwork darkwood quarterstaff +1 (1d6-1) or  
**Ranged** sling +3 (1d4)  
**Base Atk** +1; **Grp** +0  
**Special Actions** spontaneous casting  
**Combat Gear** 10 bullets, *potion of barkskin* (+2), tanglefoot bag  
**Druid Spells Prepared** (CL 2nd):  
 1st—*cure light wounds*, *entangle* (DC 13), *shillelagh*  
 0—*cure minor wounds*, *detect poison*, *guidance*, *resistance*

**Abilities** Str 8, Dex 14, Con 12, Int 10, Wis 15, Cha 13  
**SQ** nature sense, wild empathy (1d20+3), woodland stride  
**Feats** Improved Initiative  
**Skills** Concentration +4, Diplomacy +3, Gather Information +3, Handle Animal +4, Knowledge (nature) +7, Listen +5, Spellcraft +1, Spot +5, Survival +10  
**Possessions** combat gear plus masterwork darkwood quarterstaff, sling, *cloak of resistance* +1

#### **SILK PLATEAU LABORER** CR 2

Male half-orc barbarian 1/expert 2  
 CN Medium humanoid (half-orc)  
**Init** +6; **Senses** darkvision 60 ft.; Listen +3, Spot +1  
**Languages** Common, Elven, Flan, Orc  


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**AC** 12, touch 12, flat-footed 10 (+2 Dex)  
**hp** 21 (3 HD)  
**Fort** +4, **Ref** +3, **Will** +4  


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**Speed** 40 ft. (8 squares)  
**Melee** masterwork cold iron ranseur +6 (2d4+4/x3)  
**Base Atk** +2; **Grp** +5  
**Atk Options** Power Attack  
**Special Actions** rage 1/day  
**Combat Gear** *potion of barkskin* (+3), *potion of cure moderate wounds*, tanglefoot bag (2), universal solvent

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**Abilities** Str 17, Dex 14, Con 13, Int 10, Wis 10, Cha 6

**Feats** Improved Initiative, Power Attack

**Skills** Climb +6, Diplomacy +0, Heal +1, Intimidate -1, Jump +11, Knowledge (local—NMR) +1, Knowledge (nature) +1, Knowledge (religion) +1, Listen +4, Profession (landscaper) +1, Spot +1, Survival +4, Tumble +3, Use Rope +3

**Possessions** combat gear plus masterwork cold iron ranseur, *cloak of resistance* +1

**Rage Statistics** (duration 6 rounds) AC 10 (touch 10, flat-footed 8); hp 27; Fort +5, Will +6; Grapple +7; Str 21, Con 17; masterwork cold iron ranseur +8 (2d4+7/x3)

**ENCOUNTER 1: RESIDENT EVIL****FESSTIK (HYBRID FORM)****CR 7**

Male wererat rogue 3/ sorcerer 2

CE Medium humanoid (human, shapechanger)

**Init** +8; **Senses** low-light vision, scent; Listen +7, Spot +7**Languages** Common, Gnome**AC** 20 (24 until *shield* expires), touch 14, flat-footed 16 (+4 Dex, +3 armor, +3 natural)**hp** 26 (6 HD); DR 10/silver**Fort** +6, **Ref** +9, **Will** +9; evasion**Speed** 30 ft. (6 squares)**Melee** masterwork rapier +8 (1d6+1, 18-20/x2) and**Melee** bite +2 (1d6 plus disease) or**Ranged** light crossbow +7 (1d8-1, 19-20/x2)**Base Atk** +3; **Grp** +4**Atk Options** Combat Expertise, Improved Feint, Silent Spell, sneak attack +2d6**Special Actions** alternate form**Combat Gear** 10 silver bolts, *elixir of vision*, *scroll of shatter* (arcane), *wand of color spray* (CL 1st), *wand of magic missiles* (CL 3rd)**Sorcerer Spells Known** (CL 2nd):1st (5/day, 4 remaining)—*detect secret doors*, *shield* 0 (6/day)—*detect magic*, *light*, *ray of frost* (+7 ranged touch), *read magic*, *touch of fatigue* (+7 melee touch, DC 13)**Abilities** Str 12, Dex 19, Con 13, Int 14, Wis 12, Cha 16**SQ** rat empathy, rat familiar (hiding nearby), trapfinding**Feats** Alertness, Combat Expertise, Improved Feint, Improved Initiative, Iron Will, Silent Spell, Weapon Finesse**Skills** Balance +10, Bluff +10, Climb +14, Concentration +3, Decipher Script +6, Disable Device +8, Disguise +5, Escape Artist +8, Gather Information +4, Hide +8, Intimidate +7, Knowledge (arcana) +5, Knowledge (local—NMR) +4, Listen +7, Move Silently +8, Open Locks +9, Search +8, Sense Motive +3, Spellcraft +5 (+7 scrolls), Spot +7, Swim +14, Tumble +9, Use Magic Device +8**Possessions** combat gear plus masterwork rapier, light crossbow, masterwork studded leather armor, masterwork thieves' tools**Alternate Form (Su)** A wererat can assume a bipedal hybrid form or the form of a dire rat.**Curse of Lycanthropy (Su)** Any humanoid hit by a wererat's bite attack in hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.**Disease (Ex)** Filth fever, bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.**Rat Empathy (Ex)** Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks with rats and dire rats.**Skills** A wererat in hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or

threatened. Wererats have a +8 racial bonus on Swim checks from their dire rat form.

**ADVANCED SPELLWARPED DIRE RAT CR 2**

CE Medium aberration

**Init** +4; **Senses** low-light vision, scent; Listen +4, Spot +4**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)**hp** 40 (4 HD)**SR** 15; spell absorption**Fort** +8, **Ref** +8, **Will** +5**Speed** 40 ft. (8 squares), climb 20 ft.**Melee** bite +7 (1d6+6 plus disease)**Base Atk** +3; **Grp** +7**Abilities** Str 18, Dex 18, Con 18, Int 5, Wis 12, Cha 4**Feats** Alertness, Improved Natural Armor, Weapon Finesse**Skills** Climb +13, Hide +9, Listen +4, Move Silently +5, Spot +4, Swim +13**Disease (Ex)** Filth fever, bite, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.**Spell Resistance (Ex)** A spellwarped creature gains spell resistance equal to 11+ its Hit Dice.**Spell Absorption (Su)** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits: see *Appendix 2: New Rules***Skills** A dire rat uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Dire rats also have a +8 racial bonus on Swim checks.**ENCOUNTER 7: A BROKEN FRAME****COUNT WICZLING****CR 6**

Male human aristocrat 2/rogue 2/bard 1/fighter 2

CN Medium humanoid (human)

**Init** +7; **Senses** Listen +4, Spot +4**Languages** Common, Elven, Old Oeridian, Dwarven**AC** 19, touch 14, flat-footed 16

(+3 Dex, +4 armor, +1 shield, +1 deflection)

**hp** 47 (7 HD)**Fort** +5, **Ref** +9, **Will** +7; evasion**Speed** 30 ft. (6 squares)**Ranged** masterwork repeating light crossbow +8 (1d8, 19-20/x2) or**Melee** masterwork longsword +5 (1d8-1, 19-20/x2) or**Melee** masterwork dagger +4 (1d4-1, 19-20/x2)**Base Atk** +4; **Grp** +3**Atk Options** Combat Expertise, sneak attack +1d6**Special Actions** bardic music (1/day), countersong, fascinate, inspire courage +1**Combat Gear** case with 10 bolts (2), alchemist's fire (2), *potion of bull's strength*, *potion of cure serious wounds***Bard Spells Known** (CL 1st):

0 (2/day)—*detect magic, know direction, read magic, stick*

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**Abilities** Str 8, Dex 16, Con 12, Int 14, Wis 13, Cha 10  
**Feats** Combat Expertise, Deceitful, Exotic Weapon Proficiency (repeating light crossbow), Improved Initiative, Negotiator, Exotic Weapon Proficiency (repeating light crossbow), Weapon Focus (longsword)  
**Skills** Appraise +6, Balance +6, Bluff +7, Climb +1, Diplomacy +7, Disguise +5, Escape Artist +5, Forgery +6, Gather Information +5, Intimidate +6, Jump +2, Knowledge (local—NMR) +8, Knowledge (nobility and royalty) +4, Listen +4, Perform (sing-ballad)+3, Ride +8, Sense Motive +5, Sleight of Hand +6, Spellcraft +6, Spot +4, Swim +1, Survival +4, Tumble +8, Use Magic Device +4  
**Possessions** combat gear plus masterwork longsword, masterwork dagger, masterwork repeating light crossbow, +1 studded leather armor, masterwork buckler, *ring of protection* +1, *vest of resistance* +1, 1 gp

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**BANDIT LIEUTENANT** **CR 5**

Male human fighter 5  
CN Medium humanoid (human)  
**Init** +4; **Senses** Listen +1, Spot +1  
**Languages** Common, Elven, Baklunish, Flan

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**AC** 14, touch 10, flat-footed 14  
(+4 armor)  
**hp** 47 (5 HD)  
**Fort** +7, **Ref** +2, **Will** +5

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**Speed** 30 ft. (6 squares)  
**Melee** masterwork bastard sword +10 (1d10+6, 19-20/x2) or  
**Melee** masterwork dagger +9 (1d4+3, 19-20/x2)  
**Base Atk** +5; **Grp** +8  
**Atk Options** Combat Expertise, Power Attack  
**Combat Gear** alchemist's fire (2), *dust of tracelessness*, *potion of cure serious wounds*, tanglefoot bag

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**Abilities** Str 16, Dex 10, Con 14, Int 13, Wis 12, Cha 8  
**Feats** Combat Expertise, Improved Initiative, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)  
**Skills** Climb +6, Intimidate +7, Jump +10, Knowledge (nobility and royalty) +2, Tumble +6  
**Possessions** combat gear plus masterwork bastard sword, masterwork dagger, mithril chain shirt, *cloak of resistance* +1, 173 gp

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**BANDIT SENTRY** **CR 5**

Male human rogue 5  
CN Medium humanoid (human)  
**Init** +7; **Senses** Listen +9, Spot +9  
**Languages** Common

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**AC** 19, touch 13, flat-footed 19  
(+3 Dex, +5 armor, +1 shield)  
**hp** 32 (5 HD)  
**Fort** +4, **Ref** +8, **Will** +5; evasion

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**Speed** 30 ft. (6 squares)  
**Melee** masterwork shortsword +7 (1d6+1, 19-20/x2) or  
**Ranged** masterwork mighty [+1] composite longbow +7 (1d8+1/x3)

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**Base Atk** +3; **Grp** +4

**Atk Options** sneak attack +3d6

**Combat Gear** alchemist's fire (2), *potion of cure moderate wounds* (2), quiver with 20 arrows, tanglefoot bag

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

**Feats** Improved Initiative, Iron Will, Weapon Finesse

**Skills** Appraise +2, Balance +8, Bluff +1, Climb +3, Escape Artist +8, Gather Information +6, Hide +10, Jump +5, Knowledge (local—NMR) +6, Listen +9, Move Silently +8, Search +5, Sense Motive +5, Spot +9, Tumble +11

**Possessions** combat gear plus masterwork short sword, masterwork mighty [+1] composite longbow, +1 *chain shirt*, masterwork darkwood buckler, *cloak of resistance* +1, 34 gp

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**ENCOUNTER 8: ANARCHY DIVINE**

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**SILK PLATEAU LANDSCAPER** **CR 3**

Male half-elf druid 3  
CN Medium humanoid (half-elf)  
**Init** +6; **Senses** low-light vision; Listen +5, Spot +5  
**Languages** Common, Elven, Druidic

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**AC** 12, touch 12, flat-footed 10  
(+2 Dex)  
**hp** 21 (3 HD)  
**Immune** sleep effects  
**Fort** +5, **Ref** +4, **Will** +6; +2 vs enchantment effects

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**Speed** 30 ft. (6 squares)  
**Ranged** sling +4 (1d4) or  
**Melee** masterwork darkwood quarterstaff +2 (1d6-1)  
**Base Atk** +2; **Grp** +1  
**Special Actions** spontaneous casting  
**Combat Gear** 10 bullets, *potion of barkskin* (+2), *potion of cure moderate wounds*, tanglefoot bag  
**Druid Spells Prepared** (CL 3rd):  
2nd—*soften earth and stone*, *warp wood* (DC 14)  
1st—*cure light wounds*, *entangle* (DC 13), *shillelagh*  
0—*cure minor wounds*, *detect poison*, *guidance*, *resistance*

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**Abilities** Str 8, Dex 14, Con 12, Int 10, Wis 15, Cha 13  
**SQ** nature sense, trackless step, wild empathy (1d20+4), woodland stride  
**Feats** Improved Initiative, Track  
**Skills** Concentration +5, Diplomacy +3, Gather Information +3, Handle Animal +5, Knowledge (nature) +8, Listen +5, Spellcraft +2, Spot +5, Survival +10

**Possessions** combat gear plus masterwork darkwood quarterstaff, sling, *cloak of resistance* +1

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**SILK PLATEAU LABORER** **CR 3**

Male half-orc barbarian 2/expert 2  
CN Medium humanoid (half-orc)  
**Init** +6; **Senses** darkvision 60 ft.; Listen +5, Spot +1  
**Languages** Common, Elven, Flan, Orc

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**AC** 12, touch 12, flat-footed 12  
(+2 Dex)  
**hp** 35 (4 HD)  
**Fort** +6, **Ref** +3, **Will** +4



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**Speed** 40 ft. (8 squares)

**Melee** masterwork cold iron ranseur +7 (2d4+4/x3)

**Base Atk** +3; **Grp** +6

**Atk Options** Power Attack

**Special Actions** rage 1/day

**Combat Gear** *potion of barkskin* (+4), *potion of cat's grace*, tanglefoot bag (2), *potion of cure moderate wounds* (2), *universal solvent*

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**Abilities** Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 6

**Feats** Improved Initiative, Power Attack

**Skills** Climb +7, Diplomacy +0, Heal +1, Intimidate -1, Jump +12, Knowledge (local—NMR) +1, Knowledge (nature) +3, Knowledge (religion) +1, Listen +5, Profession (landscaper) +1, Spot +1, Survival +5, Tumble +5, Use Rope +3

**Possessions** combat gear plus masterwork cold iron ranseur, *cloak of resistance* +1

**Rage Statistics** (duration 7 rounds) AC 10 (touch 10, flat-footed 10); hp 43; Fort +8, Will +6; Grapple +8; Str 21, Con 18; masterwork cold iron ranseur +9 (2d4+7/x3)

**ENCOUNTER 1: RESIDENT EVIL****FESSTIK (HYBRID FORM)****CR 9**

Male wererat rogue 3/ sorcerer 4

CE Medium humanoid (human, shapechanger)

**Init** +9; **Senses** low-light vision, scent; **Listen** +7, **Spot** +7**Languages** Common, Gnome**AC** 22 (26 until *shield* expires), **touch** 15, **flat-footed** 17 (+5 Dex, +4 armor, +3 natural)**hp** 32 (8 HD); **DR** 10/silver**Fort** +8, **Ref** +12, **Will** +11; **evasion****Speed** 30 ft. (6 squares)**Melee** masterwork rapier +10 (1d6+1, 18-20/x2) and**Melee** bite +4 (1d6 plus disease) or**Ranged** light crossbow +9 (1d8-1, 19-20/x2)**Base Atk** +4; **Grp** +5**Atk Options** Combat Expertise, Improved Feint, sneak attack +2d6**Special Actions** alternate form**Combat Gear** 10 silver bolts, *potion of cure moderate wounds* (2), *scroll of shatter* (arcane), *wand of magic missiles* (CL 5th)**Sorcerer Spells Known** (CL 4th):2nd (4/day, 3 remaining)—*see invisibility*1st (7/day, 6 remaining)—*detect secret doors*, *shield*, *shocking grasp* (+9 melee touch)0 (6/day)—*detect magic*, *light*, *ray of frost* (+9 ranged touch), *read magic*, *resistance*, *touch of fatigue* (+9 melee touch, DC 13)**Abilities** Str 12, Dex 20, Con 13, Int 14, Wis 12, Cha 16**SQ** rat empathy, rat familiar (hiding nearby), trapfinding**Feats** Alertness, Combat Expertise, Improved Feint, Improved Initiative, Iron Will, Silent Spell, Weapon Finesse**Skills** Balance +11, Bluff +11, Climb +15, Concentration +8, Decipher Script +6, Disable Device +8, Disguise +5, Escape Artist +9, Gather Information +4, Hide +9, Intimidate +7, Knowledge (arcana) +7, Knowledge (local—NMR) +4, Listen +7, Move Silently +9, Open Locks +10, Search +8, Sense Motive +3, Spellcraft +9 (+11 scrolls), Spot +7, Swim +15, Tumble +10, Use Magic Device +8 (+10)**Possessions** combat gear plus masterwork rapier, light crossbow, +1 *studded leather armor*, masterwork thieves' tools, *vest of resistance* +1, 50 gp ruby**Alternate Form (Su)** A wererat can assume a bipedal hybrid form or the form of a dire rat.**Curse of Lycanthropy (Su)** Any humanoid hit by a wererat's bite attack in hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.**Disease (Ex)** Filth fever, bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.**Rat Empathy (Ex)** Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks with rats and dire rats.**Skills** A wererat in hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to

take 10 on a Climb check, even if rushed or threatened. Wererats have a +8 racial bonus on Swim checks from their dire rat form.

**ENCOUNTER 7: A BROKEN FRAME****COUNT WICZLING****CR 8**

Male human aristocrat 2/rogue 3/bard 1/fighter 3

CN Medium humanoid (human)

**Init** +7; **Senses** Listen +5, Spot +5**Languages** Common, Elven, Old Oeridian, Dwarven**AC** 20, **touch** 14, **flat-footed** 17

(+3 Dex, +4 armor, +1 shield, +1 deflection, +1 nat.)

**hp** 61 (9 HD)**Fort** +6, **Ref** +10, **Will** +10; **evasion****Speed** 30 ft. (6 squares)**Ranged** masterwork repeating light crossbow +10/+5 (1d8, 19-20/x2) or**Melee** +1 longsword +7/+2 (1d8, 19-20/x2) or**Melee** masterwork dagger +6/+1 (1d4-1, 19-20/x2)**Base Atk** +6; **Grp** +5**Atk Options** Combat Expertise, Improved Feint, sneak attack +2d6**Special Actions** bardic music (1/day), countersong, fascinate, inspire courage +1**Combat Gear** case with 10 bolts (2), alchemist's fire (2), *potion of bull's strength*, *potion of cure serious wounds*, *potion of haste***Bard Spells Known** (CL 1st):0 (2/day)—*detect magic*, *know direction*, *read magic*, *stick***Abilities** Str 8, Dex 16, Con 12, Int 14, Wis 14, Cha 10**Feats** Combat Expertise, Deceitful, Exotic Weapon Proficiency (repeating light crossbow), Improved Feint, Improved Initiative, Negotiator, Exotic Weapon Proficiency (repeating light crossbow), Weapon Focus (longsword)**Skills** Appraise +6, Balance +6, Bluff +8, Climb +2, Diplomacy +7, Disguise +7, Escape Artist +6, Forgery +7, Gather Information +6, Intimidate +7, Jump +3, Knowledge (local—NMR) +9, Knowledge (nobility and royalty) +4, Listen +5, Perform (sing--ballad)+3, Ride +9, Sense Motive +7, Sleight of Hand +6, Spellcraft +6 (+8), Spot +5, Swim +2, Survival +5, Tumble +9, Use Magic Device +6**Possessions** combat gear plus +1 *longsword*, masterwork dagger, masterwork repeating light crossbow, +1 *studded leather armor*, masterwork buckler, *amulet of natural armor* +1, disguise kit, *ring of protection* +1, *vest of resistance* +1, 1 gp**BANDIT LIEUTENANT****CR 7**

Male human fighter 7

CN Medium humanoid (human)

**Init** +4; **Senses** Listen +1, Spot +1**Languages** Common, Elven, Baklunish, Flan**AC** 15, **touch** 10, **flat-footed** 15

(+5 armor)

**hp** 66 (7 HD)**Fort** +8, **Ref** +5, **Will** +6

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**Speed** 30 ft. (6 squares)  
**Melee** +1 bastard sword +12/+7 (1d10+7, 19-20/x2) or  
**Melee** masterwork dagger +11/+6 (1d4+3, 19-20/x2)  
**Base Atk** +7; **Grp** +10  
**Atk Options** Combat Expertise, Improved Disarm, Power Attack  
**Combat Gear** alchemist's fire (2), *dust of tracelessness*, *potion of cure serious wounds*, tanglefoot bag  
**Abilities** Str 16, Dex 10, Con 14, Int 13, Wis 12, Cha 8  
**Feats** Combat Expertise, Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)  
**Skills** Balance +2, Climb +6, Intimidate +9, Jump +14, Knowledge (nobility and royalty) +2, Knowledge (religion) +2, Tumble +7  
**Possessions** combat gear plus +1 *bastard sword*, masterwork dagger, +1 *mithril chain shirt*, *cloak of resistance* +1, 73 gp

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**BANDIT SENTRY** **CR 7**  
Male human rogue 7  
CN Medium humanoid (human)  
**Init** +7; **Senses** Listen 11, Spot +11  
**Languages** Common

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**AC** 20, touch 14, flat-footed 20  
(+3 Dex, +5 armor, +1 shield, +1 deflection)  
**hp** 45 (7 HD)  
**Fort** +5, **Ref** +9, **Will** +6; evasion

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**Speed** 30 ft. (6 squares)  
**Melee** masterwork shortsword +9 (1d6+1, 19-20/x2) or  
**Melee** masterwork dagger +9 (1d4+1, 19-20/x2) or  
**Ranged** masterwork mighty [+1] composite longbow +9 (1d8+1/x3)  
**Base Atk** +5; **Grp** +6  
**Atk Options** sneak attack +4d6  
**Combat Gear** quiver with 20 arrows, alchemist's fire (2), *potion of cure serious wounds*, tanglefoot bag  
**Abilities** Str 12, Dex 16, Con 14, Int 10, Wis 13, Cha 8  
**SQ** trapfinding  
**Feats** Dodge, Improved Initiative, Iron Will, Weapon Finesse  
**Skills** Appraise +3, Balance +10, Bluff +1, Climb +3, Disguise +0, Escape Artist +10, Gather Information +6, Hide +12, Jump +5, Knowledge (local—NMR) +8, Listen +11, Move Silently +10, Search +5, Sense Motive +5, Spot +11, Tumble +13  
**Possessions** combat gear plus masterwork short sword, masterwork dagger, masterwork mighty [+1] composite longbow, +1 *chain shirt*, masterwork darkwood buckler, *cloak of resistance* +1, *ring of protection* +1, 182 gp

## ENCOUNTER 4: ANARCHY DIVINE

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**SILK PLATEAU LANDSCAPER** **CR 5**  
Male half-elf druid 5  
CN Medium humanoid (half-elf)  
**Init** +6; **Senses** low-light vision; Listen +6, Spot +6  
**Languages** Common, Elven, Druidic

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

**hp** 35 (5 HD)  
**Immune** sleep effects  
**Fort** +6, **Ref** +4, **Will** +8; +2 vs enchantment effects

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**Speed** 30 ft. (6 squares)  
**Melee** masterwork darkwood quarterstaff +3 (1d6-1) or  
**Ranged** sling +5 (1d4)  
**Base Atk** +3; **Grp** +2  
**Special Actions** spontaneous casting, wild shape 1/day  
**Combat Gear** 10 bullets, *potion of cat's grace*, *potion of cure moderate wounds*, tanglefoot bag  
**Druid Spells Prepared** (CL 5th):  
3rd—*cure moderate wounds*, *plant growth*  
2nd—*barkskin*, *soften earth and stone*, *warp wood* (DC 15)  
1st—*cure light wounds* (2), *entangle* (DC 14), *shillelagh*  
0—*cure minor wounds* (2), *detect poison*, *guidance*, *resistance*

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**Abilities** Str 8, Dex 14, Con 12, Int 10, Wis 16, Cha 13  
**SQ** nature sense, resist nature's lure, trackless step, wild empathy (1d20+8), woodland stride  
**Feats** Improved Initiative, Track  
**Skills** Concentration +7, Diplomacy +3, Gather Information +3, Handle Animal +6, Knowledge (nature) +12, Listen +6, Spellcraft +3, Spot +6, Survival +13  
**Possessions** combat gear plus masterwork darkwood quarterstaff, sling, *cloak of resistance* +1, *ring of protection* +1

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**SILK PLATEAU LABORER** **CR 5**  
Male half-orc barbarian 4/expert 2  
CN Medium humanoid (half-orc)  
**Init** +6; **Senses** darkvision 60 ft.; Listen +7, Spot +1  
**Languages** Common, Elven, Flan, Orc

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**AC** 12, touch 12, flat-footed 12  
(+2 Dex)  
**hp** 57 (6 HD)  
**Fort** +7, **Ref** +4, **Will** +5; uncanny dodge

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**Speed** 40 ft. (8 squares)  
**Melee** +1 *cold iron ranseur* +10 (2d4+5/x3)  
**Base Atk** +5; **Grp** +8  
**Atk Options** Power Attack  
**Special Actions** rage 2/day  
**Combat Gear** *potion of cure light wounds* (2), tanglefoot bag (2), *universal solvent*

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**Abilities** Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 6  
**Feats** Improved Initiative, Power Attack, Weapon Focus (ranseur)  
**Skills** Climb +9, Diplomacy +0, Heal +1, Intimidate -1, Jump +14, Knowledge (local—NMR) +1, Knowledge (nature) +3, Knowledge (religion) +1, Listen +7, Profession (landscaper) +1, Spot +1, Survival +7, Tumble +5, Use Rope +3  
**Possessions** combat gear plus +1 *cold iron ranseur*, *cloak of resistance* +1

**Rage Statistics** (duration 7 rounds) AC 10 (touch 10, flat-footed 10); hp 69; Fort +9, Will +7; Grapple +10; Str 21, Con 18; +1 *cold iron ranseur* +12 (2d4+8/x3)

**ENCOUNTER 1: RESIDENT EVIL****FESSTIK (HYBRID FORM)****CR 11**

Male wererat rogue 3/ sorcerer 6

CE Medium humanoid (human, shapechanger)

**Init** +9; **Senses** low-light vision, scent; **Listen** +7, **Spot** +7**Languages** Common, Gnome**AC** 23 (27 until *shield* expires), **touch** 16, **flat-footed** 18 (+5 Dex, +4 armor, +1 deflection, +3 natural)**hp** 38 (10 HD); **DR** 10/silver**Fort** +9, **Ref** +13, **Will** +12; **evasion****Speed** 30 ft. (6 squares)**Melee** +1 rapier +11 (1d6+2, 18-20/x2) and**Melee** bite +5 (1d6 plus disease) or**Ranged** masterwork light crossbow +11 (1d8-1, 19-20/x2)**Base Atk** +5; **Grp** +6**Atk Options** Combat Expertise, Improved Feint, sneak attack +2d6**Special Actions** alternate form**Combat Gear** 10 silver bolts, *potion of cure moderate wounds* (2), *potion of haste*, *scroll of shatter* (arcane), *wand of magic missiles* (CL 5th)**Sorcerer Spells Known** (CL 6th):3rd (4/day)—*vampiric touch* (+10 melee touch)2nd (6/day, 5 remaining)—*see invisibility*, *spectral hand* (AC 24)1st (7/day, 6 remaining)—*detect secret doors*, *ray of enfeeblement* (+10 ranged touch), *shield*, *shocking grasp* (+10 melee touch)0 (6/day)—*acid splash* (+10 ranged touch), *detect magic*, *light*, *ray of frost* (+10 ranged touch), *read magic*, *resistance*, *touch of fatigue* (+10 melee touch, DC 13)**Abilities** Str 12, Dex 20, Con 13, Int 14, Wis 12, Cha 16**SQ** rat empathy, rat familiar (hiding nearby), trapfinding**Feats** Alertness, Blind-Fight, Combat Expertise, Improved Feint, Improved Initiative, Iron Will, Silent Spell, Weapon Finesse**Skills** Balance +11, Bluff +13, Climb +15, Concentration +11, Decipher Script +6, Disable Device +8, Disguise +5, Escape Artist +9, Gather Information +4, Hide +9, Intimidate +7, Knowledge (arcana) +9, Knowledge (local—NMR) +4, Listen +7, Move Silently +9, Open Locks +10, Search +8, Sense Motive +3, Spellcraft +12 (+14 scrolls), Spot +7, Swim +15, Tumble +10, Use Magic Device +8 (+10)**Possessions** combat gear plus +1 *rapier*, light crossbow, +1 *studded leather armor*, *vest of resistance* +1, masterwork thieves' tools, *ring of protection* +1, 50 gp ruby (2)**Alternate Form (Su)** A wererat can assume a bipedal hybrid form or the form of a dire rat.**Curse of Lycanthropy (Su)** Any humanoid hit by a wererat's bite attack in hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.**Disease (Ex)** Filth fever, bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.**Rat Empathy (Ex)** Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks with rats and dire rats.**Skills** A wererat in hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Wererats have a +8 racial bonus on Swim checks from their dire rat form.**ARCANE OOZE****CR 9**

N Huge ooze

**Init** -5; **Senses** blindsight 60 ft.; **Listen** -5, **Spot** -5**Aura** spell siphon**AC** 3, **touch** 3, **flat-footed** 3; not subject to flanking (-2 size, -5 Dex)**hp** 232 (15 HD)**Immune** acid, critical hits, magic, mind-affecting effects, paralysis, poison, polymorph, sleep effects, stunning**Fort** +13, **Ref** +0, **Will** +0**Speed** 20 ft. (4 squares), **climb** 20 ft.**Melee** slam +15 (2d6+9 plus 2d6 acid)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +11; **Grp** +25**Atk Options** constrict 2d6+9 plus 2d6 acid, improved grab**Abilities** Str 22, Dex 1, Con 26, Int --, Wis 1, Cha 1**Skills** Climb +14**Acid (Ex)** An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.**Constrict (Ex)** An arcane ooze deals automatic slam and acid damage with a successful grapple check.**Immunity to Magic (Ex)** An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature: a magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by a *haste* spell for 3 rounds; a magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.**Improved Grab (Ex)** To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict in the same round.**Spell Siphon (Su)** An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he or she must make a DC 25 Fortitude save or lose a random spell of the highest level of the highest level spell that he has available. For every spell lost in this manner, the arcane ooze gains temporary hit points equal to 5x the level of the lost spell. These temporary hit points are lost after one

hour. Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

**Skills** An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

## ENCOUNTER 7: A BROKEN FRAME

### COUNT WICZLING

CR 10

Male human aristocrat 2/rogue 3/bard 1/fighter 4/mountebank 1

CN Medium humanoid (human)

**Init** +7; **Senses** Listen +5, Spot +5

**Languages** Common, Elven, Old Oeridian, Dwarven

**AC** 20, touch 14, flat-footed 17

(+3 Dex, +4 armor, +1 shield, +1 deflection, +1 natural)

**hp** 75 (11 HD)

**Fort** +8, **Ref** +13, **Will** +11; evasion

**Speed** 30 ft. (6 squares)

**Ranged** +1 repeating light crossbow +11/+6 (1d8+1, 19-20/x2) or

**Melee** +1 longsword +8/+3 (1d8+2, 19-20/x2) or

**Melee** masterwork dagger +7/+2 (1d4-1, 19-20/x2)

**Base Atk** +7; **Grp** +6

**Atk Options** Combat Expertise, Improved Feint, sneak attack +2d6

**Special Actions** bardic music (1/day), countersong, fascinate, inspire courage +1

**Combat Gear** case with 10 bolts, alchemist's fire (2), *potion of bull's strength*, *potion of cure serious wounds*, *potion of haste*

**Bard Spells Known** (CL 1st):

0 (2/day)—*detect magic*, *know direction*, *read magic*, *stick*

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

**SQ** tongue of the devil

**Feats** Combat Expertise, Deceitful, Exotic Weapon Proficiency (repeating light crossbow), Improved Feint, Improved Initiative, Negotiator, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Appraise +6, Balance +6, Bluff +12, Climb +3, Diplomacy +9, Disguise +9, Escape Artist +7, Forgery +7, Gather Information +7, Intimidate +9, Jump +4, Knowledge (arcana) +3, Knowledge (local—NMR) +9, Knowledge (nobility and royalty) +4, Listen +5, Perform (sing-ballad)+4, Ride +10, Sense Motive +7, Sleight of Hand +6, Spellcraft +7 (+9), Spot +5, Swim +3, Survival +5, Tumble +10, Use Magic Device +7 (+9)

**Possessions** combat gear plus +1 *longsword*, masterwork dagger, +1 *repeating light crossbow*, +1 *studded leather armor*, masterwork buckler, *amulet of natural armor* +1, *cloak of charisma* +2, disguise kit, *ring of protection* +1, *vest of resistance* +2, 1 gp

**Tongue of the Devil (Ex)** The mountebank's cunning misdirection leaves others at his mercy. He adds his Intelligence bonus to Bluff checks.

### BANDIT LIEUTENANT

CR 9

Male human fighter 9

CN Medium humanoid (human)

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

**Languages** Common, Elven, Baklunish, Flan, Suloise

**AC** 16, touch 11, flat-footed 16

(+5 armor, +1 deflection)

**hp** 85 (9 HD)

**Fort** +9, **Ref** +6, **Will** +7

**Speed** 30 ft. (6 squares)

**Melee** +1 *bastard sword* +14/+9 (1d10+7, 17-20/x2) or

**Melee** masterwork dagger +13/+8 (1d4+3, 19-20/x2)

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

**Atk Options** Cleave, Combat Expertise, Improved Disarm, Power Attack

**Combat Gear** alchemist's fire (2), *brooch of shielding*, *dust of tracelessness*, *potion of cat's grace*, *potion of cure serious wounds*, *potion of haste*, tanglefoot bag

**Abilities** Str 16, Dex 11, Con 14, Int 13, Wis 12, Cha 8

**Feats** Cleave, Combat Expertise, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Balance +2, Climb +7, Intimidate +11, Jump +15, Knowledge (nobility and royalty) +2, Knowledge (religion) +2, Tumble +8

**Possessions** combat gear plus +1 *bastard sword*, masterwork dagger, +1 *mithril chain shirt*, *cloak of resistance* +1, *ring of protection* +1, 323 gp

### BANDIT SENTRY

CR 9

Male human rogue 9

CN Medium humanoid (human)

**Init** +7; **Senses** Listen +14, Spot +14

**Languages** Common

**AC** 20, touch 14, flat-footed 20; improved uncanny dodge

(+3 Dex, +5 armor, +1 shield, +1 deflection)

**hp** 58 (9 HD)

**Fort** +6, **Ref** +10, **Will** +8; evasion

**Speed** 30 ft. (6 squares)

**Melee** +1 *shortsword* +10/+5 (1d6+2, 19-20/x2) or

**Melee** masterwork dagger +10/+5 (1d4+1, 19-20/x2)

**Ranged** masterwork mighty [+1] composite longbow +10/+5 (1d8+1/x3)

**Base Atk** +6; **Grp** +7

**Atk Options** sneak attack +5d6

**Combat Gear** alchemist's fire, *brooch of shielding*, *potion of cure serious wounds* (2), *potion of haste*, quiver with 20 arrows, tanglefoot bag

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

**SQ** trapfinding

**Feats** Dodge, Improved Initiative, Iron Will, Track, Weapon Finesse

**Skills** Appraise +5, Balance +11, Bluff +1, Climb +4, Disguise +1, Escape Artist +13, Gather Information +7, Hide +13, Jump +5, Knowledge (local—NMR) +10, Listen +14, Move Silently +10, Search +6, Sense Motive +6, Spot +14, Tumble +14

**Possessions** combat gear plus +1 *short sword*, masterwork dagger, masterwork mighty [+1] composite longbow, +1 *chain shirt*, masterwork

darkwood buckler, *cloak of resistance* +1, *ring of protection* +1, 2 gp

## ENCOUNTER 8: ANARCHY DIVINE

### SILK PLATEAU LANDSCAPER

CR 7

Male half-elf druid 7

CN Medium humanoid (half-elf)

**Init** +6; **Senses** low-light vision; Listen +8, Spot +8

**Languages** Common, Elven, Druidic

**AC** 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

**hp** 49 (7 HD)

**Immune** sleep effects

**Fort** +8, **Ref** +6, **Will** +10; +2 vs enchantment effects

**Speed** 30 ft. (6 squares)

**Melee** masterwork darkwood quarterstaff +5 (1d6-1) or

**Ranged** sling +7 (1d4)

**Base Atk** +5; **Grp** +4

**Special Actions** spontaneous casting, wild shape 3/day

**Combat Gear** 10 bullets, *potion of cat's grace*, tanglefoot bag

**Druid Spells Prepared** (CL 7th):

4th—*rusting grasp*

3rd—*cure moderate wounds*, *plant growth*, *spike growth* (DC 16)

2nd—*barkskin*, *bear's endurance*, *soften earth and stone*, *warp wood* (DC 15)

1st—*cure light wounds* (2), *entangle* (DC 14), *longstrider*, *shillelagh*

0—*create water*, *cure minor wounds* (2), *detect poison*, *guidance*, *resistance*

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

**SQ** nature sense, resist nature's lure, trackless step, wild empathy (1d20+10), woodland stride

**Feats** Improved Initiative, Natural Spell, Track

**Skills** Concentration +9, Diplomacy +3, Gather Information +3, Handle Animal +6, Knowledge (nature) +12, Listen +8, Spellcraft +5, Spot +8, Survival +13

**Possessions** combat gear plus masterwork darkwood quarterstaff, sling, *cloak of resistance* +2, *ring of protection* +1

### SILK PLATEAU LABORER

CR 7

Male half-orc barbarian 6/expert 2

CN Medium humanoid (half-orc)

**Init** +6; **Senses** darkvision 60 ft.; Listen +9, Spot +1

**Languages** Common, Elven, Flan, Orc

**AC** 13, touch 13, flat-footed 13; improved uncanny dodge

(+2 Dex, +1 deflection)

**hp** 79 (8 HD)

**Fort** +8, **Ref** +5, **Will** +7

**Speed** 40 ft. (8 squares)

**Melee** +1 *cold iron ranseur* +13/+8 (2d4+7/x3)

**Base Atk** +7; **Grp** +11

**Atk Options** Power Attack

**Special Actions** rage 2/day

**Combat Gear** *potion of barkskin* (+4), *potion of cure moderate wounds* (3), tanglefoot bag (2), *universal solvent*

**Abilities** Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 6

**Feats** Improved Initiative, Power Attack, Weapon Focus (ranseur)

**Skills** Climb +11, Diplomacy +0, Heal +1, Intimidate -1, Jump +18, Knowledge (local—NMR) +1, Knowledge (nature) +3, Knowledge (religion) +1, Listen +9, Profession (landscaper) +1, Spot +1, Survival +9, Tumble +5, Use Rope +3

**Possessions** combat gear plus +1 *cold iron ranseur*, *cloak of resistance* +1, *ring of protection* +1

**Rage Statistics** (duration 7 rounds) AC 11 (touch 11, flat-footed 11); hp 95; Fort +10, Will +9; Grapple +13; Str 22, Con 18; +1 *cold iron ranseur* +15/+10 (2d4+10/x3)

**ENCOUNTER 1: RESIDENT EVIL****FESSTIK (HYBRID FORM)****CR 13**

Male wererat rogue 3/ sorcerer 8

CE Medium humanoid (human, shapechanger)

**Init** +9; **Senses** low-light vision, scent; **Listen** +7, **Spot** +7**Languages** Common, Gnome**AC** 23 (27 until *shield* expires), touch 16, flat-footed 18 (+5 Dex, +4 armor, +1 deflection, +3 natural)**hp** 45 (12 HD); **DR** 10/silver**Fort** +11, **Ref** +14, **Will** +14; evasion**Speed** 30 ft. (6 squares)**Melee** +1 *rapier* +12/+7 (1d6+2, 18-20/x2) and**Melee** bite +6 (1d6 plus disease) or**Ranged** masterwork light crossbow +12 (1d8-1, 19-20/x2)**Base Atk** +6; **Grp** +7**Atk Options** Combat Expertise, Improved Feint, Silent Spell, sneak attack +2d6**Special Actions** alternate form, Improved Counterspell**Combat Gear** 10 silver bolts, *potion of cure serious wounds*, *scroll of shatter* (arcane), *wand of magic missiles* (CL 7th)**Sorcerer Spells Known** (CL 8th):4th (4/day)—*enervation* (+11 melee touch)3rd (6/day)—*haste*, *vampiric touch* (+11 melee touch)2nd (7/day, 6 remaining)—*see invisibility*, *spectral hand* (AC 24), *touch of idiocy* (+11 melee touch)1st (7/day, 6 remaining)—*detect secret doors*, *ray of enfeeblement* (+11 ranged touch), *shield*, *shocking grasp* (+11 melee touch), *true strike*0 (6/day)—*acid splash* (+11 ranged touch), *detect magic*, *light*, *ray of frost* (+11 ranged touch), *mage hand*, *read magic*, *resistance*, *touch of fatigue* (+11 melee touch, DC 14)**Abilities** Str 12, Dex 20, Con 14, Int 14, Wis 12, Cha 18**SQ** rat empathy, rat familiar (hiding nearby), trapfinding**Feats** Alertness, Blind-Fight, Combat Expertise, Improved Counterspell, Improved Feint, Improved Initiative, Iron Will, Silent Spell, Weapon Finesse**Skills** Balance +11, Bluff +16, Climb +15, Concentration +14, Decipher Script +6, Disable Device +8, Disguise +6, Escape Artist +9, Gather Information +5, Hide +9, Intimidate +8, Knowledge (arcana) +11, Knowledge (dungeoneering) +4, Knowledge (local—NMR) +4, Listen +7, Move Silently +9, Open Locks +10, Search +8, Sense Motive +3, Spellcraft +12 (+14 scrolls), Spot +7, Swim +15, Tumble +10, Use Magic Device +9 (+11)**Possessions** combat gear plus +1 *rapier*, light crossbow, +1 *studded leather armor*, *cloak of charisma* +2, masterwork thieves' tools, *pipes of the sewers*, *ring of protection* +1, *vest of resistance* +2, 50 gp ruby**Alternate Form (Su)** A wererat can assume a bipedal hybrid form or the form of a dire rat.**Curse of Lycanthropy (Su)** Any humanoid hit by a wererat's bite attack in hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.**Disease (Ex)** Filth fever, bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.**Rat Empathy (Ex)** Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks with rats and dire rats.**Skills** A wererat in hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Wererats have a +8 racial bonus on Swim checks from their dire rat form.**ADVANCED 23-HD ARCANEO OOOZE****CR 11**

N Huge ooze

**Init** -5; **Senses** blindsight 60 ft.; **Listen** -5, **Spot** -5**Aura** spell siphon**AC** 3, touch 3, flat-footed 3; not subject to flanking (-2 size, -5 Dex)**hp** 356 (23 HD)**Immune** acid, critical hits, magic, mind-affecting effects, paralysis, poison, polymorph, sleep effects, stunning**Fort** +15, **Ref** +2, **Will** +2**Speed** 20 ft. (4 squares), climb 20 ft.**Melee** slam +22 (2d6+10 plus 2d6 acid)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +17; **Grp** +32**Atk Options** constrict 2d6+10 plus 2d6 acid, improved grab**Abilities** Str 24, Dex 1, Con 26, Int --, Wis 1, Cha 1**Skills** Climb +15**Acid (Ex)** An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.**Constrict (Ex)** An arcane ooze deals automatic slam and acid damage with a successful grapple check.**Immunity to Magic (Ex)** An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature: a magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by a *haste* spell for 3 rounds; a magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.**Improved Grab (Ex)** To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict in the same round.**Spell Siphon (Su)** An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he or she must make a DC 29 Fortitude save or lose a random spell of the highest level of the highest level spell that he has available. For every

spell lost in this manner, the arcane ooze gains temporary hit points equal to 5x the level of the lost spell. These temporary hit points are lost after one hour. Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

**Skills** An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

## ENCOUNTER 7: A BROKEN FRAME

### COUNT WICZLING

CR 12

Male human aristocrat 2/rogue 3/bard 1/fighter 4/mountebank 3

CN Medium humanoid (human)

**Init** +8; **Senses** Listen +6, Spot +6

**Languages** Common, Elven, Old Oeridian, Dwarven

**AC** 24, touch 16, flat-footed 20

(+4 Dex, +5 armor, +2 shield, +2 deflection, +1 natural)

**hp** 86 (13 HD)

**Fort** +9, **Ref** +15, **Will** +12; evasion

**Speed** 30 ft. (6 squares)

**Ranged** +1 *repeating light crossbow* +14/+9 (1d8+1, 19-20/x2) or

**Melee** +1 *longsword* +10/+5 (1d8+2, 17-20/x2) or

**Melee** masterwork dagger +9/+4 (1d4-1, 19-20/x2)

**Base Atk** +9; **Grp** +8

**Atk Options** Combat Expertise, Improved Feint, sneak attack +3d6

**Special Actions** bardic music (1/day), countersong, fascinate, inspire courage +1

**Combat Gear** cases with 10 bolts (2), alchemist's fire (2), *potion of bull's strength*, *potion of cure serious wounds*, *potion of haste*

**Bard Spells Known** (CL 1st):

0 (2/day)—*detect magic*, *know direction*, *read magic*, *stick*

**Abilities** Str 9, Dex 18, Con 12, Int 14, Wis 14, Cha 12

**SQ** *alter ego*, tongue of the devil

**Feats** Combat Expertise, Deceitful, Exotic Weapon Proficiency (repeating light crossbow), Improved Critical (longsword), Improved Feint, Improved Initiative, Negotiator, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Appraise +7, Balance +7, Bluff +13, Climb +3, Diplomacy +10, Disguise +11, Escape Artist +9, Forgery +8, Gather Information +7, Intimidate +9, Jump +4, Knowledge (arcana) +5, Knowledge (local—NMR) +9, Knowledge (nobility and royalty) +4, Listen +6, Perform (sing--ballad)+4, Ride +11, Sense Motive +7, Sleight of Hand +7, Spellcraft +8 (+10), Spot +6, Swim +3, Survival +5, Tumble +13, Use Magic Device +7 (+9)

**Possessions** combat gear plus +1 *longsword*, masterwork dagger, +1 *repeating light crossbow*, +2 *studded leather armor*, +1 *buckler*, *amulet of natural armor* +1, *cloak of charisma* +2, disguise kit, *gloves of dexterity* +2, *ring of protection* +2, *vest of resistance* +2, 1 gp

**Alter Ego (Sp)** At 3<sup>rd</sup> level the mountebank establishes an alternate identity. This alter ego has its own distinct physical characteristics, quirks, preferred clothing, and so on. At will, he can switch form between his normal identity and the *alter ego*. This ability works like the *alter self* spell, except that he can assume only the appearance of the alternate identity. His caster level for this ability is equal to his mountebank class level.

**Tongue of the Devil (Ex)** The mountebank's cunning misdirection leaves others at his mercy. He adds his Intelligence bonus to Bluff checks.

### BANDIT LIEUTENANT

CR 11

Male human fighter 11

CN Medium humanoid (human)

**Init** +5; **Senses** Listen +1, Spot +1

**Languages** Common, Elven, Baklunish, Flan, Suloise

**AC** 17, touch 12, flat-footed 16

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

**hp** 104 (11 HD)

**Fort** +11, **Ref** +8, **Will** +8

**Speed** 30 ft. (6 squares)

**Melee** +1 *bastard sword* +16/+11/+6 (1d10+7, 17-20/x2) or

**Melee** masterwork dagger +15/+10/+5 (1d4+3, 19-20/x2)

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

**Atk Options** Cleave, Combat Expertise, Improved Disarm, Power Attack

**Combat Gear** alchemist's fire (2), *brooch of shielding*, *dust of tracelessness*, *potion of cat's grace*, *potion of cure serious wounds* (3), *potion of bull's strength*, *potion of haste*, tanglefoot bag

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

**Feats** Cleave, Combat Expertise, Dodge, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Balance +3, Climb +8, Intimidate +13, Jump +15, Knowledge (nobility and royalty) +2, Knowledge (religion) +2, Ride +2, Spellcraft +2, Tumble +10

**Possessions** combat gear plus +1 *bastard sword*, masterwork dagger, +1 *mithril chain shirt*, *cloak of resistance* +2, *gloves of dexterity* +2, *ring of protection* +1, 223 gp

### BANDIT SENTRY

CR 11

Male human rogue 11

CN Medium humanoid (human)

**Init** +7; **Senses** Listen +16, Spot +16

**Languages** Common

**AC** 20, touch 14, flat-footed 20; improved uncanny dodge

(+3 Dex, +5 armor, +1 shield, +1 deflection)

**hp** 71 (11 HD)

**Fort** +7, **Ref** +12, **Will** +9; evasion

**Speed** 30 ft. (6 squares)

**Melee** +1 *shortsword* +12/+7 (1d6+2, 19-20/x2) or

**Melee** masterwork dagger +12/+7 (1d4+1, 19-20/x2)



**Ranged** +1 mighty [+1] composite longbow +12/+7 (1d8+2/x3)

**Base Atk** +8; **Grp** +9

**Atk Options** sneak attack +6d6

**Combat Gear** alchemist's fire, brooch of shielding, potion of cure serious wounds (2), potion of haste, quiver with 20 arrows, tanglefoot bag

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

**SQ** slippery mind, trapfinding

**Feats** Dodge, Improved Initiative, Iron Will, Track, Weapon Finesse

**Skills** Appraise +5, Balance +13, Bluff +3, Climb +4, Disguise +2, Escape Artist +15, Gather Information +7, Hide +15, Jump +5, Knowledge (local—NMR) +12, Listen +16, Move Silently +10, Search +8, Sense Motive +7, Spot +16, Tumble +14

**Possessions** combat gear plus +1 shortsword, +1 mighty [+1] composite longbow, masterwork dagger, +1 chain shirt, masterwork darkwood buckler, cloak of resistance +2, gloves of arrow snaring, ring of protection +1, 2 gp

**Slippery Mind (Ex)** If this rogue is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on the saving throw.

0—(6): create water (2), cure minor wounds (2), detect magic, resistance

**D:** Domain spell. Deity: Bralm. Domains: Community (calm emotions as a spell-like ability once per day; +2 on Diplomacy checks), Pact (add Appraise, Intimidate, and Sense Motive as class skills)

**Abilities** Str 11, Dex 8, Con 14, Int 12, Wis 18, Cha 14

**Feats** Alertness, Improved Initiative, Improved Turning, Lightning Reflexes, Still Spell

**Skills** Appraise +3, Concentration +12, Diplomacy +6, Heal +14, Intimidate +10, Knowledge (arcana) +6, Knowledge (history) +4, Knowledge (religion) +18, Sense Motive +12, Spellcraft +7

**Possessions** combat gear plus +1/+1 darkwood quarterstaff, +1 glamerd half-plate armor, cloak of resistance +3, periapt of wisdom +2, phylactery of faithfulness, ring of protection +1, silver holy symbol of Bralm, ~~250 worth of incense for stalwart pact material component, 25 gp worth of incense plus 500 gp offering for divination material component~~

## ENCOUNTER 8: ANARCHY DIVINE

**ARICYN MAQUILLAN**

**CR 12**

Female half-elf cleric 12

N Medium humanoid (half-elf)

**Init** +3; **Senses** Listen +6, Spot +6

**Languages** Common

**AC** 18, touch 10, flat-footed 18

(-1 Dex, +8 armor, +1 deflection)

**hp** 96 (12 HD)

**Immune** poison (due to *heroes' feast*), sleep effects

**Fort** +13, **Ref** +8, **Will** +15; +2 vs enchantment effects

**Speed** 20 ft. in +1 glamerd half-plate (4 squares), base movement 30 ft., fly 40 (good maneuverability, encumbered, via potion)

**Melee** +1/+1 darkwood quarterstaff +10/+5 (1d6+1) or

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

**Special Actions** turn undead (1d20+3; 2d6+16)

**Combat Gear** ~~potion of fly~~

**Cleric Spells Prepared** (CL 12th):

6th—(2+1): word of recall, ~~heroes' feast\*~~, wall of stone (stilled)

5th—(3+1): commune, ~~insect plague (2)~~, ~~stalwart pact\*~~

4th—(4+1): dispel magic (stilled), ~~divination\*~~, freedom of movement, ~~giant vermin~~, spell immunity (hold person, glitterdust, magic missile)

3rd—(5+1): dispel magic, invisibility purge, magic vestment, prayer\*, searing light, wind wall

2nd—(5+1): bear's endurance, resist energy, silence, spiritual weapon, status\*, zone of truth

1st—(6+1): command (flee)\*, divine favor, entropic shield, protection from law, resurgence (2), sanctuary

## ENCOUNTER 1: RESIDENT EVIL

### FESSTIK (HYBRID FORM)

CR 15

Male wererat rogue 3/ sorcerer 10

CE Medium humanoid (human, shapechanger)

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

**Languages** Common, Gnome

**AC** 25 (29 until *shield* expires), touch 18, flat-footed 20 (+5 Dex, +5 armor, +2 deflection, +3 natural)

**hp** 57 (14 HD); **DR** 10/silver and DR 10/adamantine (from lycanthropy and *stoneskin* respectively)

**Fort** +12, **Ref** +15, **Will** +15; evasion

**Speed** 30 ft. (6 squares)

**Melee** +1 *adamantine rapier* +13/+8 (1d6+2, 18-20/x2) and

**Melee** bite +7 (1d6 plus disease) or

**Ranged** masterwork light crossbow +13 (1d8-1, 19-20/x2)

**Base Atk** +7; **Grp** +8

**Atk Options** Combat Expertise, Improved Feint, Silent Spell, sneak attack +2d6

**Special Actions** alternate form, Improved Counterspell

**Combat Gear** 10 silver bolts, *brooch of shielding*, *potion of cure serious wounds*, *scroll of shatter* (arcane), *wand of magic missiles* (CL 9th)

**Sorcerer Spells Known** (CL 10th):

5th (3/day)—*feeblemind* (DC 19)

4th (6/day, 5 remaining)—*enervation* (+12 melee touch), *stoneskin*

3rd (7/day)—*haste*, *lightning bolt* (DC 17), *vampiric touch* (+12 melee touch)

2nd (7/day, 6 remaining)—*ghoul touch* (+12 melee touch, DC 16), *see invisibility*, *spectral hand* (AC 24), *touch of idiocy* (+12 melee touch)

1st (7/day, 6 remaining)—*detect secret doors*, *ray of enfeeblement* (+12 ranged touch), *shield*, *shocking grasp* (+12 melee touch), *true strike*

0 (6/day)—*acid splash* (+12 ranged touch), *detect magic*, *disrupt undead* (+12 ranged touch), *light*, *ray of frost* (+12 ranged touch), *mage hand*, *read magic*, *resistance*, *touch of fatigue* (+12 melee touch, DC 14)

**Abilities** Str 12, Dex 20, Con 14, Int 14, Wis 12, Cha 18

**SQ** rat empathy, rat familiar (hiding nearby), trapfinding

**Feats** Alertness, Blind-Fight, Combat Expertise, Improved Counterspell, Improved Feint, Improved Initiative, Iron Will, Silent Spell, Weapon Finesse

**Skills** Balance +11, Bluff +18, Climb +15, Concentration +16, Decipher Script +6, Disable Device +8, Disguise +6, Escape Artist +9, Gather Information +5, Hide +9, Intimidate +8, Knowledge (arcana) +13, Knowledge (dungeoneering) +5, Knowledge (local—NMR) +4, Listen +7, Move Silently +9, Open Locks +10, Search +8, Sense Motive +3, Spellcraft +14 (+16 scrolls), Spot +7, Swim +15, Tumble +10, Use Magic Device +9 (+11)

**Possessions** combat gear plus +1 *adamantine rapier*, light crossbow, +2 *studded leather armor*, masterwork thieves' tools, *cloak of charisma* +2, *ring*

*of protection* +2, *vest of resistance* +2, 250 gp in assorted gems, 250 gp in diamond dust for *stoneskin* material component

**Alternate Form (Su)** A wererat can assume a bipedal hybrid form or the form of a dire rat.

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

**Disease (Ex)** Filth fever, bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Rat Empathy (Ex)** Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks with rats and dire rats.

**Skills** A wererat in hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Wererats have a +8 racial bonus on Swim checks from their dire rat form.

### ADVANCED ELDER BLACK PUDDING CR 13

N Gargantuan ooze

**Init** -5; **Senses** blindsight 60 ft.; **Listen** -5, **Spot** -5

**AC** 1, touch 1, flat-footed 1; not subject to flanking (-4 size, -5 Dex)

**hp** 495 (30 HD)

**Immune** acid, critical hits, mind-affecting effects, paralysis, poison, polymorph, sleep effects, stunning

**Fort** +19, **Ref** +5, **Will** +5

**Speed** 20 ft. (4 squares), climb 20 ft.

**Melee** slam +27 (3d6+13 plus 3d6 acid)

**Space** 20 ft.; **Reach** 15 ft.

**Base Atk** +22; **Grp** +43

**Atk Options** constrict 3d6+13 plus 3d6 acid, improved grab

**Abilities** Str 28, Dex 1, Con 28, Int --, Wis 1, Cha 1

**SQ** split

**Skills** Climb +17

**Acid (Ex)** A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 34 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 34 Reflex save. The save DCs are Constitution-based. The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

**Constrict (Ex)** A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

**Improved Grab (Ex)** To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an

attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict in the same round.

**Split (Ex)** Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Skills** A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

## ENCOUNTER 7: A BROKEN FRAME

### COUNT WICZLING

CR 14

Male human aristocrat 2/rogue 3/bard 1/fighter 4/mountebank 5

CN Medium humanoid (human)

**Init** +8; **Senses** Listen +7, Spot +7

**Languages** Common, Elven, Old Oeridian, Dwarven

**AC** 25, touch 17, flat-footed 21

(+4 Dex, +5 armor, +2 shield, +2 deflection, +1 natural, +1 insight)

**hp** 97 (15 HD)

**Fort** +9, **Ref** +16, **Will** +12; evasion

**Speed** 30 ft. (6 squares)

**Ranged** +1 repeating light crossbow +15/+10 (1d8+1, 19-20/x2) or

**Melee** +1 *longsword* +11/+6 (1d8+2, 17-20/x2) or

**Melee** masterwork dagger +10/+5 (1d4-1, 19-20/x2)

**Base Atk** +10; **Grp** +9

**Atk Options** Combat Expertise, Improved Feint, sneak attack +4d6

**Special Actions** bardic music (1/day), countersong, fascinate, inspire courage +1

**Combat Gear** alchemist's fire (2), case with 10 bolts (2), *dust of tracelessness*, *potion of bull's strength*, *potion of cure serious wounds* (2), *wand of magic missiles* (CL 9<sup>th</sup>)

**Bard Spells Known** (CL 1st):

0 (2/day)—*detect magic*, *know direction*, *read magic*, *stick*

**Abilities** Str 9, Dex 18, Con 12, Int 14, Wis 14, Cha 12

**SQ** *alter ego*, *sideslip*, *tongue of the devil*

**Feats** Combat Expertise, Deceitful, Exotic Weapon Proficiency (repeating light crossbow), Improved Critical (*longsword*), Improved Feint, Improved Initiative, Negotiator, Point Blank Shot, Weapon Focus (*longsword*), Weapon Specialization (*longsword*)

**Skills** Appraise +8, Balance +7, Bluff +15, Climb +3, Diplomacy +10, Disguise +11, Escape Artist +10, Forgery +10, Gather Information +7, Intimidate +10, Jump +4, Knowledge (arcana) +5, Knowledge (local—NMR) +10, Knowledge (nobility and royalty) +4, Listen +7, Perform (sing--ballad)+4, Ride +11, Sense Motive +8, Sleight of Hand +8, Spellcraft +10 (+12), Spot +7, Swim +3, Survival +5, Tumble +13, Use Magic Device +7 (+9)

**Possessions** combat gear plus +1 *longsword*, +1 *repeating light crossbow*, masterwork dagger, +2

*studded leather armor*, +1 *buckler*, *amulet of natural armor* +1, *boots of speed*, *cloak of charisma* +2, *disguise kit*, *dusty rose prism ioun stone*, *gloves of dexterity* +2, *ring of protection* +2, *vest of resistance* +2, 1 gp

**Alter Ego (Sp)** At 3<sup>rd</sup> level the mountebank establishes an alternate identity. This alter ego has its own distinct physical characteristics, quirks, preferred clothing, and so on. At will, he can switch form between his normal identity and the *alter ego*. This ability works like the *alter self* spell, except that he can assume only the appearance of the alternate identity. His caster level for this ability is equal to his mountebank class level.

**Sideslip (Su)** Beginning at 4<sup>th</sup> level, the mountebank becomes supernaturally elusive. Once per day as an immediate action, he can transfer himself from his current position to another up to 20 feet away. This ability otherwise works like the *dimension door* spell, except that he cannot transport other creatures.

**Tongue of the Devil (Ex)** The mountebank's cunning misdirection leaves others at his mercy. He adds his Intelligence bonus to Bluff checks.

### BANDIT LIEUTENANT

CR 13

Male human fighter 13

CN Medium humanoid (human)

**Init** +6; **Senses** Listen +1, Spot +1

**Languages** Common, Elven, Baklunish, Flan, Suloise

**AC** 21, touch 14, flat-footed 19

(+7 armor, +2 deflection, +2 Dex)

**hp** 123 (13 HD)

**Fort** +12, **Ref** +10, **Will** +9

**Speed** 30 ft. (6 squares)

**Melee** +1 *bastard sword* +18/+13/+8 (1d10+7, 17-20/x2) or

**Melee** masterwork dagger +17/+12/+7 (1d4+3, 19-20/x2)

**Base Atk** +13; **Grp** +16

**Atk Options** Combat Expertise, Improved Disarm, Power Attack, Spring Attack

**Combat Gear** alchemist's fire (2), *brooch of shielding*, *dust of tracelessness*, *potion of bull's strength*, *potion of cat's grace*, *potion of cure serious wounds* (3), *potion of haste*, tanglefoot bag

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

**Feats** Cleave, Combat Expertise, Dodge, Improved Critical (*bastard sword*), Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (*bastard sword*), Weapon Specialization (*bastard sword*)

**Skills** Balance +5, Climb +8, Intimidate +15, Jump +15, Knowledge (nobility and royalty) +2, Knowledge (religion) +2, Ride +5, Spellcraft +2, Tumble +12

**Possessions** combat gear plus +1 *bastard sword*, masterwork dagger, +3 *mithril chain shirt*, *cloak of resistance* +2, *gloves of dexterity* +2, *ring of protection* +2, 223 gp

### BANDIT SENTRY

CR 13

Male human rogue 13

CN Medium humanoid (human)

**Init** +7; **Senses** Listen +18, Spot +23

**Languages** Common

**AC** 21, touch 15, flat-footed 21; improved uncanny dodge

(+3 Dex, +5 armor, +1 shield, +2 deflection)

**hp** 84 (13 HD)

**Fort** +8, **Ref** +13, **Will** +10; evasion

**Speed** 30 ft. (6 squares)

**Melee** +1 *shortsword* +13/+8 (1d6+2, 17-20/x2) or

**Melee** masterwork dagger +13/+8 (1d4+1, 19-20/x2)

**Ranged** +1 composite (+1) longbow +13/+8 (1d8+2/x3)

**Base Atk** +9; **Grp** +10

**Atk Options** sneak attack +7d6

**Special Actions** opportunist

**Combat Gear** alchemist's fire, *brooch of shielding*, *potion of cure serious wounds* (2), *potion of haste*, quiver with 20 arrows, tanglefoot bag

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

**SQ** slippery mind, trapfinding

**Feats** Dodge, Improved Critical (short sword), Improved Initiative, Iron Will, Track, Weapon Finesse

**Skills** Appraise +5, Balance +13, Bluff +3, Climb +4, Disguise +3, Escape Artist +17 (+19), Gather Information +7, Hide +17, Jump +5, Knowledge (local—NMR) +12, Listen +18, Move Silently +17, Search +8, Sense Motive +9, Spot +23, Tumble +14, Use Rope +8

**Possessions** combat gear plus +1 *short sword*, +1 *composite* (+1) *longbow*, masterwork dagger, +1 *chain shirt of light fortification*, masterwork darkwood buckler, *cloak of resistance* +2, *ring of protection* +2, *gloves of arrow snaring*, *boots of elvenkind*, *eyes of the eagle*, 2 gp

**Opportunist (Ex)** Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

**Slippery Mind (Ex)** If this rogue is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on the saving throw.

## ENCOUNTER 4: ANARCHY DIVINE

ARICYN MAQUILLAN

CR 12

Female half-elf cleric 12

N Medium humanoid (half-elf)

**Init** +3; **Senses** low-light vision; Listen +6, Spot +6

**Languages** Common

**AC** 18, touch 10, flat-footed 18

(-1 Dex, +8 armor, +1 deflection)

**hp** 96 (12 HD)

**Immune** poison (due to *heroes' feast*), sleep effects

**Fort** +13, **Ref** +8, **Will** +15; +2 vs enchantment effects

**Speed** 20 ft. in +1 glamer half-plate (4 squares), base movement 30 ft., fly 40 (good maneuverability, encumbered, via potion)

**Melee** +1/+1 *darkwood quarterstaff* +10/+5 (1d6+1) or

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

**Special Actions** turn undead (1d20+3; 2d6+16)

**Combat Gear** ~~potion of fly~~

**Cleric Spells Prepared** (CL 12th):

6th—(2+1): *word of recall*, ~~*heroes' feast*~~, *wall of stone* (stilled)

5th—(3+1): *commune*, ~~*insect plague*~~ (2), ~~*stalwart pact*~~

4th—(4+1): *dispel magic* (stilled), ~~*divination*~~, *freedom of movement*, ~~*giant vermin*~~, *spell immunity* (hold person, glitterdust, magic missile)

3rd—(5+1): *dispel magic*, *invisibility purge*, *magic vestment*, *prayer*, *searing light*, *wind wall*

2nd—(5+1): *bear's endurance*, *resist energy*, *silence*, *spiritual weapon*, *status*, *zone of truth*

1st—(6+1): *command* (flee)\*, *divine favor*, *entropic shield*, *protection from law*, *resurgence* (2), *sanctuary*

0—(6): *create water* (2), *cure minor wounds* (2), *detect magic*, *resistance*

**D:** Domain spell. Deity: Bralm. Domains: Community (*calm emotions* as a spell-like ability once per day; +2 on Diplomacy checks), Pact (add Appraise, Intimidate, and Sense Motive as class skills)

**Abilities** Str 11, Dex 8, Con 14, Int 12, Wis 18, Cha 14

**Feats** Alertness, Improved Initiative, Improved Turning, Lightning Reflexes, Still Spell

**Skills** Appraise +3, Concentration +12, Diplomacy +6, Heal +14, Intimidate +10, Knowledge (arcana) +6, Knowledge (history) +4, Knowledge (religion) +18, Sense Motive +12, Spellcraft +7

**Possessions** combat gear plus +1/+1 *darkwood quarterstaff*, +1 *glamer half-plate armor*, *cloak of resistance* +3, *periapt of wisdom* +2, *phylactery of faithfulness*, *ring of protection* +1, silver holy symbol of Bralm, ~~250 worth of incense for stalwart pact material component~~, ~~25 gp worth of incense plus 500 gp offering for divination material component~~

SILK PLATEAU LANDSCAPER

CR 9

Male half-elf druid 9

CN Medium humanoid (half-elf)

**Init** +6; **Senses** low-light vision; Listen +11, Spot +12

**Languages** Common, Elven, Druidic

**AC** 14, touch 14, flat-footed 11

(+3 Dex, +1 deflection)

**hp** 63 (9 HD)

**Immune** poison, sleep effects

**Fort** +9, **Ref** +7, **Will** +12; +2 vs enchantment effects

**Speed** 30 ft. (6 squares)

**Melee** masterwork darkwood quarterstaff +6/+1 (1d6-1) or

**Melee** masterwork darkwood quarterstaff +4/+4-1 (1d6-1) or

**Ranged** sling +8 (1d4)

**Base Atk** +6; **Grp** +5

**Special Actions** spontaneous casting, wild shape 3/day (large)

**Combat Gear** 10 bullets, *potion of cat's grace*, *potion of cure serious wounds*

**Druid Spells Prepared** (CL 5th):

5th—*cure critical wounds*  
4th—*cure serious wounds, freedom of movement, rusting grasp*  
3rd—*cure moderate wounds, plant growth, spike growth* (DC 17), *wind wall*  
2nd—*barkskin, bear's endurance, bull's strength, soften earth and stone, warp wood* (DC 16)  
1st—*cure light wounds* (2), *entangle* (DC 15), *longstrider, shillelagh*  
0—*create water, cure minor wounds* (2), *detect poison, guidance, resistance*

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**Abilities** Str 8, Dex 14, Con 12, Int 10, Wis 18, Cha 14  
**SQ** nature sense, resist nature's lure, trackless step, wild empathy (1d20+13), woodland stride  
**Feats** Improved Initiative, Natural Spell, Track, Two-Weapon Fighting  
**Skills** Concentration +10, Diplomacy +4, Gather Information +4, Handle Animal +7, Knowledge (nature) +13, Listen +11, Spellcraft +6, Spot +12, Survival +14  
**Possessions** combat gear plus masterwork darkwood quarterstaff, sling, *cloak of resistance* +2, *periapt of wisdom* +2, *ring of protection* +1

**SILK PLATEAU LABORER** **CR 9**

Male half-orc barbarian 8/expert 2  
CN Medium humanoid (half-orc)  
**Init** +7; **Senses** darkvision 60 ft.; Listen +11, Spot +1  
**Languages** Common, Elven, Flan, Orc

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**AC** 14, touch 14, flat-footed 14; improved uncanny dodge  
(+3 Dex, +1 deflection)  
**hp** 101 (10 HD); DR 1/--  
**Fort** +10, **Ref** +7, **Will** +8

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**Speed** 40 ft. (8 squares)  
**Melee** +1 *cold iron ranseur* +15/+10 (2d4+7, 19-20/x3)  
**Base Atk** +9; **Grp** +13  
**Atk Options** Power Attack  
**Special Actions** rage 3/day  
**Combat Gear** *potion of barkskin* (+4), *potion of cure moderate wounds* (2), tanglefoot bag (2), universal solvent

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**Abilities** Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 6  
**Feats** Improved Critical (ranseur), Improved Initiative, Power Attack, Weapon Focus (ranseur)  
**Skills** Climb +13, Diplomacy +0, Heal +1, Intimidate -1, Jump +20, Knowledge (local—NMR) +1, Knowledge (nature) +3, Knowledge (religion) +1, Listen +11, Profession (landscaper) +1, Spot +1, Survival +11, Tumble +6, Use Rope +4  
**Possessions** combat gear plus +1 *cold iron ranseur*, *cloak of resistance* +2, *gloves of dexterity* +2, *ring of protection* +1

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**Rage Statistics** (duration 7 rounds) AC 12 (touch 12, flat-footed 11); hp 121; Fort +12, Will +10; Grapple +13; Str 22, Con 18; +1 *cold iron ranseur* +17/+12 (2d4+10, 19-20/x3)

**ENCOUNTER 1: RESIDENT EVIL****FESSTIK (HYBRID FORM)****CR 17**

Male wererat rogue 3/ sorcerer 12

CE Medium humanoid (human, shapechanger)

**Init** +9; **Senses** low-light vision, scent; **Listen** +7, **Spot** +7**Languages** Common, Gnome**AC** 25 (29 until *shield* expires), touch 18, flat-footed 20 (+5 Dex, +5 armor, +2 deflection, +3 natural)**hp** 65 (16 HD); **DR** 10/silver and DR 10/adamantine (from lycanthropy and *stoneskin* respectively)**Fort** +14, **Ref** +17, **Will** +17; evasion**Speed** 30 ft. (6 squares)**Melee** +1 *thundering adamantine rapier* +14/+9 (1d6+3 plus 1d8 sonic, 15-20/x2) and**Melee** bite +8 (1d6+1 plus disease) or**Ranged** masterwork light crossbow +14 (1d8-1, 19-20/x2)**Base Atk** +8; **Grp** +10**Atk Options** Combat Expertise, Improved Feint, Silent Spell, sneak attack +2d6**Special Actions** alternate form**Combat Gear** 10 silver bolts, *bead of force*, *brooch of shielding*, *potion of cure serious wounds* (2), *scroll of shatter* (arcane), *wand of magic missiles* (CL 9th)**Sorcerer Spells Known** (CL 12th):6th (3/day, 2 remaining)—*true seeing*5th (5/day)—*cone of cold* (DC 19), *feeblemind* (DC 19)4th (7/day, 6 remaining)—*crushing despair* (DC 18), *enervation* (+13 melee touch), *stoneskin*3rd (7/day)—*dispel magic*, *haste*, *lightning bolt* (DC 17), *vampiric touch* (+13 melee touch)2nd (7/day, 6 remaining)—*ghoul touch* (+13 melee touch, DC 16), *resist energy*, *see invisibility*, *spectral hand* (AC 24), *touch of idiocy* (+13 melee touch)1st (7/day, 6 remaining)—*detect secret doors*, *ray of enfeeblement* (+13 ranged touch), *shield*, *shocking grasp* (+13 melee touch), *true strike*0 (6/day)—*acid splash* (+13 ranged touch), *detect magic*, *disrupt undead* (+13 ranged touch), *light*, *ray of frost* (+13 ranged touch), *mage hand*, *read magic*, *resistance*, *touch of fatigue* (+13 melee touch, DC 14)**Abilities** Str 14, Dex 20, Con 14, Int 14, Wis 13, Cha 18  
**SQ** rat empathy, rat familiar (hiding nearby), trapfinding**Feats** Alertness, Blind-Fight, Combat Expertise, Improved Critical (rapier), Improved Feint, Improved Initiative, Iron Will, Silent Spell, Weapon Finesse**Skills** Balance +11, Bluff +20, Climb +15, Concentration +18, Decipher Script +6, Disable Device +8, Disguise +6, Escape Artist +9, Gather Information +5, Hide +9, Intimidate +8, Knowledge (arcana) +15, Knowledge (dungeoneering) +7, Knowledge (local—NMR) +4, Listen +7, Move Silently +9, Open Locks +10, Search +8, Sense Motive +3, Spellcraft +14 (+16 scrolls), Spot +7, Swim +15, Tumble +10, Use Magic Device +9 (+11)**Possessions** combat gear plus +1 *thundering adamantine rapier*, masterwork light crossbow, masterwork thieves' tools, +2 *studded leather armor*, *cloak of charisma* +2, *pale blue rhomboid ioun stone*, *pipes of the sewers*, *ring of protection* +2, *vest of resistance* +3, 100 gp in assorted gems, ~~250 gp worth of ointment for *true seeing* material component~~, ~~250 gp in diamond dust for *stoneskin* material component~~**Alternate Form (Su)** A wererat can assume a bipedal hybrid form or the form of a dire rat.**Curse of Lycanthropy (Su)** Any humanoid hit by a wererat's bite attack in hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.**Disease (Ex)** Filth fever, bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.**Rat Empathy (Ex)** Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks with rats and dire rats.**Skills** A wererat in hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Wererats have a +8 racial bonus on Swim checks from their dire rat form.**ADVANCED 35-HD ARCANE OOZE** **CR 15**

N Gargantuan ooze

**Init** -5; **Senses** blindsight 60 ft.; **Listen** -5, **Spot** -5**AC** 1, touch 1, flat-footed 1; not subject to flanking (-4 size, -5 Dex)**hp** 647 (35 HD)**Immune** acid, critical hits, magic, mind-affecting effects, paralysis, poison, polymorph, sleep effects, stunning**Fort** +22, **Ref** +6, **Will** +6**Speed** 20 ft. (4 squares), climb 20 ft.**Melee** slam +33 (3d6+16 plus 3d6 acid)**Space** 20 ft.; **Reach** 15 ft.**Base Atk** +26; **Grp** +49**Atk Options** constrict 3d6+16 plus 3d6 acid, improved grab**Abilities** Str 32, Dex 1, Con 32, Int --, Wis 1, Cha 1**Skills** Climb +19**Acid (Ex)** An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.**Constrict (Ex)** An arcane ooze deals automatic slam and acid damage with a successful grapple check.**Immunity to Magic (Ex)** An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature: a magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by a *haste* spell for 3 rounds; a magical attack that deals acid damage heals an arcane ooze of an amount of

damage equal to half the acid damage that the spell would normally have caused.

**Improved Grab (Ex)** To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict in the same round.

**Spell Siphon (Su)** An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he or she must make a DC 38 Fortitude save or lose a random spell of the highest level of the highest level spell that he has available. For every spell lost in this manner, the arcane ooze gains temporary hit points equal to 5x the level of the lost spell. These temporary hit points are lost after one hour. Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

**Skills** An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

## ENCOUNTER 7: A BROKEN FRAME

### COUNT WICZLING

CR 16

Male human aristocrat 2/rogue 3/bard 1/fighter 4/mountebank 7

CN Medium humanoid (human)

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

**Languages** Common, Elven, Old Oeridian, Dwarven

**AC** 27, touch 18, flat-footed 22

(+5 Dex, +6 armor, +2 shield, +2 deflection, +1 natural, +1 insight)

**hp** 108 (17 HD)

**Fort** +10, **Ref** +18, **Will** +13; evasion

**Speed** 30 ft. (6 squares)

**Ranged** +1 *repeating light crossbow* +18/+13/+8 (1d8+1, 19-20/x2) or

**Melee** +1 *longsword* +13/+8/+3 (1d8+2, 17-20/x2) or

**Melee** masterwork dagger +12/+7/+2 (1d4-1, 19-20/x2)

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

**Atk Options** Combat Expertise, Improved Feint, sneak attack +4d6

**Special Actions** bardic music (1/day), countersong, fascinate, inspire courage +1, sideslip

**Combat Gear** alchemist's fire (2), cases with 10 bolts (2), *dust of tracelessness*, *Nolzur's marvelous pigments* (1 pot), *potion of bull's strength*, *potion of cure serious wounds* (2), *wand of magic missiles* (CL 9<sup>th</sup>)

**Bard Spells Known** (CL 1st):

0 (2/day)—*detect magic*, *know direction*, *read magic*, *stick*

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

**SQ** *alter ego*, slippery mind, tongue of the devil

**Feats** Combat Expertise, Deceitful, Exotic Weapon Proficiency (repeating light crossbow), Improved Critical (longsword), Improved Feint, Improved Initiative, Negotiator, Point Blank Shot, Weapon

Focus (longsword), Weapon Specialization (longsword)

**Skills** Appraise +10, Balance +8, Bluff +18, Climb +3, Diplomacy +15, Disguise +13, Escape Artist +11, Forgery +10, Gather Information +8, Intimidate +11, Jump +5, Knowledge (arcana) +7, Knowledge (local—NMR) +10, Knowledge (nobility and royalty) +4, Listen +8, Perform (sing-ballad)+5, Ride +12, Sense Motive +10, Sleight of Hand +9, Spellcraft +12 (+14), Spot +8, Swim +3, Survival +5, Tumble +14, Use Magic Device +8 (+10)

**Possessions** combat gear plus +1 *longsword*, masterwork dagger, +1 *repeating light crossbow*, +3 *studded leather armor*, +1 *buckler*, *amulet of natural armor* +1, *boots of speed*, *cloak of charisma* +4, disguise kit, *dusty rose prism ioun stone*, *gloves of dexterity* +4, *ring of mind shielding*, *ring of protection* +2, *vest of resistance* +2, 1 gp

**Alter Ego (Sp)** At 3<sup>rd</sup> level the mountebank establishes an alternate identity. This alter ego has its own distinct physical characteristics, quirks, preferred clothing, and so on. At will, he can switch form between his normal identity and the *alter ego*. This ability works like the *alter self* spell, except that he can assume only the appearance of the alternate identity. His caster level for this ability is equal to his mountebank class level. At 6<sup>th</sup> level, the mountebank develops a second *alter ego*.

**Sideslip (Su)** Beginning at 4<sup>th</sup> level, the mountebank becomes supernaturally elusive. Once per day as an immediate action, he can transfer himself from his current position to another up to 20 feet away. This ability otherwise works like the *dimension door* spell, except that he cannot transport other creatures.

**Slippery Mind (Ex)** Whenever the mountebank is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on the save using this ability.

**Tongue of the Devil (Ex)** The mountebank's cunning misdirection leaves others at his mercy. He adds his Intelligence bonus to Bluff checks.

### BANDIT LIEUTENANT

CR 15

Male human fighter 15

CN Medium humanoid (human)

**Init** +6; **Senses** Listen +1, Spot +1

**Languages** Common, Elven, Baklunish, Flan, Suloise

**AC** 24, touch 14, flat-footed 22

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

**hp** 142 (15 HD)

**Fort** +14, **Ref** +12, **Will** +11

**Speed** 30 ft. (6 squares)

**Melee** +1 *shock bastard sword* +20/+15/+10 (1d10+6 plus 1d6 electricity, 17-20/x2) or

**Melee** masterwork dagger +19/+14/+9 (1d4+3, 19-20/x2)

**Base Atk** +15; **Grp** +18

**Atk Options** Cleave, Combat Expertise, Improved Disarm, Power Attack, Spring Attack, Whirlwind Attack

**Combat Gear** alchemist's fire (2), brooch of shielding, dust of tracelessness, Keoghtom's ointment (1 full jar), potion of bull's strength, potion of cat's grace, potion of cure serious wounds (3), potion of haste, tanglefoot bag

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

**Feats** Blind-Fight, Cleave, Combat Expertise, Dodge, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack

**Skills** Balance +5, Climb +8, Intimidate +17, Jump +15, Knowledge (nobility and royalty) +2, Knowledge (religion) +2, Ride +7, Spellcraft +2, Swim +15, Tumble +13

**Possessions** combat gear plus +1 shock bastard sword, masterwork dagger, +3 mithril chain shirt, +1 heavy steel shield, cloak of resistance +3, gloves of dexterity +2, ring of protection +2, 53 gp

**BANDIT SENTRY**

**CR 15**

Male human rogue 15

CN Medium humanoid (human)

**Init** +8; **Senses** Listen +20, Spot +25

**Languages** Common

**AC** 23, touch 16, flat-footed 23; improved uncanny dodge

(+4 Dex, +5 armor, +2 shield, +2 deflection)

**hp** 97 (15 HD)

**Fort** +10, **Ref** +15, **Will** +12; evasion

**Speed** 30 ft. (6 squares)

**Melee** +1 adamantite defending shortsword +16/+11/+6 (1d6+2, 17-20/x2) or

**Melee** masterwork dagger +16/+11/+6 (1d4+1, 19-20/x2) or

**Ranged** +1 mighty [+1] composite longbow +16/+11/+6 (1d8+2/x3)

**Base Atk** +11; **Grp** +12

**Atk Options** sneak attack +8d6

**Special Actions** opportunist

**Combat Gear** alchemist's fire, brooch of shielding, potion of bull's strength, potion of cure serious wounds (2), potion of haste, potion of remove blindness, quiver with 20 arrows, tanglefoot bag

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

**SQ** slippery mind, trapfinding

**Feats** Dodge, Improved Critical (short sword), Improved Initiative, Iron Will, Power Attack, Track, Weapon Finesse

**Skills** Appraise +5, Balance +13, Bluff +3, Climb +4, Disguise +4, Escape Artist +20 (+22), Gather Information +7, Hide +20, Jump +5, Knowledge (local—NMR) +14, Listen +20, Move Silently +20, Search +10, Sense Motive +9, Spot +25, Tumble +14, Use Rope +8

**Possessions** combat gear plus +1 adamantite defending short sword, +1 mighty [+1] composite longbow, masterwork dagger, +1 chain shirt of light fortification, +1 darkwood buckler, boots of elvenkind, cloak of resistance +3, deep red sphere ioun stone,

eyes of the eagle, gloves of arrow snaring, ring of protection +2, 252 gp

**Opportunist (Ex)** Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

**Slippery Mind (Ex)** If this rogue is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on the saving throw.

## ENCOUNTER 4: ANARCHY DIVINE

**ARICYN MAQUILLAN**

**CR 12**

Female half-elf cleric 12

N Medium humanoid (half-elf)

**Init** +3; **Senses** low-light vision; Listen +6, Spot +6

**Languages** Common

**AC** 18, touch 10, flat-footed 18

(-1 Dex, +8 armor, +1 deflection)

**hp** 96 (12 HD)

**Immune** poison (due to heroes' feast), sleep effects

**Fort** +13, **Ref** +8, **Will** +15; +2 vs enchantment effects

**Speed** 20 ft. in +1 glamer half-plate (4 squares), base movement 30 ft., fly 40 (good maneuverability, encumbered, via potion)

**Melee** +1 darkwood quarterstaff +10/+5 (1d6+1) or

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

**Special Actions** turn undead (1d20+3; 2d6+16)

**Combat Gear** ~~potion of fly~~

**Cleric Spells Prepared** (CL 12th):

6th—(2+1): word of recall, ~~heroes' feast\*~~, wall of stone (stilled)

5th—(3+1): commune, ~~insect plague~~ (2), ~~stalwart pact\*~~

4th—(4+1): dispel magic (stilled), ~~divination\*~~, freedom of movement, ~~giant vermin~~, spell immunity (hold person, glitterdust, magic missile)

3rd—(5+1): dispel magic, invisibility purge, magic vestment, prayer\*, searing light, wind wall

2nd—(5+1): bear's endurance, resist energy, silence, spiritual weapon, status\*, zone of truth

1st—(6+1): command (flee)\*, divine favor, entropic shield, protection from law, resurgence (2), sanctuary

0—(6): create water (2), cure minor wounds (2), detect magic, resistance

**D:** Domain spell. Deity: Bralm. Domains: Community (calm emotions as a spell-like ability once per day; +2 on Diplomacy checks), Pact (add Appraise, Intimidate, and Sense Motive as class skills)

**Abilities** Str 11, Dex 8, Con 14, Int 12, Wis 18, Cha 14

**Feats** Alertness, Improved Initiative, Improved Turning, Lightning Reflexes, Still Spell

**Skills** Appraise +3, Concentration +12, Diplomacy +6, Heal +14, Intimidate +10, Knowledge (arcana) +6, Knowledge (history) +4, Knowledge (religion) +18, Sense Motive +12, Spellcraft +7



**Possessions** combat gear plus +1/+1 *darkwood quarterstaff*, +1 *glamered half-plate armor*, *cloak of resistance* +3, *periapt of wisdom* +2, *phylactery of faithfulness*, *ring of protection* +1, silver holy symbol of Bralm, 250 gp worth of incense for *stalwart pact* material component, 25 gp worth of incense plus 500 gp offering for *divination* material component

#### SILK PLATEAU LANDSCAPER

CR 11

Male half-elf druid 11

CN Medium humanoid (half-elf)

**Init** +6; **Senses** low-light vision; Listen +12, Spot +12

**Languages** Common, Elven, Druidic, Orc, Suel

**AC** 14, touch 12, flat-footed 12

(+2 Dex, +2 deflection)

**hp** 77 (11 HD)

**Immune** poison, sleep effects

**Fort** +10, **Ref** +7, **Will** +13; +2 vs enchantment effects

**Speed** 30 ft. (6 squares)

**Melee** masterwork darkwood quarterstaff +8/+3 (1d6-1) or

**Melee** masterwork darkwood quarterstaff +6/+6+1 (1d6-1) or

**Ranged** sling +10 (1d4)

**Base Atk** +8; **Grp** +7

**Special Actions** spontaneous casting, wild shape 4/day (large, tiny)

**Combat Gear** 10 bullets, *potion of cure serious wounds*

**Druid Spells Prepared** (CL 5th):

6th—*spellstaff* (greater *dispel magic*)

5th—*cure critical wounds*, *stoneskin*

4th—*cure serious wounds*, *freedom of movement*, *reincarnate*, *rusting grasp*

3rd—*cure moderate wounds*, *plant growth*, *protection from energy*, *spike growth* (DC 17), *wind wall*

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *soften earth and stone*, *warp wood* (DC 16)

1st—*cure light wounds* (2), *entangle* (DC 15), *goodberry*, *longstrider*, *shillelagh*

0—*create water*, *cure minor wounds* (2), *detect poison*, *guidance*, *resistance*

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

**SQ** nature sense, resist nature's lure, trackless step, wild empathy (1d20+15), woodland stride

**Feats** Improved Initiative, Natural Spell, Track, Two-Weapon Fighting

**Skills** Concentration +11, Diplomacy +4, Gather Information +4, Handle Animal +7, Knowledge (nature) +14, Listen +12, Spellcraft +7, Spot +12, Survival +14

**Possessions** combat gear plus masterwork darkwood quarterstaff, sling, *cloak of resistance* +2, *periapt of wisdom* +2, *ring of protection* +2, 250 gp in diamond dust for *stoneskin* material component, 1000 gp in herbs and oils for *reincarnate* material components

#### SILK PLATEAU LABORER

CR 11

Male half-orc barbarian 10/expert 2

CN Medium humanoid (half-orc)

**Init** +7; **Senses** darkvision 60 ft.; Listen +13, Spot +1

**Languages** Common, Elven, Flan, Orc

**AC** 15, touch 15, flat-footed 15; improved uncanny dodge

(+3 Dex, +1 deflection, +1 insight)

**hp** 123 (12 HD); DR 2/--

**Fort** +11, **Ref** +8, **Will** +9

**Speed** 40 ft. (8 squares)

**Melee** +1 *merciful cold iron ranseur* +17/+12/+7 (2d4+7 nonlethal plus 1d6 nonlethal, 19-20/x3)

**Base Atk** +11; **Grp** +15

**Atk Options** Cleave, Power Attack

**Special Actions** rage 3/day

**Combat Gear** *brooch of shielding*, *potion of barkskin* (+5), *potion of cure serious wounds* (4), *potion of haste*, *tanglefoot bag* (2), universal solvent

**Abilities** Str 18, Dex 16, Con 14, Int 10, Wis 11, Cha 6

**Feats** Cleave, Improved Critical (ranseur), Improved Initiative, Power Attack, Weapon Focus (ranseur)

**Skills** Climb +15, Diplomacy +0, Heal +1, Intimidate -1, Jump +20, Knowledge (local—NMR) +1, Knowledge (nature) +3, Knowledge (religion) +1, Listen +13, Profession (landscaper) +1, Spot +1, Swim +6, Survival +13, Tumble +6, Use Rope +4,

**Possessions** combat gear plus +1 *merciful cold iron ranseur*, *cloak of resistance* +2, *gloves of dexterity* +2, *ring of protection* +1

**Rage Statistics** (duration 7 rounds) AC 13 (touch 13, flat-footed 13); hp 147; Fort +13, Will +11; Grapple +17; Str 22, Con 18; +1 *merciful cold iron ranseur* +19/+14/+9 (2d4+10 nonlethal plus 1d6 nonlethal, 19-20/x3)

## APPENDIX 2: NEW RULES

### NEW DOMAINS

#### Community (Spell Compendium)

**Granted Power:** Use *calm emotions* as a spell-like ability once per day. Gain a +2 bonus on Diplomacy checks.

Community Domain Spells:

- 1 Bless
- 2 Status
- 3 Prayer
- 4 Tongues
- 5 Rary's Telepathic Bond
- 6 Heroes' Feast
- 7 Refuge
- 8 Mordenkainen's Magnificent Mansion
- 9 Heal, Mass

#### Pact (Spell Compendium)

**Granted Power:** Add Appraise, Intimidate, and Sense Motive to your list of cleric class skills.

Pact Domain Spells:

- 1 Command
- 2 Shield Other
- 3 Speak With Dead
- 4 Divination
- 5 Stalwart Pact
- 6 Zealot Pact
- 7 Renewal Pact
- 8 Death Pact
- 9 Gate

### NEW PRESTIGE CLASSES

#### Contemplative (*Complete Divine*)

(Not reprinted here; used only for non-combat NPC)

#### Divine Oracle (*Complete Divine*)

(Not reprinted here; used only for non-combat NPC)

#### Mountebank (*Complete Scoundrel*)

Mountebanks are frauds and con artists, capable of slipping into new identities as others change clothing. While they can fit in just about anywhere they go, they are also adept at getting out of tight situations.

**Becoming a Mountebank:** Bards are the most likely to branch into this prestige class. Their versatile skill selection enables them to meet the class's Knowledge and Spellcraft requirements and to develop other skills. In addition, the bard's spellcasting ability enhances the mountebank's class features. Rogues, sorcerers and spellthieves sometimes become mountebanks to improve their battlefield mobility or to enhance existing talents of deception. Spellthief plus mountebank makes an excellent class combination for

characters who fight creatures that use spell-like abilities.

**Class Skills (4+ Int modifier per level):** Appraise, Bluff, Concentration, Diplomacy, Disguise, Escape Artist, Forgery, Intimidate, Jump, Knowledge (arcana), Knowledge (local), Knowledge (psionics), Listen, Sense Motive, Sleight of Hand, Spellcraft, Spot, Tumble.

#### Entry Requirements:

Alignment: any nonlawful

Skills: Bluff 8 ranks, Knowledge (arcana), (local), or (psionics) 4 ranks, Spellcraft 4 ranks

Feats: Deceitful

#### The Mountebank

Hit Die: d6

Level	BAB	Fort Save	Reflex Save	Will Save	Special
1st	+0	+0	+2	+0	Tongue of the Devil
2nd	+1	+0	+3	+0	Sneak attack +1d6
3rd	+2	+1	+3	+1	Alter ego
4th	+3	+1	+4	+1	Sideslip 1/day
5th	+3	+1	+4	+1	Sneak attack +2d6
6th	+4	+2	+5	+2	Alter ego, sideslip 2/day
7th	+5	+2	+5	+2	Slippery mind
8th	+6	+2	+6	+2	Sideslip 3/day, sneak attack +3d6
9th	+6	+3	+6	+3	Alter ego
10th	+7	+3	+7	+3	Sideslip 4/day, sudden escape

**Class Features:** This prestige class is all about deception in combat. As you advance, you develop sneak attack in addition to enhancing your Bluff skill, which keeps your opponents flat-footed. By the time you reach the apex of the class, you can transport yourself about the battlefield as you please, preventing your opponents from effectively fighting you.

**Tongue of the Devil (Ex):** Your cunning misdirection leaves others at your mercy. You add your Intelligence bonus (if any) to Bluff checks.

**Sneak Attack (Ex):** Beginning at 2nd level, you deal an extra 1d6 points of damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus. See the rogue class feature, PH 50. The extra damage dealt by your sneak attack increases to 2d6 at 5th level and to 3d6 at 8th level. If you get a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

**Alter Ego (Sp):** Starting at 3rd level, you establish an alternate identity. This alter ego has its own distinct physical characteristics, quirks, preferred clothing, and so on. At will, you can switch your form between that of your normal identity and that of your *alter ego*. This ability works like the *alter self* spell, except that you can assume only the appearance of your alternate identity. Your caster level for this ability is equal to your mountebank class level. As you advance in this prestige class, you develop additional *alter egos*, gaining a new one every three levels beyond 1st (two at 6th and three at 9th).

**Sideslip (Su):** Beginning at 4th level, you become supernaturally elusive. Once per day as an immediate action, you can transfer yourself from your current space to another up to 20 feet away. This ability otherwise works like the *dimension door* spell, except that you cannot transport other creatures with you. At 6th level, and at every two levels thereafter, you gain an additional daily use of sideslip.

**Slippery Mind (Ex):** Starting at 7th level, whenever you are affected by an enchantment spell or effect and you fail your saving throw, you can attempt it again 1 round later at the same DC. You get only one extra chance to succeed on your saving throw using this ability.

**Sudden Escape (Sp):** Beginning at 10th level, you can expend two daily uses of your sideslip ability as a swift action to use *dimension door*, as the spell. Your caster level is equal to your character level.

## NEW MONSTER

### Arcane Ooze (Monster Manual 3)

CR 9

N Huge ooze

Init -5; Senses Listen -5, Spot -5

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AC 3, touch 3, flat-footed 3

(-2 size, -5 Dex)

hp 232 (15 HD)

Immune magic, mind-affecting effects, paralysis, poison, polymorph, sleep effects, stunning

Fort +13, Ref +0, Will +0

---

Speed 20 ft., climb 20 ft.

Melee slam +15(2d6+9 plus 2d6 acid)

Space 15 ft.; Reach 10 ft.

Base Atk +11; Grp +25

**Special Actions** acid, constrict, improved grab, spell siphon

---

**Abilities** Str 22, Dex 1, Con 26, Int --, Wis 1, Cha 1

**SQ** blindsight 60 ft., immunity to magic, not subject to flanking or critical hits

**Skills** Climb +14

*This creature resembles a fluid mass of green protoplasm. Within its immense bulk, glowing veins throb and pulse with eldritch light.*

Created in ancient times, arcane oozes have long since outlived their original purpose and their long-forgotten creators. The bizarre creatures have a strange affinity for arcane magic. Immune to most arcane magic, arcane oozes drain arcane energy from nearby spellcasters. Some speculate that these oozes were created to combat a rival group of arcane spellcasters, but scant evidence backs any such conclusion. Others suggest arcane oozes arose as a natural response to some cataclysmic event caused by arcane magic. Adherents of these latter theories claim that one day arcane oozes will drown out all arcane magic in the world.

Normal arcane oozes measure 15 feet across and 3 feet thick, and weigh as much as 20,000 pounds.

#### Combat

An arcane ooze attacks by grabbing and squeezing its prey. It moves instinctively towards the nearest creature capable of casting arcane spells. It can only detect such creatures (or any creature) if they are within 60 feet. If attacked by creatures that it cannot detect (because they are too far away), the ooze instinctively retreats. An arcane ooze can travel easily on vertical surfaces, and it lurks on such surfaces, attempting to catch prey by surprise.

**Acid (Ex):** An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.

**Constrict (Ex):** An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

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

**Spell Siphon (Su):** An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC 25 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5x the level of the lost spell. These temporary hit points are lost after 1 hour. Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. He save DC is Constitution-based.

**Immunity to Magic (Ex):** An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. A magical attack that deals electricity

damage increases an arcane ooze's speed as if it had been affected by the *haste* spell for 3 rounds. A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

**Skills:** An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

## NEW TEMPLATE

### SPELLWARPED CREATURE (*Monster Manual 3*)

Spellwarped creatures have been tainted by powerful magic. Long ago, powerful spellcasters infused magic into the bodies of many creatures, seeking to make them stronger, tougher, and more tractable. The magic used in this process changed the nature of the affected creatures. These changes were irreversible, and the changes bred true as the creatures matured and produced offspring of their own. The process was a partial success, and the creatures did indeed grow stronger and faster than normal creatures of their kind. The creatures invariably proved unruly, however, and they seemed more clever and quick-thinking than others of their type. In addition, the creatures gained a strange and alien mind-set, reacting to many situations in unusual but cunning ways.

### SAMPLE SPELLWARPED CREATURE

This example uses a dire rat as the base creature.

<b>SPELLWARPED DIRE RAT</b>	<b>CR</b>
<b>1/3</b>	
CE Small aberration	
<b>Init</b> +4; <b>Senses</b> Listen +4, Spot +4	
<b>AC</b> 18, touch 15, flat-footed 14 (+1 size, +4 Dex, +3 natural)	
<b>hp</b> 9 (1 HD)	
<b>SR</b> 12	
<b>Fort</b> +5 (+5 against poison), <b>Ref</b> +6, <b>Will</b> +3	
<b>Speed</b> 40 ft. (8 squares), climb 20 ft.	
<b>Melee</b> weapon +5(1d4+3 plus disease)	
<b>Base Atk</b> +0; <b>Grp</b> -2	
<b>Special Actions</b> disease	
<b>Abilities</b> Str 14, Dex 19, Con 16, Int 5, Wis 12, Cha 4	
<b>SQ</b> low-light vision, scent, spell absorption	
<b>Feats</b> Alertness, Weapon Finesse	
<b>Skills</b> Climb +12, Hide +9, Listen +4, Move Silently +5, Spot +4, Swim +12	
<b>Disease (Ex)</b> Filth fever, bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.	
<b>Skills</b> A dire rat uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Dire rats also have a +8 racial bonus on Swim checks.	

*This enormous rat looks bigger and more vicious than most dogs. It has coarse, spiky fur bristling with a strange, visible energy, malevolent eyes that glow with an almost preternatural intelligence, and a long, naked tail warped by some unknown force to resemble barbed wire.*

A spellwarped dire rat has the scavenger's instinct of its kindred combined with the cunning, twisted outlook common to all spellwarped creatures. Its enhanced abilities make it a more tenacious foe than others of its kind, and it attacks without hesitation in response to any threat to its lair or territory.

A spellwarped dire rat can grow to be up to 5 feet long and weigh over 60 pounds.

#### Combat

Spellwarped dire rats attack fearlessly, biting and chewing with their sharp incisors while relying on their enhanced abilities and improved Armor Class to protect them from foes.

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

**Might:** The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

**Agility:** The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

**Endurance:** The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

**Life:** The spellwarped creature gains temporary hit points equal to 5x the level of the failed spell.

**Speed:** The spellwarped creature's base speed increases by a number of feet equal to 5x the level of the failed spell.

**Resistance:** The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

#### CREATING A SPELLWARPED CREATURE

"Spellwarped" is an inherited template that can be applied to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the base creature). A spellwarped creature uses all the base creature's statistics and abilities except as noted here.

**Size and Type:** The creature's type changes to aberration. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

**Armor Class:** Natural armor bonus improves by 2 (this stacks with any natural armor bonus the base creature has).

**Special Qualities:** A spellwarped creature has all the special qualities of the base creature, plus the following special qualities:

**Spell Resistance (Ex):** A spellwarped creature gains spell resistance equal to 11 + its Hit Dice. If the creature already has spell resistance, use the greater of the two values.

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

**Might:** The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

**Agility:** The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

**Endurance:** The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

**Life:** The spellwarped creature gains temporary hit points equal to 5x the level of the failed spell.

**Speed:** The spellwarped creature's base speed increases by a number of feet equal to 5x the level of the failed spell.

**Resistance:** The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

**Abilities:** Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4.

**Challenge Rating:** HD 3 or less, as base creature; HD 4 to 10, as base creature +1; HD 11 or more, as base creature +2.

**Alignment:** Usually evil (any). Spellwarped creatures are typically selfish and cruel.

*You touch your ally and empower her with a spell that will later take effect in dire need.*

Once this spell is cast, it remains dormant until the subject is reduced to half or less of its full normal hit points. Once the subject has taken enough damage to reduce it to half or lower hit points, it immediately gains 5 temporary hit points per two caster levels (maximum 35 hit points at 14th level), damage reduction 5/magic, and a +2 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonus disappear when the spell ends.

**Material Component:** Incense worth 250 gp.

## NEW MAGIC ITEMS

### **Vest of Resistance (*Complete Arcane*).**

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

Faint abjuration; CL 5th; Craft Wondrous Item, *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.

## NEW SPELLS

### **Stalwart Pact (Spell Compendium)**

Evocation

**Level:** Cleric 5, Pact 5

**Components:** V, S, M, DF

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Willing living creature touched

**Duration:** Permanent until triggered, then 1 round/level

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

**Spell Resistance:** Yes (harmless)

## DM AID: GATHER INFORMATION RESULTS

At some point during the adventure PCs may wish to use the Gather Information skill to learn about recent happenings in the Midmeadow area. This appendix lists various rumors and events, but do not allow players to keep rolling until they obtain a “good” result. Instead, limit each PC to only one roll on this chart, either individually or to assist another PC. At the same time, encourage PCs with poor skill modifiers to take a chance and roll anyway. Luck (or Fate) may be on their side.

- **DC 2:** Some enterprising elves from Blackwater Park admire “Mugs” MacGruber’s Topless Tavern so much that they want to open a sister franchise called the Bottomless Brewery. Given their liberal standards of dress, it is uncertain whether they will be able to obtain a permit or not.
- **DC 5:** Remember Hinnad, that priest of Merikka? He was mild-mannered enough, but I heard he left town and headed to Greyhawk City because of something up on the Silk Plateau that spooked him.
- **DC 7:** The Traders’ Bazaar has gotten so popular that it has spilled into the city through the south gate. Now people are lining up to buy goods near the place where residents dump their garbage. Something has to be done about that mess. Too bad no one is in charge around here....they could get rich by regulating trade, or put the money back into the city.
- **DC 10:** How come we hear so much about the “rebuilding” of other cities in Nyrond, but no one is rebuilding Midmeadow? Well, I suppose those Plateau folks have done their part, but they did it on their own. It feels like the King just...I don’t know...abandoned us up here...near the Pale border...
- **DC 12:** Remember that Baklunish fellow, Jerod? Yeah, the one with all the etiquette, telling you which fork to use and whatnot. Haven’t seen him in a while, have you? Know why? Because he’s a spy and he left town to go report. To who? Hey, I don’t know. The Pale, a thieves’ guild, that crazy mage from last year, could be any of those. He left town on a southbound caravan, that’s all I’m saying...
- **DC 15:** Wow, did you hear about Callidan Estani’s latest prank? He used some kind of magic paint to turn all the Promenade sewer grates into giant coin-shaped holy symbols of Pholtus! He even created some fake grates that just flip over in the street! I just saw him at sunrise; he had a smirk on his face like the cat that swallowed the canary. I hear that Penrys Bonchal is furious...
- **DC 17:** I saw some Bright Path Pholtans out near the edge of the Silk Plateau last week. Yeah, they looked like they were trying to convert residents there. No one was interested, of course. They all follow you-know-who. Can’t blame a pagan sect for trying, though.
- **DC 20:** Did you hear what happened to Ragnis Halfpint, that eccentric dwarven smithy from Downtown? Apparently, he was sampling some “experimental” ale near the Hole-in-the-Street the other night, and saw something climb out of the hole, sneak into a nearby building, sneak back out with a package, and then climb back down into the hole. Seriously! Would you trust the Spot check of a drunk dwarf? He didn’t know what to think of it, so he told Callidan Estani the next morning. Callidan said it was probably a rogue darktentacles, and not to get drunk near the Hole-in-the-Street.
- **DC 22:** Thanks to those adventurers who were here last year, some pesky traveling bard wrote a stupid ditty about Midmeadow that is all the rage in Stoink. Now they’re calling Midmeadow “The City of Nine Lives.” What number do you reckon we’re on now?
- **DC 25:** The Silk Plateau agricultural output is staggering. We residents will never suffer for food again, but they are so efficient that much of it goes to waste. They could export food to places like the Pale or the Urnst states and make a ton of gold if only someone would organize. Of course, the fact that Pholtans aren’t welcome on the Plateau is probably a hurdle...too bad they can’t get along.
- **DC 27:** Remember that magic item merchant, Rowena Livingston? Yeah, the one who shackled up with that Pholtan acolyte. Rumor has it that she went to jail in Mithat for what happened here last year, but I have it on good authority that she worked out a deal with the King to cede Midmeadow to a Merchant’s Consortium (which she will lead) that is being formed even as we speak. Just you wait. It won’t be long now before Midmeadow is the official commercial hub of the Eastern Flanaess.
- **DC 30:** It’s a shame about the city walls. My grandfather says they used to be so beautiful back in the day, but now the trees are dying, the ground needs more water, and there are gaps all over the place where people have used furniture, cheap wood and junk to cover the holes. It’s sad. All the human leaders have done a terrible job over the years. Those Plateau druids could fix things, I bet, but there’s no one to ask them, and why would they? No one is giving them any authority...

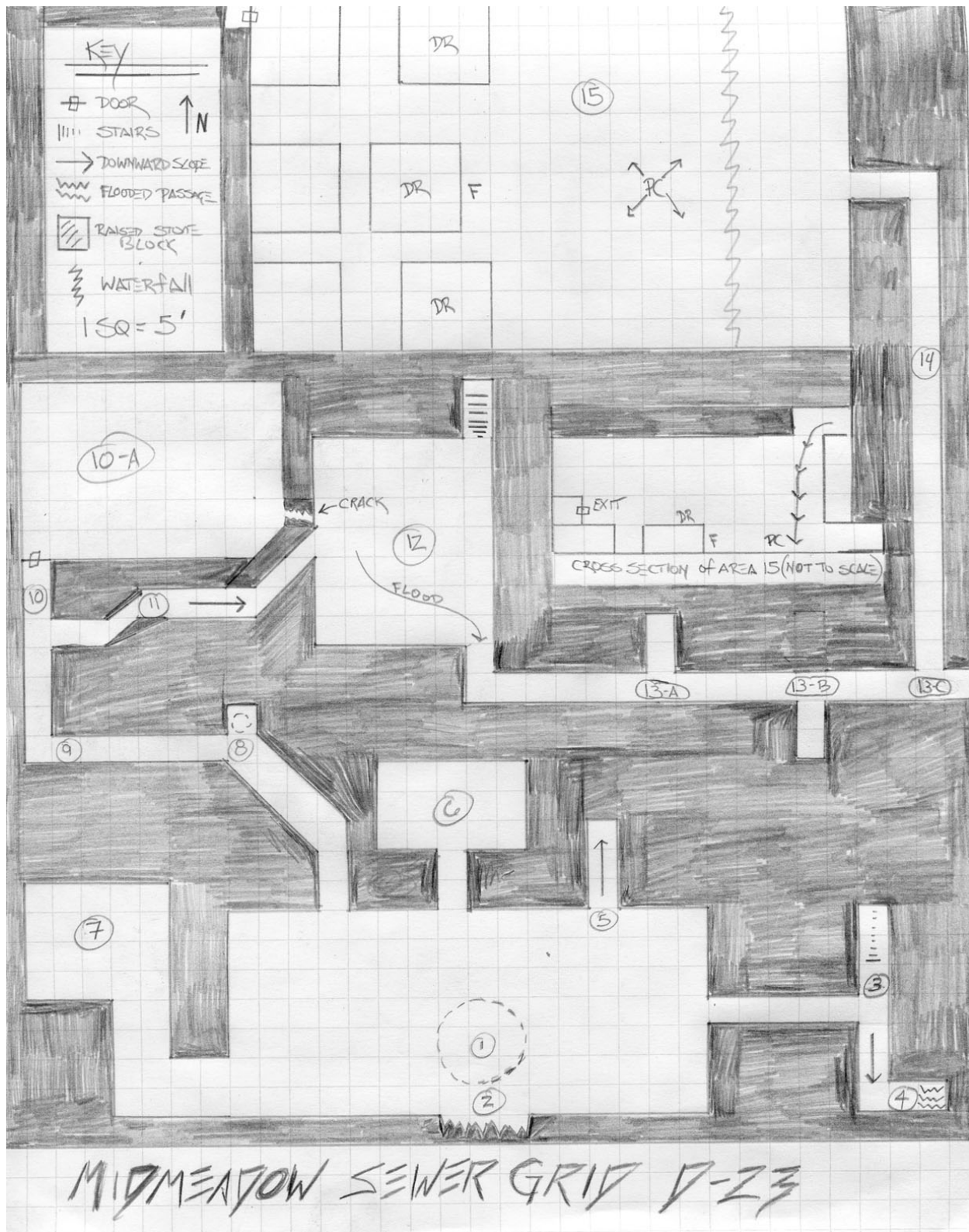
- **DC 35+:** a merchant who just pulled into the Bazaar says he saw a battalion of Nyronese border

guards heading south on the main road from the Pale. Isn't that odd? Was there a troop recall?

[illegible]

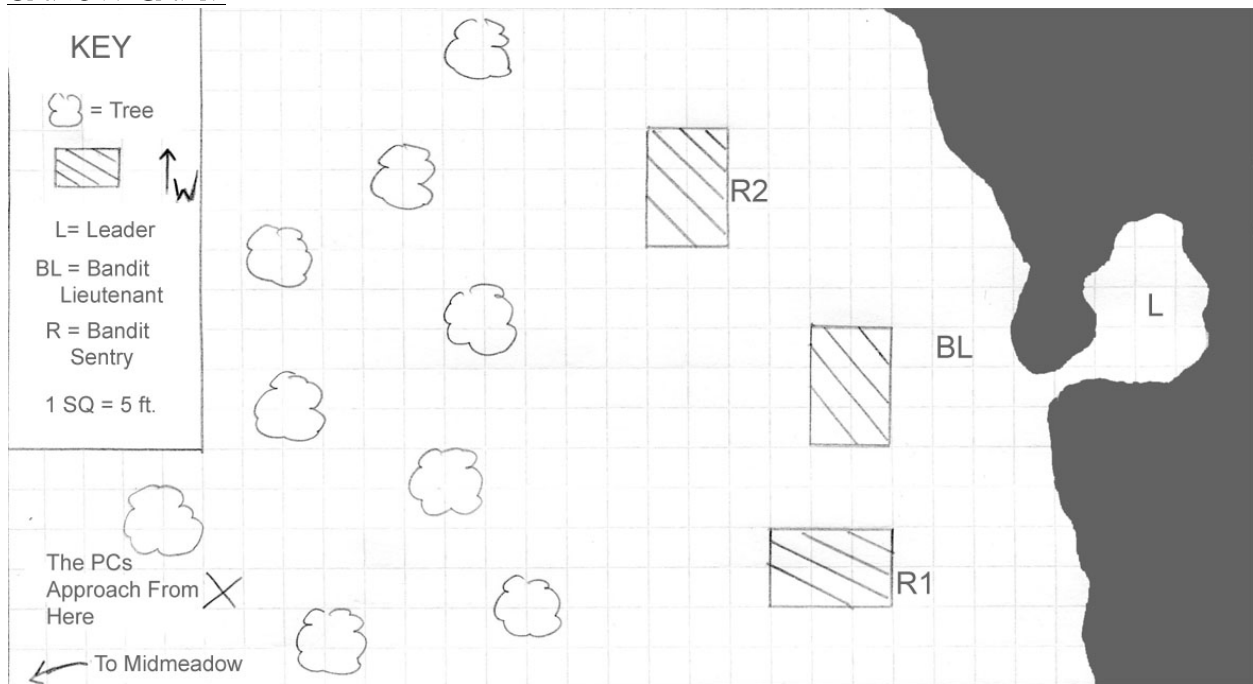


# DM AID: MIDMEADOW SEWER GRID D-23

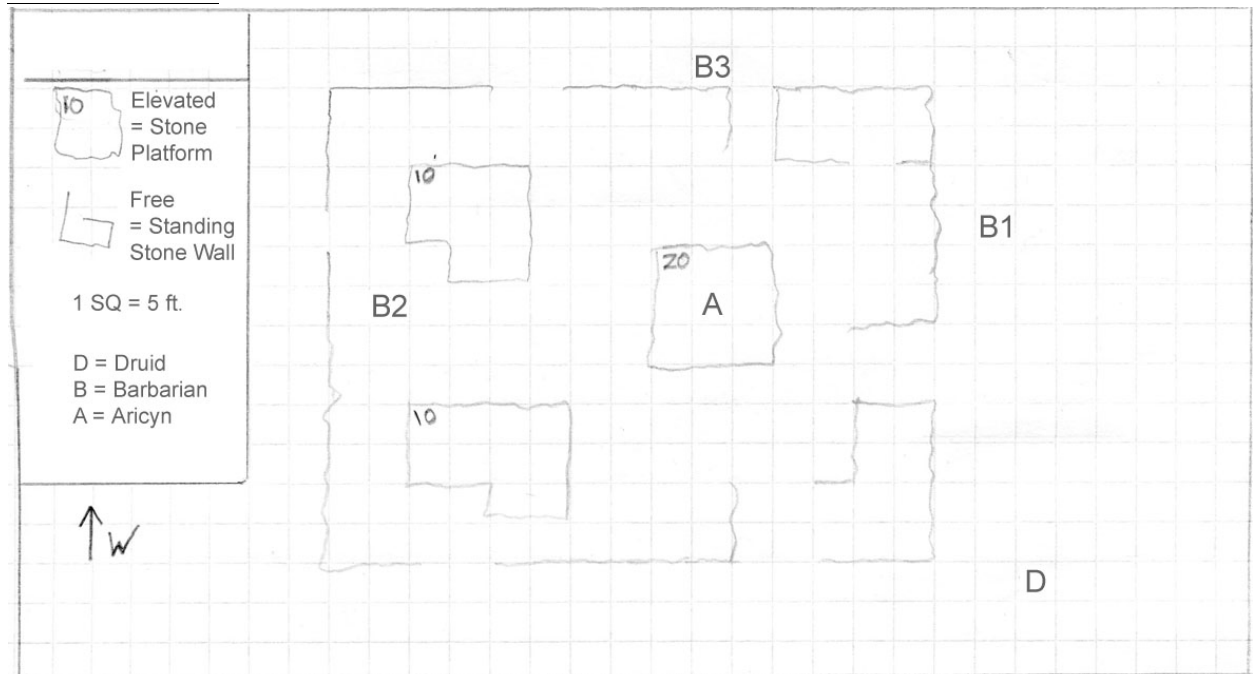


# DM AID: BANDIT ENCAMPMENT AND SILK PLATEAU

## BANDIT CAMP



## SILK PLATEAU



## PLAYER HANDOUT: THE SENDING

Everything is connected  
By Her invisible web  
Barriers are erected  
Causing my essence to ebb

Fearful metamorphosis  
An expendable drone  
Moral telekinesis  
Midmeadow, my cocoon