

BIS6-07

Grace Under Fire

A One-Round D&D® LIVING GREYHAWK™

Bissel Regional Adventure

Version 1.1

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Rumors abound of bonfires in Bandalar. They are reported to be villages put to the torch. But are these rumors true? The refugees seeking aid claim it so. If these rumors can be substantiated, then who or what is behind them? And how can they be stopped? A Bissel regional adventure for APLs 2-12 and Part 6 of the *Rebuilding the March* series.

Note: This adventure will be of particular interest to members of the Church of Heironeous, Knights of the Watch and arcane casters.

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

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

RPGA SANCTIONED PLAY

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

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

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

With the destruction of Evard and his armies the Regent, Lady Saralind Markavan, has succumbed to illness. This has left the March leaderless and chaotic. Without a strong leader the barons are free to do as they please.

Some of the baronies are experiencing a great deal of internal strife. One such barony is Bandalar. Those lands have seen a village of refugees refute their ties to the March, had a tax collector murdered within its boundaries, and had numerous outbreaks of violence during the past year.

Amongst all of this, the Baron's Council is gathering to elect a new Margrave. Rumors abound and deals are being struck. Soon, a new power will arise in the March, hopefully returning order and peace to the land.

ADVENTURE SUMMARY

This adventure begins in Thornward. The PCs have found a place to stay and are eating dinner at the Pale Dragon Inn. Shortly after dinner, a child runs up to the table. The child, clearly confused and distraught, asks if the PCs know her mommy. Shortly after, the father comes through to collect the child, and explains that her mother has perished in the Barony of Bandalar. After that, the PCs are requested to visit Lord Mayor Jerius Greenblade.

He tells the PCs that a recent exodus of refugees has flooded into Thornward, seemingly coming from Bandalar. Unfortunately this influx of additional people is taxing the already-stretched resources of the city. To make matters worse, there are no reliable reports as to why all of these people are fleeing Bandalar. Lord Greenblade asks the PCs to help him by investigating and reporting back on this.

The PCs travel into Bandalar. While traveling, they encounter several burnt-out villages. A wave of refugees intercepts the players. They learn of a village that soon will be burned to the ground to stop the spread of the plague.

However, none of the villagers show signs of being infected, nor do they know much about the reported plague. They are fleeing their village because of a decree declaring the village fit for disposal. Unfortunately, some people were not able or willing to leave.

The PCs approach the village that the refugees mentioned. As they do so, they can see the column of smoke in the distance. Some of the buildings are not entirely burned, and those men doing the firing can be seen moving about the village and into the last building,

which is mostly intact. They hear the screams of the victims inside, and can take a stand and save them.

The PCs return to Lord Greenblade and make a final report on the activities of the Baron and his agents.

Introduction: Have You Seen My Mommy?!?!?

Estimated Time: 20 minutes

The party is sitting at a table outside of the Pale Dragon Inn. They learn about the refugees from Bandalar. Shortly after, their presence is requested at the Lord Mayor's Manor.

Meeting with Lord Greenblade, he explains more of the refugee situation and how it has become a problem for him. He requests the PCs find out what has caused this problem so that it may be resolved through proper channels.

Encounter 1: On the Road Again

Estimated Time: 55 minutes

The PCs view the desolation and signs of rebuilding in Thornward Province, and an obviously destroyed community in Bandalar. Investigating these abandoned homes, they find signs of a struggle. But something else has covered many of the tracks - it would seem some animals have moved into this region and are unhappy to find man encroaching on their territory.

Encounter 2: The Tired, Sick, and Poor

Estimated Time: 55 minutes

Continuing into Bandalar, the PCs encounter a band of refugees, fleeing from the Hamlet of Golden Glade. They speak to them about being displaced from their homes, and the plague.

Encounter 3: Where there's Smoke there's Fire

Estimated Time: 60 minutes

The PCs continue on into Bandalar. A column of smoke rises into the sky, and the fading light of day shows a brilliant glow to the North, attracting their attention.

Reaching the village, they see the attackers burning buildings, and one arsonist entering the last stable building. As part of the building collapses, they enter and deal with the arsonists.

Encounter 4: Dead Men Tell No Tales

Estimated Time: 10 minutes

The PCs search through the wreckage for the trapped villagers.

Conclusion A: Report to Jerius

Estimated Time: 10 minutes

The PCs defeat the agents, and are able to report back on their finding to Jerius Greenblade. He seems disturbed by the news and thanks them for their assistance.

Conclusion B: Left Early

Estimated Time: 10 minutes

The PCs did not travel to Golden Glade, or were unable to defeat the agents there. The PCs report to Lord Greenblade.

PREPARATION FOR PLAY

This mod is relatively straightforward. Although no actual timeline is provided it is best if the PCs attempt to push through Bandalar as quickly as possible. If the PCs rest for a night at any time between Encounters 1 through 4 they run the risk of missing all of the following encounters.

Also of note, Encounter 2 uses opposed Diplomacy rules. Even though a brief summary has been provided here, it is worth looking at them in the *Players Handbook* to understand the greater nuances.

In Encounters 3-4, it is important to pay attention to the rounds that pass. If the PCs take too long to search for the hostages they will be killed by the fire.

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this allows 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: HAVE YOU SEEN MY MOMMY?!?!?

Estimated Time: 20 minutes

Although it has been a year since its liberation from Evard, the capital city of Thornward is still rebuilding from the destruction that was wrought. From your vantage point outside the Pale Dragon Inn, you see not only rebuilding but growth, as you must wait outside until a table opens up.

The Temple of Zilchus, across the street, has a great line forming in front as tradesmen, merchants, and others queue up in the hopes of qualifying for a loan. You marvel at those willing to wait in line in the cold.

At this point, allow the PCs a few moments to briefly introduce themselves to each other.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- A large number of citizens in Central Bissel have contracted some unknown malady – they've developed odd black marks on their skin, and several have died. Accusations are flying that it is some sort

of mishap that occurred while messing around with forbidden magic during Evard's reign.

- Bandit attacks along the Fals River have prompted the Lord Mayors of Thornward and Falsford to increase patrols along the busy trade lanes.
- A new champion has emerged in the Sareden combat arenas - Brar the Crusader. It has been a long time since the sport has seen such a promising new combatant.

DC 20

- Rebellion in the barony of Saltrenhill has been quelled by detachments from the Great Army. Rumor has it that Baron Saltren had been urging the people to secede from the March, and that he has been arrested for treason.
- The construction of the town of New Clunther, on the shores of Lake Hasra, has ground to a halt as the Baron's Council has called for an investigation into the Shaela River Trading Company. Allegations range from unfair employment practices to manslaughter. An inquiry is pending.
- Recovery and repair work has begun on Siltmourn, a fortress in the hills of Kynneret. It is estimated that the site will be usable again within months.

DC 25

- Most of the bandit attackers on the Fals River have been of noticeable Baklunish decent. It is possible that one of the northern baronies – where Baklunish populations are higher – is on the brink of another rebellion.
- The 1st Kynneret Battalion was dispatched to the ruins of Siltmourn last month. It is reported that they encountered token bandit resistance, but were able to drive them out.
- Another Mist Chameleon raid has been reported – this time on a library in Burning Stalks. It is unclear what, if anything was seized.

DC 30

- A number of bandits preying upon the Fals river traffic were slain. They bore insignia resembling that of the Ket military. The timing can be no coincidence – a baron is trying to stir up racial and nationalistic tensions before the Baron's Council... it is just not clear which baron is behind it.
- Something sinister was found beneath Siltmourn Keep. None of the soldiers that encountered it have spoken on the subject, but it is known that there were a few casualties, and part of the castle was sealed off.

- Bissel Free Company men have reported encountering a strange humanoid with symbols circling its head. Nothing else was said about the incident.

When they are finished with introductions and rumors, continue:

Suddenly a little girl no more than five winters runs up to you.

If the party has any female PCs then choose the female with the highest Charisma and continue with the 'Mother Figure' section. If no female PCs are present she will approach the male PC with the highest Charisma, as described in the 'I Guess You'll Do' section.

Mother Figure

As she runs towards the table she cries exultantly. "Mommy!!! Mommy!!!" The child is dressed in dirty travel-worn clothing. She rushes to where you are and almost begins to embrace you, when suddenly she stops and begins to wail.

At this point the players may begin to comfort the child. She will respond well to any kindness she receives. Once they have begun to quiet her proceed to the 'All Better' section.

I Guess You'll Do

As the girl dashes across the patio she halts immediately before you. There is a brief moment when she pauses, but soon after she begins to tug at you.

"Ex-excuse me. But have you seen my Mommy? I was hoping you'd know her."

The girl seems very distraught and tears well up in her eyes.

The girl is able to keep her composure for a little bit, and she will respond to the PCs if questioned. But once they admit to not knowing her mother, she will begin to cry. She does not cry much and any kind words will begin to comfort her.

Once they have begun to quiet her proceed to the 'All Better' section.

All Better

"Celia, stop crying! And stop bothering these people."

A man crossing the street calls out to the young girl. He is dressed in clothes that show the strain of hard travel and little care. As he approaches, Celia turns to him. She walks over and he offers her his hand. As she takes it he smiles.

"I'm sorry for that. We had to leave our home in Bandalar, and her mother passed. It's been a difficult time for her."

The man can relate the following, if questioned:

- His name is Quorn. The little girl is his daughter Celia. They are refugees from the village of Wrethian, in the barony of Bandalar.
- Their village was struck by the Black Mark, the plague that is ravaging the March.
- Several villagers contracted it - including Celia's mother.
- Baron Nanjari decided to curtail the plague's progress through Bandalar. When sign of the plague reached them, healers came and inspected everyone.
- Those that were found to be unaffected were ordered to leave the town and the Barony. It seems that was part of their punishment for harboring the unclean.
- Those with the Black Mark had to stay within the confines of the village. What has happened to them or the village, he'd rather not think about.
- There are rumors and tales of atrocious acts being committed to quarantined villages, but he doesn't know the truth and will speak no more of it in front of his daughter.

Once the PCs are done speaking with the man, continue with the following:

"Again, I am sorry for the disruption and I again thank you for your indulgence of a little girl."

With that Quorn begins to walk away. He speaks kindly to the child and again begins waiting for his chance to enter the Temple of Zilchus.

No sooner do the man and his daughter rejoin the line than another figure walks up. He is wearing a blue tabard with an argent owl; also affixed to it is a silver pin with the same owl emblem.

If the PCs succeed at a Knowledge [nobility and royalty] or Knowledge [local - Sheldomar Valley Metaregion] check (DC 10) then they know that the tabard represents a stylized representation of the Knights of the Watch and Dispatch insignia often used by Squires and other non-knight affiliates. The pin is almost always reserved for Squires. A higher result (DC 15) identifies the pin – it represents affiliation with the Knights of the Watch, but not full acceptance into the ranks.

"Ahem... if I may have a moment of your time? I just witnessed the way you handled that... incident with the girl. Although I do not mean to pry, I must tell you I found it most fascinating. I believe you may be the right sort of people to help my sponsor – no less than the Lord Mayor of the city. Would you be willing to help?"

Mills cannot tell the PCs much. If they ask, he will let them know his sponsor is Watcher Jerius Greenblade Most Gallant Slaad and Lord Mayor of Thornward. Odds

are, the PCs know him if they've adventured in Bissel before.

If prompted, he is also willing to say the mission involves the recent events in Bandalar and the plague, which he will refer to as the Black Mark.

Once the PCs agree, continue with the following:

"Excellent. You can find Lord Greenblade at the Lord Mayor's Manor. Present this letter to the guards and they will provide you priority. Do you need directions?"

Mills will provide necessary directions to those who need them. After that he will depart.

Once the PCs decide to travel to the Manor, continue with the following:

Twisting your way through the streets of Thornward you finally arrive at the Lord Mayor's estate. A sturdy iron gate blocks entrance. Flanking it are two city guardsmen. Another man stands just on the other side. One of the guards out front stops you as you approach.

"Welcome. What is your business here?"

The guards will ask a few routine questions, while the chamberlain records their answers. They question everything and show no hint of budging until the writ provided to them is displayed. Once the PCs do so, continue with the following:

The guards immediately defer to the proffered letter. The chamberlain, who has been recording the conversation, pales.

"Come in! Come in." He quickly waves you through the gate, and towards the building. "The Lord Mayor is a busy man, of course. We cannot let anyone in unless they have an appointment with him or he has sent special request."

He ushers you into the building. The interior is tidy but shows the signs of unfinished repair work.

If the PCs succeed at a Knowledge [architecture and engineering], Stonecutting, or an appropriate Craft or Profession check (DC 20) then they recognize that the repair work was done to a point of making the building structurally sound, but much of the finishing work has remained incomplete.

You are led to a waiting room.

"Please wait here." The nervous chamberlain defers towards another door. "Lord Greenblade will see you soon."

You are not kept waiting long. Not more than five minutes later the door opens, and the Lord Mayor is standing in the doorway. He looks older than he did during the war, although his clothing is well-cut and the chain of office that he wears

gleams. He seems ill at ease. But after seeing that you are equipped as adventurers and not diplomats, he relaxes a bit. He speaks in an officious, but friendly manner.

If the PCs have previously met Jerius, continue with the following:

"Thank you for coming so soon. I'm glad you are the ones Mills found. This is a delectate subject that I would prefer to entrust to those who have proven themselves before.

If the PCs have not previously met Jerius, proceed with this:

"Thank you for coming so soon. It would seem that Squire Mills found you suitable for our purposes. But before I continue I'd like to know more about you."

Allow the PCs a few moments to introduce themselves to Jerius, before continuing:

"As you can see Thornward is a growing city. Everywhere there is construction. The war caused much damage, and the common man understands that we are healing that wound. His understanding, however, is a bit flawed.

Thornward did not suffer much damage during the war – it was too valuable a target for either side to risk harm. But trade through the city and beyond never stopped – and in fact, with the rebuilding effort over the rest of the March, it has increased dramatically. The extra traffic has put a strain on our streets and waterways. Much of the construction has been maintaining and improving those to meet the demand.

As well, the government was moved back from Pellak. And now we've joined the Court of the Land... it's a whole different Bissel than the last time Thornward was the capital. The old buildings and courts were inadequate.

But there is a third reason for all the building...

The war took a heavier toll on those outside of its walls. Many citizens were left homeless and displaced. Many chose to flee here, thinking the order and hustle of the city would comfort them. We simply could not accommodate all of them, so we've had to expand.

Now, I must be boring you with this discussion of our city planning problems. To cut things short, Thornward was doing well until recently. It seems something has been happening in Bandalar. I don't know what, but several bands of refugees have come staggering into the city and there is no room for them. With the coffers of the city already tapped out, there is little help we can offer.

This is where you come in. I have begun using my resources and the resources of the Knights of the Watch to help these people - but I must know why they are coming here. I do not want to send in a force from Thornward. I don't have the troops to spare, just to deal with rumors. So, I have decided to go with a more discrete option. You are that option.

I would like you to travel into Bandalar and find out what is happening and what is behind it. I would also like to know why it is happening - but I understand if that is beyond the scope of what you can accomplish. So, do I have your assistance?"

The following are likely questions and responses from Jerius:

What do you know of the problem?
"Unfortunately, I don't know much. I have heard a variety of rumors and tales. Even questioning some of the refugees has been futile. Some heard stories of a city paved with gold. Some just had the simple desire for a change of pace. There are even some reports claiming that they were forcibly removed from their homes.

The most reliable reports indicate these people are fleeing an outbreak of the plague in Bandalar."

What do you know of the plague?
"Very little. I've heard the same rumors, and seen a number of travelers bearing the marks for which it was named." He sighs, and collects his thoughts. "I know that many people are sick. While we caught it early, and have been quarantining afflicted communities... it... it still seems to spread."

May we speak with the refugees?
"I would prefer if you didn't. I trust you to be at least somewhat discrete. If any of the refugees find out I am sending people to investigate the goings on in their homeland, it will stir up a hornet's nest. Politics which I don't have time to deal with, at least now. Not until after the Barons' Council, at least."

Do we have permission to kill the bad guys?
"I would prefer it if you found the information out without killing anyone. But use your discretion. I'm not giving you special dispensation, if that's what you are asking."

Is there a time limit for traveling there?
"I know tasks such as this cannot be put under a very specific timeline. I will suggest that once you enter into Bandalar you do not tarry overmuch. I do not know how outsiders will be treated at this time and would prefer you to return with the information as fast as possible - rather than not return at all."

What will we be paid?
"I'll help you with traveling expenses, and you'll receive the traditional hazard pay, if warranted."

What about horses? / How will we travel? *"You are responsible for your own travel arrangements. Just be discrete... A fully-stocked caravan rolling into Bandalar might attract a bit too much attention."*

Do you like being a Mayor? *"It is a hard road. This city needed a great deal of effort... and it still does. And without a leader on the throne, many political factions have gotten in the way of my efforts."*

The plague you speak of... could it be this mark that I have? *"I don't know... I've not seen it close up. It would appear so, however."*

The refugees speak of it as though it were some legend. I'd be careful of how people might react to you, out there."

Going by your full title now? *"Is Mills still using my full title? He is young and proud of the knights and all their conventions. I'll talk to him about that - it isn't customary here."*

Once the PCs have exhausted their questions, Jerius excuses himself with the following:

"Thank you, for your time and your willingness to do this." Lord Greenblade regards you with a look of relief. "I have a feeling it will help the March a great deal."

Although I would like to stay and speak with you further, I have put my duties aside for as long as possible. I eagerly await your return."

With that, Jerius shakes your hands and departs. You are met by the chamberlain, who escorts you from the manor.

The PCs have ample time, before departing, to make any special preparations. If they wish to purchase equipment or services, they are in luck – Thornward is the heart of trade in the March. They can purchase anything from the following PHB tables: Table 7-3: Trade Goods, Table 7-5: Weapons (small & medium sized), Table 7-6: Armor and Shields, Table 7-8: Goods and Services (except they can't have spells cast by NPCs). They may purchase any potion, oil or scroll from the DMG Tables 7-17, 7-23, or 7-24, with a market price of 750 gp or less, and any standard spell components up to 2000 gp in value.

When they are ready to depart, continue with Encounter 1.

ENCOUNTER 1: ON THE ROAD AGAIN

Estimated Time: 55 minutes

Traveling through Thornward Province, you brace yourself against the harsh cold of Bissel's winter. The land is mostly barren, even though the first frost was late this year.

This banal landscape continues for some time. However, as you approach the border with Bandalar, the terrain begins to change - imperceptibly at first, then definite and growing. Something is wrong here.

A Knowledge [nature] or Profession [farmer] check (DC 12) will allow the PCs to realize that too many fields lie fallow. Additionally many of those fields are overrun with growth that would be uncommon even in fallow fields.

Continuing farther along, the slightest traces of a village can be seen to the north. Although the road to the village is overgrown, the surrounding palisade seems intact.

If the players decide not to investigate this village, continue with Encounter 2. Otherwise, continue with the following:

Approaching the village, it is clear that this place has not been occupied in some time. Beyond the outer walls, several of the buildings show signs of having been put to the torch. The farther towards the center you travel, the greater the devastation. Yet this destruction obviously occurred some time ago and nature has reclaimed this land - growing strong and lush in the ashy soil.

Walking towards the center of the village, you hear a rustling in the undergrowth.

The beasts living in the undergrowth attack. Refer to DM Aid: Map #1 – Ruined Village.

APL 2 (EL 4)

🐿 **Dire Badgers** (2): hp 28 each; see *Monster Manual*, page 63.

APL 4 (EL 6)

🐿 **Dire Boars** (2): hp 52 each; see *Monster Manual*, page 63.

APL 6 (EL 8)

🐿 **Dire Bear**: hp 105; see *Monster Manual*, page 63.

🐿 **Dire Wolves** (2): hp 45 each; see *Monster Manual*, page 63.

APL 8 (EL 10)

🐿 **Dire Bears** (2): hp 105 each; see *Monster Manual*, page 63.

🐿 **Dire Boars** (3): hp 52 each; see *Monster Manual*, page 63.

APL 10 (EL 12)

🐿 **Greenvises** (2): hp 120 each; see DM Aid: New Rules Items.

APL 12 (EL 14)

🔥 **Greenvises** (4): hp 120 each; see DM Aid: New Rules Items.

Treasure:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

Developments: If the PCs search the village for clues, continue with the following:

Having dispatched the wild creatures, the rest of the village seems uninteresting. One building stands out, as it is relatively intact. Heading inside, you find a roll of parchment placed, very intentionally, in the center of the main room.

Give them Player Handout 1 – Missive of the Departed.

Continue with Encounter 2.

ENCOUNTER 2: THE TIRED, SICK, AND POOR

Estimated Time: 55 minutes

Traveling farther into Bandalar, the land becomes darker.

Down the road, you see a cloud on the horizon. A number of people are making their way towards you. The dust kicked up forms a cloud that reveals the presence but conceals both intent and numbers.

If the PCs succeed at a Spot check (DC 20) or a Profession [soldier] check (DC 15), they recognize that those approaching are not professional soldiers or even a trader's caravan; they shuffle along in a most disorganized way and are most likely refugees.

If the PCs decide to hide they can tell that the crowd approaching is a band of refugees. If at such time they then decide to talk, the act of hiding will result in an "Unfriendly" attitude because of the suspicion they have towards parties of heavily armed people skulking around.

If the PCs stay out in the open, and otherwise go out of there way to appear friendly and non-hostile, the refugees start out "Indifferent".

If any of the PCs have the Mark of the Black Hand curse, the refugees begin one category lower on the NPC attitude table (i.e. Unfriendly to Hostile or Indifferent to Unfriendly).

Once the PCs decide to interact with the group proceed with the following:

Approaching you are a rabble of commoners and a few more heavily armored guards. As the lead guard sees you, they stop. A man, clearly an elder, totters forward, flanked by two guards. He speaks as he approaches.

"I am Ghorn. I speak for these people. Who do we speak with?"

No sooner does Ghorn finish when another voice makes his presence known in the crowd.

"What does it matter who our murderers are? They are clearly no better than those who came to quarantine the village."

A few cheers go up from the crowd.

"Allow these individuals to speak before passing judgment on them. I apologize for Quarell; he takes after his name and often looks for a fight where there isn't one. As I said, I am Ghorn, leader of these refugees from Golden Glade. But I must ask: who are you and why are you here?"

The PCs will probably want to introduce and explain themselves. However, Quarell will continue to try to incite the refugees against them. Have them make a Diplomacy check, reducing the PCs' result by the result of Quarell's Diplomacy check. The result determines, as normal, how the crowd is swayed. Other PCs may aid the primary speaker but only one Diplomacy roll may be made at a time.

If the PCs can shift the crowd's reaction to Friendly, Quarell will give up. Continue with the 'Peaceful Negotiations' section.

If the crowd's attitude drops to Hostile at any time, violence will ensue. Continue with the 'With Hostile Intent' section.

Peaceful Negotiations

If the PCs are able to keep the crowd civil, they may be able to extract some useful information. The following are likely questions and answers:

Where are you from? *"Golden Glade, a village northwest of here."*

Why did you leave? *"We were told to. Well, we were told that we could leave. It seems our village was ordered to be quarantined, and then purged."*

Purged of what? *"Presumably the plague, although to tell the truth we were never told. All we know was that in three days time the village would be 'purged'; and those of us still healthy should leave. All but two of us were allowed to go."*

What do you know of the plague? *"Not much at all. We've only heard rumors. As far as I know, we had not yet been affected by it."*

Who was left behind? *"Three members of our village remained: a brother and sister who had recently come to the village and a knight. The boy was a good farmhand and never asked for much. The girl was young - she listened well enough, but we didn't see her much, especially not after the knight arrived."*

What can you tell me about the knight? *She came to the village to preach the word of her faith. She gave a good sermon and did what she could to help our infirm and the village as a whole. They said she could leave with us, but she instead decided to stay and try to help the other three. I believe she intended to make a stand in the common house.*

Where is your village? *“Several hours travel from here. Possibly less for you - you are a smaller group.”*

Where are you going now? *“Thornward seems like the safest place for most of us. Hopefully we poor commoners can find refuge there. Others will travel to be with family across the March.”*

Is this the Baron's doing? *“I would assume so. It doesn't seem like him - but he may have the best intentions in mind for us. What is the cost of one village compared to an entire barony?”*

Once the players have finished asking their questions continue the following:

“We should continue moving on. It would be best if we put as much distance as possible between us and the village. If you are heading in that direction... can you try to help those who had to stay behind? I know it is dangerous but you'd be doing a good thing. Either way, please think about it.”

Once the PCs decide to head to the village, continue with Encounter 3. If they do not, proceed to Conclusion B.

With Hostile Intent

The angry mob attacks. Refer to DM Aid: Map #2 – Encounter with Commoners.

APL 2 (EL 4)

- ☛ Quarell, Male half-elf Brd1: hp 4; see Appendix 1.
- ☛ Pithia, Female human Ftr1: hp 9; see Appendix 1.
- ☛ Brig, Male half-orc Bar1: hp 11; see Appendix 1.
- ☛ Commoners, Male human War1 (3): hp 8 each; see Appendix 1.

APL 4 (EL 6)

- ☛ Quarell, Male half-elf Brd3: hp 13; see Appendix 2.
- ☛ Pithia, Female human Ftr2: hp 17; see Appendix 2.
- ☛ Brig, Male half-orc Bar2: hp 22; see Appendix 2.
- ☛ Commoners, Male human War1 (5): hp 8 each; see Appendix 2.

APL 6 (EL 8)

- ☛ Quarell, Male half-elf Brd5: hp 22; see Appendix 3.

- ☛ Pithia, Female human Ftr5: hp 45; see Appendix 3.
- ☛ Brig, Male half-orc Bar5: hp 52; see Appendix 3.
- ☛ Commoner Warriors, Male War1 (4): hp 8 each; see Appendix 3.

APL 8 (EL 10)

- ☛ Quarell, Male half-elf Brd6: hp 27; see Appendix 4.
- ☛ Pithia, Female human Ftr6: hp 57; see Appendix 4.
- ☛ Brig, Male half-orc Bar5: hp 55; see Appendix 4.
- ☛ Commoner Mob: hp 180; see Appendix 4.

APL 10 (EL 12)

- ☛ Quarell, Male half-elf Brd9: hp 40; see Appendix 5.
- ☛ Pithia, Female human Ftr8: hp 76; see Appendix 5.
- ☛ Brig, Male half-orc Bar8: hp 88; see Appendix 5.
- ☛ Commoner Mob: hp 180; see Appendix 5.

APL 12 (EL 14)

- ☛ Quarell, Male half-elf Brd12: hp 54; see Appendix 6.
- ☛ Pithia, Female human Ftr10: hp 95; see Appendix 6.
- ☛ Brig, Male half-orc Bar10: hp 105; see Appendix 6.
- ☛ Commoner Mob: hp 180; see Appendix 6.

Treasure:

- APL 2: L: 97 gp, C: 0 gp, M: 0 gp.
- APL 4: L: 97 gp, C: 0 gp, M: 0 gp.
- APL 6: L: 250 gp, C: 0 gp, M: 0 gp.
- APL 8: L: 250 gp, C: 0 gp, M: 0 gp.
- APL 10: L: 241 gp, C: 0 gp, M: +1 chain shirt (104 gp).
- APL 12: L: 241 gp, C: 0 gp, M: +1 chain shirt (104 gp).

Developments: If the PCs kill any of these peasants, they earn the Massacre of Bandalor item on the Adventure Record.

If the PCs decide to head deeper into Bandalor, continue with Encounter 3. If they do not, proceed to Conclusion B.

ENCOUNTER 3: WHERE THERE'S SMOKE THERE'S FIRE

Estimated Time: 60 minutes

Traveling into the night, a smudge can be seen marring the sky. It billows up and outwards. Following its trail back to earth the source of the smudge seems to be a faint glow. It must be smoke

from a large fire. The village - although still a good distance away - can be reached soon if you hurry.

If the PCs decide to rush, they can reach the village. Continue with the following:

The bonfire that was once Golden Glade is now brightly burning in the night. Most of the village is already burning upon your arrival. However the center of the village is not fully aflame. Approaching closer several figures seem to be running towards the last building. The roar of the flames is deafening.

Refer to DM Aid: Map #3 – Burning Village. If the PCs head towards the last building – the tavern – continue with the following:

Approaching the tavern, it is clear that the building is being set ablaze from within. The arsonists must still be inside! Although some of the flames have begun to reach the roof, it is clear that this building will burn for some time.

All of the windows are shuttered and locked and a great deal of fire is now consuming the roof and second floor of the tavern.

Refer to this chart, and keep track of the rounds that pass.

Rounds Passed	Action	Result
0	PCs enter the village	Rounds begin to matter.
4	PCs do not enter the last building	Arsonists attempt to escape the burning building.
15	PCs have not found the captives	Captives die a fiery death.
25	PCs have not left the village	Building collapses killing all inside.

Once the PCs enter the tavern, continue with the following:

Upon entering this inferno, the waves of heat and billowing smoke hit you. Your vision is clouded, and the smoke clogs your lungs. The odor of burning meat assails your nostrils. The entire room is already wreathed in flame. It will not be long before the building collapses.

Refer to DM Aid: Map #4 – Burning Inn.

If the PCs succeed at a Heal check (DC 20) they can identify the odor as that of burning human flesh and hair. If they succeed at a Listen check (DC 18), they can tell that the screams are coming from the basement of the building.

While the PCs are in the tavern, they must succeed at a Fortitude save (DC 15, +1 per previous check) each round or spend that round choking and coughing. A

character who chokes for two consecutive rounds takes 1d6 points of nonlethal damage.

The smoke obscures vision, giving concealment (20% miss chance) to characters within it.

The PCs can gain a +2 circumstance bonus to their Fortitude saves against the smoke effects by covering their heads with damp rags. The arsonists have already taken such precautions.

The ELs of this combat have been raised by 1 to account for the smoke.

APL 2 (EL 4)

- ☛ Mudd, Male half-orc Rng1: hp 8; see Appendix 1.
- ☛ Thud, Male half-orc Rog1: hp 6; see Appendix 1.
- ☛ Flare, Male human Wiz1: hp 3; see Appendix 1.

APL 4 (EL 6)

- ☛ Mudd, Male half-orc Rng2: hp 16; see Appendix 2.
- ☛ Thud, Male half-orc Rog2: hp 13; see Appendix 2.
- ☛ Flare, Male human Wiz2: hp 6; see Appendix 2.

APL 6 (EL 8)

- ☛ Mudd, Male half-orc Rng2/Rog2: hp 24; see Appendix 3.
- ☛ Thud, Male half-orc Rog4: hp 26; see Appendix 3.
- ☛ Flare, Male human Wiz4: hp 12; see Appendix 3.

APL 8 (EL 10)

- ☛ Mudd, Male half-orc Rng2/Rog4: hp 42; see Appendix 4.
- ☛ Thud, Male half-orc Rog4/Rng2: hp 42; see Appendix 4.
- ☛ Flare, Male human Wiz6: hp 18; see Appendix 4.

APL 10 (EL 12)

- ☛ Mudd, Male half-orc Rng3/Rog5: hp 56; see Appendix 5.
- ☛ Thud, Male half-orc Rog5/Rng3: hp 56; see Appendix 5.
- ☛ Flare, Male human Wiz8: hp 24; see Appendix 5.

APL 12 (EL 14)

- ☛ Mudd, Male half-orc Rng3/Rog5/Nightsong Enforcer2: hp 58; see Appendix 6.
- ☛ Thud, Male half-orc Rog5/Rng3/Nightsong Enforcer2: hp 58; see Appendix 6.
- ☛ Flare, Male human Wiz10: hp 30; see Appendix 6.

Tactics: Thud and Mudd will attempt to flank single opponents to best facilitate sneak attack damage. If they become flanked in turn or are severely out numbered

they will attempt to use the concealment of the smoke to hide and move silently and begin sniping at their opponents.

Flare will use his spells to try to separate the PCs so that Thud and Mud can concentrate on single individuals.

At APLs 2 – 4, Flare will attempt to use *ray of enfeeblement* to weaken the most heavily armed or armored PC.

At APLs 6 – 8, Flare will use spells like *glitterdust* to blind and highlight PCs. If it is more advantageous, he will then use *blast of force* or *ray of enfeeblement* to wear down continued resistance.

At APLs 10 – 12, Flare will use *blacklight* so that he cannot be seen by enemies but is able to affect his opponents with touch spell like *touch of idiocy* and the like. He will also continue to cast spells to split the party and reduce the effectiveness of high damage dealing PCs.

Treasure:

APL 2: L: 117 gp, C: 7 gp, M: *potion of enlarge person* (21 gp), +1 rapier (193 gp), Flare's Spell Book (3 gp), arcane scroll of sleep (2 gp).

APL 4: L: 117 gp, C: 7 gp, M: *potion of enlarge person* (21 gp), +1 rapier (193 gp), Tillsin's Stabbing Curriculum (50 gp), Flare's Spell Book (3 gp), arcane scroll of sleep (2 gp), ring of protection +2 (167 gp).

APL 6: L: 117 gp, C: 7 gp, M: +1/+1 orc double axe (388 gp), *potion of enlarge person* (21 gp), +1 rapier (193 gp), Tillsin's Stabbing Curriculum (50 gp), Flare's Spell Book (7 gp), arcane scroll of sleep (2 gp), ring of protection +2 (167 gp), cloak of resistance +1 (83 gp).

APL 8: L: 117 gp, C: 7 gp, M: +1/+1 orc double axe (388 gp), *potion of enlarge person* (21 gp), +2 rapier (693 gp), Tillsin's Stabbing Curriculum (50 gp), Flare's Spell Book (13 gp), arcane scroll of sleep (2 gp), ring of protection +2 (167 gp), cloak of resistance +1 (83 gp), pearl of power, 2nd level spell (333 gp).

APL 10: L: 117 gp, C: 7 gp, M: +1 frost/+1 frost orc double axe (1388 gp), *potion of enlarge person* (21 gp), +2 rapier (693 gp), Tillsin's Stabbing Curriculum (50 gp), Flare's Spell Book (20 gp), arcane scroll of sleep (2 gp), ring of protection +2 (167 gp), cloak of resistance +1 (83 gp), pearl of power, 2nd level spell (333 gp).

APL 12: L: 100 gp, C: 7 gp, M: +1 frost/+1 frost orc double axe (1,388 gp), *potion of enlarge person* (21 gp), +2 keen rapier (1527 gp), +1 darkwood buckler (100 gp), Tillsin's Stabbing Curriculum (50 gp), Flare's Spell Book (33 gp), arcane scroll of sleep (2 gp), ring of protection +2 x3 (167 gp each), cloak of resistance +1 (83 gp), pearl of power, 2nd level spell (333 gp).

Developments: To rescue the NPCs, a PC must find the basement entrance. Doing so requires a successful Search check (DC 15), and takes 5 rounds.

When all 25 rounds have passed, the building collapses. The PCs must leave before then or take 6d6

points of bludgeoning damage, as well as 1d6 points of fire damage per round.

If the PCs enter the basement, continue with Encounter 4.

ENCOUNTER 4: DEAD MEN TELL NO TALES

Estimated Time: 10 minutes

You head into the building's basement, fighting past the fires and smoke.

This area holds several rows of shelves. Huddled in a far corner are three badly burned bodies. Three of them are adults and one is smaller - either a child or halfling.

If 15 rounds have passed since the PCs approached the tavern, continue with the 'They're Dead, Jim' section. Otherwise, continue with the 'My Hero' section.

They're Dead, Jim

A Heal check (DC 15) determines that all of the bodies are deceased from burns and smoke inhalation.

Around the bodies you are able to make out an item that, although burned and damaged, still seems to retain the shape of a holy symbol - a fist grasping a lightning bolt.

A Knowledge [religion] check (DC 10) allows a PC to identify the symbol as that of Heironeous, the Archpaladin.

This seems to be all that remains of interest down here. Everything else was burnt beyond recognition.

Continue with Conclusion B.

My Hero

A Heal check (DC 15) determines that the victims are unconscious, but alive. If the PCs save them from the building, continue with the following:

Although battered and burned, these unconscious forms are still alive. They seem to have little or nothing with them and can be carried out with little trouble.

After getting everyone to safety and fresh air, one of the victims, a woman, regains consciousness. She is very startled to find herself outside, but quickly recognizes that you are not her assailants.

"Thank you for rescuing us." She begins to speak as she stands and checks on the others. "I shame the Archpaladin by being captured. I am Grace Stellarra. I came to this village in an attempt to help these people and study the plague that has been traveling in these lands."

The following are likely questions and answers, should the PCs question the cleric:

Who are these people? *"These three are villagers of this town. If the locals are correct this young man served in the war and settled here with his sister. The other man is a village elder. He was simply too frail to flee."*

Why were you being burned? *"As best I can surmise... the young man and his sister – newcomers to the village – were assumed to be plague carriers. I suppose they assumed that I was sick, as well, due to the time I spent with them. And the old man... I just don't know."*

Do these people have the plague? *"No, not as far as I could tell. They bear no signs, whatsoever. And I am immune."*

Is this the Baron's doing? *"I don't know. Baron Nanjari is not a rash man nor does it seem like him. But those men you dispatched were agents of his, bearing all the proper insignia, and that unmistakable air of authority."*

What can you tell us about the plague? *"It seems to be a gradual wasting disease in which horrible lesions spread across the body. The afflicted is wracked with horrible pain and gradually develops sensitivity to light. People have taken to calling the disease 'the Black Mark,' based on the appearance of the lesions. I have not yet determined how it is spread."*

Rumor has it that the disease is the cause of powerful necromantic magic, and I have taken it as my task to find a solution to this blight."

What do you plan to do now? *"I will make atonements with the Archpaladin for my lapse and then hopefully begin anew searching out this plague. I will find a solution."*

What about these people? *"Given what has happened, I will do everything in my power to help them reach a safe village. The Archpaladin will stand vigilant before us."*

Once they are done asking questions continue with the following:

"Again, I thank you for rescuing us. Once I see these three safely away, I will be traveling back to Pellak and the temple of Heironeous there. May the Archpaladin watch over and protect you."

The PCs receive the Favor of the Church of Heironeous on the Adventure Record.

Continue with Conclusion A.

CONCLUSION A: REPORT TO JERIUS

Estimated Time: 10 minutes

This conclusion only applies if the PCs defeated the agents sent to purge the village of Golden Glade.

Returning to Thornward, you are able to access the Lord Mayor's Manor. The chamberlain leaves you alone, and within a few minutes Lord Greenblade walks into the room. He debriefs you in an efficient manner and wraps up with...

"I thank you for your efforts. This information is excellent. It seems that Baron Nanjari is acting in a very irrational fashion... although there is the possibility that he has lost control of several of his agents. Either way, I can expect many more refugees."

This information is very dangerous. I ask that you do not share this with anyone else. I know there are some on the Barons' Council who would use this information to coerce loyalty from him. I believe most of us have all learned first hand that this is not a method for maintaining peace."

This will require some time and effort. Thank you, but now I must return to Mayoral duties."

With that, Lord Greenblade excuses himself. You are left in the room to contemplate the political ramifications of what you've just learned. If he will use it to better the March or to further his own designs, shall be seen."

The adventure is now over. The PCs receive payment, as agreed in the introduction.

Treasure:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

The End

CONCLUSION B: LEFT EARLY

Estimated Time: 10 minutes

Use this conclusion if the PCs did not travel to the village of Golden Glade or were unable to defeat the agents at Golden Glade.

Returning to Thornward, you are able to access the Lord Mayor's Manor. The chamberlain leaves you alone, and within a few minutes Lord Greenblade walks into the room. He debriefs you in an efficient manner and wraps up with...

"I thank you for your efforts. Although the information you provide is spotty at best it provides me with some insight."

I cannot think that such devastation could exist without Lord Nanjari's knowledge.

If you speak with anyone else of such matters I would request that you respect my wishes and do not tell anyone else of your mission. I do not yet know who on the Barons' Council I can trust and right now it would be very dangerous for all involved if such involvement were revealed.

Thank you, but now I must return to Mayoral duties."

With that, Lord Greenblade exits. You are left alone for a time. Then the Chamberlain enters. He ushers you out to the street, and you are left waiting whatever may come next.

The adventure is now over. The PCs receive payment, as agreed in the introduction.

Treasure:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Wolf Pack Tactics

Defeat beasts in the abandoned village.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 2: The Tired, Sick, and Poor

Peacefully deal with peasants or defeat them.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 3: None Shall Pass

Defeat the agents burning the village.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.

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

Story Award

Return with information confirming that villages are being burned at the Baron's request.

APL 2: 45 xp.
APL 4: 67 xp.
APL 6: 90 xp.
APL 8: 112 xp.
APL 10: 135 xp.
APL 12: 157 xp.

Discretionary Roleplaying Award

APL 2: 45 xp.
APL 4: 68 xp.
APL 6: 90 xp.
APL 8: 113 xp.
APL 10: 135 xp.
APL 12: 158 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 1: Wolf Pack Tactics

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

Encounter 2: The Tired, Sick, and Poor

APL 2: L: 97 gp, C: 0 gp, M: 0 gp.
 APL 4: L: 97 gp, C: 0 gp, M: 0 gp.
 APL 6: L: 250 gp, C: 0 gp, M: 0 gp.
 APL 8: L: 250 gp, C: 0 gp, M: 0 gp.
 APL 10: L: 241 gp, C: 0 gp, M: +1 chain shirt (104 gp).
 APL 12: L: 241 gp, C: 0 gp, M: +1 chain shirt (104 gp).

Encounter 3: None Shall Pass

APL 2: L: 117 gp, C: 7 gp, M: *potion of enlarge person* (21 gp), +1 rapier (193 gp), *Flare's Spell Book* (3 gp), *arcane scroll of sleep* (2 gp).
 APL 4: L: 117 gp, C: 7 gp, M: *potion of enlarge person* (21 gp), +1 rapier (193 gp), *Tillsin's Stabbing Curriculum* (50 gp), *Flare's Spell Book* (3 gp), *arcane scroll of sleep* (2 gp), *ring of protection +2* (167 gp).
 APL 6: L: 117 gp, C: 7 gp, M: +1/+1 *orc double axe* (388 gp), *potion of enlarge person* (21 gp), +1 rapier (193 gp), *Tillsin's Stabbing Curriculum* (50 gp), *Flare's Spell Book* (7 gp), *arcane scroll of sleep* (2 gp), *ring of protection +2* (167 gp), *cloak of resistance +1* (83 gp).
 APL 8: L: 117 gp, C: 7 gp, M: +1/+1 *orc double axe* (388 gp), *potion of enlarge person* (21 gp), +2 rapier (693 gp), *Tillsin's Stabbing Curriculum* (50 gp), *Flare's Spell Book* (13 gp), *arcane scroll of sleep* (2 gp), *ring of protection +2* (167 gp), *cloak of resistance +1* (83 gp), *pearl of power, 2nd level spell* (333 gp).
 APL 10: L: 117 gp, C: 7 gp, M: +1 *frost/+1 frost orc double axe* (1388 gp), *potion of enlarge person* (21 gp), +2 rapier (693 gp), *Tillsin's Stabbing Curriculum* (50 gp), *Flare's Spell Book* (20 gp), *arcane scroll of sleep* (2 gp), *ring of protection +2* (167 gp), *cloak of resistance +1* (83 gp), *pearl of power, 2nd level spell* (333 gp).

APL 12: L: 100 gp, C: 7 gp, M: +1 *frost/+1 frost orc double axe* (1,388 gp), *potion of enlarge person* (21 gp), +2 *keen rapier* (1527 gp), +1 *darkwood buckler* (100 gp), *Tillsin's Stabbing Curriculum* (50 gp), *Flare's Spell Book* (33 gp), *arcane scroll of sleep* (2 gp), *ring of protection +2* x3 (167 gp each), *cloak of resistance +1* (83 gp), *pearl of power, 2nd level spell* (333 gp).

Conclusions:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 197 gp, C: 107 gp, M: 236 gp – Total: 540 gp (450 gp).
 APL 4: L: 197 gp, C: 107 gp, M: 453 gp – Total: 757 gp (650 gp).
 APL 6: L: 350 gp, C: 107 gp, M: 928 gp – Total: 1,385 gp (900 gp).
 APL 8: L: 350 gp, C: 107 gp, M: 1,767 gp – Total: 2,224 gp (1,300 gp).
 APL 10: L: 341 gp, C: 107 gp, M: 2,878 gp – Total: 3,326 gp (2,300 gp).
 APL 12: L: 341 gp, C: 107 gp, M: 3,808 gp – Total: 4,256 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

✎ **Favor of the Church of Heironeous:** For rescuing Grace Stellarra you have earned the favor of the church. This counts as an Influence Point with the Church of Heironeous in Bissel.

Additionally, you may spend this favor in order to gain access (Frequency: Adventure) to purchase any one weapon, armor, or shield special ability upgrade from the *Dungeon Master's Guide* of +1 equivalent value, or a single wand of a 1st level spell from the *Dungeon Master's Guide*.

If you are a member of the Church of Heironeous metaorganization, you may instead use this favor in order to receive a NPC casting of *raise dead* at just the cost of the material component. Mark this favor as USED when it has been spent.

➦ **Stood Trial:** Accepting responsibility for your actions, you stood trial for the killings in Bandalar. Although you were found innocent on the grounds of self-defense, this still took quite a bit of time. You immediately lose 5 additional TUs.

➦ **On the Lam:** Trying to avoid punishment, you laid low for a while. On this and your next 10 Adventure Records, you must pay 50% more for all items purchased and lifestyle costs. After such time has passed, the charges are dropped when further investigation finds the tales to be exaggerated.

✈ **Massacre in Bandalar:** Rumor has spread quickly of your crushing assault on the citizens of Bissel. For one year from the date on this Adventure Record, this PC suffers a -4 penalty to all Cha-based skill checks while in Bissel.

📖 **Tillsin's Stabbing Curriculum:** You may study this tome and practice its lessons at a cost of 1 additional TU; this grants you access to learn the feat Distracting Attack (Miniatures Handbook). Price: 600 gp.

🔥 **Flare's Spellbook:** There are different versions of this spellbook at each APL (^{SC}Spell Compendium):

APL 2-4: 1st – mage armor, magic missile, ray of enfeeblement. Price: 150 gp; Weight: 3 lbs.

APL 6: all of the above plus 2nd – blast of force^{SC}, glitterdust. Price: 350 gp; Weight: 3 lbs.

APL 8: all of the above plus 3rd – blacklight^{SC}, hold person, touch of idiocy. Price: 800 gp; Weight: 3 lbs.

APL 10: all of the above plus 4th – phantasmal killer, shadow well^{SC}. Price: 1,200 gp; Weight: 3 lbs.

APL 12: all of the above plus 5th – baleful polymorph, wall of dispel magic^{SC}, wall of force. Price: 1,950 gp; Weight: 3 lbs.

Item Access

APL 2:

- Darkwood Buckler (Adventure; Dungeon Master's Guide)
- Flare's Spellbook, APL 2-4 (Adventure; See Above)
- Wand of Cure Light Wounds (CL 1st; Adventure; Dungeon Master's Guide)

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

- Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)
- Tillsin's Stabbing Curriculum (Adventure; See Above; Price: 600 gp)

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

- Flare's Spellbook, APL 6 (Adventure; See Above)
- Tunic of Steady Spellcasting (Adventure; Complete Adventurer)
- Wand of Magic Missile (CL 3rd; Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 2, 4, 6 plus the following):

- +2 Rapier (Adventure; Dungeon Master's Guide)

- Flare's Spellbook, APL 8 (Adventure; See Above)
- Pearl of Power, 2nd Level Spell (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- +1 Frost / +1 Orc Double Axe (Adventure; Dungeon Master's Guide)
- +2 Keen Rapier (Adventure; Dungeon Master's Guide)
- Flare's Spellbook, APL 10 (Adventure; See Above)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- +1 Frost / +1 Frost Orc Double Axe (Adventure; Dungeon Master's Guide)
- Flare's Spellbook, APL 12 (Adventure; See Above)
- Ioun Stone, Pale Green Prism (Adventure; Dungeon Master's Guide)

APPENDIX 1 – APL 2

Possessions: spear.

ENCOUNTER 4

Quarell, Male Half-Elf Brd1: Medium Humanoid (Half-Elf); CR 1; HD 1d6; hp 4; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (armor +4, Dex +2); Base Atk/Grp: +0/+1; Atk +1 melee (1d6+1, short sword); Full Atk +1 melee (1d6+1, 19-20, short sword) or +3 ranged (1d6, x3, composite short bow); SA –; SQ immunity to sleep, +2 saves vs. enchantment, low-light vision, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1; AL CE; SV Fort +0, Ref +4, Will +1; Str 12, Dex 14, Con 10, Int 8, Wis 8, Cha 18.

Skills & Feats: Bluff +8, Diplomacy +13, Knowledge [nobility and royalty] +3, Perform [oratory] +8, Sense Motive +3; Skill Focus [diplomacy].

Languages: Common, Elven.

Bard Spells Known (2/0, save DC = 14 + spell level): 0 – *daze, detect magic, flare, read magic*.

Possessions: masterwork chain shirt, short sword, masterwork composite short bow, 20 arrows, alchemist's fire x4, acid flask x2.

Pithia, Female Human (Os) Ftr1: Medium Humanoid (Human); CR 1; HD 1d10+2; hp 9; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (armor +5, Dex +3); Base Atk/Grp: +1/+4; Atk +4 melee (1d10+4, 19-20, 19-20, bastard sword); Full Atk +4 melee (1d10+4, 19-20, 19-20, bastard sword); AL LN; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Climb +3, Ride +7; Exotic Weapon Proficiency [bastard sword], Two Weapon Fighting, Two Weapon Defense.

Languages: Common.

Possessions: bastard sword, breastplate with armor spikes.

Brig, Male Half-Orc Brbr1: Medium Humanoid (Half-Orc); CR 1; HD 1d12+2; hp 11; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (armor +4, Dex +2); Base Atk/Grp: +1/+5; Atk +6 melee (1d12+6, x3, greataxe); Full Atk +6 melee (1d12+6, x3, greataxe); SA Rage; SQ darkvision 60 ft.; AL CN; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills & Feats: Intimidate +2, Listen +3; Power Attack.

Languages: Common, Orc.

Possessions: masterwork greataxe, chain shirt.

Commoner, Male Human War1: Medium Humanoid (Human); CR 1/2; HD 1d8+2; hp 8; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (Dex +3); Base Atk/Grp: +1/+4; Atk +4 melee (1d8+4, spear); Full Atk +3 melee (1d8+4, spear); AL LN; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Handle Animal +3, Listen +2; Improved Initiative, Toughness.

Languages: Common.

ENCOUNTER 8

Mudd, Male Half-Orc Rgr1: Medium Humanoid (Half-Orc); CR 1; HD 1d8+2; hp 8; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Dex +3, armor +4); Base Atk/Grp: +1/+5; Atk +6 melee (1d8+6, 19-20, orc double axe); Full Atk +2 (1d8+4, x3, orc double axe), -2 (1d8+2, x3, orc double axe); SA Favored enemy (human) +2; SQ darkvision 60 ft., wild empathy; AL LN; SV Fort +4, Ref +5, Will +0; Str 18, Dex 16, Con 14, Int 6, Wis 10, Cha 6.

Skills & Feats: Hide +6, Listen +4, Move Silently +6, Spot +4; Track, Exotic Weapon Proficiency [orc double axe].

Languages: Common, Half-Orc.

Possessions: masterwork orc double axe, masterwork chain shirt, *potion of enlarge person*.

Thudd, Male Half-Orc Rog1: Medium Humanoid (Half-Orc); CR 1; HD 1d6+2; hp 6; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (Dex +3, armor +4, shield +1); Base Atk/Grp: +0/+4; Atk +5 melee (1d6+5, 18-20, rapier); Full Atk +5 melee (1d6+5, 18-20, rapier); SA Sneak attack 1d6; SQ darkvision 60 ft., trapfinding; AL CN; SV Fort +2, Ref +5, Will +0; Str 18, Dex 16, Con 14, Int 6, Wis 10, Cha 6.

Skills & Feats: Hide +6, Listen +4, Move Silently +6, Sense Motive +4, Spot +4, Tumble +6; Improved Initiative.

Languages: Common, Half-Orc.

Possessions: masterwork chain shirt, +1 rapier, darkwood buckler.

Flare, Male Human (BoS) Wiz1: Medium Humanoid (Human); CR 1; HD 1d4; hp 3; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (Dex +2); Base Atk/Grp: +0/+0; Atk +0 melee (1d4, 19-20, dagger) or +2 ranged (1d6, 19-20, light crossbow); Full Atk +0 melee (1d4, 19-20, dagger) or +2 ranged (1d6, 19-20, light crossbow); AL CN; SV Fort +0, Ref +2, Will +2; Str 10, Dex 14, Con 10, Int 18, Wis 10, Cha 8.

Skills & Feats: Concentration +4, Decipher Script +8, Knowledge [arcana] +8, Knowledge [the planes] +8, Knowledge [local - Sheldomar Valley Metaregion] +8, Spellcraft +8, Tumble +4; Combat Casting, Point Blank Shot.

Languages: Common, Orc, Infernal, Celestial, Ancient Baklunish.

Wizard Spells Prepared (3/2, save DC = 14 + spell level):
0 – acid splash x3; 1st – ray of enfeeblement x2;

Spellbook: 0 – acid splash, detect magic, light, read magic;
1st – magic missile, ray of enfeeblement, deep breath;

Possessions: spellbook, light crossbow, 20 bolts, dagger, arcane scroll of sleep, 8 gp.

APPENDIX 2 – APL 4

ENCOUNTER 4

Possessions: spear.

Quarell, Male Half-Elf Brd3: Medium Humanoid (Half-Elf); CR 3; HD 3d6; hp 13; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (armor +4, Dex +2); Base Atk/Grp: +2/+3; Atk +3 melee (1d6+1, 19-20, short sword); Full Atk +3 melee (1d6+1, 19-20, short sword) or +5 ranged (1d6, x3, composite short bow); SA -; SQ bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence, immunity to sleep, +2 saves vs. enchantment, low-light vision; AL CE; SV Fort +1, Ref +5, Will +2; Str 12, Dex 14, Con 10, Int 8, Wis 8, Cha 18.

Skills & Feats: Bluff +10, Diplomacy +21, Knowledge [nobility and royalty] +5, Perform [oratory] +10, Sense Motive +5; Skill Focus [diplomacy], Lingering Song^{CV}.

Languages: Common, Elven.

Bard Spells Known (3/2, save DC = 14 + spell level): 0 – daze, detect magic, flare, ghost sound, read magic, resistance; 1st–grease, inspirational boost^{SPC}, Tasha's Hideous Laughter;

Possessions: masterwork chain shirt, short sword, composite short bow, 20 arrows, alchemist's fire x4, acid flask x2.

Pithia, Female Human(Os) Ftr2: Medium Humanoid (Human); CR 2; HD 2d10+2; hp 17; Init +3; Spd 20 ft.; AC 19, touch 13, flat-footed 16 (armor +5, Dex +3, shield +1); Base Atk/Grp: +2/+5; Atk +5 melee (1d10+4, 19-20, 19-20, bastard sword); Full Atk +5 melee (1d10+4, 19-20, 19-20, bastard sword) or +3 melee (1d10+3, 19-20, 19-20, bastard sword); +3 melee (1d10+1, 19-20, 19-20, bastard sword); AL LN; SV Fort +5, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Climb +4, Ride +8; Exotic Weapon Proficiency [bastard sword], Two Weapon Fighting, Two Weapon Defense, Oversized Two Weapon Fighting^{CV}.

Languages: Common.

Possessions: bastard sword, breastplate with armor spikes.

Brig, Male Half-Orc Brb2: M Humanoid (half-orc); CR 2; HD 2d12+4; hp 22; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (armor +4, Dex +2); Base Atk/Grp: +2/+6; Atk +6 melee (1d12+6, x3, greataxe); Full Atk +6 melee (1d12+6, x3, greataxe); SA Rage; SQ darkvision 60 ft., uncanny dodge; AL CN; SV Fort +5, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills & Feats: Intimidate +3, Listen +4; Power Attack.

Languages: Common, Orc.

Possessions: greataxe, chain shirt.

Commoner, Male Human War1: Medium Humanoid (Human); CR 1/2; HD 1d8+2; hp 8; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (Dex +3); Base Atk/Grp: +1/+4; Atk +4 melee (1d8+4, spear); Full Atk +3 melee (1d8+4, spear); AL LN; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Handle Animal +3, Listen +2; Improved Initiative, Toughness.

Languages: Common.

ENCOUNTER 8

Mudd, Male Half-Orc Rgr2: Medium Humanoid (Half-Orc); CR 2; HD 2d8+4; hp 16; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Dex +3, armor +4); Base Atk/Grp: +2/+6; Atk +7 melee (1d8+6, x3, orc double axe); Full Atk +7 melee (1d8+6, x3, orc double axe) or +5 (1d8+4, x3, orc double axe), +5 (1d8+2, x3, orc double axe); SA Favored enemy (human) +2; SQ darkvision 60 ft., wild empathy; AL LN; SV Fort +5, Ref +6, Will +0; Str 18, Dex 16, Con 14, Int 6, Wis 10, Cha 6.

Skills & Feats: Hide +7, Listen +5, Move Silently +7, Spot +5; Track, Exotic Weapon Proficiency [orc double axe], Two Weapon Fighting.

Languages: Common, Half-Orc.

Possessions: masterwork orc double axe, masterwork chain shirt, *potion of enlarge person*.

Thudd, Male Half-Orc Rog2: Medium Humanoid (Half-Orc); CR 2; HD 2d6+4; hp 13; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Dex +3, armor +4); Base Atk/Grp: +1/+5; Atk +6 melee (1d6+5, 18-20, rapier); Full Atk +6 melee (1d6+5, 18-20, rapier); SA Sneak attack 1d6; SQ darkvision 60 ft., trapfinding, evasion; AL CN; SV Fort +2, Ref +6, Will +0; Str 18, Dex 16, Con 14, Int 6, Wis 10, Cha 6.

Skills & Feats: Hide +7, Listen +3, Move Silently +7, Sense Motive +5, Spot +5, Tumble +7; Improved Initiative.

Languages: Common, Half-Orc.

Possessions: masterwork chain shirt, +1 rapier, darkwood buckler.

Flare, Male Human (BoS) Wizz: Medium Humanoid (Human); CR 2; HD 2d4; hp 6; Init +1; Spd 30 ft.; AC 17, touch 17, flat-footed 16 (Dex +1, armor +4, deflection +2); Base Atk/Grp: +1/+1; Atk +1 melee (1d4, 19-20, dagger) or +3 ranged (1d6, 19-20, light crossbow); Full Atk +1 melee (1d4, 19-20, dagger) or +3 ranged (1d6, 19-20, light crossbow); AL CN; SV Fort +0, Ref +2, Will +3; Str 10, Dex 14, Con 10, Int 18, Wis 10, Cha 8.

Skills & Feats: Concentration +5, Decipher Script +9, Knowledge [arcana] +9, Knowledge [the planes] +9, Knowledge [local - Sheldomar Valley Metaregion] +9, Spellcraft +9, Tumble +3; Combat Casting, Point Blank Shot.

Languages: Common, Orc, Infernal, Celestial, Ancient Baklunish.

Wizard Spells Prepared (4/3, save DC = 14 + spell level):
0 – Acid Splash x4; 1st – Ray of Enfeeblement x2, ~~Mage Armor~~;
Spellbook: 0 – acid splash, detect magic, light, read magic;
1st – magic missile, ray of enfeeblement, mage armor, deep breath.

Possessions: spellbook, light crossbow, 20 bolts, dagger, arcane scroll of sleep, 8 gp, ring of protection +2.

APPENDIX 3 – APL 6

ENCOUNTER 4

Quarell, Male Half-Elf Brd5: Medium Humanoid (Half-Elf); CR 5; HD 5d6; hp 22; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (armor +4, Dex +2); Base Atk/Grp: +3/+4; Atk +4 melee (1d6+1, 19-20, short sword); Full Atk +4 melee (1d6+1, 19-20, short sword) or +6 ranged (1d6, x3, composite short bow); SA -; SQ immunity to sleep, +2 saves vs. enchantment, low-light vision, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence; AL CE; SV Fort +1, Ref +6, Will +3; Str 12, Dex 14, Con 10, Int 8, Wis 8, Cha 19.

Skills & Feats: Bluff +10, Diplomacy +21, Knowledge [nobility and royalty] +5, Perform [oratory] +10, Sense Motive +5; Skill Focus [diplomacy], Lingering Song^{CV}.

Languages: Common, Elven.

Bard Spells Known (3/4/2, save DC = 14 + spell level):
0 – daze, detect magic, flare, ghost sound, read magic, resistance;
1st – cure light wounds, grease, inspirational boost^{SPC}, Tasha's Hideous Laughter; 2nd – blur, heroism, rage;

Possessions: masterwork chain shirt, short sword, composite short bow, 20 arrows, alchemist's fire x4, acid flask x2.

Pithia, Female Human (Os) Ftr5: Medium Humanoid (Human); CR 5; HD 5d10+10; hp 45; Init +3; Spd 20 ft.; AC 19, touch 13, flat-footed 15 (armor +5, Dex +3, shield +1); Base Atk/Grp: +5/+8; Atk +9 melee (1d10+4, 19-20, bastard sword); Full Atk +9 melee (1d10+6, 19-20, bastard sword) or +7 melee (1d10+5, 19-20, bastard sword), +7 melee (1d10+3, 19-20, bastard sword); AL LN; SV Fort +6, Ref +4, Will +1; Str 16, Dex 17, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Climb +7, Ride +11; Exotic Weapon Proficiency [bastard sword], Two Weapon Fighting, Two Weapon Defense, Oversized Two Weapon Fighting^{CV}, Weapon Focus [bastard sword], Weapon Specialization [bastard sword].

Languages: Common.

Possessions: bastard sword x2, breastplate with armor spikes.

Brig, Male Half-Orc Brb5: Medium Humanoid (Half-Orc); CR 5; HD 5d12+10; hp 52; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (armor +4, Dex +2); Base Atk/Grp: +5/+9; Atk +10 melee (1d12+6, x3, greataxe); Full Atk +10 melee (1d12+6, x3, greataxe); SA Rage 2/day; SQ darkvision 60 ft., uncanny dodge, trapsense +1, improved uncanny dodge; AL CN; SV Fort +6, Ref +3, Will +0; Str 19, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills & Feats: Intimidate +6, Listen +7; Power Attack, Weapon Focus [greataxe].

Languages: Common, Orc.

Possessions: greataxe, chain shirt.

Commoner, Male Human War1: Medium Humanoid (Human); CR 1/2; HD 1d8+2; hp 8; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (Dex +3); Base Atk/Grp: +1/+4; Atk +4 melee (1d8+4, spear); Full Atk +3 melee

(1d8+4, spear); AL LN; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Handle Animal +3, Listen +2; Improved Initiative, Toughness.

Languages: Common.

Possessions: spear.

ENCOUNTER 8

Mudd, Male Half-Orc Rgr2/Rog2: Medium Humanoid (Half-Orc); CR 4; HD 2d8+2d6+8; hp 24; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Dex +3, armor +4); Base Atk/Grp: +3/+7; Atk +8 melee (1d8+7, x3, orc double axe); Full Atk +8 melee (1d8+7, x3, orc double axe) or +6 (1d8+5, x3, orc double axe), +6 (1d8+3, x3, orc double axe); SA Favored enemy (human) +2, Sneak attack 1d6; SQ darkvision 60 ft., wild empathy, trapfinding, evasion; AL LN; SV Fort +5, Ref +8, Will +0; Str 18, Dex 17, Con 14, Int 6, Wis 10, Cha 6.

Skills & Feats: Hide +9, Listen +7, Move Silently +9, Sense Motive +1, Spot +7, Tumble +5; Track, Exotic Weapon Proficiency [orc double axe], Two Weapon Fighting, Improved Initiative.

Languages: Common, Half-Orc.

Possessions: +1/+1 orc double axe, masterwork chain shirt, *potion of enlarge person*.

Thudd, Male Half-Orc Rog4: Medium Humanoid (Half-Orc); CR 4; HD 4d6+8; hp 26; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Dex +3, armor +4); Base Atk/Grp: +3/+7; Atk +8 melee (1d6+5, masterwork rapier); Full Atk +8 melee (1d6+5, masterwork rapier); SA Sneak attack 2d6; SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +3, Ref +7, Will +1; Str 19, Dex 16, Con 14, Int 6, Wis 10, Cha 6.

Skills & Feats: Hide +9, Listen +7, Move Silently +9, Sense Motive +7, Spot +7, Tumble +9; Improved Initiative, Dodge.

Languages: Common, Half-Orc.

Possessions: masterwork chain shirt, masterwork rapier.

Flare, Male Human (BoS) Wiz4: Medium Humanoid (Human); CR 4; HD 4d4; hp 12; Init +1; Spd 30 ft.; AC 17, touch 17, flat-footed 16 (Dex +1, armor +4, deflection +2); Base Atk/Grp: +2/+2; Atk +2 melee (1d4, 19-20, dagger) or +4 ranged (1d6, 19-20, light crossbow); Full Atk +2 melee (1d4, 19-20, dagger) or +4 ranged (1d6, 19-20, light crossbow); AL CN; SV Fort +2, Ref +4, Will +5; Str 10, Dex 14, Con 10, Int 19, Wis 10, Cha 8.

Skills & Feats: Concentration +7, Decipher Script +11, Knowledge [arcana] +11, Knowledge [the planes] +11, Knowledge [local - Sheldomar Valley Metaregion] +11, Spellcraft +11, Tumble +4; Combat Casting, Point Blank Shot, Precise Shot.

Languages: Common, Orc, Infernal, Celestial, Ancient Baklunish.

Wizard Spells Prepared (4/4/3, save DC = 14 + spell level): 0 – acid splash x4; 1st – ray of enfeeblement x2, ~~mage armor~~, magic missile; 2nd – blast of force, glitter dust x2;

Spellbook: 0 – acid splash, detect magic, light, read magic; 1st – magic missile, ray of enfeeblement, mage armor, deep breath; 2nd – blast of force, glitter dust;

Possessions: spellbook, light crossbow, 20 bolts, dagger, arcane scroll of sleep, 8 gp, ring of protection +2, cloak of resistance +1.

APPENDIX 4 – APL 8

ENCOUNTER 4

Quarell, Male Half-Elf Brd6: Medium Humanoid (Half-Elf); CR 6; HD 6d6; hp 27; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (armor +4, Dex +2); Base Atk/Grp: +4/+5; Atk +5 melee (1d6+1, 19-20, short sword); Full Atk +5 melee (1d6+1, 19-20, short sword) or +7 ranged (1d6, x3, composite short bow); SA -; SQ immunity to sleep, +2 saves vs. enchantment, low-light vision, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence, suggestion; AL CE; SV Fort +2, Ref +7, Will +4; Str 12, Dex 14, Con 10, Int 8, Wis 8, Cha 19.

Skills & Feats: Bluff +13, Diplomacy +24, Knowledge [nobility and royalty] +8, Perform [oratory] +13, Sense Motive +8; Skill Focus [diplomacy], Lingering Song ^{CV}, Improved Initiative.

Languages: Common, Elven.

Bard Spells Known (3/4/3, save DC = 14 + spell level):
0 – daze, detect magic, flare, ghost sound, read magic, resistance;
1st – cure light wounds, grease, inspirational boost^{SPC}, Tasha's Hideous Laughter; 2nd – blur, heroism, rage;

Possessions: masterwork chain shirt, short sword, composite short bow, 20 arrows, alchemist's fire x4, acid flask x2.

Pithia, Female Human (Os) Ftr6: Medium Humanoid (Human); CR 6; HD 6d10+12; hp 57; Init +3; Spd 20 ft.; AC 20, touch 13, flat-footed 15 (armor +5, Dex +3, shield +2); Base Atk/Grp: +6/+9; Atk +10 melee (1d10+4, 19-20, bastard sword); Full Atk +10 melee (1d10+6, 19-20, bastard sword), +5 melee (1d10+6, 19-20, bastard sword) or +8/+3 melee (1d10+5, 19-20, bastard sword), +8/+3 melee (1d10+3, 19-20, bastard sword); AL LN; SV Fort +7, Ref +5, Will +2; Str 16, Dex 17, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Climb +8, Ride +12; Exotic Weapon Proficiency [bastard sword], Two Weapon Fighting, Two Weapon Defense, Oversized Two Weapon Fighting^{CV}, Weapon Focus [bastard sword], Weapon Specialization [bastard sword], Improved Two Weapon Defense^{CW}, Improved Two Weapon Fighting.

Languages: Common.

Possessions: bastard sword, breastplate with armor spikes.

Brig, Male Half-Orc Brb5: Medium Humanoid (Half-Orc); CR 5; HD 5d12+10; hp 55; Init +3; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (armor +4, Dex +2); Base Atk/Grp: +5/+9; Atk +10 melee (1d12+6, x3, greataxe); Full Atk +10 melee (1d12+6, x3, greataxe); SA Rage 2/day; SQ darkvision 60 ft., uncanny dodge, trapsense +1, improved uncanny dodge; AL CN; SV Fort +6, Ref +3, Will +0; Str 19, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills & Feats: Intimidate +6, Listen +7; Power Attack, Weapon Focus [greataxe].

Languages: Common, Orc.

Possessions: greataxe, chain shirt.

Mob of Peasants: Medium Humanoid (Human); CR 8; HD 30d8; hp 180; Init +4; Spd 20 ft.; AC 6, touch 6, flat-footed 6 (size -4); Base Atk/Grp: +22/+34; Atk mob 5d6; Full Atk mob 5d6; SA expert grappler, trample 2d6; SQ mob anatomy; AL N; SV Fort +11, Ref +9, Will +17; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills & Feats: Listen +4, Spot +4; Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun.

ENCOUNTER 8

Mudd, Male Half-Orc Rgr2/Rog4: Medium Humanoid (Half-Orc); CR 6; HD 2d8+4d6+12; hp 42; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Dex +3, armor +4); Base Atk/Grp: +5/+9; Atk +10 melee (1d8+7, orc double axe); Full Atk +10 melee (1d8+7, orc double axe) or +8 (1d8+5, orc double axe), +8 (1d8+3 orc double axe); SA Favored enemy [human] +2, sneak attack 2d6; SQ darkvision 60 ft., wild empathy, trapfinding, evasion, uncanny dodge; AL LN; SV Fort +6, Ref +9, Will +1; Str 18, Dex 17, Con 14, Int 6, Wis 10, Cha 6.

Skills & Feats: Hide +11, Listen +9, Move Silently +11, Sense Motive +3, Spot +9, Tumble +7; Track, Exotic Weapon Proficiency [orc double axe], Two Weapon Fighting, Improved Initiative, Power Attack, Endurance.

Languages: Common, Half-Orc.

Possessions: +1/+1 orc double axe, masterwork chain shirt, *potion of enlarge person*.

Thudd, Male Half-Orc Rog4/Rng2: Medium Humanoid (Half-Orc); CR 6; HD 4d6+2d8+2; hp 42; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Dex +3, armor +4); Base Atk/Grp: +5/+9; Atk +11 melee (1d6+6, +2 rapier); Full Atk +11 melee (1d6+6, +2 rapier); SA Sneak attack 2d6; SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +6, Ref +9, Will +1; Str 19, Dex 16, Con 14, Int 6, Wis 10, Cha 6.

Skills & Feats: Hide +11, Listen +9, Move Silently +11, Sense Motive +7, Spot +9, Tumble +9; Improved Initiative, Dodge, Blind Fight;

Languages: Common, Half-Orc.

Possessions: masterwork chain shirt, +2 rapier.

Flare, Male Human (BoS) Wiz6: Medium Humanoid (Human); CR 6; HD 6d4; hp 18; Init +2; Spd 30 ft.; AC 18, touch 16, flat-footed 16 (Dex +2, armor +4, deflection +2); Base Atk/Grp: +3/+3; Atk +3 melee (1d4, 19-20, dagger) or +5 ranged (1d6, 19-20, light crossbow); Full Atk +3 melee (1d4, 19-20, dagger) or +5 ranged (1d6, 19-20, light crossbow); AL CN; SV Fort +2, Ref +4, Will +5; Str 10, Dex 14, Con 10, Int 19, Wis 10, Cha 8.

Skills & Feats: Concentration +9, Decipher Script +13, Knowledge [arcana] +13, Knowledge [the planes] +13, Knowledge [local - Sheldomar Valley Metaregion] +13, Spellcraft +13, Tumble +5; Combat Casting, Point Blank Shot, Precise Shot, Weapon Focus [ray], Heighten Spell.

Languages: Common, Orc, Infernal, Celestial, Ancient Baklunish.

Wizard Spells Prepared (4/4/4/3, save DC = 14 + spell level): 0 – acid splash x4; 1st – ray of enfeeblement x2, ~~mage armor~~, magic missile; 2nd – blast of force x2, glitter dust x2; 3rd – black light, hold person, touch of idiocy;

Spellbook: 0 – acid splash, detect magic, light, read magic; 1st – magic missile, ray of enfeeblement, mage armor, deep breath; 2nd – blast of force, glitter dust; 3rd – black light, hold person, touch of idiocy;

Possessions: spellbook, light crossbow, 20 bolts, dagger, *arcane scroll of sleep*, 8 gp, ring of protection +2, cloak of resistance +1, pearl of power, 2nd level spell.

APPENDIX 5 – APL 10

ENCOUNTER 4

Quarell, Male Half-Elf Brd9: Medium Humanoid (Half-Elf); CR 9; HD 9d6; hp 40; Init +5; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (armor +4, Dex +2); Base Atk/Grp: +6,+1/+5; Atk +6 melee (1d6+1, 19-20, short sword); Full Atk +7/+2 melee (1d6+1, 19-20, short sword) or +8/+3 ranged (1d6, x3, composite short bow); SA -; SQ immunity to sleep, +2 saves vs. enchantment, low-light vision, bardic music, bardic knowledge, countersong, fascinate, inspire courage +2, inspire competence, suggestion, inspire greatness; AL CE; SV Fort +3, Ref +8, Will +7; Str 12, Dex 14, Con 10, Int 8, Wis 8, Cha 20.

Skills & Feats: Bluff +18, Diplomacy +29, Knowledge [nobility and royalty] +12, Perform [oratory] +18, Sense Motive +12; Skill Focus [diplomacy], Lingering Song^{CV}, Improved Initiative, Combat Expertise.

Languages: Common, Elven.

Bard Spells Known (3/5/4/3, save DC = 15 + spell level): 0 – daze, detect magic, flare, ghost sound, read magic, resistance; 1st – cure light wounds, grease, inspirational boost^{SPC}, Tasha's Hideous Laughter; 2nd – blur, heroism, mirror image, rage; 3rd – haste, confusion, wounding whispers^{SPC};

Possessions: masterwork chain shirt, short sword, composite short bow, 20 arrows, alchemist's fire x4, acid flask x2.

Pithia, Female Human (Os) Ftr8: Medium Humanoid (Human); CR 8; HD 8d10+16; hp 76; Init +4; Spd 20 ft.; AC 21, touch 13, flat-footed 15 (armor +5, Dex +4, shield +2); Base Atk/Grp: +8/+11; Atk +13 melee (1d10+4, 19-20, bastard sword); Full Atk +13/+8 melee (1d10+6, 19-20, bastard sword) or +11/+6 melee (1d10+5, 19-20, bastard sword), +11/+6 melee (1d10+3, 19-20, bastard sword); AL LN; SV Fort +8, Ref +6, Will +1; Str 16, Dex 18, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Climb +10, Ride +15; Exotic Weapon Proficiency [bastard sword], Two Weapon Fighting, Two Weapon Defense, Oversized Two Weapon Fighting^{CV}, Weapon Focus [bastard sword], Weapon Specialization [bastard sword], Improved Two Weapon Defense^{CW}, Improved Two Weapon Fighting, Greater Weapon Focus [bastard sword].

Languages: Common.

Possessions: bastard sword, breastplate with armor spikes.

Brig, Male Half-Orc Brb8: Medium Humanoid (Half-Orc); CR 8; HD 8d12+16; hp 88; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (armor +5, Dex +2); Base Atk/Grp: +8/+13; Atk +14 melee (1d12+7, x3, greataxe); Full Atk +14/+9 melee (1d12+7, x3, greataxe); SA Rage 3/day; SQ darkvision 60 ft., uncanny dodge, trapsense +2, improved uncanny dodge, DR 1/-; AL CN; SV Fort +7, Ref +3, Will +0; Str 20, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills & Feats: Intimidate +9, Listen +10; Power Attack, Weapon Focus [greataxe], Intimidating Rage^{CW}.

Languages: Common, Orc.

Possessions: greataxe, +1 chain shirt.

Mob of Peasants: Medium Humanoid (Human); CR 8; HD 30d8; hp 180; Init +4; Spd 20 ft.; AC 6, touch 6, flat-footed 6 (size -4); Base Atk/Grp: +22/+34; Atk mob 5d6; Full Atk mob 5d6; SA expert grappler, trample 2d6; SQ mob anatomy; AL N; SV Fort +11, Ref +9, Will +17; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills & Feats: Listen +4, Spot +4; Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun.

ENCOUNTER 8

Mudd, Male Half-Orc Rgr3/Rog5: Medium Humanoid (Half-Orc); CR 8; HD 3d8+5d6+16; hp 56; Init +8; Spd 30 ft.; AC 18, touch 13, flat-footed 14 (Dex +4, armor +4); Base Atk/Grp: +6/+10; Atk +11 melee (1d8+7, 19-20, orc double axe); Full Atk +11/+6 melee (1d8+7, x3, orc double axe) or +9/+4 (1d8+5, x3, orc double axe), +9 (1d8+3, x3, orc double axe); SA Favored enemy [human] +2, sneak attack 3d6; SQ darkvision 60 ft.; AL LN; SV Fort +6, Ref +9, Will +1; Str 18, Dex 18, Con 14, Int 6, Wis 10, Cha 6.

Skills & Feats: Hide +15, Listen +10, Move Silently +15, Sense Motive +4, Spot +10, Tumble +9; Track, Exotic Weapon Proficiency [orc double axe], Two Weapon Fighting, Improved Initiative, Power Attack, Endurance.

Languages: Common, Half-Orc.

Possessions: +1/+1 orc double axe, masterwork chain shirt, *potion of enlarge person*.

Thudd, Male Half-Orc Rog5/Rng3: Medium Humanoid (Half-Orc); CR 8; HD 5d6+3d8+2; hp 56; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (Dex +3, armor +4); Base Atk/Grp: +6/+11; Atk +13 melee (1d6+7, +2 rapier); Full Atk +13/+7 melee (1d6+7, +2 rapier); SA Sneak attack 3d6; SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +6, Ref +9, Will +1; Str 20, Dex 16, Con 14, Int 6, Wis 10, Cha 6.

Skills & Feats: Hide +14, Listen +10, Move Silently +14, Sense Motive +7, Spot +10, Tumble +11; Improved Initiative, Dodge, Blind Fight;

Languages: Common, Half-Orc.

Possessions: masterwork chain shirt, +2 rapier.

Flare, Male Human (BoS) Wiz8: Medium Humanoid (Human); CR 8; HD 8d4; hp 24; Init +2; Spd 30 ft.; AC 17, touch 17, flat-footed 16 (Dex +2, armor +4, deflection +2); Base Atk/Grp: +4/+4; Atk +4 melee (1d4, 19-20, dagger) or +6 ranged (1d6, 19-20, light crossbow); Full Atk +4 melee (1d4, 19-20, dagger) or +6 ranged (1d6, 19-20, light crossbow); AL CN; SV Fort +2, Ref +4, Will +6; Str 10, Dex 14, Con 10, Int 20, Wis 10, Cha 8.

Skills & Feats: Craft +6, Concentration +11, Decipher Script +16, Knowledge [arcana] +16, Knowledge [the planes] +16, Knowledge [local - Sheldomar Valley Metaregion] +16, Spellcraft +16, Tumble +6; Combat Casting, Point Blank Shot, Precise Shot, Weapon Focus [ray], Heighten Spell.

Languages: Common, Orc, Infernal, Celestial, Ancient Baklunish.

Wizard Spells Prepared (4/6/4/4/3, save DC = 15 + spell level): 0 – acid splash x4; 1st – ray of enfeeblement x2, ~~mage armor~~, magic missile x3; 2nd – blast of force x2, glitter dust x2; 3rd – black light, hold person x2, touch of idiocy;

Spellbook: 0 – acid splash, detect magic, light, read magic; 1st – magic missile, ray of enfeeblement, mage armor, deep breath; 2nd – blast of force, glitter dust; 3rd – black light, hold person, touch of idiocy; 4th – phantasmal killer, shadow well x2;

Possessions: spellbook, light crossbow, 20 bolts, dagger, *arcane scroll of sleep*, 8 gp.

APPENDIX 6 – APL 12

ENCOUNTER 4

Quarell, Male Half-Elf Brd12: Medium Humanoid (Half-Elf); CR 12; HD 12d6; hp 54; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (armor +4, Dex +2); Base Atk/Grp: +9/+10; Atk +10 melee (1d6+1, 19-20, short sword); Full Atk +10/+5 melee (1d6+1, 19-20, short sword) or +11/+6 ranged (1d6, x3, composite short bow); SA -; SQ immunity to sleep, +2 saves vs. enchantment, low-light vision, bardic music, bardic knowledge, countersong, fascinate, inspire courage +2, inspire competence, suggestion, inspire greatness, song of freedom; AL CE; SV Fort +4, Ref +10, Will +9; Str 12, Dex 14, Con 10, Int 8, Wis 9, Cha 20.

Skills & Feats: Bluff +20, Diplomacy +31, Knowledge [nobility and royalty] +14, Perform [oratory] +20, Sense Motive +14; Skill Focus [diplomacy], Lingering Song^{CV}, Improved Initiative, Combat Expertise, Dodge.

Languages: Common, Elven.

Bard Spells Known (3/5/4/4/3, save DC = 15 + spell level): 0 – daze, detect magic, flare, ghost sound, read magic, resistance; 1st – cure light wounds, grease, inspirational boost^{SPC}, Tasha's Hideous Laughter; 2nd – blur, heroism, mirror image, rage; 3rd – confusion, dispel magic, haste, wounding whispers^{SPC}; 4th – dominate person, hold monster, shadow conjuration;

Possessions: masterwork chain shirt, short sword, composite short bow, 20 arrows, alchemist's fire x4, acid flask x2.

Pithia, Female Human (Os) Ftr10: Medium Humanoid (Human); CR 10; HD 10d10+20; hp 95; Init +4; Spd 20 ft.; AC 21, touch 13, flat-footed 15 (armor +5, Dex +4, shield +2); Base Atk/Grp: +10/+13; Atk +15 melee (1d10+4, 19-20, bastard sword); Full Atk +15/+10 melee (1d10+6, 19-20, bastard sword) or +13/+8 melee (1d10+5, 19-20, bastard sword), +13/+8 melee (1d10+3, 19-20, bastard sword); AL LN; SV Fort +8, Ref +6, Will +1; Str 16, Dex 18, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Climb +10, Ride +15; Exotic Weapon Proficiency [bastard sword], Two Weapon Fighting, Two Weapon Defense, Oversized Two Weapon Fighting^{CV}, Weapon Focus [bastard sword], Weapon Specialization [bastard sword], Improved Two Weapon Defense^{CW}, Improved Two Weapon Fighting, Greater Weapon Focus [bastard sword], Dodge, Improved Critical.

Languages: Common.

Possessions: bastard sword, breastplate with armor spikes.

Brig, Male Half-Orc Brb10: Medium Humanoid (Half-Orc); CR 10; HD 10d12+2; hp 105; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (armor +5, Dex +2); Base Atk/Grp: +10/+15; Atk +16 melee (1d12+7, x3, greataxe);

Full Atk +16/+11 melee (1d12+7, x3, greataxe); SA Rage 3/day; SQ darkvision 60 ft., uncanny dodge, trapsense +3, improved uncanny dodge, DR 2/-; AL CN; SV Fort +9, Ref +5, Will +2; Str 20, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills & Feats: Intimidate +11, Listen +12; Power Attack, Weapon Focus [greataxe], Intimidating Rage^{CW}, Improved Critical.

Languages: Common, Orc.

Possessions: greataxe, +1 chain shirt.

Mob of Peasants: Medium Humanoid (Human); CR 8; HD 30d8; hp 180; Init +4; Spd 20 ft.; AC 6, touch 6, flat-footed 6 (size -4); Base Atk/Grp: +22/+34; Atk mob 5d6; Full Atk mob 5d6; SA expert grappler, trample 2d6; SQ mob anatomy; AL N; SV Fort +11, Ref +9, Will +17; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills & Feats: Listen +4, Spot +4; Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun.

ENCOUNTER 8

Mudd, Male Half-Orc Rgr3/Rog5/Nightsong Enforcer2: Medium Humanoid (Half-Orc); CR 10; HD 5d8+5d6+20; hp 58; Init +8; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (Dex +4, armor +4, deflection +2); Base Atk/Grp: +8/+12; Atk +13 melee (1d8+7 plus 1d6 cold, 19-20, orc double axe); Full Atk +13/+8 melee (1d8+7 plus 1d6 cold, x3, orc double axe) or +11/+6 (1d8+5 plus 1d6 cold, 19-20, orc double axe), +11 (1d8+3 plus 1d6 cold, 19-20, orc double axe); SA Favored enemy (human) +2, sneak attack 4d6; SQ darkvision 60 ft., wild empathy, trapfinding, evasion, uncanny dodge, teamwork, agility training; AL LN; SV Fort +6, Ref +12, Will +1; Str 18, Dex 18, Con 14, Int 6, Wis 10, Cha 6.

Skills & Feats: Hide +18, Listen +12, Move Silently +18, Sense Motive +4, Spot +12, Tumble +10; Track, Exotic Weapon Proficiency [orc double axe], Two Weapon Fighting, Improved Initiative, Power Attack, Endurance, Hamstring^{CW}.

Teamwork: Nightsong enforcers are trained to keep a close eye on teammates on a joint mission. A nightsong enforcer gains a +20 circumstance bonus on Listen and Spot checks to hear and see allies.

Agility Training: Starting at 2nd level, a nightsong enforcer reduces the armor check penalty imposed on her by light armor by 2 (to a minimum of 0).

Languages: Common, Half-Orc.

Possessions: +1frost/+1 frost orc double axe, masterwork chain shirt, *potion of enlarge person*.

Thudd, Male Half-Orc Rog5/Rng3/Nightsong Enforcer2: Medium Humanoid (Half-Orc); CR 10; HD 5d6+5d8+20; hp 58; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 16 (Dex +3, armor +4, deflection +2); Base Atk/Grp: +8/+13; Atk +15 melee (1d6+5, rapier); Full Atk +15 melee (1d6+5, rapier), +10 melee (1d6+5, rapier); SA Sneak attack 4d6; SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, uncanny dodge, teamwork, agility training; AL CN; SV Fort +6, Ref +12, Will +1; Str 20, Dex 16, Con 14, Int 6, Wis 10, Cha 6.

Skills & Feats: Hide +17, Listen +12, Move Silently +17, Sense Motive +7, Spot +10, Tumble +14; Improved Initiative, Dodge, Blind Fight, Hamstring^{CW}.

Teamwork: Might song enforcers are trained to keep a close eye on teammates on a joint mission. A nightsong enforcer gains a +20 circumstance bonus on Listen and Spot checks to hear and see allies.

Agility Training: Starting at 2nd level, a nightsong enforcer reduces the armor check penalty imposed on her by light armor by 2 (to a minimum of 0).

Languages: Common, Half-Orc.

Possessions: masterwork chain shirt, +2 keen rapier.

Flare, Male Human (BoS) Wiz10: Medium Humanoid (Human); CR 10; HD 10d4; hp 30; Init +2; Spd 30 ft.; AC 17, touch 17, flat-footed 16 (Dex +2, armor +4, deflection +2); Base Atk/Grp: +5/+5; Atk +5 melee (1d4, 19-20, dagger) or +7 ranged (1d6, 19-20, light crossbow); Full

Atk +5 melee (1d4, 19-20, dagger) or +7 ranged (1d6, 19-20, light crossbow); AL CN; SV Fort +3, Ref +5, Will +7; Str 10, Dex 14, Con 10, Int 20, Wis 10, Cha 8.

Skills & Feats: Craft +8, Concentration +13, Decipher Script +18, Knowledge [arcana] +18, Knowledge [the planes] +18, Knowledge [local - Sheldomar Valley Metaregion] +18, Spellcraft +18, Tumble +7; Combat Casting, Point Blank Shot, Precise Shot, Weapon Focus [ray], Heighten Spell, Combat Casting, Split Ray.

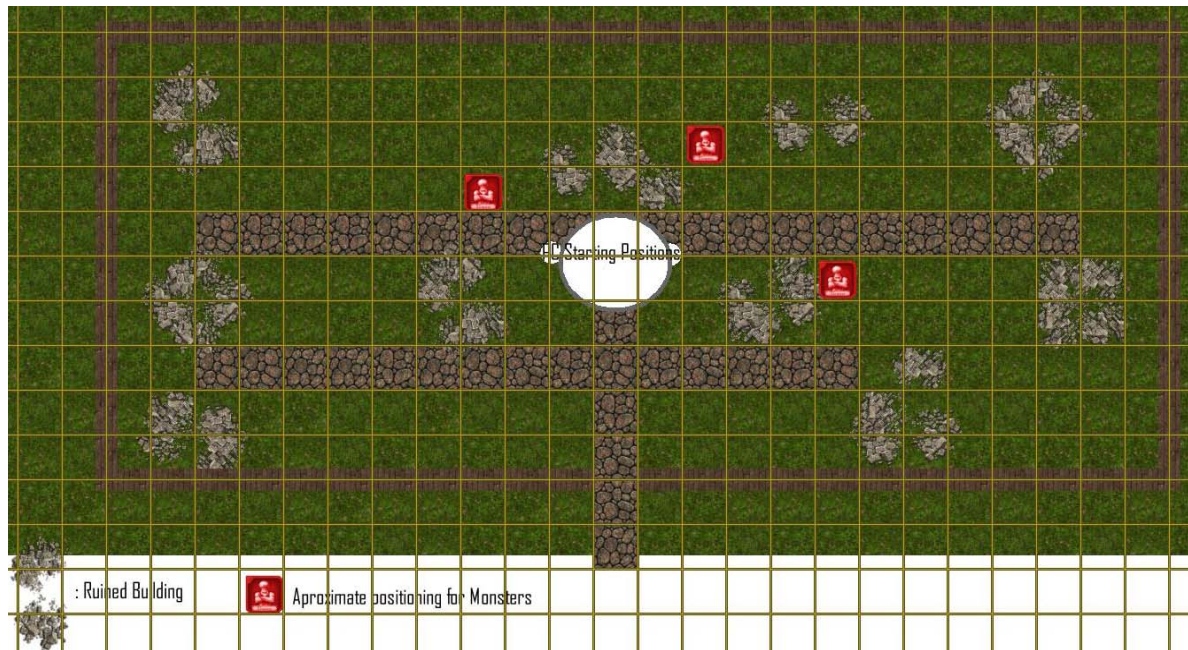
Languages: Common, Orc, Infernal, Celestial, Ancient Baklunish.

Wizard Spells Prepared (4/6/5/4/4/3, save DC = 15 + spell level): 0 – acid splash x4; 1st – ray of enfeeblement x3, ~~mage armor~~, magic missile x2; 2nd – blast of force x2, glitter dust x3; 3rd – black light, hold person, touch of idiocy, ray of enfeeblement (split ray); 4th – phantasmal killer x2, shadow well x2; 5th – baleful polymorph, dispel magic wall, wall of force;

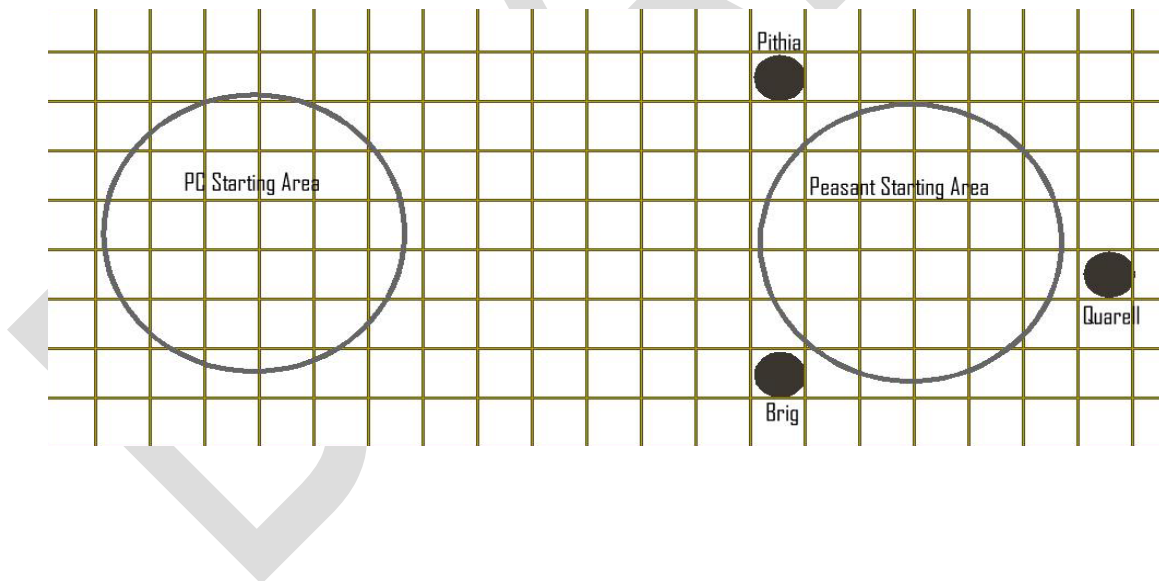
Spellbook: 0 – acid splash, detect magic, light, read magic; 1st – magic missile, ray of enfeeblement, mage armor, deep breath; 2nd – blast of force, glitter dust; 3rd – black light, hold person, touch of idiocy; 4th – phantasmal killer, shadow well; 5th – baleful polymorph, dispel magic wall, wall of force.

Possessions: spellbook, light crossbow, 20 bolts, dagger, arcane scroll of sleep, 8 gp.

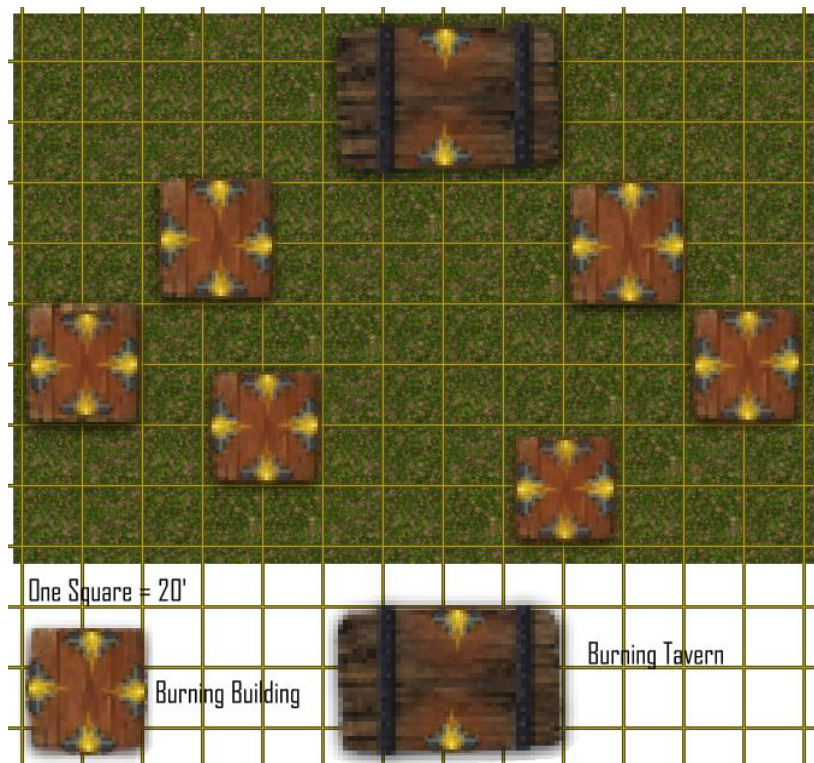
DM AID: MAP #1 – RUINED VILLAGE



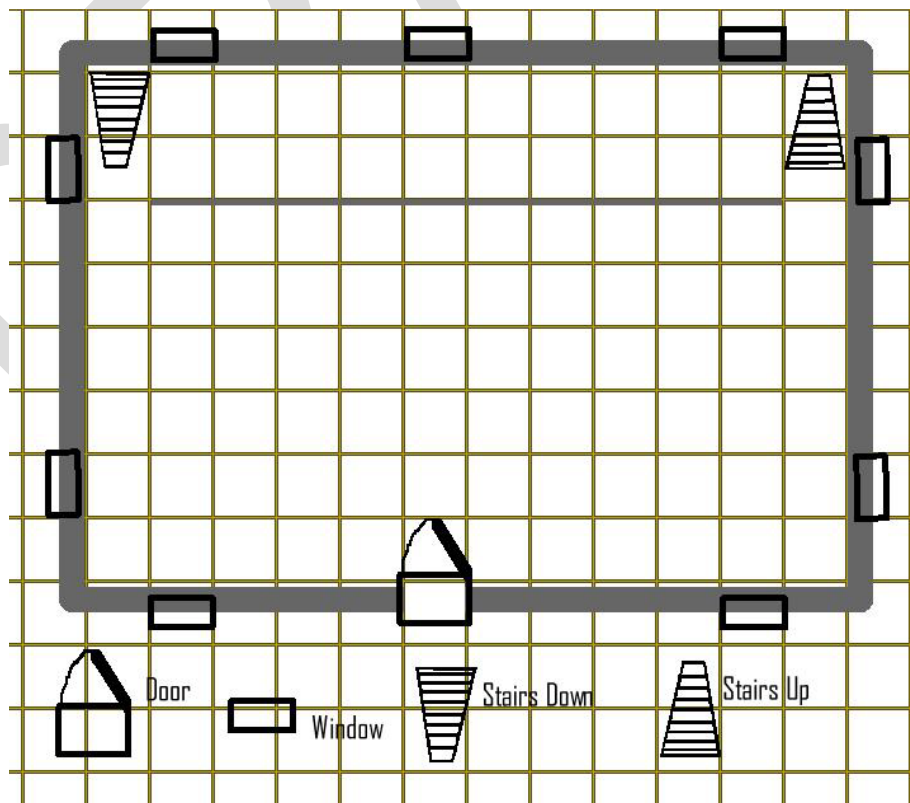
DM AID: MAP #2 – ENCOUNTER WITH COMMONERS



DM AID: MAP #3 – BURNING VILLAGE



DM AID: MAP #4 – BURNING INN



DM AID: NEW RULES ITEMS

NEW FEATS

Hamstring (Complete Warrior, page 100)

Prerequisite: Sneak attack ability, base attack bonus +4.

Benefit: If you hit with a melee sneak attack, you may choose to forgo 2d6 points of extra sneak attack to reduce an opponent's base speed by half. This speed reduction ends after 24 hours have passed or a successful DC Heal check or the application of any *cure* spell or other magical healing is made. Creatures immune to sneak attack and creatures with no legs or more than four legs can't be slowed with the hamstring attack. It takes two effect hamstring attack to reduce quadrupeds. Other speeds (fly, burrow, and so on) aren't affected. You may use this ability one per round.

Improved Two-Weapon Defense (Complete Warrior, page 101)

Prerequisite: Dex 17, Two-Weapon Defense, Two Weapon Fighting, base attack bonus +6.

Benefit: When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +2 bonus to your Armor Class. When you are fighting defensively or using the total defense action, this shield bonus increases to +4.

Intimidating Rage (Complete Warrior, page 102)

Prerequisite: Rage or frenzy ability.

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill, page 76 of the *Player's Handbook*). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Lingering Song (Complete Adventurer, page 111)

Prerequisite: Bardic music.

Benefit: If you use bardic music to inspire courage, inspire greatness, or inspire heroism, the effect lasts for 1 minute after an inspired ally stops hearing you play.

Oversized Two-Weapon Defense (Complete Adventurer, page 111)

Prerequisite: Str 13, Two-Weapon Fighting.

Benefit: When wielding a one handed weapon in your off hand, you take penalties for fighting as if you were wielding a light weapon in your off hand (see page 160 of the *Player's Handbook*).

Split Ray (Complete Arcane, page 83)

Prerequisite: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray spell uses a spell slot two levels higher than the spell's actual level.

NEW CLASSES

Nightsong Enforcer (Complete Adventurer, page 60)

Throughout the city, even the vilest assassin does not command more respect than the nightsong enforcer. They could be anywhere—they could strike at any time. You cannot escape their uncanny senses. And worst of all, they often work in elite teams.

The enforcers of the Nightsong Guild focus on the stealth-centered combat training that rogues usually learn; they forgo some of the sleight of hand or fast-talking aspects of being a thief. However, nightsong enforcers are not mere thugs. They are deadly opponents who strike from hidden positions and move silently behind their foes. When in battle, their goal is to eliminate their enemies, not to fight. Thus, they strike quickly from the shadows. They do not worry about honor or fighting fair, scoffing at such ideals as childish.

Rogues most often become nightsong enforcers, although bards, fighters, and urban rangers are also known to undertake the class. On occasion, a wizard or sorcerer will endure the intensive training required to join the enforcers' ranks.

When working with others, a nightsong enforcer is the linchpin. She is the very picture of fidelity when it comes to supporting teammates on a mission. It is common for an enforcer to lead a team composed of not only other enforcers, but fighters, spellcasters, or rogues.

Adaptation: Although described here as associated with the Nightsong Guild, the nightsong enforcer prestige class could have many different uses in a campaign. Enforcers could represent the members of an elite criminal organization, a well-funded private security force, or a highly trained branch of a nation's military. Emphasizing their training and group tactics can greatly shape an encounter or a character based around this prestige class.

Hit Die: d8

Requirements

To qualify to become a nightsong enforcer, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Hide 10 ranks, Move Silently 10 ranks.

Feats: Improved Initiative

Special: Evasion class feature

Special: The character must undergo intensive training and tests with the Nightsong Guild before she can gain the class abilities.

Class Skills

The nightsong enforcer's class skills (and the key ability for each skill are Balance (Dex), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

All of the following are class features of the nightsong enforcer prestige class.

Weapon and Armor Proficiency: Nightsong enforcers are not proficient with any weapon. They are proficient with light armor but not with shields.

Sneak Attack (Ex): A nightsong enforcer deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. It increases to 2d6 points at 4th level, 3d6 points at 7th level, and 4d6 points at 10th level. See the rogue class feature, page 50 of the *Player's Handbook*. If a nightsong enforcer gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Teamwork (Ex): Nightsong enforcers are trained to keep a close eye on teammates on a joint mission. A nightsong enforcer gets a +20 circumstance bonus on Listen and Spot checks to hear and see allies.

At 9th level, a nightsong enforcer's senses are honed so finely that she is aware of the location and status (as with the *status* spell) of all allies within 100 feet, even if they are not within sight.

Agility Training (Ex): Starting at 2nd level, a nightsong enforcer reduces the armor check penalty imposed on her by light armor by 2 (to a minimum of 0).

Skill Teamwork (Ex): At 3rd level and higher, a nightsong enforcer can use her training to improve the skill of those around her. All allies within 30 feet of the nightsong enforcer gain a +2 competence bonus on Balance, Climb, Escape Artist, Hide, Listen, Move Silently, and Spot checks. Allies must be able to see the nightsong enforcer to gain this bonus.

At 7th level, this bonus increases to +4.

Flanking Teamwork (Ex): When a nightsong enforcer of 5th level or higher flanks an opponent, the enforcer and all other allies who threaten the same opponent gain a +1 circumstance bonus on their attack rolls (in addition to the normal flanking bonus, if it applies).

Opportunist (Ex): Once per round, a nightsong enforcer of 6th level or higher can make an attack of opportunity against an opponent who has just been injured in melee by another character. See the rogue class feature, page 51 of the *Player's Handbook*.

Improved Evasion (Ex): If a nightsong enforcer of 8th level or higher is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw, and half damage if the saving throw fails.

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Sneak attack +1d6, teamwork (hear/see allies)
2nd	+2	+0	+3	+0	Agility training
3rd	+3	+1	+3	+1	Skill teamwork +2
4th	+4	+1	+4	+1	Sneak attack +2d6
5th	+5	+1	+4	+1	Flanking teamwork
6th	+6	+2	+5	+2	Opportunist
7th	+7	+2	+5	+2	Sneak attack +3d6, skill teamwork +4
8th	+8	+2	+6	+2	Improved evasion
9th	+9	+3	+6	+3	Teamwork (status)
10th	+10	+3	+7	+3	Sneak attack +4d6

NEW SPELLS

Black Light (Spell Compendium, page 30)

Evocation [Darkness]

Level: Darkness 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: A 20-ft-radius emanation centered on a creature, object or point in space

Duration: 1 round/level

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no(object)

With a few short words of power, you draw the light from the surrounding area. Within just a few seconds, the light dims to utter darkness.

You create an area of total darkness. The darkness is impenetrable to normal vision and Darkvision, but you can see normally within the blacklight area. Creatures outside the spell's area, even you, cannot see through it.

You can cast the spell on a point in space, but the effect is stationary unless you cast it on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. In attended objects and points in space do not get saving throws or benefit from spell resistance.

Blast of Force (Spell Compendium, page 31)

Evocation [Force]

Level: Force 3, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Drawing upon magic in its purest form, you send invisible energy whistling through the air to batter your foe.

You must succeed on a ranged touch attack with the ray to strike a target. A blast of force deals 1d6 points of damage per two caster levels (maximum 5d6). In addition, a successful hit forces the subject to make a Fortitude save or be knocked prone (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

Deep Breath (Spell Compendium, page 60)

Conjuration (Creation) [Air]

Level: Druid 1, ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/level

You let out a quick cry and instantly feel your chest swell with air, as if you had taken a deep breath. Strangely, you feel no need to exhale.

Your lungs instantly fill with air, and continue to refill with air for the duration of the spell. When the spell's duration expires, you can continue to hold your breath as if you had just gulped down a lungful of air. You can cast this spell with an instant utterance, quickly enough to save yourself from drowning after being suddenly plunged into water.

Inspirational Boost (Spell Compendium, page 124)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

You concentrate on assisting your friends as you begin the short chant and simple handchopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Shadow Well (Spell Compendium, page 186)

Illusion (Shadow)

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You spit out the words of the spell, and the shadow of your foe darkens, becoming a solid black pit. Your opponent pinwheels its arms as it topples backward into the darkness.

You cause the target's shadow to become a temporary gateway to a pocket realm within the Plane of Shadow. The target must make a Will save or be pulled into the gateway. Inside the pocket realm, the creature sees a deserted, gloomy duplicate of the real world, while shadowy phantasms stalk and taunt it without causing actual harm. Each round, the creature can attempt another Will save to return from the *shadow well*. Otherwise, the subject returns to the real world when the spell's duration expires. Being trapped in a *shadow well* can be terrifying; upon returning to the real world, the subject must succeed on another Will save or be frightened for 1d4 rounds. Upon leaving the pocket realm, the subject reappears in the spot it had been in when the *shadow well* spell was cast. If this spot is filled with a solid object, the subject appears in the nearest adjacent empty space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a shadow well spell, although a *plane shift* spell allows it to flee to another plane as normal. The target might still become frightened upon leaving.

Wounding Whispers (Spell Compendium, page 30)

Abjuration [Sonic]

Level: Bard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

The words of this spell produce hissing, sibilant echoes that spin around you, invoking doom upon those who dare to harm you.

Any creature striking you with its body or a handheld weapon takes 1d6 points of sonic damage +1 point per caster level. If a creature has spell resistance, it applies to this damage. Weapons with reach, such as longswords, do not endanger their users in this way. You cannot use this spell to deal damage to another target (for instance, with an unarmed attack or by forcing the whispers against a target). Only if another creature touches you does the effect deal damage.

Wall of Dispel Magic (Spell Compendium, page 233)

Abjuration

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: A straight wall whose area is up to one 10-ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You cast the spell and a translucent wall springs up, a shimmering field of faded colors that swirls and merges with itself like the surface of a soap bubble.

This spell creates a transparent, permeable barrier. Anyone passing through it becomes the target of a *dispel magic* effect (*Players Handbook*, page 223) at your caster level. A summoned creature targeted in this way can be dispelled by the

effect. A wall of *dispel magic* cannot be seen or felt by ordinary means, or even with a *see invisibility* spell. *Detect magic* indicates the presence of the effect, and true seeing reveals its presence.

NEW MONSTERS

Greenvise (Monster Manual II, page 120)

Huge Plant

Hit Dice: 12d8+48 (102hp)

Initiative: +0

Speed: 10 ft. (2 squares)

Armor Class: 16 (-2 size, +8 natural), touch 8, flat-footed 16

Base Attack/Grapple: +16/26

Attack: Slam +16 2d4+9

Full Attack: 4 slams +16 (2d4+9) and bite +11(1d6+4)

Space/Reach: 15 ft./15 ft

Special Attacks: Death fog, improved grab, swallow whole

Special Qualities: Acid immunity, plant traits, wood sense

Saves: Fort +12, Ref +4, Will +4

Abilities: Str 29, Dex 1, Con 18, Int 3, Wis 11, Cha 6

Skills: Hide +10

Feats: Cleave, Improved Initiative, Improved Critical (bite), Power Attack, Skill Focus (Hide)

Environment: Temperate or warm hills, plains or marsh

Organization: Solitary, pair, or patch (3-8)

Challenge Rating: 10

Treasure: None

Alignment: Always N

Advancement: 13-18 HD (Huge); 19-36 HD (Gargantuan)

Level Adjustment: -

Greenvises are ambulatory vegetable horrors that stalk the fringes of some human settlements. These carnivorous plants are not bold – they prefer to ambush lone prey that happens to come too near. Greenvises, rest at night and actively hunt during daylight hours, repositioning themselves throughout the day if prey in a particular area proves scarce.

A greenvise is a larger sturdier version of the venus fly trap, with a thick green, trunklike stem and four sturdy tendrils that hang down like vines. When the creature opens its mouth, a mottled pink maw lined with toothlike thorns is revealed; when closed, the mouth structure resembles an ordinary leafy bush. A greenvise has small tendrillike roots that it uses to move.

Combat

After setting itself up in an appropriate location, a greenvise lies in wait for prey to pass. It lunges at the first living creature it senses, using all its tendrils to grab the prey and transfer it to its maw. An extremely hungry or seriously hurt greenvise releases a death fog to weaken its opponents and obscure their vision. Although multiple greenvises are sometimes found together, they do not share their prey and thus do not assist each other in combat unless many potential victims are present.

Death Fog (Su): Twice per day, a greenwise can emit an acidic fog that functions like an *acid fog* spell, except as follows. The death fog's area is a 40-foot-high spread with a 60-foot-wide radius. Within this area, all sight including darkvision, is limited to 5 feet. A creature within 5 feet has half concealment (attacks against it have 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Any creature attempting to move through the deathfog progresses at one-tenth, and each of its melee attacks and damage rolls incurs a -2 circumstance penalty. A death fog prevents effective range weapon attacks, except for magic rays and the like.

In addition to obscuring sight, a death fog is highly acidic. Each round the fog deals 3d8 points of acid damage to every creature and object within it (no saving throw). A severe wind (31+ mph) disperses these vapors in 1d2 rounds; otherwise, the effect lasts for 3d6+1 rounds. The greenwise is not impeded by its own death fog so it can move and fight within the fog freely.

Improved Grab (Ex): If a greenwise hits an opponent that is at least one size category smaller than itself with a slam attack it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it can transfer the opponent to its maw with another successful grapple check, dealing automatic bite damage, then try to swallow in the next round. Alternatively, the greenwise has the option to conduct the grapple normally, or simply its tendrils and maw to hold an opponent (-20 penalty on grapple check, but the greenwise is not considered grappled). In either case each successful grapple check it makes during successive rounds automatically deals slam damage or bite damage as appropriate.

Swallow Whole (Ex): A greenwise can swallow a single creature that is at least one size category smaller than itself by making a successful grapple check (grapple bonus +26), provided it already has that opponent in its maw (see Improved Grab, above). Once inside the greenwise, the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round from the plant's stomach. A successful grapple check a successful grapple check allows the swallowed creature to climb out of the stomach and return to the green wise's maw, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 20 points of damage to the stomach (AC 16) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A greenwise's stomach can hold 1 Large, 4 Medium, 15 Small, or 64 Tiny or smaller opponents.

Plant Traits (Ex): A greenwise is immune to poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind effects. The creature has low light vision.

Woodsense (Ex): A greenwise can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation that it is.

Riot [Mob of Humans] (Dungeon Master's Guide II, page 59)

Gargantuan humanoid (mob of medium humans)

Hit Dice: 30d8 (135)

Initiative: +4

Speed: 20 ft. (4 squares)

Armor Class: 6 (-4 size), touch 6, flat-footed 6

Base Attack/Grapple: +22/34

Attack: mob (5d6)

Full Attack: mob (5d6)

Space/Reach: 20 ft./0 ft

Special Attacks: expert grappler, trample 2d6

Special Qualities: mob anatomy

Saves: Fort +11, Ref +9, Will +17

Abilities: Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Skills: Listen +4, Spot +4

Feats: Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun

Environment: Any

Organization: Solitary, pair, or gang (3-12 mobs)

Challenge Rating: 8

Treasure: None

Alignment: LN

Advancement: -

Level Adjustment: -

This angry mob of peasants has begun to surge forward in a crazed effort to kill anyone remotely resembling their former attackers.

“Mob” is an acquired template that can be added to and Small, Medium, or Large creature. Generally mobs are transitory; after forming, a mob lasts for, at most, 1d4+1 hours before breaking up. Most mobs break up naturally far sooner, once the condition that caused their formation is no longer a factor. A mob uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: A mob is a Gargantuan creature composed of either forty-eight Small or Medium creatures of twelve Large creatures. The mobs type remains unchanged from the base creature.

Hit Dice: A mob has a single pool of Hit Dice and hit points. All mobs have 30 Hit Dice; this represents the mobs mentality and physical mass rather than its race or class, since the individual members of a mob don’t use their own abilities or experience to aid the whole. The type of Hit Dice rolled is set by the mobs racial Hit Dice, not any class levels the mob might have. Thus, a mob of commoners would roll d8s for hit points not d4s.

Reducing a mob to 0 hit points or lower causes it to break up, though damage taken until that point does not reduce its ability to attack or resist attack. Mobs are never staggered or reduced to a dying state by damage.

Initiative: A mob’s speed is 10 feet slower than that of the base creature.

Armor Class: As the base creature, modified by -4 for the mob’s Gargantuan size.

Base Attack: Since all Mobs have 30 Hit Dice, their base attack bonuses are set depending upon their type.

Mob Type	Base Attack Bonus
Fey or Undead	+15
Aberration, animal, construct, elemental, giant, humanoid, ooze, plant, or vermin	+22
Dragon, magical beast, monstrous humanoid, or outsider	+30

Grapple: As base attack bonus, modified by +12 for its size, and as appropriate for its Strength modifier.

Attack/Full Attack: Mobs don’t make standard attacks. Rather, they are treated similar to swarms in combat. A mob deal 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with not attack roll needed. Mob attacks ignore concealment and cover. A mob’s attacks are nonmagical, unless the base creature’s attacks are considered magical. Damage reduction applies to mob attacks.

Space/Reach: A mob occupies a square 20 feet on a side, but its reach is 0 feet. In order to attack, it moves into an opponents space, which provokes an attack of opportunity. It can occupy the same space as a creature, since it tramples over and moves around its victim. A mob can move through squares occupied by enemies, and vice versa, without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

Larger mobs are represented by multiples of single mobs. The area occupied by larger mobs is completely shapeable, though the mob usually remains in contiguous squares.

Attack Options: A mob’s mentality is fueled by emotion as a result, the individual creatures that make up the mob are unable to use any attack options that require actions, such as breath weapons, spell-like abilities, and the like. If the

base creature has attack options that affect the damage it deals (such as poison, energy drain, ability damage, improved grab, constrict, rend, or swallow whole), those special attacks function normally on any creatures damaged by the mob. Attack options such as gaze weapons that function constantly continue to function normally. The save DCs for any of these attacks should be recalculated base on the mob's 30 Hit Dice.

In addition mobs gain one or both of the following attack options.

Expert Grappler (Ex): A mob can maintain a grapple with-out penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage equal to 2d6 +1-1/2 times the mob's Strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

Special Qualities: A mob retains all the special qualities of the base creature. In addition, it gains the following special quality.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by no lethal attacks, there are no casualties. If the mob is dispersed by lethal attacks assume 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate simply roll d%; a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

Saves: A mob's saving throws are calculated as for a 30 HD creature of its type. A mob's base good save is +17 and its base bad save is +9.

Abilities: A mob's abilities are the same as the base creature, except that its Intelligence, Wisdom, and Charisma scores drop to 10. If the base creature's Intelligence, Wisdom, or Charisma scores are already lower than 10, they do not change.

Skills: Same as the base creature; do not recalculate based on the mob's 30 Hit Dice. The mob's new Intelligence, Wisdom, Or Charisma scores might grant some skills different modifiers.

Feats: Same as the base creature; all mobs gain Improved Bull Rush and Improved Overrun as bonus feats.

Organization: Solitary, pair, or gang (3-12 mobs)

Challenge Rating: 8 or +2 if the base creature's CR is 7 or higher.

Advancement: -.

Level Adjustment: -.

PLAYER HANDOUT 1 – MISSIVE OF THE DEPARTED

19 Ready'reat, CY 595

Today, something terrible happened – one of those great black beasts – one of the Necromancer's minions – strode into the village square. Some say that Evard sent it to kill us. Others believe that it was just bored. One doddering old fool claims it to be punishment for our imagined sins.

Either way, it does not seem to matter much. With most of the village destroyed and several of our elders dead, most people are moving on. Those who stay, if any, will have a difficult time surviving without the support of the entire village.

I myself am taking my family to Calpius' Craft where we can stay with my cousin. The point of this was to record the passing of the village of Windfields. It fell not for a cause or a reason. It just fell.

Oh, what times we live in. If any of our men still fighting this war return, you can find a few gold I've left here for you. I pray the Archpaladin protect you. And know, oh warrior, that no vengeance is needed for these people. Be at peace and always with knowledge of more roads to travel even when finding your home.

Breln Whitebeard, Former Sage of Windfields.

CRITICAL EVENT SUMMARY: BIS6-07 GRACE UNDER FIRE

If you run this event in December of 2006 or January of 2007, please e-mail the results from this sheet to a member of the Bissel Triad by February 1st, 2007, or have the Senior DM of your event do so.

1. Did the PCs manage to rescue the prisoners? Yes No

2. Did any PCs sacrifice their lives to save the prisoners? Yes No

If so, list player names/PC names here:

3. Did the PCs wind up in open/violent conflict with the peasants? Yes No

If so, list player names/PC names here:

4. Did the PCs report the events or other information to Jerius, did they tell others? Yes No

If so, list who/what here:

If they did not tell Jerius but did tell others, give the name of the PC and NPC/Meta-org here:

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):