

The Seneschal of Idee

A One-Round Dungeons & Dragons® Living Greyhawk™ Principality of Naerie Adventure

Version 1.0

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The Count of Copperfeld has died and the Seneschal is running Copperfeld Keep. Who killed Count Zaran? And what did Selnor the Seneschal have to do with it? A one-round Principality of Naerie regional adventure for characters of level 1-15 (APLs 2-12). **Note:** Cannot be played by characters banned from the county of Copperfeld

Resources for this adventure [and the authors of those works] include *Cityscape* [Ari Marmell and C.A. Suleiman], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeonscape* [Jason Bulmahn and Rich Burlew], NAE4-04 *Prince of Idee* [Dan Hass] and NAE8-02 *Lay Down Your Burdens* [Gordon Smith].

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

PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll

also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure set in Principality of Naerie. All characters pay 1 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 retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Before game starts, DM should check if any PC has played in NAE4-04 *The Prince of Idee*. Those PCs who played the adventure can find many locations familiar to them.

In addition, any PC who became a **member of the Aishiak Clan** in NAE4-04 should be given the opportunity at this point to decide if they have had children within the Aishiak Clan as this affects Encounter 6. These PCs should also write a bit about their partner and child, though this cannot provide any in-game benefits such as a husband being a 10th level barbarian.

ADVENTURE BACKGROUND

This adventure deals with life paths of three powerful individuals who meet in Copperfeld: the Scarlet Brotherhood agent Selnor, the scarred and bitter war veteran Jastor and Deller Arxx, a ruthless noble.

Selnor

Five years ago, Selnor arrived in the Copperfeld area as an agent of the Scarlet Brotherhood hoping to stir up trouble. But when the hopelessly incompetent Count Zaran invited him to be his advisor, he shifted plans. He rid himself of the troublemakers he had hired (with the help of some easily-duped adventurers).

Since then, Count Zaran has let Selnor make all the important decisions of the region, preferring to spend his time carousing and drinking. Selnor grew comfortable in his position and didn't see the need to keep following the

orders of the Scarlet Brotherhood, especially since they held no power here. So he stopped responding to their queries.

Before Selnor came to Copperfeld, he was involved with a number of Scarlet Brotherhood operations, but perhaps his first act for the Brotherhood was his most infamous:

Thirteen years ago, in the winter of 584, wounded Ideeans soldiers began to hide in the town of Poelitz, where Selnor lived (having infiltrated Naerie when he was very young and put into foster home through an orphanage). He reported this to the Brotherhood occupiers and helped them to track down the fugitives, using his extensive knowledge of the town. When the townsfolk were found hiding in the temple of Heironeous, he was one of the people to bring burning torches to the building to start the fires. He stayed long into the night to listen to the cries of those trapped inside.

The Brotherhoods defeat by the armies of Ahlissa was a personal shock to him and he had to go underground. Being ultimately self-serving, he grew tired of waiting for a Scarlet Brotherhood's renewed push against Ahlissa. Now that he has spent a long time running Copperfeld he has decided that he doesn't need the Scarlet Brotherhood anymore.

The Scarlet Brotherhood thinks otherwise and recently sent Vanshill and two other monks to remind Selnor that personal initiative is good only up to a point. Vanshill tracked Selnor to the keep and found the secret entrance after having acquired a piece of his clothing.

Count Zaran died 5 days ago when Vanshill and his monks came at night through the secret door of the keep. They were berating Selnor for inactivity when the Count stumbled in to the throne room, drunk and angry because of having been spurned by a former lover. Drunk and unarmed, count had no chance against Vanshill.

Jastor

Jastor is an Ideean who was born in Poelitz and one of the "patriots" who hid in the town. He was in the temple of Heironeous where the Ideeans had retreated for their last stand. Somehow, he survived the fire and the collapse of the building.

Hiding amidst the burnt bodies till the next nightfall, he stole away into the dark. Desperate to survive, he ran away from the town and the country.

Working to feed himself wherever he went was difficult as people were uncomfortable looking at his face and body. So he stole when he could and went hungry when he couldn't. His obsession with the fire that maimed him manifested itself in the form of magic. He swore revenge years ago, and has caught and killed some who were involved in the Poelitz burning.

A few weeks ago, Jastor was passing through Copperfeld by chance, and saw a vision from his past. A man was talking to some workers and he recognized him clearly from that night. Selnor, as he was called, appeared

to be in power here in Copperfeld, but many years ago, he was an agent of the Scarlet Brotherhood.

The next day as Jastor was exploring the area surrounding the Keep, he bumped into one of the Scarlet Bortheroth monks and managed to drive him off (losing few of his orcs in the process). He sees this as proof that Selnor is still a servant of the Scarlet Sign.

Jastor knew exactly what to do: blackmail Selnor, and when he buckles, reveal the information and wreck him anyway, earning both riches and revenge for himself. A slight crimp has gotten into his plans; the Aishiak clan. It has been years since he has seen so many happy children and since his experiences in life have left him a bit unhinged, also wants to protect the children from any harm. So he has taken some of the children under his wing (kidnapped them) to protect them from the Scarlet Brotherhood.

Deller Arxx

Deller Arxx is not a content boy. He has money; he has servants; he has soldiers to play with; but he doesn't have a proper title and he wants one. Thankfully, his cousin, Count Zaran, dropped dead recently, and if Deller is lucky, Zaran's title goes to him.

Deller realizes that we make our own luck in the world, and so has hired a mercenary group. Their original objective was completed when Zaran was found dead. Word is, however, that Euric may not appoint a new Count and just leave that Seneschal in control of the county of Copperfeld.

That won't do. Deller is going to have to send his mercenaries up to Copperfeld to fix things for him: kill off those adventurers working for Euric and make it obvious that this seneschal can't run the place without a proper noble in power there. They are to make sure that they are the only group in the immediate vicinity of Copperfeld to be in a position to "assist". Of course if Seneschal should meet an "accident" shortly afterwards, Deller would not mind it at all.

ADVENTURE SUMMARY

Introduction: The PCs are hired by House Arxx to investigate the death of Count Zaran and determine if the seneschal is fit to remain in power of the region on their own.

Encounter 1 [Entering Copperfeld Keep]: The PCs arrive at the town of Copperfeld Keep and receive an invitation to meet with Selnor, the seneschal, in the keep. The PCs can drop their goods at the Inn where they may meet Jastor.

Encounter 2 [Selnor at the Keep]: The PCs meet with Selnor and he tells them of the murder of the count, but that they have no details yet. They are allowed to investigate the scene of the murder.

Encounter 2A [Selnors wife]: On the way out of the keep, Silnar, Selnor's wife stops the group. She informs them that there is somebody trying to blackmail Selnor. She points the party to the scarred man staying at the inn.

Encounters 3 [Back at the Tavern]: The PCs go to the Inn searching for Jastor. The mercenaries hired by Deller Arxx are just finishing searching Jastor's room. As the PCs approach the room, the door opens and the mercenaries come out. Combat ensues (as the mercenaries recognize the party as the one they should get rid of).

Encounter 4 [Villages]: A toy found in the room directs the PCs to the Aishliak's tribe where children have been kidnapped.

Four years ago, adventurers came through here and helped out the Aishliak tribe. Some even married into the tribe and had children. Jastor believes that these adventurers were the allies of Selnor and thus should pay a steep price. He, in his deranged mind, has come to the conclusion that the children must be protected from Selnor, and the PCs, and has kidnapped them. His hiding place is an old mine.

The PCs find out about a mine that just recently began being haunted.

Encounter 5 [The haunted mine]: The PCs, checking out the haunted mine, discover Jastor. Very likely, battle ensues. Jastor uses the children he has kidnapped as a shield to keep the PCs from overwhelming him. A letter carried by Jastor points to Selnor being a Scarlet Brotherhood agent.

Encounter 6 [The rescue]: A guard approaches the PCs. He is gathering somebody to help rescue the seneschal and his wife. Agents of the Brotherhood are holding the two.

Encounter 7 [The camp]: If the PCs have successfully tracked the Scarlet Bortheroth agents here, they can fight or negotiat.

Conclusion: After the battle, the PCs can question Selnor about his past and he unwillingly answers their questions. In the end he surrenders to PCs since he cannot hide from his past.

INTRODUCTION

By default, adventure starts in town of Minetha, domains of House Arxx. Representatives of Lord Euric of House Arxx have hired the PCs (paying [60]x APL] gp as a reward) to find out what happened to Count Zaran and to ensure that the region remains stable with the Seneschal handling the affairs of the region. Alternatively, if PCs are not in favorable terms with House Arxx, few other options are available:

- The PCs have heard of the murder of the Count and are coming to investigate the situation.
- Those PCs who were hired by House Arxx take some friends along to help them.
- If all PCs are in unfavorable terms with House Arxx, Selnor has put out a call to find the murderers (mainly to make sure they do not cause trouble for him).
- If none of the above is appropriate, each PC has to come up with a motivation for arriving in Copperfeld Keep.

Before heading to Copperfeld Keep, the PCs can use the resources of Minetha to find more information about Copperfeld. Those who played NAE4-04 *Prince of Idee* automatically know DC 10 and 15 parts of the information below.

- **DC 10 Knowledge (local: the Splintered Suns) or Gather Information:** Copperfeld is a county that has some mines and Copperfeld keep is the main settlement there.
- **DC 15 Knowledge (local: the Splintered Suns) or Gather Information:** The county was ruled by Count Zaran, but he died recently. Copperfeld is quite prosperous because of the rich copper and gold mines in the region.
- **DC 17 Knowledge (local: the Splintered Suns) or DC 20 Gather Information:** Zaran was a disaster for the county, only interested in drink and carousing. The only reason that the region has so successfully grown over the past four years is that Zaran's advisor, Selnor is so capable.
- **DC 22 Knowledge (local: the Splintered Suns):** The wealth that the mines bring in is extremely valuable to House Arxx. They would prefer not to have the region be disrupted like it was when power last changed hands in the region.(this refers to destruction of noble house Devnor and disturbances in NAE4-04)

Development: Once the PCs have no more questions, and are ready, proceed with Encounter 1.

1: ENTERING COPPERFELD KEEP

The trip to Copperfeld Keep is uneventful. Read aloud or paraphrase the following once the PCs arrive at the Keep:

Entering Copperfeld Keep, it's easy to notice that there are new buildings everywhere. The town is apparently growing rapidly. There is even a small toy store, where the owner has various toys on display.

In the center of the town sits a large and grimy building belching black smoke. Two similar buildings sit at the edge of the town to the south,

mimicking the black smoke, but looking cleaner and built more recently.

A large wooden building can be seen to the north painted in bright, welcoming colors.

If the PCs were sent here to investigate for house Arxx, then Kadel, Selnor's bodyguard and assistant, meets the PCs at the village border and invites them to the keep. He suggests that they can stop at the inn to prepare themselves if they wish. See below for information on the Copper Well in. If they go to the Keep proceed with Encounter 2.

If the PCs are on their own, then they have to make their way to the keep on their own power.

Copperfeld Keep

- There are two general stores and three smithies in the town, each trying to process goods with the products of the smelters to ship to the rest of the country.
- The three buildings with the black smoke are smelters (any craft alchemy ranks notes that, as will a DC 15 Int check). Noniz (gnomes) receive a +2 racial bonus on this check.
- During the day, most activity is at the smelters. In the evening, that activity moves to the brightly painted tavern and inn (The Copper Well). Activity peters out, as it gets closer to midnight, when the town is sleeping till morning.

The storekeeper Miklos Latimer ("Latimers Wares") is an Oeridian/Suel man who moved in to Copperfeld Keep a couple of years back and has since established himself as the keeper of the more profitable of the two general stores.

🗡️ **Miklos Latimer:** Male Oeridian/Suel expert 5 (Appraise +12, Bluff +12, Diplomacy +8, Intimidate +10, Sense Motive +12; AL LE).

Appearance: Thin, clean shaven man in his 30's who has white shoulder length hair, combed straight.

Personality: A polite, businesslike man who sometimes exhibits a very Suloise personality (e.g. cruelty and short temper). He does not let his feelings to problematize his business however.

The other storekeeper, Dorian ("Dorian's Toys and Sundry") was widowed during the Brotherhood occupation, has never taken another wife and was for a long time a depressed, sullen man. He has a while back found new joy in life by making and selling toys to the local children.

🗡️ **Dorian:** Male Oeridian expert 3 (Appraise +8, Profession (merchant +10); AL N).

Appearance: An old man with a kind face and sad eyes.

Personality: A kindly man, who is gladdened by the presence of children. Sometimes gets very depressed when talking about his past.

The smelter is run by two brothers Velag and Verlak, who are talkative Oeridian men with big moustaches. Velag runs the day-to-day smelting operations while Verlak is the one who conducts business with clients.

☛ **Velag:** Male Oeridian expert 3 (Profession (smelting) +9, Appraise +9; AL N).

Appearance: Robust, hairy Oeridian man with big moustache, generally sooty and sweaty.

Personality: Loud, talkative and foul-mouthed

☛ **Verlak:** Male Oeridian expert 3 (Bluff +7, Diplomacy +7, Sense Motive +9; AL N).

Appearance: Robust, hairy Oeridian man with big, trimmed moustache, bathed, scented and well dressed

Personality: Talkative but also a good listener and swears much less than his brother

If the brothers are asked about Selnor's visit to the smelters, they reply that Selnor was not visiting them. The brothers were having their weekly game of cards with their smelting crew that outsiders are not invited to.

Copper Well (inn/tavern)

If the PCs arrive at the Copper Well during the early day there are very few people in the common area except the barkeep and servers. During the evening, the room gets quite full. Amateur musicians attempt to entertain with their music, and don't do too bad a job of it, but few people are listening. Most here just need to unwind after a long workday.

The barkeep, a short Oeridian man dressed all in browns of various haphazard shades (named Fel Ren) tries to welcome every person who opens the door into the tavern and, when more crowded, points out choice locations to sit that are still unoccupied.

If the PCs look around, they notice some games of chance (dice) taking place at the back, the musicians, some workers griping about conditions in their jobs, and a cloaked man at the back.

Fel Ren, the innkeeper

If Fel Ren is asked about the murder of Count Zaran, he tells that it is bad for business, but hopefully Selnor can keep the economic impact at a minimum. He also tells that Count Zaran was not very liked because of his propensity to end up in the bedrooms of women who were already quite married. He also mentions that a reward has been offered for the apprehension of the culprits. More details are available at the keep.

If Fel Ren is asked about any other news or other happenings lately, he tells the PCs that Aishiak children have gone missing lately, last one disappeared 2 days ago. The rest of the children are being kept indoors, so they

won't disappear also. The toy-seller Dorian is very upset about that, his business is suffering a lot because of it.

If Fel Ren is asked about Jastor, he responds:

That scarred man in the corner? He's been about a couple of weeks. Strange man. He paid for his room for a month. But he doesn't seem to go out much. Doesn't talk to people much either. Calls himself Jastor.

☛ **Fel Ren:** Male Oeridian human expert 3 (Bluff +7, Sense Motive +7; AL N).

Appearance: Short, bald and stocky, with greasy sideburns.

Personality: Friendly and outgoing but careful when it comes to personal matters.

Cloaked Man

If the PCs have already been up to speak to Selnor, the cloaked man is be sitting here in the crowd. He is already gone from town.

The cloaked and hooded man takes no notice of the others in the bar, preferring to pass his time watching the flame within a lantern on the wall. A few patrons glance at him on occasion, but look away quickly.

The cloaked man is Jastor. He has no interest in talking to the PCs. A DC 8 Spot check reveals scars on his face hidden by his hood. A DC 15 Spot check allows the PCs to note scarring on his arms (hidden by sleeves and gloves) as well. If the PCs have seen the scars, a DC 15 Heal check identifies them as burn scars.

If asked anything appropriate, he might answer the following:

"Nothing healthy can grow from spoiled ground."

Otherwise he remains silent. Even if someone befriends him with a high diplomacy check, he does not say more. True friends would not require it of him. He simply tells them that he does not wish to speak at this time.

If Jastor is followed from the tavern, he goes to the food market to buy provisions and then to the abandoned mine.

Development: If the PCs have nothing more to ask, Kadel takes them to the castle. Or if they came under their own initiative they can book rooms at the inn, they don't generally have that many travelers at this time of year so there is plenty of room.

If someone casts *detect thoughts* or uses other mind reading methods on Jastor, the caster gets the impression of flames, pain, and then a young face that is a spitting image of Selnor. The PCs probably only realize this when they meet Selnor in person however.

2: SELNOR AT THE CASTLE

If the PCs have been sent to Copperfeld Keep by some authority, such as House Arxx, then the PCs are shown into the room with Selnor right away. Selnor has prepared for this meeting with a few spells (use buffed statistics in parentheses).

If the PCs were not invited to the castle, then they are asked to wait, assuming they have a valid reason to meet Selnor. After a short wait, the PCs are allowed in to see the seneschal. Selnor is not prepared to discuss the Count's murder with anybody official before he has quaffed his *potion of glibness*.

The guards have been told to not allow his guests to cast any spells inside the keep unless he gives them direct permission.

You are led up some stairs into a small study at the side of the hallway. The furnishings in the room are practical but expensive.

A blond Suel man welcomes you into the room. Two guards are in the room on either side of the door. One of them closes the door after you all enter. The Suel man introduces himself as Selnor and offers you seats in front of his desk.

"Count Zaran was murdered five days ago. I am hoping that you will be able to find what we could not: the murderers. I need this sorted up soon, so I can get back to more important business. "Do you have any questions?"

☛ **Selnor Gilmane:** Male Suel cleric 3 of Wee Jas (Bluff +13 (+49), Diplomacy +11 (+17), Sense Motive +5 (+11); AL LE (undetectable alignment)).

Appearance: Suel man in his early 40s. Dresses in modest clothing but is otherwise well groomed.

Personality: Ambitious, ruthless.

Selnor must get these killers stopped before they spoil everything he has going for him. He fears that the party has a possibility of discovering too much about his past, but if he doesn't get these killers stopped, much worse will happen.

Q: How was the count killed?

A: *He was beaten to death. There were also fierce bite marks on the body as well. His jaw was ripped from him after he died, otherwise I could have gathered more information about this.* [True]

Q: Where was he killed?

A: *"He was killed in his audience chamber, where he usually greets people. It used to be a dining room, but he re-made the room so he could have a more impressive place to show off to visitors."* [True]

Q: Did you like the count?

A: *"As a person? Not at all. He was loathsome. He was only interested in impressing people and showing*

off. But he was useful as well. After all, if he wasn't so worthless at administrative tasks that he couldn't come close to running this county, I would not have acquired this position." [True]

Q: Can we see where he was killed?

A: *"The room has been cleaned since the killing. But if you really want, I can show you where it happened."* [True]

Q: Where were you?

A: *"At the time we think he was killed, I was attending a meeting with the overseers of the two smelters. We were spending our evening at the smelter, they have a negotiating room there.* [Lie, Selnor was actually in the throne room.]

Q: Who might have done it?

A: *"I have no idea. He angered many married men in this town, but I don't believe any of them have wolves, and I do not believe the marks that were on the body could have been made by a regular dog. They're too large."* [Lie, Selnor knows the killer was Vanshill because he saw him do it.]

Q: Did you find anything?

A: *"Just a few footprints in the blood and blood smears on the carpet where their feet were wiped off. There were some boot prints, about human sized, and few prints from the hind feet of a wolf-like animal."* [True]

Q: When was Zaran killed?

A: *"He was killed during the night as I was negotiating at the smelters."* [True about time, false about negotiating, the smelters were having their card game and outsiders are not allowed.]

Q: Where were the guards? Did they hear anything?

A: *The guards were at their usual posts, half a dozen on the walls and two resting in their quarters. None heard a thing.* [True]

Q: Are any of the guards missing?

A: *No.* [True]

Q: Can any of the guards be bribed?

A: *We pay them enough to make sure they are not.* [True]

Q: Can we investigate the Counts bedroom, etc.

A: *While I am present only.*

Talking to the Guards

Selnor has instructed the guards not to answer any questions unless he himself is also present. Selnor is also the acting captain of the guard and has been so for the past 4 years. His aide Kadel can be questioned also. He and the other guards reply as Selnor does with the below

questions being the exceptions. Kadel was sleeping in his quarters at the time of the murder.

Q: Where were you when the Count was killed?

A: *"I was sleeping in my quarters, I had just had a guard shift myself"* [True]

Q: Where was the Count that night?

A: *"I believe he was out late, probably visiting some...female acquaintance."* [True]

Q: Where was Selnor?

A: *"He was at the smelters negotiating."* [Lie, Selnor told him this, Kadel has not personally seen him leave the keep.]

Q: When did Selnor return?

A: *Likely some time after I had retired to my quarters.* [Untrue, Kadel is extrapolating.]

The other guards cannot confirm a time either since none of them has seen Selnor leave or return.

Scene of the Murder

If the PCs desire, Selnor can show the room where the Count was killed. The room has a floor of marble with a carpet running up the center towards a large throne-like chair where the count would greet visitors. A step up to the chair is covered with cushions to the right and the left. The count was killed just to the left of his chair.

Two alcoves are in each wall to the right, left, and back. These alcoves are filled with a ceremonial suit of armor.

A secret door (DC 25 Search to find) is behind one of the suits of armor leading to a passage and a private room. Beyond the room, there is a secret exit in and out of the keep. This is where the Scarlet Brotherhood agents came to pressure Selnor and ended up killing the Count.

The secret door, the private room and the tunnels leading to and from the keep appear to have been constructed at the same time as the keep itself.

The private room is a small 10 feet by 10 feet room, more of an alcove than an actual room, in the tunnel. It has a sconce on the wall for a torch and nothing else.

The tunnel exit is a small hole in the ground some distance from the keep that is very well hidden between some bushes and rocks. The hole is so small that anyone wanting to enter or exit the tunnel from this side must be either Small size or smaller, or crawl.

Development

The Scarlet Brotherhood agents can be tracked through the secret tunnel into the nearby hills where they camp. The Track DC starts at 29 (hard ground, 5 days old and they are hiding their trail). If the PCs successfully track the agents to their camp, proceed to Encounter 7.

Otherwise proceed with Encounter 2A. Note that if the PCs leave the castle through the secret exit, Selnor's wife approaches them later in the village with the same message. Improvise as required.

2A: SELNORS WIFE

Read aloud or paraphrase once the PCs leave the keep (unless they leave through the secret exit):

As you head down the stairs to the exit, a woman's voice whispers down to you. Coming down the stairs is a well-dressed, attractive woman. Her obviously Oeridian features seem at odds with her Suel-blond hair. "I need a word with you..."

This is Silnar, Selnor's wife. Her husband has been acting more distant and troubled lately. She wants to know if it has anything to do with a note that he received recently from somebody who appears to be trying to blackmailing him. Give the PCs Player Handout 1.

She doesn't know much about Selnor's past. He has told her that there are a few things that he wasn't proud of, but he cannot talk of them yet. She believes that some of those things perhaps haunt him today, but he's always working on improving himself and this region. Whatever he did in the past, he's no longer the same man.

Q: Where is Selnor's hometown?

A: *"He once offhand mentioned that he lived in Poelitz as a young man. But his parents died long ago, so I felt there was no need to talk about it further. As far as I know, he has not been there for a long time."*

Q: What did Selnor do?

A: *"I don't know. And I don't think I care. He was cold when I first met him, but he's become very warm since then. And that's why I love him. He's not the person he was."*

Q: How did Selnor get along with the Count?

A: *"He talked to him civilly and always did his best to explain away his misjudgments. The Count certainly did keep him busy with those"*

Q: Did the Count ever approach you?

A: *"Once, four years ago, but Selnor made it very clear to him that if he ever tried to again, we would leave and leave him to sort out his own troubles. The Count sulked for a few days, and apparently decided that there are always more women to be found. So he left me alone after that."*

Q: How is your relation with your husband?

A: *"We are doing ok. Sometimes Selnor is a bit distant..."*

☛ **Silnar:** Female Oeridian-SuelEp2 Al; N.

Appearance: Oeridian-Suel woman in her 40s. Has blond hair but otherwise appears as Oeridian.

Personality: Careful, does not like risks too much.

Development: If the PCs did not stop by the Copper Well on their way to the Keep, Silnar points it out as a likely place to start gathering information. If the PCs go to the inn, proceed with Encounter 3.

If the PCs confront Selnor about the note, he dryly remarks that he gets all kinds of letters all the time. He does not bother replying to all of them, this one for example is from the pen of a madman, or worse an Idee Volunteer.

3: BACK AT THE TAVERN

Use DM Map # 2 for this encounter.

After returning from the keep, the tavern crowd has thinned (assuming the PCs visit the keep at early evening). If asked, the barkeep, Fel Ren, can mention that the scarred man they saw earlier is staying in a room upstairs at the very end of the hall.

Should the party head to the room at the end of the hall, have the players place themselves on the map, and then read:

The door at the end suddenly opens and a dwarf in full plate and tower shield steps out into the hallway. Behind him, barely visible are two humans. The dwarf looks down the hall at you and shouts behind him "It's them!"

This is the party sent by Deller Arxx. They had heard that Jastor had met discretely with the seneschal and they were hoping to find out why. They have bribed some people in town and in the keep to keep them informed about who comes and goes, that is how they learned about the PCs.

Neither party has surprise in this encounter. As the fight is about to happen inside a tavern and the destruction of property is heavily punished in Ahlissa, a DC 15 Knowledge (local: the Splintered Suns) or DC 15 Profession (lawyer) check can be used to gain leverage with the mercenaries after they are defeated. Give the PCs a +4 circumstance bonus to Diplomacy or Intimidate checks after the fight if they use this legal knowledge as a weapon.

Terrain: The inn has following features but otherwise terrain does not affect movement or combat, aside when covers grant cover and so on.

🗡️ **Masonry walls:** Hardness 8; hp 90; Break DC 35.

🗡️ **Doors:** Hardness 5; hp 15; Break DC 16.

Creatures: The mercenaries are a group of one dwarf and two humans. For more info on their personality, see below.

APL 2 (EL 4)

🗡️ **Yith:** male dwarf fighter 1; hp 11; see Appendix 1.

🗡️ **Massen:** female human wizard 1; hp 6; see Appendix 1.

🗡️ **Calhann:** male human cleric 1; hp 10; see Appendix 1.

APL 4 (EL 6)

🗡️ **Yith:** male dwarf fighter 3; hp 28; see Appendix 1.

🗡️ **Massen:** female human wizard 3; hp 16; see Appendix 1.

🗡️ **Calhann:** male human cleric 3; hp 26; see Appendix 1.

APL 6 (EL 8)

🗡️ **Yith:** male dwarf fighter 5; hp 49; see Appendix 1.

🗡️ **Massen:** female human wizard 5; hp 26; see Appendix 1.

🗡️ **Calhann:** male human cleric 5; hp 42; see Appendix 1.

APL 8 (EL 10)

🗡️ **Yith:** male dwarf fighter 7; hp 67; see Appendix 1.

🗡️ **Massen:** female human wizard 7; hp 52; see Appendix 1.

🗡️ **Calhann:** male human cleric 7; hp 58; see Appendix 1.

APL 10 (EL 12)

🗡️ **Yith:** male dwarf fighter 9; hp 85; see Appendix 1.

🗡️ **Massen:** female human wizard 9; hp 62; see Appendix 1.

🗡️ **Calhann:** male human cleric 9; hp 74; see Appendix 1.

APL 12 (EL 14)

🗡️ **Yith:** male dwarf fighter 11; hp 114; see Appendix 1.

🗡️ **Massen:** female human wizard 11; hp 67; see Appendix 1.

🗡️ **Calhann:** male human cleric 11; hp 90; see Appendix 1.

Tactics: Yith's prime task is to block the corridor and protect his spellcaster friends. So long as he is doing so, his feat Undermountain Tactics blocks line of effect to the casters behind him (fully protecting them from spells). He fights defensively if there are any athletic/dexterous looking PCs, giving them a -10 to tumbles through his square.

Calhann has the magic domain and thus, when not needing a clerical spell can blast away with one of his wands

Treasure: If mercenaries are defeated, their items can be looted

APL 2: Loot 68 gp; Coin 26 gp; Magic 50 gp; wand of magic missile (50 gp); Total 144 gp.

APL 4: Loot 144 gp; Coin 30 gp; Magic 325 gp; wand of magic missile (CL 3) (300 gp), potion of cure moderate wounds (25 gp); Total 499 gp.

APL 6: Loot 144 gp; Coin 78 gp; Magic 694 gp; +1 dwarven war axe (194 gp), cloak of resistance +2 (333 gp); Total 916 gp.

APL 8: Loot 2 gp; Coin 36 gp; Magic 1,429 gp; wand of magic missile (50 gp), 2x +1 full plate armor (221gp each), +1 tower shield (98 gp), +1 dwarven war axe (194 gp), wand of magic missile (CL 5) (312 gp), cloak of resistance +2 (333 gp); Total 1,467 gp.

APL 10: Loot 2 gp; Coin 116 gp; Magic 1,879 gp; 2x +1 full plate armor (221 gp each), +1 tower shield (98 gp), +1 dwarven war axe (194 gp), Keoghtom's ointment (333 gp), potion of cure serious wounds (62 gp), wand of lightning bolt (CL 5) (750 gp); Total 1,997 gp.

APL 12: Loot 0 gp; Coin 936 gp; Magic 2,794 gp; 2x +2 full plate armor (387gp each), +1 tower shield (98 gp), +1 dwarven war axe (194 gp), Keoghtom's ointment (333 gp), cloak of resistance +4 (1,333gp), potion of cure serious wounds (62 gp); Total 3,730 gp.

Detect magic results: cloak of resistance +2 (moderate abjuration), cloak of resistance + 4 (strong abjuration), +1 dwarven war axe (faint evocation), +1 full plate armor (faint abjuration), +2 full plate armor (faint abjuration), Keoghtom's ointment +1 tower shield (faint abjuration), wand of lightning bolt (faint evocation), wand of magic missile (faint evocation).

Development: If the PCs interrogate any surviving mercenaries, the mercenaries are pretty well trained. They have no interest in giving up any information on who has hired them. Their standard story, should they be captured is that: a) they can't say who their employee is, and b) they were mistaken; they thought the PCs were somebody else.

Yith carries a small badge of House Arxx in his pocket. He does not say where it's from or why he has it. He is very bad at bluffing and tries to stay silent as long as possible.

Massen has long-term plans that do not include getting killed, so she is willing to admit that House Arxx is their employer.

Calhann is the one who did the actual negotiations and the one who has talked with Deller Arxx. If interrogated or mind-read he reveals Deller Arxx's name.

If the mercenaries are asked about who or what Jastor is, they reply that he is a lunatic hiding in a mine a couple of miles from town that is rumored to be haunted.

Jastor's room contains a few non-descript personal effects. Under the mattress (DC 15 + APL Search; more experienced Jastor hides things better), the PCs can find a small toy. The toy vendor in town can tell them that this toy is a popular toy with the local children.

On the bed in plain sight (left there by the mercenaries) is a note. Give the PCs Player Handout 2. After this PCs can head to the Ashliak village in Encounter 4. If they instead go directly to haunted mine, proceed with Encounter 5.

4: VILLAGE

Read aloud or paraphrase the following when the PCs decide to visit the Aishiak village:

Following the path around the bend in a steep hill, you find the entrance to the village above: a set of steep, long steps carved into the rock. The steps travel up 250 feet, leading you to a gathering of huts all surrounding one main long wooden building. Although there are some men and women doing various chores, there are no children about. There are a few men near the stairs who eye you as you reach the top of the stairs. One comes over to you to greet you.

If the PCs travel to the village before heading to Copperfeld Keep, they can find out the following:

- The villagers are happy to see them (if they are clan members) and friendly otherwise.
- The villagers are concerned because five children have gone missing. Tracks lead a little way away from the village and disappear at a stream. Whoever took them covered their tracks by wandering along the stream for a distance.
- If the PCs stay here for any length of time, they receive an invitation to the keep at Copperfeld Keep to meet with Selnor.

If they come here after traveling to Copperfeld Keep, they are welcomed as above. If the PCs ask about the missing children, a miner named Jaok replies:

We've searched all over. I can't imagine anywhere else they might be unless they just flew out of here.

Q: Where have you looked for the children?

A: Everywhere. The only place we haven't gone to is the old mine that is haunted. The children can't have gone there.

Q: Haunted mine? What haunted mine?


Well... Just over that ridge and two miles east, there's the entrance to the ol' mine. We don't use it no more. Not for many years, before my time. They say that one of them bosses caved in a section of the mine to show us miners not to anger him. Seven miners died in there. We stay away from there, usually.

In the last month, spirits have shown up when we have gone near, making lights and sounds to let us know their discontent. We told the children too so they cannot be there.

If any of the PCs have children, their children are missing as well. Jastor has been kidnapping the children using his wands of *charm person* and *invisibility*. The latest kidnapping occurred 2 days before the PCs arrived at Copperfeld.

Tracking Jastor and children takes a DC 22 Track check to find and follow the tracks. They lead away from Aishiak Village and towards the haunted mine. Remember to increase the DC for each day that passes. If the PCs do not have anyone to track, they can buy dogs at the Aishiak village, or hire a local hunter named Gelon to be their tracker.

Naturally PCs can just walk to the haunted mine, the Aishiak know where it is.

 **Gelon:** Male Suel/Oeridian expert 2 (Survival +9 (+11 following tracks), Knowledge (nature) +7, Search +5; AL N).

Development: If the PCs go to the haunted mine, proceed with Encounter 5.

5: HAUNTED MINE

Use DM Map #3 for this encounter.

Near the entrance to the mine, a small toy can be found (DC 20 Spot check) just behind some rocks near the entrance where it bounced to after being dropped.

Jastor has been using *dancing lights* and *ghost sound*. It has been enough to keep the villagers at bay, but he realizes that it's only temporary. When they find some party of adventurers, those heroes will come in and stop the vengeful work that Jastor is doing. So he took some additional precautions by casting an *alarm* spell at the entrance.

Four years ago, adventurers acting as agents of Selnor, came into the region and helped these Aishiak people and joined with their clan. These adventurers were agents of the betrayer Selnor. They should pay for helping someone like Selnor. And they will suffer: Jastor is going to grab every child in the Village, and with them all here, he is going to discover which ones are the soiled ones. He is going to put an end to the seeds of those who aided Selnor, the traitor.

Should anyone of these adventurers come down here, he plans to use the children he has acquired as shields.

After heading through the cramped darkness for some time, the cavern opens up to the left and appears to continue on to the right.

The cavern to the left (area 1) used to be a passage on to a resting area. The way is blocked by rubble. Spot DC 25 will notice a human skeletal arm under some of the rocks. It is still connected to the rest of the skeletal body out of sight under the rocks. It is very old.

The right path leads to the area where Jastor is waiting. Jastor may have cast some of his buff spells if his *alarm* went off so he may have long-term buff spells already running. Because Jastor can't see in the dark very well he has cast his *alarm* spell less than optimally, leaving a 5-foot wide corridor at the right hand side (the lower

side on the map) of the intersection that can be used to avoid the spell. This leads over some rubble however, imposing a -5 penalty to Move Silently checks if PCs cross those squares.

At APL 8+, he begins the encounter by casting invisible fireballs into the room that the PCs are in.

To Jastor, blinded by hate, the PCs have become the group of adventurers who aided Selnor four years ago (though they might very well be them).

If Jastor gains initiative he does not listen to Diplomacy attempts, but if the PCs surprise him or, in the beginning of combat, have a higher initiative score than him, an attempt can be made to talk to him.

He can still be made to listen to reason and release the children, but it is difficult since he has been twisted by hate for so long. His beginning attitude is Hostile and begins hostilities if his attitude is not made Friendly (a DC 35 Diplomacy check, not including penalties for a rush Diplomacy check). Award the following bonuses if the PCs relate a story he can sympathize with:

- +4 if the PC relates a story in which he himself has been betrayed.
- +4 if the PC relates a story in which he has suffered greatly.
- +4 if the PC relates a story in which he persevered against all odds.

All of these are cumulative. If check is successful, he surrenders but asks PCs to let his minions go (who don't much like surrendering at all). If the PCs realize it, bluffing Jastor to believe that Selnor is dead (so he gives up and gives up his prisoners) is also possible, though he gets +10 to his Sense Motive check unless PCs present some good "evidence".

Once the PCs are aware of him, he shouts:

You will pay for helping him. He burned alive so many of us. It might as well been from your torch.

At APL 12, he adds:


Feel free to make me fall, but then your children will burn with those friends of mine so long ago.

A DC 21 Spellcraft gives the PCs an idea that there could be a *contingency* spell involved.

Terrain: Floor is rough and uneven. A DC 10 Balance check is required to run or charge across such a floor. Failure means the character can still act, but can't run or charge in this round.

Creatures: Jastor has hired two half-orc thugs as hired fists. They are in for the money, nothing more, nothing less.

APL 2 (EL 4)

 **Jastor:** male human sorcerer 2; 10 hp; see Appendix 1.

☛ **Thugs (2):** male half-orc warrior 1; 9 hp each; see Appendix 1.

APL 4 (EL 6)

☛ **Jastor:** male human sorcerer 4; 20 hp; see Appendix 1.

☛ **Thugs (2):** male half-orc warrior 2; 16 hp each; see Appendix 1.

APL 6(EL 9)

☛ **Jastor:** male human sorcerer 6; 30 hp; see Appendix 1.

☛ **Thugs (2):** male half-orc fighter 3; 33 hp each; see Appendix 1.

APL 8 (EL 11)

☛ **Jastor:** male human sorcerer 8; 40 hp; see Appendix 1.

☛ **Thugs (2):** male half-orc fighter 5; 45 hp each; see Appendix 1.

APL 10 (EL 12)

☛ **Jastor:** male human sorcerer 10; 60hp; see Appendix 1.

☛ **Thugs (2):** male half-orc fighter 6; 69hp each; see Appendix 1.

APL 12 (EL 14)

☛ **Jastor:** male human sorcerer 12; 72hp; see Appendix 1.

☛ **Thugs (2):** male half-orc fighter 8; 72hp each; see Appendix 1.

Treasure: If Jastor and the half-orcs are defeated, their items can be looted (if convinced to step down, the PCs do gain access to Jastor's items and they gain his gold as a reward for either his capture or to let him go):

APL 4: Loot 178 gp; Coin 270 gp; Magic 283 gp; *wand of charm person* (25 gp), *wand of invisibility* (75 gp), *cloak of resistance +1* (83 gp), 2 *potion of cure moderate wounds* (25 gp each); Total 731 gp.

APL 6: Loot 328 gp; Coin 161gp; Magic 483 gp; *wand of charm person* (25 gp), *wand of invisibility* (75 gp), *cloak of resistance +2* (333 gp), 2 *potion of cure moderate wounds* (25 gp each); Total 972 gp.

APL 8:Loot 2 gp; Coin 480 gp; Magic 1,092 gp; *wand of charm person* (25 gp), *wand of invisibility* (75 gp), *cloak of resistance +2* (333 gp), 2 *potion of cure moderate wounds* (25 gp each), *ring of protection +1* (167 gp), 2x of +1 *full plate armor* (221gp each); Total 1,574 gp.

APL 10: Loot 2 gp; Coin 272 gp; Magic 1,759 gp; *wand of charm person* (25 gp), *wand of invisibility* (75 gp), *cloak of resistance +2* (333 gp), 2 *potion of cure moderate wounds* (25 gp each), *ring of protection +1* (167 gp), 2x of +1 *full plate armor* (221 gp each), *hand of glory* (667 gp); Total 2,033 gp.

APL 12:Loot 2 gp; Coin 380 gp; Magic 2,759 gp; *wand of charm person* (25 gp), *wand of invisibility* (75 gp), *cloak of resistance +4* (1,333 gp), 2 *potion of cure moderate*

wounds (25 gp each), *ring of protection +1* (167 gp), 2x of +1 *full plate armor* (221gp each), *hand of glory* (667gp); Total 3,141 gp.

Detect magic results: +1 *full plate armor* (faint abjuration), *cloak of resistance +2* (moderate abjuration), *cloak of resistance +4* (strong abjuration), *hand of glory* (faint varied), *ring of protection +1* (faint abjuration) *wand of charm person* (faint enchantment), *wand of invisibility* (faint illusion)

Enviroment & tactics:

The children are standing in each square that surrounds Jastor. He has terrified them (with illusion spells) into believing that if they move from their place, pack of spectral war dogs will attacks them.

At APL 2 and 4, there is one child per square directly adjacent to Jastor. At APLs 6+, there is one child in every square within 10' reach of Jastor.

☛ **Child:** small humanoid (human); hp 3; Str 4; grapple check -3; base speed 20ft.

The children can be convinced with a DC 15 Diplomacy check to move to safety. Following modifiers apply:

- +APL (it's harder because the bad guy is meaner) to leave the circle and run to safety.
- +10 if rushed.
- +5 for every child who has been reduced to 0 hp or less.
- +5 to ones own children.

Because of the distractions of combat, only one child may be convinced at a time. Should two children run to safety and not be harmed, all children break and run to safety.

The children can also be grabbed and taken to safety with a successful grapple check. They must be grappled since they, in their fear, resist all attempts to touch them.

A child that has been moved away from Selnor (by magical or other means) moves to exit to run away from the mine and back home.

At APL 12, Jastor has a *contingency* set to have a *fireburst* (5d8) go off should he be killed. Any children still in the region of Jastor, when he is defeated, are burned severely. A warning is given in his first speech, but if the party doesn't seem to get the warning, feel free to throw another hint in.

In the 2nd round of combat, or at the beginning if the PCs have successfully snuck in, he states with a bitter voice:

He was a traitor to us all and still you aided him. Why? Gold? Why would you sell our country for so little? What do the red killers owe you for your treachery?

If he is reduced to 0 hp, before he dies, he asks:

"Why? All I wanted to do was protect my little sister. But then the smoke came and my arms around her were for nothing. Why did you help him?"

If the fight lasts beyond two rounds, Jastor keeps berating the PCs about their involvement in the burning of Poelitz and their ties to Selnor and the Scarlet Brotherhood.

Should the party defeat him, the party finds a letter upon him to the head of house Arxx (Player Handout 3). It informs House Arxx that Selnor was an agent of the Brotherhood and should not be trusted, that he betrayed the armies of Naerie. He has no other evidence here, but he has gathered other damning facts about Selnor Gilmane that he can use to prove his complicity.

If the PCs ask about these other damning facts, Jastor explains that he has them hidden with friends in other baronies, so he cannot get them here, but has made sure that if something happens to him, these are sent to House Arxx.

Development: When the PCs leave the mine and go to Copperfeld or the Keep, go to Encounter 6. If PCs captured Jastor alive, this has no special consequences. If any children were killed though, Aishiak clan demands a blood revenge on Jastor.

6:THE RESCUE

This encounter uses DM map # 4

As night falls and you approach the town, with the keep still in the distance, you see a man hustling along away from the keep. It's Kadel. He looks your way and, noticing you in the light of the moon high in the sky, he heads towards you.

"Please, I need your help... There is a monster in the castle. Selnor and his wife are in grave danger... Can you help?"

If the PCs are willing to help, Kadel leads them up to the castle. He can tell them that there are two humans and a very fast and ferocious humanoid beast. He didn't see it very clearly as he was too busy running. He did hear one of the others shout that they didn't seem to be able to hurt the beast, however.

If the PCs are unwilling to help, Kadel gathers a few guards and returns to the keep. Then dies with them, as they are completely outmatched.

If the PCs follow Kadel, read or paraphrase the following

The room is a large grand meeting room empty of most furniture and the same room that Count Zaran died in weeks earlier.

A very hairy humanoid in loose clothing is holding the wife of Selnor around her neck. His fingers have long claws that are pressing into her skin causing a small touch of blood to show under them. He is looking down at a shackled and immobile Selnor. His snout is filled with vicious-looking teeth.

Two monks stand in front of them. All wear loose red robes.

"Selnor brought some hired help to deal with us did he? I hope they will be more entertaining than he was."

Creatures: Two human monks and a werewolf monk are present, trying to force Selnor back to the fold. Vanshill is part of werewolf monks that PCs might have met in NAE8-02 *Lay Down Your Burdens*. For more information on Vanshills motivations, see Encounter 7.

The monks have been intimidated and corrced into this fight and can be talked out of helping Vanshill and leaving the vicinity of Copperfeld. A DC 10 Sense Motive reveals this. Their attitude starts indifferent. A DC 30 Diplomacy check makes the monks leave Vanshill.

The following modifiers apply:

- +4 if the PC making the Diplomacy check is a Suel human.
- +6 if the PC making the Diplomacy check has the Pureblooded Suel feat.
- +2 if the speaker is member of Ex-Scarlet Brotherhood Soldier meta-org or is an actual member of the Scarlet Brotherhood.
- +4 if the PC making the Diplomacy check speaks in Ancient Suel.
- +10 if the PC making the Diplomacy uses the word "impure" in relation to Vanshill's lycanthropy, since the monks agree with this opinion.

APL 2 (EL 4)

☛ **Vanshill:** werewolf monk 1; hp 24; see Appendix 1.

☛ **Monks** (2): male human monk 1; hp 6 each; see Appendix 1.

APL 4 (EL 6)

☛ **Vanshill:** werewolf monk 2; hp 26; see Appendix 1.

☛ **Monks** (2): male human monk 2; hp 6 each; see Appendix 1.

APL 6(EL 8)

☛ **Vanshill:** werewolf monk 4; hp 43; see Appendix 1.

☛ **Monks** (2): male human monk 4; hp 24 each; see Appendix 1.

APL 8 (EL 10)

☛ **Vanshill:** werewolf monk 6; hp 79; see Appendix 1.

☛ **Monks** (2): male human monk 6; hp 36 each; see Appendix 1.

APL 10 (EL 12)

☛ **Vanshill:** werewolf monk 8; hp 89; see Appendix 1.

☛ **Monks** (2): male human monk 8; hp 56 each; see Appendix 1.

APL 12 (EL 14)

☛ **Vanshill:** werewolf monk 10; hp 115; see Appendix 1.

☛ **Monks** (2): male human monk 10; hp 70 each; see Appendix 1.

Tactics: At APL 2, the monks will run if wounded.

At any APL, if the monks try to run (e.g. from a fear spell), Vanshill takes a swipe at them as they pass (an attack of opportunity). He despises cowardice.

The monks to hit poorly armored opponents first. These are more likely to be low hit point mages. If they can't hit an opponent, they tumble past the opponent to another one.

Vanshill doesn't care at all about the lives of his team. They are expendable to him. If it looks like he is to be defeated, he tries to bite somebody frail looking in hopes of at least cursing somebody with the lycanthropy curse.

If Vanshill dies, monks try to flee or surrender.

Treasure: If monks are defeated, their items can be looted

APL 4: Loot 0 gp; Coin 100 gp; Magic 324 gp; 3 bracers of armor +1 (83 gp each), 3 potions of cure moderate wounds (25 gp each); Total 874 gp.

APL 6: Loot 0 gp; Coin 100 gp; Magic 741gp; 2 bracers of armor +2 (333 gp each), 3 potions of cure moderate wounds (25 gp each); Total 1,291 gp.

APL 8: Loot 0 gp; Coin 100 gp; Magic 1,074gp; gloves of dexterity +2 (333 gp), 2 bracers of armor +2 (333 gp each), 3 potions of cure moderate wounds (25 gp each); Total 1,424 gp.

APL 10: Loot 0 gp; Coin 100 gp; Magic 1,907gp; gloves of dexterity +2 (333 gp), 2 bracers of armor +2 (333 gp each), 3 potions of cure moderate wounds (25 gp each), 2 beads of force (250 gp each), periapt of wisdom +2 (333 gp); Total 2,407 gp.

APL 12: Loot 0 gp; Coin 100 gp; Magic 2,906 gp; 3 gloves of dexterity +2 (333 gp each), 3 bracers of armor +2 (333 gp each), 3 potions of cure moderate wounds (25 gp each), 2 beads of force (250 gp each), periapt of wisdom +2 (333 gp); Total 4,689 gp.

Detect magic results: bead of force (moderate evocation), bracers of armor +2 (moderate abjuration), periapt of wisdom +2 (moderate transmutation)

Development: Proceed to the Conclusion.

7: CAMP

"The tracks you've followed end up at a small copse among the hills"

Refer to Encounter 6 for statistics and treasure. Vanshill and his two monks spend their days here. At night Vanshill hunts in wolf form and keeps an eye out on the Keep. The camp consists of a large tent hidden in a small indenture in the hills with a few bushes and trees providing a good hiding place within just 4 miles of Copperfeld.

The monks are led by Vanshill, a werewolf-Suel, one of the Brotherhood extremists who recently acquired lycanthropy in Menowood (NAE8-02 Lay Down Your Burdens) He is here to make sure that Selnor co-operates

with the Scarlet Sign again, or kill him if that is not possible. If asked where he heard about Selnor, he tells the characters to mind their own business.

If Vanshill is asked why did he kill the Count, he replies that he has never tolerated being talked down by lesser races and was not about to start then either. After this he expects the PCs to leave or he attacks.

Development: If the monks are defeated here when tracked from the Keep after Encounter 2, Encounter 6 does not occur. Selnor is secretly very relieved indeed. If this happens when before the PCs' meeting with Jastor, the villagers contact the PCs shortly afterward, begging their help with finding their children. Proceed with Encounter 3, 4 and 5, but do not use Encounter 6 anymore.

CONCLUSION

Once PCs defeat Vanshill, Selnor is relieved and finally comes to conclusion that he cannot hide from his past, so he reveals everything to the PCs.

Selnor invites PCs to a dinner in the evening and then announces his surrender. As DM you have to alter the box text below slightly.

I surrender," he says. "There has been enough blood by far, and I'd prefer if mine didn't add to the streams in the gutters. It is true that once my allegiance was to the Scarlet Brotherhood, but I've not followed their dogma for some years now. It was obvious to anyone in Naerie that it was a lost cause to the Brotherhood,

I was growing older, and I was enjoying myself far too much in ruling Copperfeld. You can only take my word for it."

"I suppose that it's over, now. Take me into custody, please. I offer to surrender what information I have on the Brotherhood's operations in Naerie in exchange for my life.

With you I can make a deal. With the others, I suspect not so much."

PCs now have several choices. They can accept Selnors surrender, kill him or let him go.

PCs accept Selnors surrender

Selnor is taken in by authorities and shipped off to Naerie City for unknown purpose. PCs receive **Favor of House Haxx** to their AR.

PCs kill Selnor

This is not a punishable offense, since Selnors allegiance will surface eventually. House Arxx is happy to be rid of this liability. PCs receive **Favor of House Arxx** to their ARs.

PCs let Selnor go

If PCs decide to let Selnor keep on governing Copperfeld as usual, they can turn to his political powers for their own ends. PCs receive **favor of Selnor Gilmane** to their ARs.

The End.

CAMPAIGN CONSEQUENCES

This adventure has no campaign consequences.
Adventure comments can be sent to
sampohaarlaa@gmail.com

EXPERIENCE POINT SUMMARY

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

3: Back at the tavern

Defeat mercenaries

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

5: The Haunted Mine

Defeat Jastor and thugs

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	330 XP
APL 10	360 XP
APL 12	420 XP

6: The Rescue or 7: Camp

Defeat monks

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Discretionary roleplaying award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 10	31585 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.

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

3: Back at the Tavern

APL 2: Loot 68 gp; Coin 26gp; Magic 50 gp; wand of magic missile (50 gp);

APL 4: Loot 144 gp; Coin 30gp; Magic 325 gp; wand of magic missile (CL 3) (300 gp), potion of cure moderate wounds (25gp);

APL 6: Loot 144 gp; Coin 78gp; Magic 694 gp; +1 dwarven war axe (194gp), cloak of resistance +2 (333 gp);

APL 8: Loot 2 gp; Coin 36gp; Magic 1429 gp; wand of magic missile (50 gp), 2 of +1 full plate armor (221gp each), +1 tower shield (98 gp), +1 dwarven war axe (194gp), Wand of magic missile (CL5) (312 gp), cloak of resistance +2 (333 gp);

APL 10: Loot 2 gp; Coin 116 gp; Magic 1879 gp; 2 of +1 full plate armor (221gp each), +1 tower shield (98 gp), +1 dwarven war axe (194gp), keoghtom's ointment (333 gp), potion of cure serious wounds (62gp), wand of lightning bolt (CL 5)(750gp);

APL 12: Loot 0 gp; Coin 936 gp; Magic 2794 gp; 2 of +2 full plate armor (387gp each), +1 tower shield (98 gp), +1 dwarven war axe (194gp), keoghtom's ointment (333 gp), cloak of resistance +4 (1333gp), potion of cure serious wounds (62gp);

5: The Abandoned Mine

APL 2: Loot 83 gp; Coin 70gp; Magic 283 gp; wand of charm person (15gp), wand of invisibility (135gp), cloak of resistance +1 (83 gp), 2 potion of cure moderate wounds (25gp each);

APL 4: Loot 178 gp; Coin 270gp; Magic 283 gp; wand of charm person (25 gp), wand of invisibility (75 gp), cloak of resistance +1 (83 gp), 1250gp, 2 potion of cure moderate wounds (25gp each);

APL 6: Loot 328 gp; Coin 161gp; Magic 483 gp; wand of charm person (25 gp), wand of invisibility (75 gp), cloak of resistance +2 (333 gp), 2 potion of cure moderate wounds (25gp each);

APL 8: Loot 2 gp; Coin 480gp; Magic 1092 gp; wand of charm person (25 gp), wand of invisibility (75 gp), cloak of resistance +2 (333 gp), 2 potion of cure moderate wounds (25gp each), ring of protection +1 (167 gp) 2 of +1 full plate armor (221gp each);

APL 10: Loot 2 gp; Coin 272gp; Magic 1759 gp; wand of charm person (25 gp), wand of invisibility (75 gp), cloak of resistance +2 (333 gp), 2 potion of cure moderate wounds (25gp each), ring of protection +1 (167 gp) 2 of +1 full plate armor (221gp each), hand of glory (667gp);

APL 12: Loot 2 gp; Coin 380 gp; Magic 2759 gp wand of charm person (25 gp), wand of invisibility (75 gp), cloak of resistance + 4 (1333gp), 2 potion of cure moderate wounds (25gp each), ring of protection +1 (167 gp) 2 of +1 full plate armor (221gp each), hand of glory (667gp);

6: The Rescue or 7: Camp

APL 4: Loot 0 gp; Coin 100 gp; Magic 324 gp; 3 bracers of armor +1 (83 gp each), 3 potions of cure moderate wounds (25 gp each); Total 874 gp.

APL 6: Loot 0 gp; Coin 100 gp; Magic 741gp; 2 bracers of armor +2 (333 gp each), 3 potions of cure moderate wounds (25 gp each); Total 1,291 gp.

APL 8: Loot 0 gp; Coin 100 gp; Magic 1,074gp; gloves of dexterity +2 (333 gp), 2 bracers of armor +2 (333 gp each), 3 potions of cure moderate wounds (25 gp each); Total 1,424 gp.

APL 10: Loot 0 gp; Coin 100 gp; Magic 1,907gp; gloves of dexterity +2 (333 gp), 2 bracers of armor +2 (333 gp each), 3 potions of cure moderate wounds (25 gp each), 2 beads of force (250 gp each), periapt of wisdom +2 (333 gp); Total 2,407 gp.

APL 12: Loot 0 gp; Coin 100 gp; Magic 2,906 gp; 3 gloves of dexterity +2 (333 gp each), 3 bracers of armor +2 (333 gp each), 3 potions of cure moderate wounds (25 gp each), 2 beads of force (250 gp each), periapt of wisdom +2 (333 gp); Total 4,689 gp.

Conclusion:

APL 2: Coin: 120 gp.

APL 4: Coin: 240 gp.

APL 6: Coin: 360 gp.

APL 8: Coin: 480 gp.

APL 10: Coin: 1,100 gp.

APL 12: Coin: 1,320 gp.

Treasure Cap

APL 2: 400 gp.

APL 4: 600 gp.

APL 6: 800 gp.

APL 8: 1,250 gp.

APL 10: 2,100 gp.

APL 12: 3,000 gp.

Total Possible Treasure

APL 2: 755 gp.

APL 4: 1,654 gp.

APL 6: 2,929 gp.

APL 8: 4,215 gp.

APL 10: 6,037 gp.

APL 12: 9,877 gp.

ADVENTURE RECORD ITEMS

Favor of Selnor: Selnor Gilmane is a very good speaker and has many contacts. You made use this favor for a one-time bonus of five affiliation points in one Naerie meta-organization of which you are a member. Alternatively it can be used to remove one Wanted in Ahlissa result. Cross out after use.

Favor of House Arxx/Haxx: You have exposed Selnor Gilmane as an agent of the Scarlet Brotherhood. You gain a favor with House Arxx or Haxx (cross off which does not apply).

Lycanthropy: You have contracted a Lycanthropy (Werewolf). This follows rules laid out in LGCS

Children in Aishiak Clan: You have a child named _____ in Aishiak Clan.

ITEM ACCESS

APL 2

- Wand of invisibility (Adventure; PHB)

APL 4

- Wand of magic missile (Adventure; CL 3; DMG)

APL 6

- Wand of magic missile (Adventure; CL 5; DMG)

APL 8

APL 10

- Bead of force (Adventure; DMG)
- Hand of glory (Regional; DMG)
- Keoghtom's ointment (Regional; DMG)
- Wand of lightning bolt (40 charges) (Adventure; DMG)

APL 12 (all of APL 10)

APPENDIX 1: APL 2

3: IN THE TAVERN

YITH

CR 1

Male dwarf Fighter 1
LE Medium humanoid (dwarf)
Init +1; **Senses** Listen +1, Spot +1; dark vision 60ft
Languages Common, Dwarven

AC 21, touch 11, flat-footed 20
(+1 Dex, +6 armor, +2 shield, +2 natural)
hp 9 (1d10+3 HD);
Fort +5 (+7 against poison), **Ref** +1, **Will** +1; (+2 against spells & spell-like abilities)

Speed 20 ft. in banded mail (4 squares), base movement 20 ft
Melee mwk dwarven war axe +6 (1d10+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +4
Atk Options
Special Actions
Combat Gear *potion of barkskin* (+2) (used, 4 min. remaining)

Abilities Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6
Feats Undermountain Tactics (*), Weapon Focus (dwarven war axe)
Skills Animal Handling +2, Intimidate +2
Possessions combat gear plus banded mail, heavy steel shield

MASSEN

CR 2

female human wizard 1
LE Medium humanoid (human)
Init +5; **Senses** Listen +1, Spot +1
Languages Common, Draconic,

AC 15, touch 11, flat-footed 15
(+1 Dex, + 4 armor)
hp 5 (1d4+2 HD)
Fort +2, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares), base movement 30 ft.
Melee Staff +0 (1d6-1)
Ranged *ray of enfeeblement* +1 (1d6+1 strength penalty)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** -1
Wizard Spells Prepared (CL 1st):
1st— *magic missile*, *ray of enfeeblement* (1d6+1 strength penalty)
0— *detect magic*, *mage hand*, *message* (¼, 4 minutes remaining)

Abilities Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10
Feats Improved Initiative, Scribe Scroll, Combat Casting
Skills Concentration +6 (+10 when casting defensively), Decipher Script +6, Knowledge (arcane) +3, Knowledge (religion) +3, Knowledge (nobility) +3, Knowledge (nature) +3, Spellcraft +6
Possessions combat gear plus scroll of *mage armor* (used), 75gp

Spellbook spells prepared plus 0—all, 1st *magic missile*, *ray of enfeeblement*, *unseen servant*, *obscuring mist*, *detect undead*, *sleep*, *shocking grasp*, *Nystul's Magic aura*, *comprehend languages*, *mount*

CALHANN

CR 1

Male human cleric 1
LE Medium humanoid (human)
Init +0; **Senses** Listen +2, Spot +2
Languages Common

AC 18, touch 10, flat-footed 18
(+6 armor, +2 shield,)
hp 11 (1d8+6 HD)
Fort +4, **Ref** +0, **Will** +4

Speed 20 ft. in splint mail (4 squares), base movement 30 ft.
Melee staff +1 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** +1
Special Actions turn undead 4 times / day
Combat Gear Wand of *magic missile* (40 charges)
Cleric Spells Prepared (CL 1st):
1st—*command*, *disguise self*^P, *remove fear*
0— *create water*, *detect magic*, *guidance*, *purify food and drink*
D: Domain spell. Deity: Boccob. Domains: Magic, Trickery, Channels positive energy

Abilities Str 13, Dex 10, Con 14, Int 8, Wis 15, Cha 12
Feats Toughness, Improved Toughness
Skills Sense Motive +6
Possessions combat gear plus splint mail, heavy steel shield

5: HAUNTED MINES

JASTOR

CR 2

Male human Sorcerer 2
N Medium humanoid (human)
Init +5 (reroll 1/day) **Senses** Listen -1, Spot -1
Languages Common

AC 11, touch 11, flat-footed 10
(+1 Dex)
hp 10 (2d4+4 HD)
Fort +3, **Ref** +2, **Will** +3

Speed 30 ft. in no armor (6 squares), base movement 30 ft.
Melee heavy mace +2 (1d8+1)
Ranged see spells below
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Sorcerer Spells Known (CL 2nd):
1st (3/day)—*burning hands*, *magic missile*
0 (5/day)—*dancing lights* †, *ghost sound* †, *ray of frost*, *detect magic*, *light*
† Already cast

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

SQ**Feats** Improved Initiative, Danger Sense**Skills** Bluff +7, Concentration +7**Possessions** combat gear plus *wand of charm* person (6 charges), *wand of invisibility* (9 charges), *cloak of resistance* +1, 100gp**THUGS (2)****CR 1/2**

Half-Orc Warrior 1

N Medium humanoid (orc)

Init +0 **Senses** Listen -1, Spot -1; dark vision 60ft**Languages** Common**AC** 15 touch 10, flat-footed 15

(+3 armor, +2 shield)

hp 9 (1d8 +1 HD)**Fort** +3, **Ref** +0, **Will** -2**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.**Melee** masterwork morning star +5(1d8+2 / x2)**Ranged** javelin +1 (1d6+2/ x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +3**Atk Options****Special Actions****Combat Gear** masterwork morning star, masterwork studded leather armor, heavy wooden shield, 2 javelins, dagger**Abilities** Str 15, Dex 11, Con 12, Int 8, Wis 8, Cha 6**SQ****Feats** weapon focus: morning star**Skills** Intimidate +2**Possessions** combat gear plus potion of cure moderate wounds 160 gp each**Skills** Balance +9, Survival +4, Sense Motive +, Tumble +8**Possessions** combat gear plus, potion of *barkskin* (+2), potion of *cure moderate wounds*, 225gp

Curse of Lycanthropy (Su)

MONKS**CR 1**

Human Male Monk 1

LE Medium humanoid (human)

Init +6; **Senses** Listen +5, Spot +5**Languages** Common, Suel**AC** 15, touch 13, flat-footed 13

+2 Dex, +1 Wis, +2 natural)

hp 6 (1d8+1 HD) [run after first being injured]**Fort** +3 (+3 against poison), **Ref** +4, **Will** +3**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.**Melee** unarmed +2 (1d6+3) or

flurry +0/+0 (1d6+3)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +0; **Grp** +7**Combat Gear****Abilities** Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8**Feats** Improved Initiative, Unarmed Strike, Improved Grapple, Blind-Fight**Skills** Balance +6, Climb +4, Tumble +6**Possessions** combat gear plus *potion of barkskin* (+2), used, *potion of cure moderate wounds***6: RESCUE****VANSHILL****CR 3**

Male human Monk 1 / Afflicted Werewolf in Hybrid form

LE Medium humanoid (human, shapechanger)

Init +8; **Senses** Listen +7, Spot +7**Languages** Common, Suel**AC** 18 touch 16, flat-footed 12

+4 Dex, +2 Wis, +2 natural)

hp 24 (1d8+3 +2d8+6); **DR** 5/silver**Fort** +8 (+8 against poison), **Ref** +9, **Will** +6**Speed** 30 ft. in no armor (6 squares), base movement 30 ft**Melee** claws +5/+5 (1d4+3) and bite +1 (1d6+1) or

flurry +3/+3 (1d6+3) and bite -1 (1d6+1)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +9**Special Actions** If any of his party try to run away, he takes attacks of opportunity against them.**Combat Gear** *potion of cure serious wounds***Abilities** Str 17, Dex 18, Con 17, Int 10, Wis 14, Cha 8**SQ** Low Light Vision, Wolf Empathy, scent, alternate form**Feats** Weapon Focus (bite), Track, Unarmed Strike, Improved Grapple, Combat Reflexes, Improved Initiative, Iron Will

3: IN THE TAVERN**YITH****CR 3**

Male dwarf Fighter 3

AL LE Medium humanoid (dwarf)

Init +5; **Senses** Listen +1, Spot +1; dark vision 60ft**Languages** Common**AC** 25, touch 11, flat-footed 24

(+1 Dex, +8 armor, +4 shield, +2 natural)

hp 27 (3d10 +9 HD);**Fort** +6 (+8 against poison), **Ref** +2, **Will** +2; (+2 against spells & spell-like abilities)**Speed** 20 ft. in full plate mail (4 squares), base movement 20 ft**Melee** mwk dwarven war axe +5 (1d10+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Combat Gear** *potion of barkskin* (+2) (used), *potion of cure moderate wounds***Abilities** Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6**Feats** Undermountain Tactics (*), Weapon Focus (dwarven war axe), Improved Initiative, Blind Fighting**Skills** Animal Handling +4, Intimidate +4**Possessions** combat gear plus full plate armor, tower shield**MASSEN****CR 3**

Female human wizard 3

LE Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1**Languages** Common, Draconic, Flan**AC** 15, touch 11, flat-footed 15

(+1 Dex, +4 armor)

hp 15 (3d4+6 HD)**Fort** +4, **Ref** +3, **Will** +5**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** Staff +0 (1d6-1)**Ranged** *ray of enfeeblement* +2 (1d6+1 strength penalty)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +0**Wizard Spells Prepared** (CL 3rd):2nd — *detect thoughts* (1, expired), *scorching ray*1st — *mage armor* (1), *magic missile*, *ray of enfeeblement*0th — *detect magic*, *mage hand*, *message* (1), *ray of frost***Abilities** Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10**Feats** Improved Initiative, Scribe Scroll, Combat Casting, Skill focus: Concentration**Skills** Concentration +11 (+15 when casting defensively), Decipher Script +8, Knowledge (arcane) +3, Knowledge (religion) +3, Knowledge (nobility) +3, Knowledge (nature) +3, Spellcraft +8**Possessions** combat gear plus *cloak of resistance* +1, scroll *knock* (2, both used), scroll of *scorching ray*, *Ogp***Spellbook** spells prepared plus 0—all, 1st *magic missile*, *ray of enfeeblement*, *unseen servant*, *obscuring mist*, *detect undead*, *sleep*, *shocking grasp*, *Nystul's Magic aura*, *comprehend languages*, *mount*, 2nd *detect thoughts*, *scorching ray*, *invisibility*, *darkness*, *darkvision***CALHANN****CR 3**

Male human cleric 3

LE Medium humanoid (human)

Init +4; **Senses** Listen +2, Spot +2**Languages** Common**AC** 18, touch 10, flat-footed 18

(+6 armor, +2 shield,)

hp 27 (3d8+12 HD)**Fort** +5, **Ref** +1, **Will** +5**Speed** 20 ft. in splint mail (4 squares), base movement 30 ft.**Melee** staff +3 (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +3**Special Actions** turn undead 4 times / day, spontaneously cast cure spells**Combat Gear** Wand of *magic missile* (CL3) (40 charges)**Cleric Spells Prepared** (CL 3rd):2nd — *invisibility*^D, *shield other* (1, cast on Yith), *silence* (1, expired)1st — *bless*, *comprehend languages*, *disguise self*^D, *remove fear*0 — *create water*, *detect magic*, *guidance*, *purify food and drink***D:** Domain spell. Deity: Boccob. Domains: Magic, Trickery, Channels positive energy**Abilities** Str 13, Dex 10, Con 14, Int 8, Wis 15, Cha 12**Feats** Improved Initiative, Toughness, Improved Toughness**Skills** Sense Motive +8**Possessions** combat gear plus splint mail, heavy steel shield**5: HAUNTED MINES****JASTOR****CR 4**

Male human Sorcerer 4

N Medium humanoid (human)

Init +5 (reroll 1/day); **Senses** Listen -1, Spot -1**Languages** Common**AC** 15, touch 15, flat-footed 14

(+1 Dex, +4 shield)

hp 20 (4d4+8 HD)**Fort** +3, **Ref** +2, **Will** +3**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.**Melee** heavy mace +3 (1d8+1)**Ranged** see spells below**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +3

Combat Gear heavy mace

Sorcerer Spells Known (CL 4th):

2nd (4/day)—*fireburst*

1st (6/day)—*burning hands, magic missile, shield* ‡

0 (4/day)—*dancing lights, ghost sound, ray of frost, detect magic, light*

‡ Already cast

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

Feats Heighten Spell

Skills Bluff +10, Concentration +9

Possessions combat gear plus *wand of charm person* (10 charges), *wand of invisibility* (10 charges), *cloak of resistance* +1, 1250gp

THUGS (2)

CR 1

Half-Orc Warrior 2

AL N Medium humanoid (orc)

Init +0 **Senses** Listen -1, Spot -1; dark vision 60ft

Languages Common

AC 19 touch 10, flat-footed 19

(+7 half-plate armor, +2 heavy wooden shield)

hp 16 (2d8 +2 HD)

Fort +4, **Ref** +0, **Will** -2

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee morning star +5(1d8+2 / x2)

Ranged javelin +2 (1d6+2/ x2)

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

Base Atk +2; **Grp** +4

Combat Gear masterwork morning star, masterwork half-plate armor, heavy wooden shield, 2 javelins, dagger

Abilities Str 15, Dex 11, Con 12, Int 8, Wis 8, Cha 6

Feats weapon focus: morning star

Skills Intimidate +3

Possessions combat gear plus potion of *cure moderate wounds*

SQ Low Light Vision, Wolf Empathy, scent, alternate form, Evasion

Feats Weapon Focus (bite), Track, Unarmed Strike, Improved Grapple, Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (claw)

Skills Balance +9, Survival +4, Sense Motive +4, Tumble +8

Possessions combat gear plus potion of *cure moderate wounds, bracers of armor* +1

Curse of Lycanthropy (Su)

MONKS

CR 2

Male human Monk 2

LE Medium humanoid (human)

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

Languages Common, Suel

AC 17, touch 13, flat-footed 14

+2 Dex, +1 armor, +1 Wis, +3 natural)

Hp 14 (2d8+4 HD)

Fort +4 (+4 against poison), **Ref** +5, **Will** +6

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee unarmed +3 (1d6+3) or flurry +1/+1 (1d6+3)

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

Base Atk +1; **Grp** +7

Combat Gear potion of *barkskin* (+3), used, potion of *cure moderate wounds*

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

SQ Evasion

Feats Improved Initiative, Unarmed Strike, Improved Grapple, Iron Will, Combat Reflexes

Skills Balance +6, Climb +4, Tumble +6

Possessions combat gear plus potion of *cure moderate wounds, bracers of armor* +1

6: RESCUE

VANSHILL

CR 5

Male Human Monk 2 / Werewolf in Hybrid form

LE Medium humanoid (human, shapechanger)

Init +2; **Senses** Listen +8, Spot +8

Languages Common, Suel

AC 20 touch 16, flat-footed 14

(+1 armor, +4 Dex, +2 Wis, +3 natural)

hp 34 (4d8+6 +1d8+3 HD); DR 10/silver

Fort +9 (+9 against poison), **Ref** +10, **Will** +7

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee claws +8/+8 (1d4+4) and bite +3 (1d6+2) or flurry +5/+5 (1d6+4) and bite +1 (1d6+2)

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

Base Atk +3; **Grp** +11

Special Actions If any of his party try to run away, he takes attacks of opportunity against them.

Combat Gear potion of *barkskin* (+3), used

Abilities Str 18, Dex 18, Con 17, Int 10, Wis 14, Cha 8

3: IN THE TAVERN**YITH****CR 5**

Male dwarf Fighter 5

AL LE Medium humanoid (dwarf)

Init +1; **Senses** Listen +1, Spot +1 dark vision 60ft**Languages** Common, Dwarven**AC** 27, touch 11, flat-footed 26

(+1 Dex, +8 armor, +4 shield, +4 natural)

hp 45 (5d10 +15 HD);**Fort** +9 (+11 against poison), **Ref** +4, **Will** +4; (+2 against spells & spell-like abilities)**Speed** 20 ft. in full plate mail (4 squares), base movement 20 ft**Melee** +1 dwarven war axe +12 (1d10+6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +14**Combat Gear** *potion of barkskin* (+4) (used)**Abilities** Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6**Feats** Undermountain Tactics (*)[#], Weapon Focus (dwarven war axe), Weapon Specialization (dwarven war axe), Blind Fighting, Improved Unarmed Strike, Improved Grapple**Skills** Animal Handling +8, Intimidate +8**Possessions** combat gear plus full plate armor, tower shield, +1 dwarven war axe**MASSEN****CR 5**

Female human wizard 5

LE Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1**Languages** Common, Draconic, Flan**AC** 15, touch 11, flat-footed 15

(+1 Dex, +4 armor)

hp 25 (5d4 +10 HD)**Fort** +5, **Ref** +4, **Will** +7**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** Staff +1(1d6-1)**Ranged** *ray of enfeeblement* +4 (1d6+3 strength damage)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2 **Grp** +1**Wizard Spells Prepared** (CL 5th):3rd — *heroism* (1/1, cast on Yith), *heroism* (1/1, cast on Calhann)2nd — *detect thoughts* (1/1, expired), *glitterdust* (DC16), *scorching ray*1st — *mage armor* (1/1), *magic missile* (2), *ray of enfeeblement*0th — *detect magic*, *mage hand*, *message* (1/1, 4 minutes remaining), *prestidigitation***Abilities** Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 10**Feats** Improved Initiative, Scribe Scroll, Combat Casting, Skill focus: Concentration**Skills** 1 Concentration +13 (+17 when casting defensively), Decipher Script +11, Knowledge (arcane) +3, Knowledge(religion) +3, Knowledge (nobility) +3, Knowledge (nature) +3, Spellcraft +11**Possessions** combat gear plus *cloak of resistance* +2, scroll *knock* (2, both used), 0gp**Spellbook** spells prepared plus 0—all, 1st *magic missile*, *ray of enfeeblement*, *unseen servant*, *obscuring mist*, *detect undead*, *sleep*, *shocking grasp*, *Nystul's Magic aura*, *comprehend languages*, *mount*, *mage armor* 2nd *detect thoughts*, *scorching ray*, *invisibility*, *darkness*, *darkvision*, *web*, 3rd *fireball*, *heroism***CALHANN****CR 5**

Male human cleric 5

LE Medium humanoid (human)

Init +4; **Senses** Listen +5, Spot +5**Languages** Common**AC** 18, touch 10, flat-footed 18

(+6 armor, +2 shield,)

hp 43 (5d8 +18 HD)**Fort** +8, **Ref** +3, **Will** +8**Speed** 20 ft. in splint mail (4 squares), base movement 30 ft.**Melee** staff +6 (1d6+1)**Ranged** ray +5 (varies)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +6**Special Actions** turn undead 4 times / day, spontaneously cast cure spells**Combat Gear** Wand of *magic missile* (CL5) (50 charges)**Cleric Spells Prepared** (CL 5th):3rd — *bestow curse* (DC 17), *dispel magic*^D, *prayer*2nd — *hold person* (DC 16), *invisibility*^D, *shield other* (1/1, cast on Yith), *silence* (1/1, 1 minute remaining, cast on coin in his pouch)1st — *bless*, *command* (DC 15), *comprehend languages*, *Disguise Self*^D, *Remove Fear*0 — *create water*, *detect magic*, *detect poison*, *guidance*, *purify food and drink***D:** Domain spell. Deity: Boccob. Domains: Magic, Trickery, Channels positive energy**Abilities** Str 13, Dex 10, Con 14, Int 8, Wis 16, Cha 12**Feats** Improved Initiative, Toughness, Improved Toughness**Skills** Sense Motive +13**Possessions** combat gear plus splint mail, heavy steel shield, Wand of *magic missile* (CL5) (50 charges)**5: HAUNTED MINES****JASTOR****CR 6**

Male human Sorcerer 6

N Medium humanoid (human)

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

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

hp 30 (6d4+12 HD)

Resist fire 10

Fort +4, **Ref** +4, **Will** +4

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee heavy mace +4 (1d8+1)

Ranged see spells below

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

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

Class Spells Known (CL 6th):

3rd (4/day)—*fireball*

2nd (3/day)—*fireburst*, *resist energy* † (on thugs and himself)

1st (5/day)—*burning hands*, *magic missile*, *shield* † (on himself), *mage armor* † (on himself)

0 (4/day)—*dancing lights* †, *ghost sound* †, *ray of frost*, *detect magic*, *light*, *resistance*

† Already cast

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

Feats Improved Initiative, Danger Sense, Heighten Spell, Invisible Spell

Skills Bluff +12, Concentration +11

Possessions combat gear plus *wand of charm person* (10 charges), *wand of invisibility* (10 charges), *cloak of resistance* +2

THUGS (2)

CR 3

Male half-Orc fighter 3

N Medium humanoid (orc)

Init +5; **Senses** Listen +1, Spot +1; dark vision 60ft

Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +8 armor, +2 shield)

Miss Chance

hp 33 (3d10+9 HD);

Resist fire 10

Fort +5, **Ref** +2, **Will** +2

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

Melee masterwork morning star +9 (1d8+3/x2)

Ranged javelin +4 (1d6+3)

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

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

Atk Options power attack

Combat Gear masterwork full plate armor, masterwork morning star, heavy wooden shield, 2 javelins, dagger

Abilities Str 17, Dex 12, Con 14, Int 8, Wis 12, Cha 6
SQ

Feats weapon focus: morning star, improved initiative, improved toughness, power attack

Skills Intimidate +4

Possessions combat gear plus *potion of cure moderate wounds*, 260gp each

6: RESCUE

VANSHILL

CR 7

Male human Monk 4 / Werewolf in Hybrid form

LE Medium humanoid (human, shapechanger)

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

Languages Common, Suel

AC 21 touch 16, flat-footed 17

+4 Dex, +2 Wis, +7 natural)

hp 43 (4d8+ 12 + 1d8+3 HD); DR 10/silver

Fort +10 (+10 against poison), **Ref** +11, **Will** +8

Speed 40 ft. in no armor (8 squares), base movement 40 ft

Melee claws +10/+10 (1d4+4) and bite +5 (1d6+2) or flurry +7/+7 (1d8+4) and bite +3 (1d6+2)

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

Base Atk +5; **Grp** +13

Special Actions If any of his party try to run away (for any reason), he takes attacks of opportunity against them.

Combat Gear potion of *barkskin* (+3), used

Abilities Str 18, Dex 18, Con 17, Int 10, Wis 14, Cha 8

SQ Low Light Vision, Wolf Empathy, scent, alternate form, Evasion, Still Mind (+2 vs Enchantment spells and effects), Ki Strike (magic)

Feats Weapon Focus (bite), Track, Unarmed Strike, Improved Grapple, Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (claw), Blind-Fight

Skills Balance +9, Survival +7, Sense Motive +9, Tumble +10

Possessions combat gear plus *bracers of armor* +1, *potion of cure moderate wounds*

Curse of Lycanthropy (Su)

MONKS

CR 4

Male human Monk 4

LE Medium humanoid (human)

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

Languages Common, Suel

AC 16, touch 13, flat-footed 14
(+2 Dex, +1 Wis, +3 natural)

Hp 24 (4d8+ 4 HD)

Fort +5 (+5 against poison), **Ref** +6, **Will** +5

Speed 40 ft. in no armor (8 squares), base movement 40 ft.

Melee unarmed +7 (1d8+3) or flurry +5/+5 (1d8+3)

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

Base Atk +3; **Grp** +10

Combat Gear potion of *barkskin* (+3), used

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

SQ Still Mind (+2 vs enchantment spells and effects), Ki Strike (magic), Evasion

Feats Improved Initiative, Unarmed Strike, Improved Grapple, Combat Reflexes, Blind-Fight, Weapon Focus (unarmed combat)

Skills Balance +8, Climb +6, Tumble +8

Possessions combat gear combat gear plus bracers of armor +1, *potion of cure moderate wounds*

3: IN THE TAVERN

YITH

CR 7

Male dwarf Fighter 7
LE Medium humanoid (dwarf)
Init +5; **Senses** Listen +1, Spot +1 dark vision 60ft
Languages Common, Dwarven

AC 27, touch 11, flat-footed 26
(+1 Dex, +9 armor, +5 shield, +4 natural)
hp 63 (7d10 +21 HD);
Fort +8 (+10 against poison), **Ref** +3, **Will** +3; (+2 against spells & spell-like abilities)

Speed 20 ft. in full plate mail (4 squares), base movement 20 ft
Melee +1 *dwarven war axe* +14/+9 (1d10+7)
Base Atk +7; **Grp** +16
Combat Gear *potion of barkskin* (+4) (used)

Abilities Str 16 (20), Dex 13, Con 16, Int 10, Wis 12, Cha 6
Feats Undermountain Tactics (*)#, Weapon Focus (dwarven war axe), Weapon Specialization (dwarven war axe), Improved Initiative, Blind Fighting, Improved Unarmed Strike, Improved Grapple
Skills Animal Handling +8, Intimidate +8
Possessions combat gear plus +1 *full plate armor*, +1 *tower shield*, +1 *dwarven war axe*

MASSEN

CR 7

Female human wizard 7
LE Medium humanoid (human)
Init +5; **Senses** Listen +3, Spot +3
Languages Common, Draconic, Flan

AC 16, touch 12, flat-footed 14
(+1 Dex, +4 armor)
hp 51 (7d4 +14 HD +16 temporary hit points)
Fort +7, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares), base movement 30 ft.
Melee Staff +4 (1d6-1)
Ranged Ray +6 (damage varies)
Base Atk +3; **Grp** +4
Wizard Spells Prepared (CL 7st):
4th — *wall of ice*
3rd — *heroism* (1/2, cast on Yith), *heroism* (1/2, cast on Calhann), *heroism* (1/2, cast on self)
2nd — *detect thoughts* (1/2, expired), *glitterdust* (DC16), *invisible spell scorching ray*, *see invisibility* (1/2)
1st — *invisible spell grease* (DC15), *mage armor* (1/2), *invisible spell magic missile* (2), *ray of enfeeblement*
0th — *detect magic*, *mage hand*, *message* (1/2, 4 minutes remaining), *prestidigitation*

Abilities Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 10
Feats Improved Initiative#, Scribe Scroll, Combat Casting, Skill focus: Concentration, Spell focus (conjuration), Spell focus (evocation)
Skills Concentration +17 (+21 when casting defensively), Decipher Script +15, Knowledge

(arcane) +5 Knowledge(religion) +5, Knowledge (nobility) +5, Knowledge (nature) +5, Spellcraft +15
Possessions combat gear plus *cloak of resistance* +2, *scroll knock* (2, both used), *scroll of scorching ray*, *scroll of False Life* (CL10) (used, +16 hp), 0gp
Spellbook spells prepared plus 0—all, 1st *magic missile*, *ray of enfeeblement*, *unseen servant*, *obscuring mist*, *detect undead*, *sleep*, *shocking grasp*, *Nystul's Magic aura*, *comprehend languages*, *mount*, *mage armor* 2nd *darkvision*, *darkness*, *detect thoughts*, *glitterdust*, *scorching ray*, *invisibility*, *web* 3rd *fireball*, *heroism*, *daylight*, *fly*, *suggestion*, *deep slumber* 4th *wall of ice*, *remove curse*, *rainbow pattern*

CALHANN

CR 7

Male human cleric 7
LE Medium humanoid (human)
Init +4; **Senses** Listen +3, Spot +3
Languages Common

AC 18, touch 10, flat-footed 18
(+9 armor, +2 shield,)
hp 59 (7d8 +24 HD)
Fort +7, **Ref** +2, **Will** +7

Speed 20 ft. in splint mail (4 squares), base movement 30 ft.
Melee staff +6 (1d6+1)
Ranged ray +5 (varies)
Base Atk +5; **Grp** +6
Special Actions turn undead 4 times / day, spontaneously cast cure spells
Combat Gear Wand of *magic missile* (CL5) (50 charges)
Cleric Spells Prepared (CL 7th):
4th — *confusion*^D (DC 17), freedom of movement (1/2, on Yith), *spell immunity* (1/2, on Yith: *scorching ray*)
3rd — *bestow curse* (DC 16), *dispel magic*^D, *prayer*, *bull strength (extended)* (1/2, on Yith)
2nd — *hold person* (DC 15), *invisibility*^D, *shield other* (1/2, cast on Yith), *silence* (1/2, 3 minute remaining, cast on coin in his pouch), *resist energy*
1st — *bless* (2) (1/2, expired), *command* (DC 15), *comprehend languages*, *disguise self*^D, *remove fear*,
0th — *create water*, *detect magic*, *detect poison*, *guidance*, *purify food and drink*, *resistance*
D: Domain spell. Deity: Boccob. Domains: Magic, Trickery, Channels positive energy

Abilities Str 13, Dex 10, Con 14, Int 8, Wis 16, Cha 12
Feats Improved Initiative, Toughness, Improved Toughness, Extend Spell
Skills Sense Motive +13
Possessions combat gear plus +1 *full plate armor*, heavy steel shield

5: HAUNTED MINES

JASTOR

CR 8

Male human Sorcerer 8
 N Medium humanoid (human)
Init +6 (reroll 1/day); **Senses** Listen -1, Spot -1
Languages Common

AC 21, touch 13, flat-footed 19
 (+2 Dex, +4 armor, +4 shield, +1 deflection)
hp 40 (8d4+16 HD);
Resist fire 20
Fort +4, **Ref** +4, **Will** +7

Speed 30 ft. in no armor (6 squares), base movement 30 ft.
Melee heavy mace +5 (1d8+1)
Ranged see spells below
Base Atk +4; **Grp** +5
Sorcerer Spells Known (CL 8th):
 4th (3/day)—*Evard's Black Tentacles*
 3rd (6/day)—*fireball*
 2nd (4/day)—*fireburst*, *resist energy* †, *blindness*
 1st (5/day)—*burning hands*, *magic missile*, *shield*,
mage armor †
 0 (4/day)—*dancing lights* †, *ghost sound* †, *ray of frost*,
detect magic, *light*, *resistance*, *daze*
 † Already cast

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 8, Cha 16
Feats Improved Initiative, Danger Sense, Heighten Spell, Invisible Spell
Skills Bluff +14, Concentration +13
Possessions combat gear *cloak of resistance* +2
 wand of *charm person* (10 charges), wand of *invisibility* (10 charges), *ring of protection* +1

THUGS

CR 5

Male half-orc fighter 5
 N Medium humanoid (orc)
Init +5; **Senses** Listen +1, Spot +1; dark vision 60ft
Languages Common

AC 22, touch 11, flat-footed 21
 (+1 Dex, +9 armor, +2 shield)
hp 45 (5 HD);
Resist fire 20
Fort +6, **Ref** +2, **Will** +2

Speed 20 ft. in full plate armor (4 squares), base movement 30 ft.
Melee mwk morning star +10 (1d8+4/x2)
Ranged javelin +6 (1d6+4)
Base Atk +5; **Grp** +9
Atk Options power attack, cleave
Special Actions
Combat Gear +1 *full plate armor*, masterwork morning star, heavy wooden shield, 2 javelins, dagger

Abilities Str 18, Dex 12, Con 14, Int 8, Wis 12, Cha 6
SQ
Feats weapon focus: morning star, improved initiative, improved toughness, power attack, cleave
Skills Intimidate +4
Possessions combat gear plus potion of *cure moderate wounds*

6: RESCUE

VANSHILL

CR 9

Male Suel Monk 6 / Werewolf in Hybrid form
 AL LE Medium humanoid (human, shapechanger)
Init +8; **Senses** Listen +10, Spot +10
Languages Common, Suel

AC 24 touch 17, flat-footed 17
 +5 Dex, +2 Wis, +7 natural)
hp 79 (8d8+ 32 +1d8 +3 HD); DR 10/silver
Fort +12 (+12 against poison), **Ref** +14, **Will** +9

Speed 50 ft. in no armor (10 squares), base movement 50 ft.
Melee flurry +10/+10/+5 (1d8+4) and bite +6 (1d6+2) or claws +10/+10 (1d4+4) and bite +6 (1d6+2)
Base Atk +6; **Grp** +14
Special Actions
 If any of his party try to run away (for any reason), he takes attacks of opportunity against them.
Combat Gear potion of *barkskin* (+3), used

Abilities Str 18, Dex 18 (20), Con 18, Int 10, Wis 14, Cha 8
SQ Low Light Vision, Wolf Empathy, scent, alternate form, Evasion, Still Mind, Purity of Body
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Improved Grapple, Improved Disarm, Iron Will, Track, Unarmed Strike, Weapon Focus (bite), Weapon Focus (unarmed strike)
Skills Balance +11, Survival +7, Sense Motive +11, Tumble +12
Possessions combat gear plus *gloves of dexterity* +2, potion of *cure moderate wounds*

MONKS

CR 6

Male human Monk 6
 LE Medium humanoid (human)
Init +6; **Senses** Listen +10, Spot +10
Languages Common, Suel

AC 18, touch 13, flat-footed 16
 +2 Dex, +2 armor, +1 Wis, +3 natural)
Hp 36 (6 HD)
Fort +6 (+6 against poison), **Ref** +7, **Will** +6; Evasion

Speed 50 ft. in no armor (10 squares), base movement 50 ft.
Melee unarmed +8 (1d8+3) or flurry +7/+7 (1d8+3)
Base Atk +4; **Grp** +11
Combat Gear potion of *barkskin* (+3), used

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8
SQ Still Mind, Ki Strike (magic), Purity of Body,
Feats Blind-Fight, Combat Reflexes, Endurance, Improved Grapple, Improved Initiative, Unarmed Strike, Weapon Focus (unarmed strike)
Skills Balance +10, Climb +8, Tumble +10
Possessions combat gear plus potion of *cure moderate wounds*, *bracers of armor* +2

3: IN THE TAVERN**YITH****CR 9**

Male dwarf Fighter 9

LE Medium humanoid (dwarf)

Init +5; **Senses** Listen +1, Spot +1 dark vision 60ft**Languages** Common**AC** 27, touch 11, flat-footed 26

(+1 Dex, +9 armor, +5 shield, +4 natural)

hp 81 (9 HD);**Immune** *scorching ray*, *magic missile***Resist** electricity 20; **SR** 21**Fort** +11 (+13 against poison), **Ref** +5, **Will** +6; (+2 against spells & spell-like abilities)**Speed** 20 ft. in full plate mail (4 squares), base movement 20 ft (*freedom of movement*)**Melee** +1 dwarven war axe +17/+12 (1d10+6/19-20)**Base Atk** +9; **Grp** +13**Combat Gear** *potion of cure serious wounds*, *keoghtom's ointment***Abilities** Str 16 (20), Dex 14, Con 16, Int 10, Wis 12, Cha 6**Feats** Undermountain Tactics, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe), Improved Initiative, Improved Critical (dwarven waraxe), Combat Reflexes, Blind Fighting, Iron Will, Great Fortitude**Skills** Animal Handling +10, Intimidate +10**Possessions** combat gear plus +1 full plate armor, +1 tower shield, +1 dwarven war axe**MASSEN****CR 9**

Female human wizard 9

LE Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3**Languages** Common, Draconic, Flan**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 mage armor)

hp 61 (9 HD +16 temporary hit points)**Fort** +9, **Ref** +9, **Will** +13**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** Staff +5 (1d6-1)**Ranged** Ray +8 (damage varies)**Base Atk** +4 **Grp** +5**Wizard Spells Prepared** (CL 9th):5th—empowered spell *fireball* (DC19)4th—empowered spell *scorching ray*, *wall of ice*3rd—*haste*, *heroism* (1, cast on Yith), *heroism* (1, cast on Calhann), *heroism* (1, cast on self)2nd—*detect thoughts* (1, expired), *glitterdust* (DC16), *invisibility*, *scorching ray*, *see invisibility* (1)1st—*grease* (DC15), *mage armor* (1), *magic missile* (2), *ray of enfeeblement*0th—*detect magic*, *mage hand*, *message* (1, 4 minutes remaining), *prestidigitation***Abilities** Str 8, Dex 14, Con 14, Int 16, Wis 12, Cha 10**Feats** Improved Initiative, Spell Focus (conjuration), Spell Focus (evocation), Combat Casting, Skill focus (Concentration), Empower Spell**Skills** Concentration +19 (+23 when casting defensively) Decipher Script +17, Knowledge (arcane) +5 Knowledge (religion) +5, Knowledge (nobility) +5, Knowledge (nature) +5, Spellcraft +17**Possessions** combat gear plus *cloak of resistance* +3, scroll of *scorching ray***Spellbook** spells prepared plus 0—all, 1st *magic missile*, *ray of enfeeblement*, *unseen servant*, *obscuring mist*, *detect undead*, *sleep*, *shocking grasp*, *Nystul's Magic aura*, *comprehend languages*, *mount*, *mage armor* 2nd *detect thoughts*, *scorching ray*, *invisibility*, *darkness*, *darkvision*, *web*, 3rd *fireball*, *haste*, *heroism*, *daylight*, *fly*, *suggestion*, *deep slumber* 4th *wall of ice*, *remove curse*, *rainbow pattern* 5th *cloudkill*, *feeblemind***CALHANN****CR 9**

Male human cleric 9

LE Medium humanoid (human)

Init +4; **Senses** Listen +3, Spot +3**Languages** Common**AC** 21, touch 10, flat-footed 21

(+9 armor, +2 shield)

hp 74 (9 HD)**Fort** +8, **Ref** +3, **Will** +8**Speed** 20 ft. in full plate armor (4 squares), base movement 30 ft.**Melee** staff +8/+3 (1d6+2)**Ranged** ray +6 (varies)**Base Atk** +6/+1; **Grp** +8**Special Actions** turn undead 4 times / day, spontaneously cast cure spells**Combat Gear** Wand of *lightning bolt* (CL 5) (40 charges)**Cleric Spells Prepared** (CL 9th):5th—*flame strike*, *spell resistance*^D (1, on Yith, 5 minutes remain)4th—*confusion*^D, *freedom of movement* (1, on Yith), *spell immunity* (1, on Yith)3rd—*bestow curse*, *bull strength (extended)* (1, on Yith), *dispel magic*^D, *invisibility purge*, *prayer*2nd—*hold person*, *invisibility*^D, *lesser restoration*, *resist energy* (1, cast on Yith), *shield other* (1, cast on Yith), *silence* (1, 3 minute remaining, cast on coin in his pouch)1st—*bless* (2) (1, expired), *command*, *comprehend languages*, *disguise self*^D, *remove fear*,0th—*create water*, *detect magic* (4), *detect poison***D:** Domain spell. Deity: Boccob. Domains: Magic, Trickery, Channels positive energy**Abilities** Str 14, Dex 10, Con 14, Int 8, Wis 16, Cha 12**Feats** Improved Initiative, Toughness, Improved Toughness, Extend Spell**Skills** Sense Motive +13

Possessions combat gear plus +1 full plate armor, heavy steel shield

5: HAUNTED MINES

JASTOR

CR 10

Male human Sorcerer 10

N Medium humanoid (human)

Init +6 (reroll 1/day); **Senses** Listen -1, Spot -1

Languages Common

AC 21, touch 13, flat-footed 19

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

hp 60 (10 HD)

Resist fire 20;

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

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee heavy mace +6 (1d8+1)

Ranged see spells below

Base Atk +5; **Grp** +6

Sorcerer Spells Known (CL 10th):

5th (3/day)—*greater fireburst*

4th (5/day)—*Evard's Black Tentacles*, *wall of fire*

3rd (7/day)—*fireball*, *haste*, *slow*

2nd (4/day)—*fireburst*, *resist energy* †, *blindness*

1st (5/day)—*burning hands*, *magic missile*,

shield, † *mage armor* †, *shocking grasp*

0 (4/day)—*dancing lights* †, *ghost sound* †, *ray of frost*, *detect magic* (3), *light*, *tióuch of fatigue*

† Already cast

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

Feats Improved Initiative, Danger Sense, Heighten Spell, Invisible Spell, Improved Toughness

Skills Bluff +16, Concentration +15

Possessions combat gear plus *cloak of resistance* +2, wand of *charm person*, wand of *invisibility*, *hand of glory*, *ring of protection* +1

THUGS (2)

CR 6

Male half-Orc fighter 6

N Medium humanoid (orc)

Init +5; **Senses** Listen +1, Spot +1; dark vision 60ft

Languages Common

AC 21, touch 11, flat-footed 20

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

hp 69 (6 HD);

Fort +7, **Ref** +3, **Will** +3

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

Melee +1 morning star +11/+6 (1d8+5/x2)

Ranged javelin +7/+2 (1d6+4)

Base Atk +6; **Grp** +10

Atk Options power attack, cleave, improved bull rush, nausea

Special Actions causes nausea for 1 round if both morning star attacks hit and victim fails Fort save (DC 17)

Combat Gear +1 full plate armor, +1 morning star, heavy wooden shield, 2 javelins, dagger

Abilities Str 18, Dex 12, Con 14, Int 8, Wis 12, Cha 6

Feats weapon focus: morning star, improved initiative, improved toughness, power attack, cleave, improved bull rush, three mountains weapon style

Skills Intimidate +6

Possessions combat gear plus potion of *cure moderate wounds*

6: RESCUE

VANSHILL

CR 11

Male Suel Monk 8 / Werewolf in Hybrid form

LE Medium humanoid (human, shapechanger)

Init +6; **Senses** Lowlight vision, scent; Listen +12, Spot +12

Languages Common, Suel

AC 25, touch 18, flat-footed 17

(+5 Dex, +3 Wis, +7 natural)

hp 89 (11 HD); **DR** 10/silver

Fort +13, **Ref** +13, **Will** +10; evasion

Speed 50 ft. in no armor (10 squares)

Melee flurry +12/+12/+7 (1d10+4) and bite +8 (1d6+2) or claws +12/+12 (1d4+4) and bite +8 (1d6+2)

Base Atk +8; **Grp** +16

Combat Gear potion of *barkskin* (+3), used, potion of *cure moderate wounds*

Abilities Str 18, Dex 18 (20), Con 18, Int 10, Wis 14 (16), Cha 8

SQ Wolf Empathy, alternate form, Still Mind, Ki Strike (magic), Purity of Body, Wholeness of Body

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Improved Grapple, Improved Disarm, Iron Will, Track, Unarmed Strike, Weapon Focus (bite), Weapon Focus (unarmed strike)

Skills Balance +11, Survival +7, Sense Motive +11, Tumble +12

Possessions combat gear plus *gloves of dexterity* +2, *periapt of wisdom* +2

MONKS

CR 8

Male human Monk 8

LE Medium humanoid (human)

Init +6; **Senses** Listen +12, Spot +12

Languages Common, Suel

AC 16, touch 13, flat-footed 14

+2 armor, +2 Dex, +1 Wis, +3 natural)

Hp 56 (8 HD)

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

Speed 50 ft. in no armor (10 squares)

Melee unarmed +10 (1d10+3) or flurry +9/+9/+4 (1d10+3)

Base Atk +6; **Grp** +13

Combat Gear potion of *barkskin* (+3), used, potion of *cure moderate wounds*, *bead of force*

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

SQ Still Mind, Ki Strike (magic), Purity of Body, Evasion, Wholeness of Body

Feats Blind-Fight, Combat Reflexes, Endurance, Improved Grapple, Improved Initiative, Unarmed Strike, Weapon Focus (unarmed strike)

Skills Balance +12, Climb +10, Tumble +12

Possessions combat gear plus *bracers of armor* +2

3: IN THE TAVERN**YITH****CR 11**

Male dwarf Fighter 11

LE Medium humanoid (dwarf)

Init +5; **Senses** Listen +1, Spot +1; dark vision 60ft**Languages** Common**AC** 27, touch 11, flat-footed 26

(+1 Dex, +10 armor, +5 shield, +4 natural)

hp 125 (+11 temporary hit points from *greater heroism*) (11 HD);**Immune** scorching ray, magic missile, fear effects**Resist** electricity 30; **SR** 23**Fort** +10 (+12 against poison), **Ref** +4, **Will** +6; (+2 against spells & spell-like abilities)**Speed** 20 ft. in full plate mail (4 squares), base movement 20 ft**Melee** +1 dwarven war axe +20/+15/+10 (1d10+7/19-20/x3)**Base Atk** +11/+6/+1; **Grp** +14**Atk Options** Power Attack**Combat Gear** *potion of cure serious wounds*, *keoghtom's ointment***Abilities** Str 16 (20), Dex 13, Con 16, Int 10, Wis 12, Cha 6**Feats** Undermountain Tactics, Weapon Focus (dwarven war axe), Weapon Specialization (dwarven war axe), Improved Initiative, Combat Reflexes, Blind Fighting, Iron Will, Improved Critical (dwarven war axe), Power attack, Improved Toughness**Skills** Animal Handling +12, Intimidate +12**Possessions** combat gear plus +2 *full plate armor*, +1 *tower shield*, +1 dwarven war axe**MASSEN CR 11**

Female human wizard 11

LE Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3**Languages** Common, Draconic, Flan**AC** 16, touch 12, flat-footed 14(+2 Dex, +4 *mage armor*)**hp** 71 (+16 temporary hp from *false life*) (11 HD)**Fort** +11, **Ref** +11, **Will** +14**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** Staff +6 (1d6-1)**Ranged** Ray +9 (damage varies)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5 **Grp** +6**Wizard Spells Prepared** (CL 11th):6th — *greater heroism* (†, cast on Yith)5th — empowered *lightning bolt* (DC19), *quicken grease*4th — empowered *scorching ray*, *wall of ice*, *shout*3rd — *haste*, *heroism* (†, cast on Calhann), *heroism* (†, cast on self), *fireball* (DC 17), *dispel magic*2nd — *detect thoughts* (†, expired), *glitterdust* (DC16), *invisibility*, *scorching ray*, see *invisibility* (†)1st — *grease* (DC15), *mage armor* (†), *magic missile* (2), *ray of enfeeblement*0th — *detect magic*, *mage hand*, *message* (†, 4 minutes remaining), *prestidigitation*

† Already cast

Abilities Str 8, Dex 14, Con 14, Int 16, Wis 12, Cha 10**Feats** Improved Initiative, Spell Focus (conjuration), Spell Focus (evocation), Combat Casting, Skill focus: Concentration, Empower Spell, Quicken Spell**Skills** Concentration +21 (+25 when casting defensively), Decipher Script +19, Knowledge (arcane) +5, Knowledge (religion) +5, Knowledge (nobility) +5, Knowledge (nature) +5, Spellcraft +19**Possessions** combat gear plus *cloak of resistance* +4, scroll of *knock* (2, both used), scroll of *scorching ray*, scroll of *false life* (CL10) (used, +16 hp), 0 gp**Spellbook** spells prepared plus 0—all, 1st *magic missile*, *ray of enfeeblement*, *unseen servant*, *obscuring mist*, *detect undead*, *sleep*, *shocking grasp*, *Nystul's Magic aura*, *comprehend languages*, *mount*, *mage armor* 2nd *detect thoughts*, *scorching ray*, *invisibility*, *darkness*, *darkvision*, *dispel magic*, *web*, 3rd *fireball*, *haste*, *heroism*, *daylight*, *fly*, *suggestion*, *deep slumber* 4th *wall of ice*, *remove curse*, *rainbow pattern*, *shout* 5th *cloudkill*, *feeblemind*, *break enchantment* 6th *greater heroism*, *shadow walk***CALHANN CR 11**

Male human cleric 11

LE Medium humanoid (human)

Init +4; **Senses** Listen +7, Spot +7**Languages** Common**AC** 20, touch 10, flat-footed 20

(+10 armor, +2 shield,)

hp 91 (11d8 +36 HD)**Fort** +13, **Ref** +7, **Will** +15**Speed** 20 ft. in full plate armor (4 squares), base movement 30 ft.**Melee** staff +14/+9 (1d6+2)**Ranged** ray +12 (varies)**Base Atk** +8; **Grp** +14**Special Actions** turn undead 4 times / day, spontaneously cast cure spells**Combat Gear** Wand of *lightning bolt* (CL 6) (50 charges)**Cleric Spells Prepared** (CL 9th):6th — *anti-magic field*^D, *Heal*5th — *flame strike* (9d6) (DC 18), *slay living*, *spell resistance*^D (†, on Yith, 5 minutes remain)4th — *confusion*^D (DC 18), *freedom of movement* (†, on Yith), *spell immunity* (†, on Yith: *scorching ray*, *magic missile*), *tongues*3rd — *bestow curse* (DC 17), *bull strength* (extended) (†, on Yith), *dispel magic*^D, *invisibility* *purge*, *prayer*, *extended hold person*

2nd — *hold person* (DC 16), *invisibility*^P, *lesser restoration*, *resist energy* (‡ , cast on Yith, vs. electricity), *shield other* (‡ , cast on Yith), *silence*
 1st — *bless* (2) (‡ , expired), *command* (DC 15), *comprehend languages*, *disguise self*^P, *remove fear*, *sanctuary*

0th — *create water*, *detect magic*, *detect poison*, *guidance*, *purify food and drink*, *resistance*

D: Domain spell. Deity: Boccob. Domains: Magic, Trickery, Channels positive energy

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

Feats Improved Initiative[#], Toughness[#], Improved Toughness, Extend Spell, Iron Will

Skills Sense Motive +17

Possessions combat gear plus +2 *full plate armor*, +1 *heavy steel shield*

5: HAUNTED MINES

JASTOR CR 12

Male human Sorcerer 12

N Medium humanoid (human)

Init +6 (reroll 1/day); **Senses** Listen -1, Spot -1

Languages Common

AC 21, touch 13, flat-footed 19

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

hp 72 (12 HD)

Resist fire 30;

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

Speed 30 ft

Melee heavy mace +7 (1d8+1)

Ranged see spells below

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

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

Sorcerer Spells Known (CL 12th):

6th (3/day)—*Bigby's forceful hand*

5th (5/day)—*greater fireburst*, *dismissal*

4th (6/day)—*Evard's Black Tentacles*, *wall of fire*, *shout*

3rd (7/day)—*fireball*, *haste*, *slow*, *hold person*

2nd (4/day)—*fireburst*, *resist energy* ‡ , *blindness*, *faming sphere*, *scorching ray*

1st (5/day)—*burning hands*, *magic missile*, *shield*, ‡ *mage armor* ‡ , *shocking grasp*

0th (4/day)—*dancing lights* ‡ , *ghost sound* ‡ , *ray of frost*, *detect magic*, *light*, *resistance*, *daze*, *tiouch of fatigue*

‡ Already cast

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

Feats Improved Initiative, Danger Sense, Contingent Spell, Heighten Spell, Invisible Spell, Improved Toughness

Skills Bluff +18, Concentration +17

Possessions combat gear plus *cloak of resistance* +4, wand of *charm person* (10 charges), wand of *invisibility* (9 charges), *hand of glory*, *ring of protection* +1, *0gp*

THUGS CR 8

Male half-Orc fighter 8

N Medium humanoid (orc)

Init +5; **Senses** Listen +1, Spot +1; dark vision 60ft

Languages Common

AC 23, touch 11, flat-footed 22

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

hp 72 (8 HD);

Fort +7, **Ref** +3, **Will** +3

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

Melee +1 morning star +13/+8 (1d8+5/19-20 x2)

Ranged javelin +9/+4 (1d6+4)

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

Base Atk +8; **Grp** +12

Atk Options power attack, cleave, improved bull rush, nausea

Special Actions causes nausea for 1 round if both morning star attacks hit and victim fails Fort save (DC 17)

Combat Gear +2 *full plate armor*, +1 *morning star*, heavy wooden shield, 2 javelins, dagger

Abilities Str 19, Dex 12, Con 14, Int 8, Wis 12, Cha 6
SQ improved critical

Feats weapon focus: morning star, improved initiative, improved toughness, power attack, cleave, improved bull rush, three mountains weapon style, improved critical: morning star

Skills Intimidate +9

Possessions combat gear plus potion of *cure moderate wounds*

6: RESCUE

VANSBILL CR 13

Male Suel Monk 10 / Werewolf in Hybrid form

AL LE Medium humanoid (human, shapechanger)

Init +9; **Senses** Listen +15, Spot +15

Languages Common, Suel

AC 27 touch 18, flat-footed 19

+2 armor, +5 Dex, +3 Wis, +7 natural)

hp 115 (13 HD); DR 10/silver

Fort +16, **Ref** +15, **Will** +12

Speed 60 ft. in no armor (12 squares), base movement 60 ft

Melee unarmed strike +14 (1d10+4) or flurry +14/+14/+9 (1d10+4) and bite +9 (1d6+2) or claws +13/+13 (1d4+4) and bite +9 (1d6+2)

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

Base Atk +9; **Grp** +17

Special Actions If any of his party try to run away (for any reason), he takes attacks of opportunity against them.

Combat Gear

Abilities Str 18, Dex 18 (20), Con 18, Int 10, Wis 14 (16), Cha 8

SQ Low Light Vision, Wolf Empathy, scent, alternate form, Improved Evasion, Still Mind, Ki Strike (magic), Ki Strike (lawful), Purity of Body, Wholeness of Body

Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Grapple, Improved Disarm, Improved Toughness, Iron Will, Track,

Unarmed Strike, Weapon Focus (bite), Weapon Focus (unarmed strike)

Skills Balance +14, Survival +8, Sense Motive +14, Tumble +15

Possessions combat gear plus *gloves of dexterity* +2, *periapt of wisdom* +2, *bracers of armor* +2,

Curse of Lycanthropy (Su)

MONKS

CR 10

2 Male Suel Monk 10

AL LE Medium humanoid (human)

Init +6; **Senses** Listen +14, Spot +14

Languages Common, Suel

AC 19, touch 14, flat-footed 15

+2 armor, +3 Dex, +1 Wis, +3 natural)

Hp 70 (10d8 +20 HD)

Fort +9 (+9 against poison), **Ref** +9, **Will** +8

Speed 60 ft. in no armor (12 squares), base movement 60 ft.

Melee unarmed +11 (1d10+3) or flurry +11/+11/+6 (1d8+3)

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

Base Atk +7/+2; **Grp** +14

Combat Gear potion of *barkskin* (+3), used, *bead of force*

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

SQ Still Mind (+2 vs enchantment spells and effects), Ki Strike (lawful), Ki Strike (magic), Purity of Body, Improved Evasion, Wholeness of Body

Feats Blind-Fight, Combat Reflexes, Die Hard, Endurance, Improved Grapple, Improved Initiative#, Unarmed Strike, Weapon Focus (unarmed strike)

Skills Balance +15, Climb +12, Tumble +15

Possessions combat gear plus *gloves of dexterity* +2, *bracers of armor* +2, *potion of cure moderate wounds*

APPENDIX 2: NEW RULES ITEMS

FEATS

Invisible Spell

You can make your spell effects invisible.

Prerequisite: Any metamagic feat.

Benefit: You can modify any spell you cast so that it carries no visual manifestation. All other aspects of the spell, including range, area, targets, and damage remain the same. Note that this feat has no bearing on any components required to cast the enhanced spell, so the spell's source might still be apparent, depending on the situation, despite its effects being unseen. For example, a *fireball* cast by someone with this feat could be made invisible in the moment of its detonation, but everyone in the area would still feel the full effect (including the heat), and any flammable materials ignited by the explosion would still burn visibly with the non-magical fire. Those with *detect magic*, *see invisibility*, or *true seeing* spells or effects active at the time of the casting will see whatever visual manifestations typically accompany the spell.

A spell modified using the Invisible Spell feat uses a spell slot of the spell's normal level.

Source: *Cityscape* 61

Undermountain Tactics [Tactical]

Prerequisites: Dwarf or gnome; or bab+6 and Knowledge(dungeoneering) 2 ranks

Benefit: The Undermountain Tactics feat enables the use of certain tactical maneuvers described below:

Stair King: To use this maneuver, you must gain the high ground on your attacks against an opponent. If you hit your foe with two or more melee attacks during your turn, he must make a Balance check (DC10 + your Str modifier) or be knocked prone. Your opponent can opt to succeed automatically on his Balance check. If he does, he will lose his move action on his next turn, but he will succeed automatically on Balance checks to resist this maneuver until the start of his next turn. Your opponent must make this choice before seeing the result of his Balance check. You can target a particular creature with this maneuver once per round.

Tunnel Fighter: To use this maneuver, you must be the target of at least one melee attack from at least one foe while standing with walls adjacent to you on two or more sides. When you are attacked under such conditions, you gain a +2 bonus to Armor Class due to cover. (If you gain cover from another source, this benefit does not stack with it.) You also block line of sight for any spells or attacks made by your opponents, though your allies can fire through your space as normal.

Door Sentinel: To use this maneuver, you must fight defensively while adjacent to or standing in a doorway, a gate, or a similar opening in a wall. You must be adjacent to or standing in each square across the doorway's width. For 1 round after you fight

defensively, you gain a +4 bonus on Strength or Dexterity checks to resist bull rush or trip attacks. Any creature attempting a Tumble check to avoid your attack of opportunity takes a -5 penalty on the check. Any creature attempting to tumble through your space takes a -10 on its check.

Special: A fighter can select Undermountain Tactics as one of his fighter bonus feats

Source: *Dungeonscape* 46

Improved Toughness [General]

Prerequisites: Base Fortitude save +2

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

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

Source: *Complete Warrior* 101

Fireburst [Evocation, fire]

Level: sorcerer/wizard 2

Components: V,S,M

Casting time: 1 standard action

Range: 10ft.

Effect: Burst of fire extending 10 feet from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within the area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8)

Material component: a bit of sulphur

Source: *Spell Compendium* 93

Fireburst, Greater [Evocation, fire]

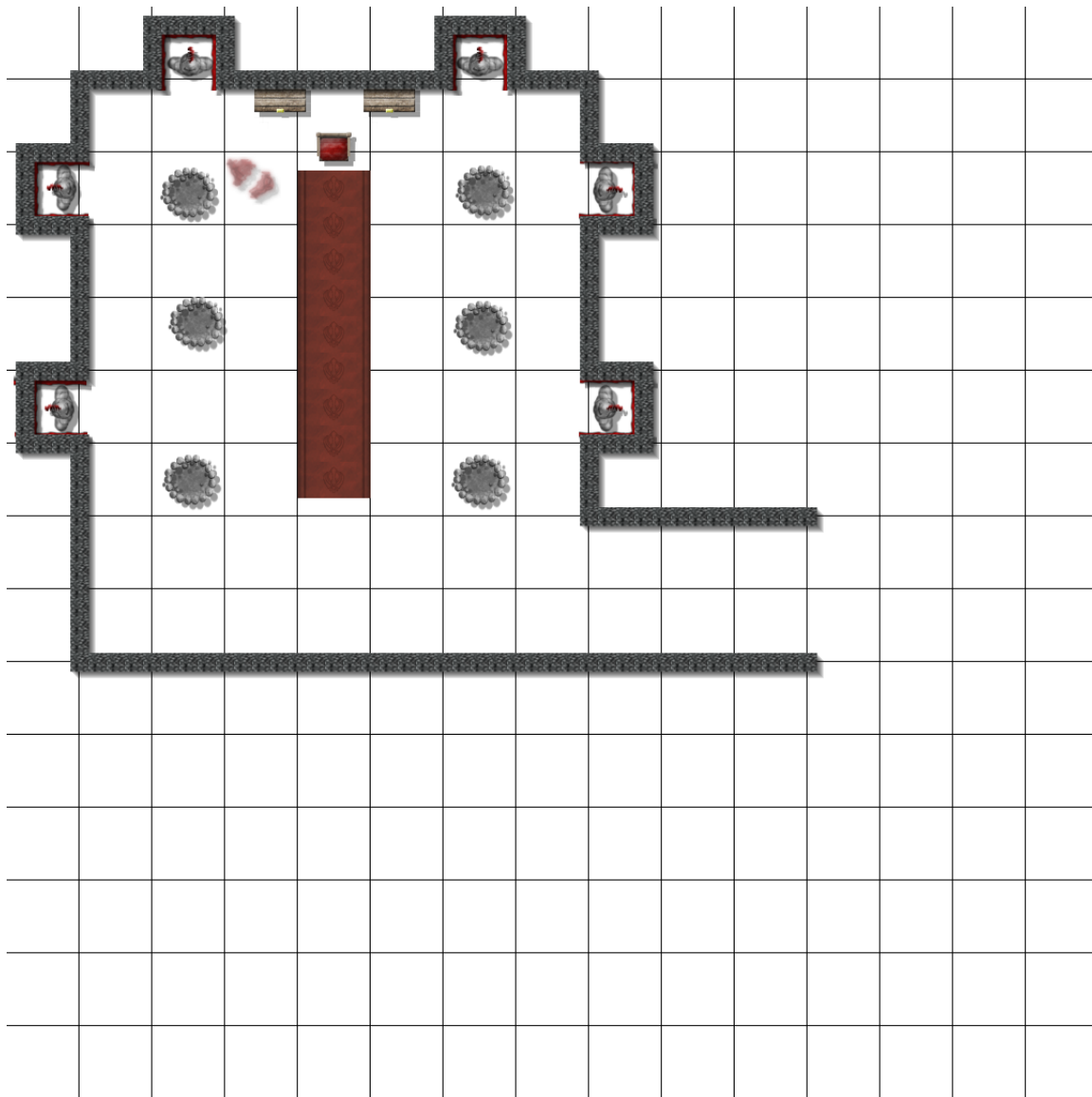
Level: sorcerer/wizard 5

Effect: Burst of fire extending 15 feet from you

This spell functions like fireburst, except that it effects creatures within 15 feet of you and deals 1d10 points of fire damage per caster level (maximum 15d10)

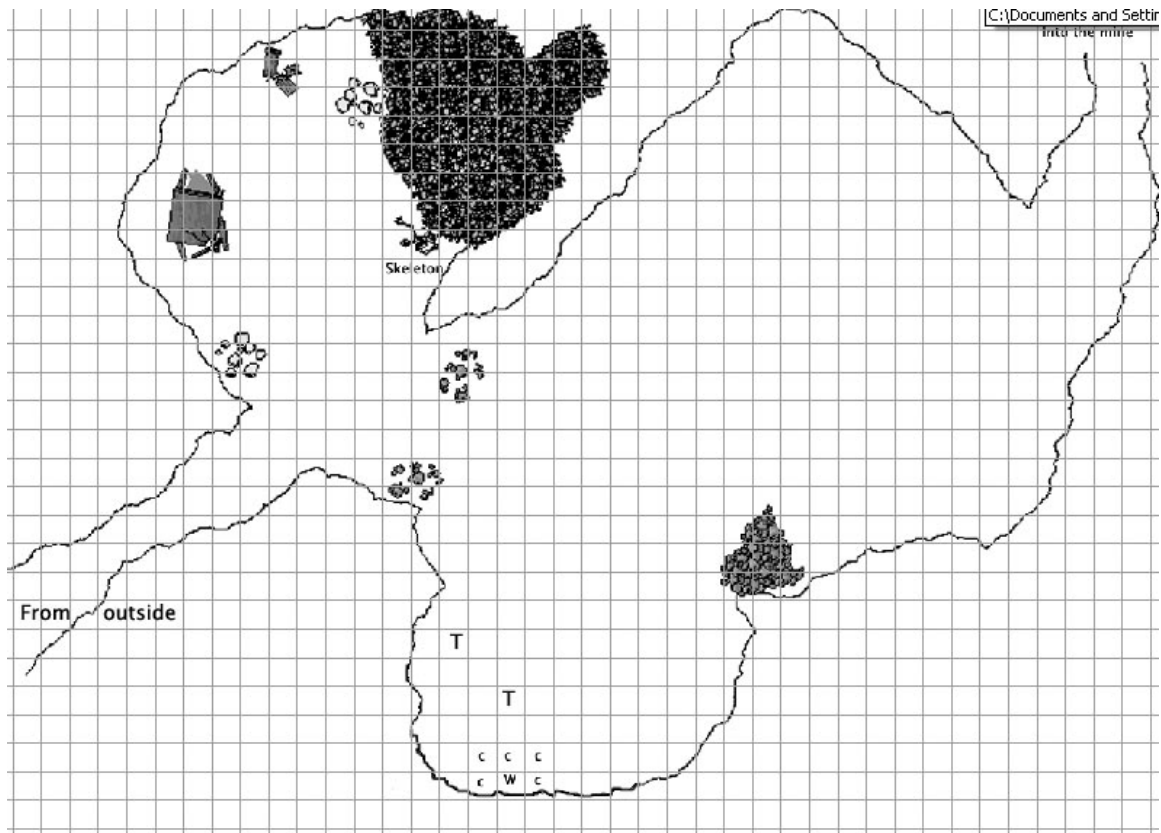
Source: *Spell Compendium* 93

DM MAP 1: ROOM WHERE COUNT DIED

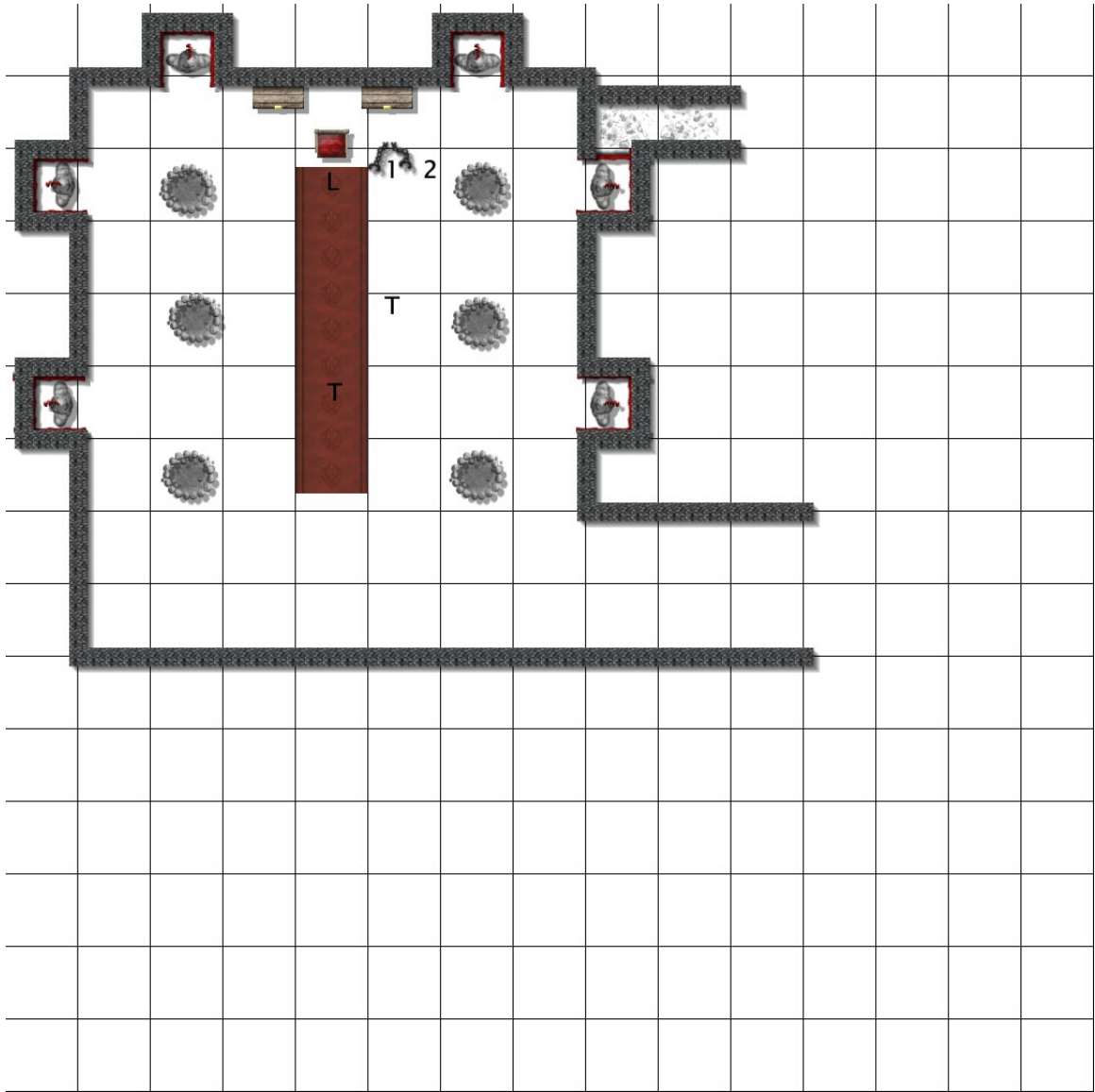


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DM MAP 3: MINE CAVERN (JASTOR)



DM MAP 4: FINAL BATTLE



HISTORICAL BACKGROUND

The Burning of Poelitz:

The burning of Poelitz occurred in 585 CY. A year before, in 584 CY, the Scarlet Brotherhood had massacred the routing Ideean armies in northern Foelt. Afterwards, the Brotherhood commanders turned their attention to the town. The ruling nobility at that time was House Eddri, a product of unions between great Suloise and Oeridian families. Ostensibly to prevent civilians being butchered, the nobles of House Eddri surrendered. Hundreds of townsfolk were enslaved and set to work upon the land, their goods and properties being given to part-Suel 'sub-citizens' who retained their freedom. Members of House Eddri even maintained some measure of influence in the town, serving as advisors to the new administration. The bulk of the Scarlet Brotherhood force was then re-deployed, leaving a detachment behind to administer this new 'estate'.

During the winter of 584 CY, small numbers of survivors from the massacre found their way to Poelitz. Under the noses of the occupiers, the tattered Ideean soldiers were given food and shelter by the free citizens. Remarkably, it was some months before an informer discovered and reported this betrayal, and thus the detachment was quickly mobilized to round up the Ideean soldiers and the traitorous townsfolk. To this day, no one knows the identity of the informer.

The Brotherhood troops were met in the streets by the so-called 'Patriots of Poelitz': a rag-tag assortment of Ideean soldiers and free citizens. After several hours of vicious street fighting the detachment regained control, but not before many slaves had been released, stores had been pillaged and countless townsfolk had fled the town to seek shelter in the Iron Hills.

The full wrath of the Brotherhood was then turned on Poelitz. From afar, one could guess the fate of the town by the columns of smoke that poured skywards during the day and by the red glare that danced upon the horizon at night. In Poelitz, any non-Suel caught outside of a slave pen was butchered, and those with Suel blood were interrogated at length. Many were never seen again. The worst atrocity was the burning of the temple of Heironeous, in which terrified townsfolk had barricaded themselves. Many victims of the Brotherhoods vengeance were tossed into a mass grave, known today as the Scarlet Barrow.

(from Naerie Gazetteer, pg 34)

PLAYER HANDOUT # 1

To Selnor Gilmane:

"Dear Seneschal, Congratulations on your position. You've come a long way since I last encountered you. I think you should come by to talk about old times.

Oh, bring a good deal of gold, or I shall feel the need to talk about our home town to any who will listen, and I'm sure that wouldn't be what you want.

Meet me at the Copper Well. Ask for the scarred man. They'll know who you mean.

And don't try to make me disappear. I have made arrangements to release my story should that happen. Then things might get a bit hot for you. You might even suffer as I did.

The Scarred Man"

PLAYER HANDOUT # 2

"Jastor, we want to have a word with you. About some missing children. About Selnor. And about you. We know you are with Aishiak clan. That won't help you but we don't want to hurt you, unless you give us a reason."

PLAYER HANDOUT # 3

letter to Arxx about not trusting Selnor

To House Arxx

Greetings and pardons that I do not use Your official Title since I do not know who this letter eventually ends up with. My matter is of grave import, concerning the Scarlet Brotherhood and their agents who were never caught. There were many and there are still more. Some hide among friends and advisors. The worst are those who lead. Like Selnor, the Seneschal of Copperfeld. The traitor! He burned us! Him and his masters! He has been here many years, working in secret to topple us all under the Scarlet Sign. The burning, hated Sign. He has been here for years, like snake on Your bosom, but with the secret fire of betrayal in his eyes, an ember of treachery ready to spark a wild conflagration to burn us all again.

You must stop him. As only you can, being the benign masters of these lands.

Jastor, once of Poelitz, now Copperfeld