

SHL4–02

In the Service of the Lady

A One-Round D&D LIVING GREYHAWK[®]
Shield Lands Regional Adventure

Version 1.0

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The lands near Gensal will be repopulated with settlers. This will require additional troops to be stationed at the village to protect the settlers. Lady Katarina will be traveling with the new troops and settlers to see them safely installed. She has asked for Pathfinders to accompany her on her journey. An adventure for brave adventurers levels 2 to 14.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

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

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Shield Lands. Characters native to the Shield Lands pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

This adventure deals with the keep of Gensal as well as the laws of the Shield Lands. Currently, the Keep, Village and surrounding lands of Gensal belong to a noble family that was destroyed during the war 12 years ago. Knight Bannerette Lemanda Urlea is favored by Lady Katarina to ascend to the position of Lady, and institute the noble house of Urlea. She would then receive title to the Gensal lands.

However, Lord Natan Enerick knows that Knight Bannerette Lemanda would ally herself with Lady Katarina and not necessarily with Lord Natan Enerick. He would much rather see a different lord established in Gensal, one loyal to him.

Thus, he has managed to get the council to declare the lands of Gensal "safe for habitation". This has the effect of sending residents of Tent Town to Gensal to begin working the fields and reestablishing the town. Enerick does not believe the lands to be safe, however. Instead, he believes that if Lemanda cannot keep the peasants safe from Iuzian raiders, then there is no way the council will ever establish her as a noble.

Knight Bannerette Lemanda does not know why the council would declare the lands as "safe". She knows that any loss among the peasantry will fall directly on her shoulders. None the less, she is determined to do her best both for the peasants under her charge, as well as the Shield Lands as a whole.

In the meantime, the forces loyal to Iuz have been plotting dire mischief, indeed! They have discovered a way to use an extremely hard to find spell component, rare earth, to augment spells. One of these spells, dimension door, has been augmented as an awesome troop transport spell. The Iuzians are going to attack Lady Katarina on her ride home, slaughtering her and all other Shield Landers they can find in the area.

Adventure Summary

This adventure presumes the Pathfinders are recently returned from a tour of the borders of the Shield Lands, looking for threats to the nation.

Upon their return, the Pathfinders have sat down for a decent meal at a local tavern. The gossip overheard is that the Council of Lords is opening up the lands around Gensal for settlement.

This means that many Tent Town residents will no longer have to live in over crowded conditions, but will be able to become productive members of society. It also means a great deal of pressure for Knight Bannerette Lemanda. She is favored by Lady Katarina to become appointed as a noble and given the lands around Gensal as her titled lands. This is necessary because the lands for

Gensal are currently un-owned, the prior family having been killed in the war.

Officially, the Council of Lords reported this will hopefully increase production, provide proof (to other nations) of the stability of the Shield Lands, and increase morale. UNOFFICIALLY, the word on the street is this action will get rid of hard-to-feed Tent Towners, reinforce Lord Natan Enerick's economic theory of "Take care of the Nobles and they will take care of the Peasants", and most importantly, when Knight Bannerette Lemanda proves unable to adequately guard her new charges, Enerick will be able to transfer the lands over to some he believes will ally themselves to Enerick's causes on council votes.

Rumor has it that Lady Katarina was NOT in favor of moving the Tent Towners to Gensal. This is because she feels it will require extra reinforcements for Gensal and will needlessly endanger the families moving in. That said, she DOES understand the need to start increasing food production. Her plan, which was overturned by the council, was to repopulate the lands between Critwall and South Keep.

At this point the barmaid brings the party a round of drinks "on the house for valiant Pathfinders". Underneath one of the mugs is a note asking the party to go to Critwall Keep.

There they meet Lady Katarina and the rest of the Council of Lords. At this point they are asked to join Lady Katarina on her journey to Gensal. She is going as part of her duties as Knight Commander. This will both allow her to inspect the troops at Gensal (which she is supposed to do on a regular basis anyways) as well as officiate at the land grants to the peasants. She advises she will be going incognito for safety reasons until everyone reaches Gensal. The party, if they agree, is to meet with her in Tent Town tomorrow.

However, in the morning, the party is surprised by the appearance of the entire council as well as a large following. Lord Enerick turns what was to be a secretive leaving by Lady Katarina into a giant publicity show. The party overhears him talking to another lord. He intimates that he and Shelton Halfhand discussed Lord Enerick giving a carefully worded statement could bolster great support for Enerick's positions in the future by making it appear that Lady Katarina was more in support of this venture than she really was.

Despite the change of plans, Lady Katarina, ever the paladin, proudly leads the band towards Gensal. There is NO sign of trouble. The journey goes well except for two incidents. First, the army tries to whip the peasants into traveling a bit quicker. The party has a chance to intervene. Second is when Lady Katarina, during a rest, speaks with the party to advise them there is going to be a

special mission assigned after she returns to Critwall. If the party is interested, it is theirs.

At Gensal, the Tent Towners are given their land and the troops are inspected. Lady Katarina begins her journey back to Critwall with her guards. She tells the party it would be a personal favor to her if they would patrol the Gensal area in case of danger.

As the party goes out on patrol, they are attacked by earth elementals that literally shoot out of the ground all about them! This is a prequel to the next attack and a side effect of the rare earth dimension door spell the Iuzians are using.

After the attack, they only have minutes before a second attack of Iuzians strike. These are hardened troops! The battle is swift and deadly. After it is over, the Pathfinders will see clouds of dirt on the horizon. At each one they will find a defeated army patrol. Clearly they were attacked from the earth as well. Hopefully, the Pathfinders will then think of Katarina.

She is dead, when they find her. Attempts to raise her will go unsuccessful. They must then decide to take her body to Gensal or Critwall. Either way, they overtake duplicates of themselves on heading in the same direction. The party must defeat 'themselves'.

The adventure concludes with the Pathfinders being held in low self-esteem by Lord Natan Enerick. He gives them a lip-service thank you for "at least not losing the lady's body", but at Shelton's urging becomes convinced the Pathfinders are a dangerous notion for the Shield Lands ("This would never have happened had a properly trained squad been along..."). The end.

Encounter One: Diplomacy

Read or paraphrase the following to the party:

You have recently returned to Critwall after a tour of duty patrolling the borders of the Shield Lands, looking for threats to the nation. Upon your return, you decided to sit with your fellow Pathfinders and have a decent meal at a local tavern, Dewey's.

Let the party introduce themselves to each other.

For players who are unfamiliar with this establishment, Dewey's is a simple two story tavern that has a few rooms upstairs. It is owned by Dewey, a sturdy man who looks a bit more like a dwarf than he does a human. Legend has it he is a retired adventurer who was one of the last to leave Critwall before the occupation. He was a great friend of Sergeant Duc and often buys spicy sausages from Arvid (See SHL1-01 Lifeline) to serve to his customers. Behind the bar is a great club that is enscribed "equalizer". Finally, there is a sign on the wall

that reads "Raise a toast to my friend, a loyal soldier to the end. You will be remembered Sergeant Duc".

Sitting in the bar, relaxing, you cannot help but overhear the local news. The gossip overheard is that the Council of Lords is opening up the lands around Gensal for settlement. This means that many Tent Town residents will no longer have to live in overcrowded conditions, but will be able to become productive members of society. It also means a great deal of pressure for Knight Bannerette Lemanda. She is favored by Lady Katarina to become appointed as a noble and given the lands around Gensal as her titled lands. This is necessary because the lands for Gensal are currently un-owned, the prior families having been killed in the war.

Officially, the Council of Lords reported this will hopefully increase production, provide proof (to other nations) of the stability of the Shield Lands, and increase morale. UNOFFICIALLY, the word on the street is this action will get rid of hard-to-feed Tent Towners, reinforce Lord Natan Enerick's economic theory of "Take care of the Nobles and they will take care of the Peasants", and most importantly, when Knight Bannerette Lemanda proves unable to adequately guard her new charges, Enerick will be able to transfer the lands over to some he believes will ally themselves to Enerick's causes on council votes.

Rumor has it that Lady Katarina was NOT in favor of moving the Tent Towners to Gensal. This is because she feels it will require extra reinforcements for Gensal and will needlessly endanger the families moving in. That said, she DOES understand the need to start increasing food production. Her plan, which was overturned by the council, was to repopulate the lands between Critwall and South Keep.

At this point the barmaid brings the party a round of drinks "on the house for valiant Pathfinders". Underneath one of the mugs is a note asking the party to go to Critwall Keep.

DM's Note: The origin of this note and the purpose for it will be dealt with in SHL4-09.

The party can easily travel to Critwall Keep. There, the guards will act confused when the party states they have been invited. They will ask typical guard questions like "By who?" "A mysterious note under ale you say?" However, after a minute or two, Lady Katarina herself will walk up to the keep! She is on her way to a late meeting of the Council of Lords.

As you stand there, discussing with the guards your need to get inside and wondering if a cruel trick had

been played on you, a regal looking figure, wrapped in a rich looking cloak, approaches. With a start you realize it is none other than Lady Katarina herself!

If any characters played in SHL3-Int2 "Top Secret", SHL3-06 "Chink in the Armor" or in SHL3-07 "Noble Intentions", they will be recognized by the Lady. In that case, read or paraphrase the following:

"Oh", she says, "I am glad to see you here. There is a matter I was hoping to discuss with you. What brings you to the keep at this hour?"

On the other hand, if NONE of the characters have played in any of those modules, she will state something to the effect of:

"Good evening... why, you are Pathfinders, aren't you?" she asks. "You know, I was planning on sending a request for some Pathfinders to see me. There is a certain service perfectly suited for a few Pathfinders. If you are not otherwise occupied, I would appreciate your accompanying me. In any case, what brings you to the keep at this late hour?"

After the party explains, Katarina will shrug with ignorance. None the less, she will ask them inside. She has a mission in mind and was thinking of summoning them in any event to hear her out.

Once inside the keep, Lady Katarina leads the Pathfinders into the council chambers where they meet the rest of the Council of Lords. The party should surmise must be a very important meeting for the council to be here at this late hour! The council chamber is very opulent. It stands in sharp contrast to the state of rebuilding and repair that are so prevalent in the rest of the Shield Lands.

Before entering, Lady Katarina will advise the Pathfinders the Council of Lords will not tolerate disrespect.

Upon entering, Lady Katarina will advise the council that she has asked the party to attend. She states that she would like the adventurers to join her on her journey to Gensal. She will explain:

"You may have heard the good news! We are going to reopen the lands around Gensal for farming. As part of my duties as Knight Commander, I will be accompanying the first group of farmers to Gensal. This will both allow me to inspect the troops at Gensal (which I am supposed to do on a regular basis anyways) as well as officiate at the land grants to the farmers."

"I will have trusted guards with me, as well as a contingent of soldiers from the army, but for the safety of the new farmers, I would appreciate your accompanying me. I plan on traveling as merely another soldier for safety reasons until everyone reaches Gensal. If you agree to help, I would like you to meet with me in Tent Town tomorrow just after the morning prayers to Heironeous."

The party can ask any questions they like. Present with the Lady is the rest of the council. The 22 additional members seem divided, more or less, between obvious support for the Lady's position, and obvious support for the position advanced by one of their other members, Lord Natan Enerick. Attached as DM's Aid 1 is a short listing of council members. Of these present, only Lord Torkeep, and Lord Bladehone are vocally opposed to any of Enerick's plan, while Lord Bohdon and Lord Lardon are vocally opposed to any of the Lady's plans.

Let the players role-play out being present in front of the Council. Also at Council is the secretary, Shelton Halfhand (also a cleric of Heironeous). He is taking notes on a writing board he carries around and will ALWAYS come off as a person who does not like Pathfinders.

The Council tends to be very polite and its members tend to speak in innuendo rather than directly insult or support each other.

Generally speaking, here is a short list of potential questions and answers:

Q: Did any of you send us a note at Deweys?

A: No.

Q: Wouldn't it make more sense to settle the lands between South Keep and Gensal? (After all, it is further from the border and better protected)

A: No. The earth around Gensal is unusually rich and excellent for farming. The other lands are marshy. The risk of extending the farming to Gensal is well outweighed by the much needed harvests.

Q: Why not send more troops to guard Lady Katarina?

A: There are only so many resources. The amount being sent should be plenty. Even if we announced her travel plans, there would be little chance of misfortune between Critwall and Gensal.

Q: Are there any scouting reports?

A: Yes. Scouting reports indicate most enemy activity has shifted away from Gensal. Losing South Keep apparently cost the enemy needed supply sources.

Further, any of the information the party learned at Dewey's can be confirmed, although not so blatantly. For

example, Lady Katarina will not directly say she was opposed to this plan, yet will be clearly nervous about the safety of the settlers going to Gensal. As another example, Lord Enerick will not directly admit a plot to send settlers to Gensal too early as a way of eventually seating a new noble loyal to himself. Instead he will voice concerns over the leadership at Gensal and will hope the Bannerette is up to the task.

When the meeting is nearly over, Shelton Halfhand, secretary to the council, will speak.

"My Lord Enerick, honored members, I must ask if it is wise to have the Pathfinders accompany the Lady on this journey. They are, as you are well aware, not entirely reliable and answer to no one. It is unclear what their intent actual is. Will there be a motion to keep them from going on this journey?"

Lord Enerick looks, for the briefest of moments like he is in agreement with Halfhand. But then, perhaps remembering the Lady's presence, Lord Enerick beams with the biggest of grins. "I see no need for a motion! The Lady trusts these individuals with her life. I see no reason why we cannot trust them to assist in guarding a few peasants."

Lady Katarina interjects "You mean farmers?" Corrected, Lord Enerick blushes "Of course, of course. Now remember, this addition of the Lady to the itinerary is of the utmost secrecy! Say nothing and meet her in Tent Town tomorrow where the army squad is mustering."

With that, the party is dismissed. The party can make any preparations they desire before the morning (as well as get a good night sleep)!

Encounter Two: Fallout

Read or paraphrase the following to the party:

The next morning, you arrive outside the walls of Critwall. There, in Tent Town, you see a caravan of about fifty Tent Towner residents, all packed up and ready to go. Additionally, there will be 25 soldiers (infantry), lined up and ready to march. They are dressed in chain shirts and carry battle axes and small wooden shields. However, this is NOT what draws your attention.

Instead, your attention is drawn to the crowd gathered around the Council of Lords! There you see Lord Natan Enerick giving a speech about how he could not have seen this early re-opening of Gensal for farming without the assistance of Lady Katarina and her leadership abilities. At that moment, he

introduces the Lady herself! She is DEFINITELY not dressed for being presented to the general public. In fact, she looks as if she was a common horse-soldier. She (and what must be her five guards) are dressed in chain mail and carry only battle axes and heavy wooden shields.

None the less, with all the grace only Lady Katarina can exude, she smiles brightly at the crowd. The love they have for her is both clear and tangible. She thanks Enerick for his 'surprising and too-kind words' and asks everyone for their thoughts and prayers for the success of this venture. With that, she proudly urges her mount forward, away from the spectacle, and on towards Gensal. Her guards, then the soldiers, and finally the settlers, fall in behind her.

Clearly, there has been a change of plans. By asking around, the party can learn some valuable information from the soldiers if they succeed at Gather Information check (DC 13 + APL). If a person has 5 or more ranks in Knowledge Local they will get a +2 synergy bonus to the Gather Information check. Here is some of the information that can be gathered:

Q: Why didn't Lady Katarina get extra guards now that her mission is revealed?

A: At the very start of Enerick's speech, he made it clear this force was more than sufficient to take the new settlers to Gensal. For the Lady to now request additional guards would suggest that either Enerick doesn't know what he is talking about, or that she is not competent enough to work with the troops assigned.

Q: When did the plans change? Wasn't the Lady originally supposed to travel incognito?

A: The soldiers originally thought they were escorting her 'under cover' as well. However, a couple of the soldiers were coming back to the barracks late last night when they over heard a couple of voices: It was none other than Shelton Halfhand accompanying Lord Natan Enerick back to his residence. Shelton Halfhand was convincing Lord Enerick that publicly supporting the Lady on this venture would gain him much support in Tent Town, and more importantly, the merchants, who are hoping for new trade opportunities to open up with the resettling of Gensal.

Q: How do the soldiers view the Pathfinders?

A: Depends on the soldier! It is well known that the Pathfinder designation is one favored by the Lady as well as by Lord Torkeep. Some soldiers are resentful because they have to constantly take orders while Pathfinders do not.

The trip to Gensal will take five grueling days of marching. This is because the settlers are totally unused to marching such distances. They will often need to stop for some reason or another (a dog runs off, a child dropped her doll, etc. etc.). This quickly becomes increasingly maddening for the professional soldiers.

- On day two, the party will hear one of the soldiers berating an older woman and her two teen age sons for having to retie their possessions onto their cart.
- On day three, another of the soldiers will be seen pulling a belt out of her backpack and begin to march towards a dawdling farmer, clearly intent on whipping him into shape!

In both cases, the Pathfinders can diffuse the situation. They will need to change the attitude of the soldiers from Hostile to Indifferent. This requires a Diplomacy check (DC 25) if done in one step. If the party instead attempts to diffuse each situation to merely Unfriendly, and then again to Indifferent, this will require two Diplomacy Checks, the first being DC 20 and the second being DC 15.

Alternatively, the party may come up with other methods of diffusing the situation. For example: Intimidate can be used. A standard soldier gets an opposed die roll modifier equal to the APL. A settler gets an opposed die roll modifier equal to ½ of the APL. If Intimidate is used, this will have the direct and immediate effect of making the rest of the soldiers (or settlers if applicable) resent the party. Further, spells such as *Calm Emotions* may be useful, but neither settlers nor soldiers will appreciate it if they learn they've been the subject of a spell.

Let the party role-play out both incidents and give out appropriate circumstance modifiers for actions the party come up with to truly diffuse the situation. For example, acting physically aggressive towards the soldiers won't solve anything. Nor will belittling the settlers. However, taking a soldier aside and reminding them how tough it was on their first patrol, etc. might be worth a +2 circumstance modifier on a Diplomacy check.

Development. The important thing is for the players to feel like they are diffusing a lit powder keg. If the party fails (or chooses not) to keep the peace, the trip will take an additional three days.

Treasure. If the party successfully manages to keep the peace, they will receive the thanks of the settlers of Gensal. See "Items for the Adventure Record" below.

Encounter Three: The Settlers of Gensal

On day 4 of the journey, Lady Katarina will ask the adventures to travel with her. While marching (or riding) beside her, she will ask questions about their goals, their hopes for the future, and any issues they see facing the Shield Lands. She will seem genuinely interested in everything they have to say. She will laugh easily at their jokes, quickly share their sadness at any stories of loss and be sincere in her desires to see the Shield Lands grow into a crown jewel of the Flaness.

Note to the DM: As unusual as this may seem to some players for the Knight Commander of the Shield Lands to be talking to some mere Pathfinders, please keep in mind the following:

- Establishing the Pathfinders was a pet project of Lady Katarina. She has a vested interest in seeing it succeed.
- She, at a deeper level, wishes she could be out on grand adventures: sleeping under the stars, facing the enemy in mortal combat, that sort of thing.
- Her visit with them should be seen as more of a morale boost to the troops. Consider Henry V by Shakespeare. In that excellent play, King Henry V, disguised, spends time among the common citizen/soldier in order to learn where their true hearts lie.

After a couple of hours of marching, she will call for a rest. If the party was successful at diffusing the situation between the settlers and the soldiers she will thank the party at this time. Either way, then read or paraphrase the following:

The Lady looks at your party with kindness. She speaks "I sincerely appreciate your efforts on behalf of the Shield Lands. I want you to know that one of the strengths of our nation is the ability to find a path through our differences towards the ultimate goal: reclamation."

"Did you ever wonder why the name given to you adventurers was the 'Pathfinders'? No? Well, in part, it was representative of that very strength. Sometimes, a nation needs soldiers to attack and defend at a moments notice; men and women willing to follow orders even unto death. However, there are also times when free thought and growth is also important. Your autonomy is critical to foiling all manners of evil. Pathfinders go where they believe they are needed, not where they are ordered. Thus, the Enemy can never be certain of what plans we have. With the Pathfinders in place, no spy can

discover every secret; no general can plan for every contingency.

"This is not, I recognize, without risk. Thank you. Thank you so much for all you put on the line each and every day. When we all get back to Critwall, I would like to speak to you of another mission I would have you assist on. However now is not the time for such talk..."

With that, she calls an end to the rest and rejoins her guards.

Eventually, the group will reach Gensal. Gensal is a massive walled in keep. It is in remarkably good shape. There are heavy iron doors in the south side of the wall, together with a gate house. These are kept open, but manned, while the party is here. The only other entrance is a grate in the north wall (over what must be an old stream bed). The grounds inside of the wall support two barracks, a stable, and a blacksmith. Set right in the center of the wall is a four story tall brick-shaped building. It is the keep of Gensal and is where Knight Bannerette Lemanda lives.

On the south side of the wall clearly lies the wreckage of a burned out village. Even though Gensal was recovered from the ownership of Iuz just over two years ago, not much attention has been given to the village. That said, there are signs of rebuilding. A half-dozen buildings are arranged in a semi circle facing the wall. These include a tavern, an inn (with a tavern), a general store and two residences. Any items from Table 7-8 of the Player's Handbook can be purchased subject to the following exceptions: No "Special Substances and Items" or "Tools and Skill Kits" are available, nor are any items costing more than 50 gp available for purchase.

There the party is given leave to relax for a day while the settlers are vested with their new farm lands.

This process is fairly boring and involves a large amount of signing of documents and checking of records. While taking it easy at Gensal, the adventures can learn from the soldiers on duty that it HAS been very quiet around here: No attacks have occurred for months.

During the day, the Pathfinders are free to scout the region, explore the village, or visit the keep.

If the Pathfinders scout the region, they will not have any encounters, but a character with the Track feat can make a Survival Check (DC 10 + APL) to determine that no enemy troops have been in the area in at least a month.

If the Pathfinders explore the village, they will be able determine the village currently supports a dozen inhabitants. They appear to be generally happy to see new life being brought to their region. A Gather Information Check (DC 10 + APL) will reveal that underlying the

happiness, the villagers are disappointed to see so few soldiers being added to the garrison.

If the Pathfinders attempt to enter the keep itself, they will be refused by the guards unless they successfully convince them to let them in. If they use Intimidation, it will be opposed at a check modifier for the guards of APL+2. If they use Diplomacy, they will need to make a successful check (DC 13 + APL). If they use Bluff, it will be opposed by the check modifiers of the guards of APL. Note: If a character whose homeland is the Shield Lands uses Diplomacy, that character will gain a +1 circumstance modifier to their check for every three levels they have achieved. If a character has the homeland of Furyondy, there will be an inherent -1 circumstance modifier to their check for every three levels they have achieved (because these guards don't care much for Furyondians. They think they Furyondians are always trying to annex the Shield Lands!). Inside, they will find the Bannerette too busy to see them, but from soldiers inside, they will learn that every one is on their highest level of alert with the new settlers coming in.

After a day of transferring titles to the settlers, Lady Katarina will meet again with the Pathfinders. She will say the following:

"Tomorrow morning I am leaving to Critwall. The additional soldiers are in place and I have every confidence in the Knight Bannerette. None the less, I have a shadow over my heart, as if something bad will happen on the morrow. Please stay one more day. I would appreciate it if you would patrol the area around Gensal tomorrow after I leave, just to make sure. It is my understanding two other patrols of soldiers will be scouting as well, but I would feel better if you could also make sure the borders are secure. After you are done, meet me in Critwall to discuss that mission I mentioned to you on the road."

The night will pass uneventfully. In the morning, the Lady and her guard will take their leave. If asked if the Pathfinders can accompany her, she will refuse their aid and insist they scout the area for trouble.

Encounter Four: Risk

In the next two encounters, the party is attacked in rapid succession as the result of a new spell developed by the Iuzians called *earthstride*. This spell transports large amounts of troops accurately through the earth, bypassing most normal defenses. In this case, the Iuzians know due to intelligence the general area and time Katarina will be departing. They have sent four squads of assassins out to kill her. The party will be the recipient of

one of these squads. It is merely a fluke the Iuzians got this close to the party with their spell.

One of the side effects of the spell is that it literally pushes any earth elementals in the way of the spell ahead of it at great speed. Encounter Four is representative of such an effect. Encounter Five is the Iuzians arriving as a result of the spell.

As your party moves through the countryside, you feel the day is, well, too perfect. The sun is shining warmly. Fluffy clouds float lazily by in the rich blue sky. Birds chirping and insects buzzing complete the perfect scene. For some reason you can't put your finger on, you are certain something, well, wrong, is about to happen. Suddenly, the earth rumbles around you, validating your fears... Bursting out of the ground around you are nightmares made from the earth itself. With guttural, angry roars, they move forward to attack!

APL 2 (EL 4)

🔥 **Earth Elemental, Small (3):** hp 12, 11, 10; see *Monster Manual*, page 97.

APL 4 (EL 6)

🔥 **Earth Elemental, Medium (3):** hp 33, 30, 27; see *Monster Manual*, page 97.

APL 6 (EL 8)

🔥 **Earth Elemental, Large (3):** hp 76, 68, 60; see *Monster Manual*, page 97.

APL 8 (EL 10)

🔥 **Earth Elemental, Huge (3):** hp 168, 152, 136; see *Monster Manual*, page 97.

APL 10 (EL 12)

🔥 **Earth Elemental, Greater (3):** hp 220, 199, 178; see *Monster Manual*, page 97.

APL 12 (EL 14)

🔥 **Earth Elemental, Elder (3):** hp 252, 228, 204; see *Monster Manual*, page 97.

Note that normally, elementals are encountered singly. However, in this case, these are elementals that were residing in the earth and are being pushed out of the way by the enhanced *earthstride* spell.

Tactics: The elementals are completely irritated. They will look around and see the party as somehow responsible. The elementals will attack the closest non-elemental and try to pound it to paste, then move on to the next. If a character can speak or understand Terran,

they will hear the Elementals shouting “Why have you disturbed us?” and “You will pay for your interference!” and the like.

Note: Technically, this does not HAVE to be a combat encounter if the party can figure out how to calm down the elementals. If calmed down, they will happily retreat back into the earth (See Development, below). Exactly how the party can calm the elementals down is open ended. Two possible methods are discussed:

- 1) If the party uses Diplomacy, the elementals are considered “Hostile”. Normally, Diplomacy takes one full minute in order to be effective. However, these elementals are normally peaceful and will be open to hearing the party out (and thus the skill can be used as a full round action during combat). If some party members are attacking while others are using Diplomacy, there will be a -4 circumstance modifier to the check. If all the party drops their weapons and acts defensive (rather than aggressive), there will be a +4 circumstance modifier to the check.
- 2) The party can out and out surrender. In this case, the elementals will look VERY perturbed, then stomp away shaking their heads, leaving the party cowering. A party that surrenders receives no experience.

Development: The elementals if defeated (or if convinced to calm down) will just fade back into the earth and leave the area as fast as possible. If the elementals are turned, they will retreat away from the party and then descend into the ground, never to be heard from again...

Encounter Five: Assassin

After the party defeats the elementals, give them a few moments to rest (five rounds – 30 seconds). Then read or paraphrase the following to them:

Having just overcome the elementals, you have gotten only a few brief moments to catch your breath when the rumbling begins again. Could this be MORE elementals? Quickly, you look about, just in time to see a number of creatures burst from the earth. For a moment, they look like more elementals, caked from head to toe in dirt. But then the dirt seems disappear, as if blown away by an unfelt wind. Underneath the grime are hobgoblins wearing the colors and symbols of Iuz himself! With a mighty roar, they attack!

The party will find themselves being attacked by an Iuzian Assassination squad. There were four squads sent to the Gensal area. Their actual goal is shown in the next encounter (to kill Katarina). However, they will not hesitate to slaughter anyone who gets in their way. In fact, the party may over hear them speaking (in goblin) that “this isn’t the right target” or “kill them anyways – no survivors!”

APL 2 (EL 4)

☛ **Hobgoblin (6):** Hp 6 each; see *Monster Manual*, page 153.

APL 4 (EL 6)

☛ **Hobgoblin (6):** Hp 6, 6, 6, 6, 6, 6; see *Monster Manual*, page 153.

☛ **Bloodhand:** Male Hobgoblin Rog2; Hp 14; See Appendix 1.

☛ **Bone Chatter:** Male Hobgoblin Sor2; Hp 11; See Appendix 1.

APL 6 (EL 8)

☛ **Hobgoblin (6):** Hp 6, 6, 6, 6, 6, 6; see *Monster Manual*, page 153.

☛ **Bloodhand:** Male Hobgoblin Rog5/Ass1; Hp 38; See Appendix 1.

☛ **Bone Chatter:** Male Hobgoblin Sor4; Hp 21; See Appendix 1.

APL 8 (EL 10)

☛ **Hobgoblin (6):** Hp 6, 6, 6, 6, 6, 6; see *Monster Manual*, page 153.

☛ **Bloodhand:** Male Hobgoblin Rog5/Ass3; Hp 49; See Appendix 1.

☛ **Bone Chatter:** Male Hobgoblin Sor4; Hp 21; See Appendix 1.

☛ **Kutter:** Male Hobgoblin Ftr4; Hp 36; See Appendix 1.

☛ **Vilex:** Female Hobgoblin Clr4; Hp 31; See Appendix 1.

APL 10 (EL 12)

☛ **Bloodhand:** Male Hobgoblin Rog5/Ass5; Hp 62; See Appendix 1.

☛ **Bone Chatter:** Male Hobgoblin Sor7; Hp 36; See Appendix 1.

☛ **Kutter:** Male Hobgoblin Ftr6/Blk1; Hp 60; See Appendix 1.

☛ **Vilex:** Female Hobgoblin Clr7; Hp 52; See Appendix 1.

APL 12 (EL 14)

☛ **Bloodhand:** Male Hobgoblin Rog5/Ass7; Hp 74; See Appendix 1.

☛ **Bone Chatter:** Male Hobgoblin Sor9; Hp 46; See Appendix 1.

☛ **Kutter:** Male Hobgoblin Ftr6/Blk3; Hp 76; See Appendix 1.

☛ **Vilex:** Female Hobgoblin Clr9; Hp 66; See Appendix 1.

Tactics: The Iuzians will do their best to ring in the party by trying to surround them. At lower levels (APL 4 and 6, Bloodhand will act more as a fighter, using his rogue abilities to get in extra damage in flanking situations. At higher levels, Bloodhand will try to get an assassination attempt off if possible before joining the melee. Either way, he always comes in *invisible*, as he has drunk his potion before being magically gated through the earth. Bone Chatter will use his *summon monster* spells to set up as many flanking opportunities as possible.

When Kutter and Vilex begin to appear, make special note of Vilex’ scroll of *Summon Monster VI* (which will ALWAYS summon a Fiendish Monstrous Spider if it works). He will not hesitate to use it, even though his lower spellcraft ranks may mean he is unable to master the scroll. At APL 12 Vilex gets a *scroll of blasphemy*, which, again, he might not successfully cast.

Treasure: None of the attackers carry any gold upon them.

APL 2 loot (34 gp).

APL 4 loot (52 gp), *potion of invisibility* - (value 45 gp).

APL 6 loot (17 gp), *+1 short sword*, *+1 studded leather armor*, *potion of invisibility* - (value 567 gp).

APL 8 loot (72 gp), *+1 short sword*, *+1 studded leather armor*, *keen heavy pick*, *potion of invisibility*, *scroll of summon monster VI (Fiendish Monstrous Spider)* - (value 1160 gp).

APL 10 loot (72 gp), *+1 short sword*, *+1 studded leather armor*, *keen heavy pick*, *potion of invisibility*, *scroll of summon monster VI (Fiendish Monstrous Spider)*, *2 packets of poison (Dark Reaver Powder)* - (value 1250 gp).

APL 12 loot (72 gp), *+1 short sword*, *+1 studded leather armor*, *keen heavy pick*, *potion of invisibility*, *scroll of blasphemy*, *scroll of summon monster VI (Fiendish Monstrous Spider)*, *4 packets of poison (Dark Reaver Powder)* - (value 1681 gp).

Development: During the combat, party members might hear the Iuzians say things like “this isn’t the right target” or “kill them anyways”. This is a clue the Iuzians were hoping to kill a different target (Katarina). The party – might – think they are talking about Gensal. If they do, they can return to Gensal where they will learn that NONE of the patrols have returned. Hopefully this will get them to wondering about the fate of Katarina.

Finally, on the body of one of the hobgoblins, they will find a note written in goblin that says “Boneheart sez kill all Shield Landers. Meet up with other two groups. Provide cover for fourth group.”

Encounter Six: The Third Strike

The Pathfinders will hopefully, at one point, remember that Katarina is out on the road to Critwall and is not very well protected. If the party never thinks of this, this encounter is skipped and Katarina’s body is found by some peasants. Otherwise, read or paraphrase, depending on the actions of the party, the following:

Your frantic search of the Middle Road to Critwall has been maddening. Over each rise, around each curve, you hope beyond hope to see The Lady’s familiar countenance, to gaze on her all too kind smile.

Your desperation is building and the countryside disappears in a blur. Then, around an especially sharp curve, behind a thicket, you see her party only thirty feet ahead of you. She and her guards are spread across the countryside, dead. Fortunately, some other Pathfinders have found her and appear to be caring for her.

Then it strikes you... those Pathfinders are you and your party!

This encounter is with a group of four to six Iuzian infiltrators. If the party numbers more than four, then randomly determine which Pathfinders are duplicated. If the Iuzians outnumber the Pathfinders, the extra Iuzians will duplicate some Pathfinders the party remembers from Critwall.

You may give those Iuzians mundane copies of any ‘unusual’ weapons or armor the PC’s may be carrying. EXAMPLE: Iuzian 1 is determined to be duplicating Pathfinder Robbor. Robbor typically attacks with +1 flaming holy spiked chain. The Iuzian will have a NORMAL spiked chain (although maybe one end is painted red so it kind of looks warm – hey! These are DISGUISES after all...) This mundane weaponry is factored into the loot award as a generic number as it is impossible to imagine what any given party is wearing or wielding. As for armor (and clothes, jewelry, etc.), their spells and or shape change ability just makes it look like they are using the proper armor, etc.

These duplicates will do their best to mix it up with the party. If they are in hand to hand combat with their duplicate, other party members should not know which is the foe and which is real.

This means that if Robbor and his duplicate are in adjacent five foot squares, the other party members should not know which is which. Even if the player running Robbor says “Robbor shouts ‘it’s really me!’ there is no way the other characters would know that was REALLY Robbor saying it. As a result, unless there is a way of penetrating the disguise, attacks against Robbor and his duplicate should be randomly assigned.

Typically, only by successfully penetrating the disguise with a successful spot check will a friendly person know which figure to attack. However there may be other methods (For example: animals with scent and those party members able to track by scent will not have this problem). The duplicates will use this to their advantage to set up attack situations where they use each other for flanking and then devastate one foe at a time.

If the duplicates are killed, the party will find on each of them a detailed description of the party member they were emulating. Those party members who have played in SHLo3-06 A Chink in the Armor may remember finding clues regarding this (detailed information in tomes regarding the Pathfinders and other important types in the Shield Lands).

All of these creatures represent foul beings that have decided to throw their lot in with Iuz. They all love the idea of sowing dissent and chaos and relish the opportunity to kill off their “original” in order to take their place.

APL 2 (EL 4)

☛ Iuzian Sorcerer (3): Hp 9 each. See Appendix 1.

APL 4 (EL 6)

☛ Iuzian Sorcerer/Fighter (4): Hp 17 each. See Appendix 1.

APL 6 (EL 8):

☛ Doppelgangers (6): Hp 22 each. See Monster Manual.

APL 8 (EL 10)

☛ Doppelganger Rogues (6): Hp 34 each. See Appendix 1.

APL 10 (EL 12)

☛ Doppelganger Rogues (6): Hp 44 each. See Appendix 1.

APL 12 (EL 14)

☛ Doppelganger Rogues (6): Hp 54 each. See Appendix 1.

Tactics: For the most part, the Iuzians will try to each attack the party member they are duplicating, and then turn to help their compatriots after their selected foe has fallen. Because the doppelgangers can freely detect thoughts, they are able to accurately determine which foes are 'real' and which are 'duplicates'. At APL 12, the doppelgangers will, en masse, attempt to cast their fireballs (written at level 5) spells before moving in. The Use Magic Device check is +18 with a DC 25.

For reference, the Disguise Check of the NPCs (for spot checks) for each encounter is as follows:

APL 2: Disguise Check 27 (+7 Rank, +10 *disguise self*, +10 "take ten")

APL 4: Disguise Check 29 (+9 Rank, +10 *disguise self*, +10 "take ten")

APL 6: Disguise Check 37 (+9 Rank, +10 Change Shape ability, +4 Racial Bonus, +10 take ten, +4 *detect thoughts*)

APL 8: Disguise Check 40 (+12 Rank, +10 Change Shape ability, +4 Racial Bonus, +10 take ten, +4 *detect thoughts*)

APL 10: Disguise Check 41 (+13 Rank, +10 Change Shape ability, +4 Racial Bonus, +10 take ten, +4 *detect thoughts*)

APL 12: Disguise Check 44 (+16 Rank, +10 Change Shape ability, +4 Racial Bonus, +10 take ten, +4 *detect thoughts*)

Treasure:

APL 2 loot (17 gp), *potion of mage armor* (x4), *potion of barkskin* +2 (x4) – (210 gp).

APL 4 loot (52 gp), *potion of mage armor* (x4), *potion of barkskin* +2 (x4), *potion of bull's strength* (x4) – (390 gp)

APL 6 loot (60 gp)

APL 8 loot (60 gp)

APL 10 loot (60 gp), *potion of haste* (x6)* – (675)

APL 12 loot (60 gp), *potion of haste* (x6)*, *scroll of fireball* (x6) – (1012 gp)

*This is the unused potion. See Appendix 1.

Development: After slaying their duplicates, the party may inspect the fallen. All of the guards died due to violence. However, Lady Katarina appears untouched. No method of returning her to life will work. The reason behind this will be explained in a future module. If magic is used to speak with the dead soldiers or restore them to life, they will only be able to say they were attacked so fast by what appeared to be pathfinders that they do not know what ultimately happened to Lady Katarina.

That said, observant parties will notice (Search DC 10 +APL) two rings of dirt in the area. The first will look as if something exploded out. The other looks like something burrowed back in. The first ring is where this party used *earthstride* to attack Lady Katarina's party, and

the second is where the true assassin of Lady Katarina used a scroll of *earthstride* to return...

Tracking (Survival DC 10 + APL) will reveal there was an additional humanoid (human) here, and that the human may have attacked Lady Katarina from behind (The Cad!). A Heal check (DC 15) will reveal beyond doubt the complete and utter lack of violence to the Lady's personage. Exactly what happened to her will be explored in a future module.

The party SHOULD decide to return the Lady's body to either Critwall or to Gensal. If to Gensal, it will be returned to Critwall. A Knowledge Local check DC 5 or greater will reveal many stories about how prior heads of state were laid in public display before burial.

Conclusion: The Lord of the Circle

Read or paraphrase the following to the party:

Nearly a week has passed since Lady Katarina's body has been returned to Critwall. Even now it lies 'in state' in a glass coffin within Critwall Keep. In rest, she looks peaceful, as if she was sleeping.

The nation is in full mourning. Every one is grieving for her loss. Then a story begins to circulate. It turns out she died without an heir. This leaves a new council seat open. No one knows HOW it will be filled. The other rumor is that none of the churches have been able to contact her soul. No amounts of scrying, raising, resurrecting or other magics have determined what caused the Lady's death.

The party is summoned to the Council of Lords where they are asked to give a full report (for what seems to be the 100th time) on the events surrounding what is now called the "Gensal Incident". After their report, Lord Enerick thanks you for your service. "You have done all you could do. We appreciate you at least not losing the Lady's body even if the nation has lost her soul. We have many matters to discuss. Thanks to the aid of Secretary Halfhand, the Council will have a number of reports to go over. You will, however be happy to note that none of his reports directly faults you for any of this. Thank you for your service." With that the party is dismissed.

No amounts of protest or explanations are heard by the Council and soldiers stand ready to escort the Pathfinders to the door to the keep.

Outside of the keep, you can hardly believe how thick the air feels. It is as if a storm was brewing although not a cloud exists in the otherwise perfect sky. As you leave the Keep, a whim moves you and you find your

self absent mindedly wandering towards the gates out of Critwall, and into Tent Town. You are about to turn around and go back when you notice it. There, painted on the walls of Critwall you see "The Lady sleeps! Wake the Lady!"

The End

This story line will be continued in SHLo4-03: "The End of the Path".

Experience Point Summary

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

Encounter Three

Successfully quelling the dispute between the settlers and the soldiers

APL2 90 xp
APL4 135 xp
APL6 180 xp
APL8 225 xp
APL10 270 xp
APL12 315 xp

Encounter Five

Defeating Elementals

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Encounter Six

Defeating Iuzian Assassination Squad

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Encounter Seven

Defeating Pathfinder Duplicates

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Total Possible Experience:

APL2 400 xp
APL4 600 xp
APL6 800 xp
APL8 1250 xp
APL10 2100 xp
APL12 3000 xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Six:

Iuzian Assassination Squad

APL 2: L: 34 gp;

APL 4: L: 52 gp; M: 45 gp

APL 6: L: 17 gp; M: 567 gp

APL 8: L: 72 gp; M: 1160 gp

APL 10: L: 72 gp; M: 1250 gp

APL 12: L: 72 gp; M: 1681 gp

Encounter Seven:

Duplicate Pathfinders

APL 2: L: 17 gp; M: 210 gp

APL 4: L: 52 gp; M: 390 gp

APL 6: L: 60 gp;

APL 8: L: 60 gp;

APL 10: L: 60 gp; M: 675 gp

APL 12: L: 60 gp; M: 1012 gp

Total Possible Treasure

APL 2: L: 51 gp; M: 210 gp - Total: 261 gp

APL 4: L: 104 gp; M: 435 gp - Total: 539 gp

APL 6: L: 77 gp; M: 567 gp - Total: 644 gp

APL 8: L: 132 gp; M: 1160 gp - Total: 1292 gp

APL 10: L: 132 gp; M: 1925 gp -

Total: 2057 gp

APL 12: L: 132 gp; M: 2693 gp -

Total: 2825 gp

Special

Earthstride

Conjuration (Teleportation)

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: 0'

Target: You and/or touched willing creatures

Duration: Instantaneous

Saving Throw: None (See text)

Spell Resistance: None (See text)

You instantly transport through the earth itself up to one creature per 3 caster levels you possess, up to 8 creatures at level 18 to any other spot you viewed. The viewing may be as the result of a previously cast scrying spell. Each creature transported must not be carrying more than a medium load. Further, each creature must first be dusted from head to toe with "rare earth" (Rare earth is the dirt left behind by a non-summoned earth elemental that

died on the prime material plane). Rare earth costs 1500 gp per creature to be transported. Creatures transported via this spell must be willing to travel by this method and thus receive no savings through or spell resistance. As long as the target area is connected to the earth, there is no known magical defense to prevent the transportation of the creatures to their ultimate location. Thus spells such as *anti-magic shell*, etc., will not prevent the transportation.

Items for the Adventure Record

Influence Point: For your service, council members loyal to the Lady have given you one influence point with the Shield Lands metaorganization of your choice.

Gratitude of the Settlers: If you successfully caused the soldiers and the settlers to travel peacefully together, the settlers will be so grateful that they will constantly be sending you supplies. This gives you free standard lifestyle during the next three Shield Lands regional adventures. At APL 10 or higher, the soldiers will also be grateful and give you access to a heavy dark-stained leather Belt of Giant Strength +4.

Gratitude of the Knight Bannerette: For your assistance, Knight Bannerette Lemanda has given you access to one of the treasures of Gensal, a deep blue Cloak of Charisma +2. DMG, Frequency Adventure.

Item Access

APL 2-4:

Cloak of Charisma +2 (Adventure, DMG)

APL 6:

Headband of Intellect +2 (Adventure, DMG)

All APL 2&4 Items

APL 8:

+1 Keen heavy pick (Adventure, DMG)

Arcane Scroll of Summon Monster VI (Fiendish Monstrous Spider) (Adventure, DMG)

Potion of Haste (you may purchase up to two) (Adventure, DMG)

All APL 2, 4 & 6 Items

APL 10:

Belt of Giant Strength +4 (Adventure, DMG)

All APL 2, 4, 6 & 8 Items

APL 12:

Divine Scroll of Blasphemy (Adventure, DMG)

All APL 2, 4, 6 & 8 Items

Encounter 5 - Assassin

APL 4, EL 6

🦋 **Bloodhand:** Male hobgoblin Rog2; CR 3, medium humanoid (goblinoid); HD 2d6+4 (rogue); hp 14; Init +5, Spd 30 ft. AC 14 (touch 11, flat-footed 13) [+1 Dex, +3 masterwork studded leather]; Atk +2 melee (short sword 1d6+1), +2 ranged (javelin 1d6 +1); SA Sneak Attack +1d6; SQ Darkvision 60', Evasion; SV Fort +2, Ref +4, Will -1, Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Bluff +4, Disguise +6, Hide +6, Jump +8, Listen +4, Move Silently +10, Spot +4, Tumble +8; Improved Initiative.

Possessions: masterwork studded leather (black), short sword, *potion of invisibility*.

Physical Description: He has a very cruel smile, even for a hobgoblin. He favors dark clothing.

🦋 **Bone Chatter:** Male Hobgoblin Sor2; CR 3, medium humanoid (goblinoid); HD 2d4+4 (sor); hp 11; Init +1, Spd 30 ft. AC 11 (touch 11, flat-footed 10) [+1 Dex]; Atk +2 melee (quarterstaff 1d6+1); SQ Darkvision 60'; SV Fort +2, Ref +1, Will +2, Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 12.

Skills and Feats: Concentration +7, Move Silently +7; Alertness, Spell Focus Conjunction.

Spells Known: (6/5; base DC = 11 + spell level): 0—[*acid splash*, *daze*, *detect magic*, *flare*, *touch of fatigue*]; 1st—[*mage armor*, *summon monster I*].

Possessions: quarterstaff. Snake (tiny viper) Familiar: HP 5. See Player's Handbook page 52.

Physical Description: He grins at his foes before he kills them. He wears rusty black robes and carries a heavy quarterstaff.

APL 6, EL 8

🦋 **Hobgoblin (4):** Hp 6, 6, 6, 6; see *Monster Manual*, page 153.

🦋 **Bloodhand:** Male Hobgoblin Rog5/Ass1; CR 7, medium humanoid (goblinoid). HD 5d6+10 (rogue) 1d6+2 (assassin); hp 38; Init +6, Spd 30 ft. AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 +1 studded leather]; Atk +6 melee (+1 *short sword* 1d6+2), +4 ranged (javelin 1d6 +1); SA Death Attack, Sneak Attack +4d6; SQ Darkvision 60', Evasion, Poison Use, Uncanny Dodge; SV Fort +3, Ref +8, Will +2, Str 13, Dex 14, Con 14, Int 12, Wis 9, Cha 8.

Skills and Feats: Bluff +5, Disguise +11, Hide +12, Jump +14, Listen +10, Move Silently +16, Spot +9, Tumble +14; Improved Initiative, Iron Will Weapon Focus Short Sword.

Appendix 1: NPC & Monster Stats

Possessions: +1 studded leather (black), +1 short sword, headband of intellect +2, *potion of invisibility*.

Spells Prepared: (1; base DC = 11 + spell level): 1st—[*true strike*].

Physical Description: He has a very cruel smile, even for a hobgoblin. He favors dark clothing.

🦋 **Bone Chatter:** Male Hobgoblin Sor4; CR 5, medium humanoid (goblinoid); HD 4d4+8 (sor); hp 21; Init +1, Spd 30 ft. AC 11 (touch 11, flat-footed 10) [+1 Dex]; Atk +4 melee (quarterstaff 1d6+1); SQ Darkvision 60'; SV Fort +2, Ref +2, Will +3, Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 13.

Skills and Feats: Concentration +10, Move Silently +7, Spellcraft +3; Alertness, Augment Summoning, Spell Focus Conjunction.

Spells Known: (6/7/3; base DC = 11 + spell level): 0—[*acid splash*, *daze*, *detect magic*, *flare*, *resistance*, *touch of fatigue*]; 1st—[*mage armor*, *shield*, *summon monster I*]; 2nd—[*summon monster II*].

Possessions: quarterstaff. Snake (tiny viper) Familiar: HP 10. See Player's Handbook page 52.

Physical Description: He grins at his foes before he kills them. He wears rusty black robes and carries a heavy quarterstaff.

APL 8, EL 10

🦋 **Bloodhand:** Male Hobgoblin Rog5/Ass3; CR 8, medium humanoid (goblinoid). HD 5d6+10 (rogue) 3d6+3 (assassin); hp 49; Init +6, Spd 30 ft. AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 +1 studded leather]; Atk +8 melee (+1 *short sword* 1d6+2), +5 ranged (javelin 1d6 +1); SA Death Attack, Sneak Attack +5d6; SQ Darkvision 60', Evasion, Improved Uncanny Dodge, Poison Use, +1 Saves vs. Poison, Uncanny Dodge; SV Fort +4, Ref +9, Will +3, Str 14, Dex 14, Con 14, Int 12, Wis 9, Cha 8.

Skills and Feats: Bluff +6, Disguise +12, Hide +13, Jump +15, Listen +11, Move Silently +17, Spot +10, Tumble +15; Improved Initiative, Iron Will Weapon Focus Short Sword.

Possessions: +1 studded leather (black), +1 short sword, headband of intellect +2, *potion of invisibility*.

Spells Prepared: (3/1; base DC = 11 + spell level): 1st—[*jump*, *obscuring mist*, *true strike*], 2nd—[*Invisibility*].

Physical Description: He has a very cruel smile, even for a hobgoblin. He favors dark clothing.

🦋 **Bone Chatter:** Male Hobgoblin Sor4; CR 5, medium humanoid (goblinoid); HD 4d4+8 (sor); hp 21; Init +1, Spd 30 ft. AC 11 (touch 11, flat-footed 10) [+1

Dex]; Atk +4 melee (quarterstaff 1D6+1); SQ Darkvision 60'; SV Fort +2, Ref +2, Will +3, Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 13.

Skills and Feats: Concentration +10, Move Silently +7, Spellcraft +3; Alertness, Augment Summoning, Spell Focus Conjunction.

Spells Known: (6/7/3; base DC = 11 + spell level): 0—[acid splash, daze, detect magic, flare, resistance, touch of fatigue]; 1st—[mage armor, shield, summon monster I]; 2nd—[summon monster II].

Possessions: quarterstaff. Snake (tiny viper) Familiar: HP 10. See Player's Handbook page 52.

Physical Description: He grins at his foes before he kills them. He wears rusty black robes and carries a heavy quarterstaff.

☛ **Kutter:** Male Hobgoblin Ftr4; CR 5, medium humanoid (goblinoid); HD 4d10+8 (fighter); hp 36; Init +1 (+1 dex), Spd 20 ft. AC 19 (touch 11, flat-footed 18) [+1 Dex, +6 banded mail, +2 heavy wooden shield]; Atk +8 melee (*keen heavy pick* 1D6+4); SQ Darkvision 60'; SV Fort +6, Ref +2, Will +2, Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Listen +4, Spot +4, Hide -4 (+1 dex, -7 banded mail); Alertness, Weapon focus – heavy pick, Dodge, Iron Will, Weapons specialization – heavy pick.

Possessions: banded mail, heavy wooden shield, *keen heavy pick*.

Physical Description: Heavy scarring over his eyes makes it difficult to believe he can even see!

☛ **Vilex:** Male Hobgoblin Clr4; CR 5, medium humanoid (goblinoid); HD 4d8+8 (cleric); hp 31; Init +1, Spd 20 ft. AC 17 (touch 11, flat-footed 16) [+1 Dex, +6 banded mail]; Atk +5 melee (greatsword 1D10+3); SQ Darkvision 60'; SV Fort +6, Ref +2, Will +6, Str 14, Dex 12, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Listen +6, Spellcraft +8, Spot +6. Alertness, Weapon focus – greatsword.

Possessions: banded mail, greatsword, *scroll of summon monster VI (Fiendish monstrous spider, Huge)*.

Spells Prepared (5/5/4; base DC = 12 + spell level): 0—[detect magic, guidance x2, virtue x2 (4)]; 1st—[protection from good*, bane, cause fear, doom, shield of faith]; 2nd—[shatter*, hold person, silence, spiritual weapon].

***Domain spell. Domains:** [Evil Domain (Evil spells are at +1 caster level); Trickery Domain (bluff, disguise and hide are class skills)].

Physical Description: He babbles insanely about the “love” he has for the Old One, demanding others concede Iuz' power!

APL 10, EL 12

☛ **Bloodhand:** Male Hobgoblin Rog5/Ass5; CR 11, medium humanoid (goblinoid). HD 5d6+10 (rogue) 5d6+2 (assassin); hp 62; Init +6, Spd 30 ft. AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 +1 studded leather]; Atk +10/+5 melee (+1 *short sword* 1d6+3), +8 ranged (javelin 1d6 +2); SA Death Attack, Sneak Attack +6d6; SQ Darkvision 60', Evasion, Improved Uncanny Dodge, Poison Use, +2 Saves vs. Poison, Uncanny Dodge; SV Fort +4, Ref +10, Will +3, Str 14, Dex 14, Con 14, Int 12, Wis 9, Cha 8.

Skills and Feats: Bluff +6, Disguise +12, Hide +15, Jump +15, Listen +15, Move Silently +19, Spot +10, Tumble +17; Dodge, Improved Initiative, Improved Uncanny Dodge, Iron Will, Weapon Focus Short Sword.

Possessions: +1 studded leather (black), +1 short sword, headband of intellect +2, *potion of invisibility*, 2 packets of Dark reaver powder (DMG page 297).

Spells Prepared: (5/3; base DC = 11 + spell level): 1st—[jump, obscuring mist, true strike x2; 2nd—cat's grace, invisibility x2].

Physical Description: He has a very cruel smile, even for a hobgoblin. He favors dark clothing.

☛ **Bone Chatter:** Male Hobgoblin Sor7; CR 8, medium humanoid (goblinoid); HD 7d4+14 (sor); hp 36; Init +5, Spd 30 ft. AC 11 (touch 11, flat-footed 10) [+1 Dex]; Atk +3 melee (quarterstaff 1D6+1); SQ Darkvision 60'; SV Fort +4, Ref +3, Will +4, Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 13.

Skills and Feats: Concentration +13, Move Silently +7, Spellcraft +6; Alertness, Augment Summoning, Improved Initiative, Spell Focus Conjunction.

Spells Known: (6/7/5/3; base DC = 11 + spell level): 0—[acid splash, daze, detect magic, flare, ghost sound, resistance, touch of fatigue]; 1st—[burning hands, grease, mage armor, shield, summon monster I]; 2nd—[glitterdust, mirror image, summon monster II]; 3rd—[fireball, summon monster III].

Possessions: quarterstaff. Snake (tiny viper) Familiar: HP 15. See Player's Handbook page 52.

Physical Description: He grins at his foes before he kills them. He wears rusty black robes and carries a heavy quarterstaff.

☛ **Kutter:** Male Hobgoblin Ftr6/Blk1; CR 8, medium humanoid (goblinoid); HD 6d10+12 (fighter), 1d10+2 (blackguard); hp 60; Init +1 (+1 dex), Spd 20 ft. AC 19 (touch 11, flat-footed 18) [+1 Dex, +6 banded mail, +2 heavy wooden shield]; Atk +11/+6 melee (*keen heavy pick* 1D6+4); SQ Darkvision 60'; SV Fort +9, Ref +3, Will +3, Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 12.

Skills and Feats: Hide +0 (+1 dex, -7 banded mail), Knowledge Religion +2, Listen +4, Move Silently -1 (+1 dex, -7 banded mail, +4 racial bonus), Spot +4. Alertness, Cleave, Power Attack, Weapon focus – heavy pick, Improved Sunder, Weapons specialization – heavy pick. Aura of evil, *detect good*, poison use.

Spells Known: (1; base DC = 11 + spell level): 1st—[*corrupt weapon*]

Possessions: banded mail, heavy wooden shield, *keen heavy pick*.

Physical Description: Heavy scarring over his eyes makes it difficult to believe he can even see!

☛ **Vilex:** Male Hobgoblin Clr7; CR 8, medium humanoid (goblinoid); HD 7d8+14 (cleric); hp 52; Init +1, Spd 20 ft. AC 17 (touch 11, flat-footed 16) [+1 Dex, +6 banded mail]; Atk +7 melee (greatsword 1D10+3); SQ Darkvision 60'; SV Fort +7, Ref +3, Will +7, Str 14, Dex 12, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Concentration +5, Listen +6, Spellcraft +10, Spot +6. Alertness, Combat Casting, Weapon focus – greatsword.

Possessions: banded mail, greatsword, *scroll of summon monster VI (Fiendish monstrous spider, Huge)*.

Spells Prepared (5/6/5/3/2; base DC = 12 + spell level): 0—[*detect magic, guidance x2, virtue x2*]; 1st—[*protection from good**, *bane, cause fear, doom x2, shield of faith*]; 2nd—[*shatter**, *hold person x2, silence, spiritual weapon*]; 3rd—[*magic circle against good**, *dispel magic, prayer*]; 4th—[*confusion**, *poison*].

**Domain spell. Domains:* [Evil Domain (Evil spells are at +1 caster level); Trickery Domain (bluff, disguise and hide are class skills)].

Physical Description: He babbles insanely about the “love” he has for the Old One, demanding others concede Iuz’ power!

APL 12, EL 14

☛ **Bloodhand:** Male Hobgoblin Rog5/Ass7; CR 13, medium humanoid (goblinoid). HD 5d6+10 (rogue) 7d6+14 (assassin); hp 74; Init +6, Spd 30 ft. AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 +1 studded leather]; Atk +12/+7 melee (+1 *short sword* 1d6+3), +9 ranged (javelin 1d6+2); SA Death Attack, Sneak Attack +6d6; SQ Darkvision 60', Evasion, Improved Uncanny Dodge, Poison Use, +2 Saves vs. Poison, Uncanny Dodge; SV Fort +5, Ref +11, Will +4, Str 14, Dex 14, Con 14, Int 14, Wis 9, Cha 8.

Skills and Feats: Bluff +7, Disguise +13, Hide +18, Jump +16, Listen +18, Move Silently +22, Sense Motive +5, Sleight of Hand +8, Spot +13, Tumble +20; Dodge, Improved Critical Short Sword, Improved Initiative, Iron Will, Weapon Focus Short Sword.

Possessions: +1 studded leather (black), +1 short sword, headband of intellect +2, *potion of invisibility*, 2 packets of Dark reaver powder (DMG page 297).

Spells Prepared: (5/4/3; base DC = 11 + spell level): 1st—[*ghost sound, jump, obscuring mist, true strike x2*; 2nd—*cat's grace, invisibility x 3*; 3rd—*deep slumber, false life, misdirection*].

Physical Description: He has a very cruel smile, even for a hobgoblin. He favors dark clothing.

☛ **Bone Chatter:** Male Hobgoblin Sor9; CR 10, medium humanoid (goblinoid); HD 9d4+18 (sor); hp 46; Init +5, Spd 30 ft. AC 11 (touch 11, flat-footed 10) [+1 Dex]; Atk +3 melee (quarterstaff 1D6+1); SQ Darkvision 60'; SV Fort +4, Ref +3, Will +6, Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 14.

Skills and Feats: Concentration +14, Move Silently +7, Spellcraft +7; Alertness, Augment Summoning, Improved Initiative, Iron Will, Spell Focus Conjunction.

Spells Known: (6/7/7/6/4; base DC = 12 + spell level): 0—[*acid splash, dancing lights, daze, detect magic, flare, ghost sound, resistance, touch of fatigue*]; 1st—[*burning hands, grease, mage armor, shield, summon monster I*]; 2nd—[*glitterdust, mirror image, invisibility, summon monster II*]; 3rd—[*fireball, fly, summon monster III*]; 4th—[*confusion, summon monster IV*].

Possessions: quarterstaff. Snake (tiny viper) Familiar: HP 23. See Player's Handbook page 52.

Physical Description: He grins at his foes before he kills them. He wears rusty black robes and carries a heavy quarterstaff.

☛ **Kutter:** Male Hobgoblin Ftr6/Blk3; CR 10, medium humanoid (goblinoid); HD 6d10+12 (fighter) 3d10+6 (blackguard); hp 76; Init +1 (+1 dex), Spd 20 ft. AC 19 (touch 11, flat-footed 18) [+1 Dex, +6 banded mail, +2 heavy wooden shield]; Atk +13/+8 melee (*keen heavy pick* 1D6+4); SQ Darkvision 60'; SV Fort +11, Ref +5, Will +8, Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 12.

Skills and Feats: Concentration +3, Hide +2 (+1 dex, -7 banded mail), Knowledge Religion +2, Listen +4, Move Silently +0 (+1 dex, -7 banded mail, +4 racial bonus), Spot +4. Alertness, Cleave, Dodge, Power Attack, Weapon focus – heavy pick, Improved Sunder, Weapons specialization – heavy pick. Aura of evil, aura of despair, command undead, dark blessing, *detect good*, poison use, smite good 1/day.

Spells Known: (2/1; base DC = 12 + spell level): 1st—[*cause fear, corrupt weapon*]. 2nd—[*death knell*]

Possessions: banded mail, heavy wooden shield, *keen heavy pick*, 2 packets of Dark reaver powder (DMG page 297).

Physical Description: Heavy scarring used to cover his eyes, but the rituals that made him a blackguard of Iuz have cleared the scarring away. He is a thoroughly disgusting creature.

☛ **Vilex:** Male Hobgoblin Clr9; CR 10, medium humanoid (goblinoid); HD 9d8+18 (cleric); hp 66; Init +5 (+1 dex, +4 Improved Initiative), Spd 20 ft. AC 17 (touch 11, flat-footed 16) [+1 Dex, +6 banded mail]; Atk +9/+4 melee (greatsword 1D10+3); SQ Darkvision 60'; SV Fort +8, Ref +4, Will +8, Str 14, Dex 12, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +7, Listen +6, Spellcraft +12, Spot +6. Alertness, Combat Casting, Improved Initiative, Weapon focus – greatsword.

Possessions: banded mail, greatsword, *scroll of blasphemy*, *scroll of summon monster VI (Fiendish monstrous spider, Huge)*.

Spells Prepared (5/6/6/4/3/2; base DC = 12 + spell level): 0—[detect magic x2, guidance x2, virtue x2]; 1st—[*protection from good**, *bane*, *cause fear*, *doom* x2, *shield of faith*]; 2nd—[*shatter**, *hold person* x3, *silence*, *spiritual weapon*]; 3rd—[*magic circle against good**, *bestow curse*, *dispel magic*, *prayer*]; 4th—[*confusion**, *inflict critical wounds*, *poison*]; 5th—[*dispel good**, *slay living*].

**Domain spell. Domains:* [Evil Domain (Evil spells are at +1 caster level); Trickery Domain (bluff, disguise and hide are class skills)].

Physical Description: He babbles insanely about the “love” he has for the Old One, demanding others concede Iuz’ power!

Encounter 6 – The Third Strike

APL 2 (EL 4)

☛ **Iuzian Sorcerer (3):** (Note that each of the Sorcerers has exactly the same statistics, except that one of them carries an additional *potion of barkskin* +2). Male Human Sor 1; CR 1, medium humanoid (human); HD 1d4+5 (sorcerer); hp 9; Init +2 (+2 dex), Spd 30 ft. AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +2 melee (by weapon type +2); SV Fort +2, Ref +2, Will +2. STR 14, DEX 14, CON 14, INT 10, WIS 10, CHA 14.

Skills and Feats: Bluff +6, Concentration +6, Disguise +7. Combat Casting, Skill Focus – disguise.

Spells Known: (5/4; base DC = 12 + spell level): 0—[*acid splash*, *daze*, *resistance*, *touch of fatigue*]; 1st—[*disguise self*, *shocking grasp*].

Possessions: Dagger, one weapon based on Player Character being emulated, *potion of mage armor*, *potion of barkskin* +2. Toad familiar (hp 4).

APL 4 (EL 6)

☛ **Iuzian Sorcerer/Fighter (4):** (Note that each of the Sorcerer/Fighters has exactly the same statistics). Male Human Sor1/Ftr1; CR 2, medium humanoid (human); HD 1d4+5 (sorcerer)/1d10+2 (fighter); hp 17; Init +2 (+2 dex), Spd 30 ft. AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +3 melee (by weapon type +2); SV Fort +4, Ref +2, Will +2. STR 14, DEX 14, CON 14, INT 10, WIS 10, CHA 14.

Skills and Feats: Bluff +7, Concentration +6, Disguise +9, Intimidate +3. Combat Casting, Dodge, Skill Focus – disguise.

Spells Known: (5/4; base DC = 12 + spell level): 0—[*acid splash*, *daze*, *resistance*, *touch of fatigue*]; 1st—[*disguise self*, *shocking grasp*].

Possessions: Dagger, one weapon based on Player Character being emulated, *potion of mage armor*, *potion of barkskin* +2, *potion of bull's strength*. Toad familiar (hp 8).

APL 6 (EL 8):

☛ **Doppelgangers (6):** Hp 22 each. See Monster Manual.

APL 8 (EL 10)

☛ **Doppelganger Rogues (6):** (Note that each of the Doppelganger Rogues has exactly the same statistics). Female Doppelganger Rog2; CR 5, medium monstrous humanoid; HD 4d8+4 (doppelganger)/2d6+2 (rogue); hp 34; Init +1 (+1 dex), Spd 30 ft. AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 natural]; base attack +5/Grapple +5; full attack +6 melee (slam 1d6 +1 or by weapon type +1); SA detect thoughts, sneak attack +1d6; SQ change shape, immunity to *sleep* and charm effects; AL N, SV Fort +4, Ref +8, Will +6. STR 12, DEX 13, CON 12, INT 13, WIS 14, CHA 13.

Skills and Feats: Bluff +12 (+4 if using detect thoughts), Diplomacy +5, Disguise +11 (+4 if using detect thoughts), Intimidate +5, Listen +8, Sense Motive +8, Spot +8, Use Magic Device +3. Dodge, Evasion, Great fortitude, Mobility, Sneak Attack +1d6.

Possessions: One weapon based on Player Character being emulated.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save is Charisma based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

APL 10 (EL 12)

🦋 **Doppelganger Rogues (6):** (Note that each of the Doppelganger Rogues has exactly the same statistics). Female Doppelganger Rog4; CR 7, medium monstrous humanoid; HD 4d8+4 (doppelganger)/4d6+4 (rogue); hp 44; Init +2 (+2 dex), Spd 30 ft. AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; base attack +7/+2/Grapple +7; full attack +8/+3 melee (slam 1d6 +1 or by weapon type +1); SA detect thoughts, sneak attack +2d6; SQ change shape, evasion, immunity to *sleep* and charm effects; AL N, SV Fort +5, Ref +8, Will +7. STR 12, DEX 14, CON 12, INT 13, WIS 14, CHA 13.

Skills and Feats: Bluff +13 (+4 if using detect thoughts), Diplomacy +7, Disguise +13 (+4 if using detect thoughts), Intimidate +6, Listen +9, Sense Motive +9, Spot +9, Use Magic Device +8. Dodge, Evasion, Great fortitude, Mobility, Sneak Attack +2D6, Spring Attack, Uncanny Dodge.

Possessions: One weapon based on Player Character being emulated, *potion of haste* x2.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save is Charisma based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

APL 12 (EL 14)

🦋 **Doppelganger Rogues (6):** (Note that each of the Doppelganger Rogues has exactly the same statistics). Female Doppelganger Rog6; CR 9, medium monstrous humanoid; HD 4d8+4 (doppelganger)/6d6+3 (rogue); hp 54; Init +2 (+2 dex), Spd 30 ft. AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 natural]; base attack +8/+3/Grapple +8; full attack +9/+4 melee (slam 1d6 +1 or by weapon type +1); SA detect thoughts, sneak attack +3d6; SQ change shape, evasion, immunity to *sleep* and charm effects; AL N, SV Fort +6, Ref +11, Will +8. STR 12, DEX 14, CON 13, INT 13, WIS 14, CHA 14.

Skills and Feats: Bluff +15 (+4 if using detect thoughts), Decipher Scripts +6, Diplomacy +8, Disguise +16 (+4 if using detect thoughts), Intimidate +6, Listen +9, Sense Motive +10, Spellcraft +7, Spot +10, Use Magic Device +18 (+2 Cha, +2 synergy Decipher Scripts, +2 synergy Spell craft, +3 Skill Focus). Dodge,

Evasion, Great fortitude, Improved Natural Armor, Mobility, Sneak Attack +3D6, Skill Focus – use magic device.

Possessions: One weapon based on Player Character being emulated, *potion of haste* x2, *scroll of fireball*.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save is Charisma based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Appendix or DM Aid

The Council of Lords: This is the ruling body of the Shield Lands. They are sometimes called the Council of Equals. There are currently 19 Nobles seated on the Council with 6 seats vacant. Here is a short list of their names and areas of ownership:

Name	Title	Lord	Home	Status	Deity
Bohdon	Earl	Lyndon Bohdon	Critwall	Active	Heironeous
Sharn	Earl	Simen Sharn	Bright Sentry	Active	Heironeous
Sharn	Regent	Natan Enarick	Bright Sentry	Active	Pholtus
Arbas	Count	Landon Arbas	Southkeep	Nobility Revoked	Heironeous
Bladehone	Count	Garridan Bladehone	Law's Forge	In Exile	Moradin
Danjor	Earl	Reynald Danjor	Eastfork	In Exile	Heironeous
Deleven	Countess	Anela Deleven	Deleven	In Exile	Heironeous
Docamald	Countess	Tereza Docamald	Docamald	In Exile	Heironeous
Harryn	Countess	Clarina Harryn	Harryn	In Exile	(Ehlonna)
Jakartai	Count	Colman Jakartai	Axepor	In Exile	Heironeous
Jondo	Count	Mander Jondo	Jondo	In Exile	Heironeous
Korsen	Countess	Dylala Korsen	Korsen	In Exile	Heironeous
Lardon	Count	Janek Lardon	Lardon	In Exile	(Zilchus)
Nalren	Countess	Marketa Nalren	Nalren	In Exile	Heironeous
Olenak	Countess	Carlene Olenak	Olenak	In Exile	Heironeous
Reyneld	Earl	Janszen Reyneld	Reyneld	In Exile*	Heironeous
Shepkote	Countess	Manya Shepkote	Shepkote	In Exile	Heironeous
Torkeep	Count	Franz Tokeep	Torkeep	Active	Heironeous
Walworth	Countess	Katarina Walworth	Admundfort	In Exile	Heironeous
Yaldon	Earl	Planton Yaldon	Battledown	In Exile	(Arvoreen)
Bolam	Count	Bolam	Bolam	Extinct	Heironeous
Delcomben	Earl	Delcomben	Delcomben	Extinct	Heironeous
Gensal	Count	Gensal	Gensal	Extinct	Heironeous
Rendor	Count	Rendor	Ringland	Extinct	Heironeous
Stahzer	Count	Stahzer	Stahzer	Extinct	Heironeous

Note: "Active" means they are currently installed in their titled lands. "In Exile" means their lands are still occupied by Iuz. "Extinct" means no one else is known to be alive to be vested as a noble. "Nobility Revoked" means that the title of noble has been stripped. *Reyneld is missing and his whereabouts are unknown.

Maps:

Encounter 4

N	
W-E	Party
S	25'
	Elementals

Encounter 5

N	
W-E	Party
S	25'
	Iuzians*

*note the spell casters will always try to be in the back. The rogue, where possible will come in invisibly.

Encounter 6

N	
W-E	Party
S	(low hill) 30'
	Iuzians