

YEO7-05

Honor Among Friends

A One-Round D&D[®] LIVING GREYHAWK[™]

Yeomanry Regional Adventure

Version 1.0

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Men and women of the Yeomanry are known for always answering the call of duty. What happens when one's personal honor to one's fellow man is threatened before the completion of that duty? Can you help someone satisfy his personal honor and complete his Yeomanry duty? Or must one be sacrificed for the other? A Yeomanry regional adventure for APLs 2-8.

Note: This adventure will be of particular interest to anyone with aspirations of joining or membership in the Brotherhood of Duelists, members of the military, and Rascals.

Resources: *Complete Arcane* [Richard Baker], *Complete Adventurer* [Jesse Decker], *Complete Scoundrel* [Mike McArtor and F. Wesley Schneider], *Complete Warrior* [Andy Collins, et al], *Races of the Wild* [Skip Williams], *Players Handbook II* [David Noonan], *Spell Compendium* [Matthew Sernet, et al].

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Yeomanry. Characters native to the

Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his

community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.net>.

BACKGROUND

Fifteen years ago, Brody, Marn, and Dolph were all friends who met in the Yeomanry militia as the Greyhawk wars were beginning. After leaving militia service, they remained together and formed an adventuring group who focused on protecting the Yeomanry from their enemies. Though Brody and Dolph were of differing personalities, Marn was always the connecting force between the two and thus the three of them made for a potent combination. Together (along with a few others), they have performed numerous great deeds on behalf of Grosspokesmen and the Freeholder. About eight years ago, their adventuring group started to dissipate slowly, and, in late CY 591, there was once again only Brody, Marn, and Dolph. After a harrowing battle with the Scarlet Brotherhood, which left Marn shaken to his very core, Marn decided to retire from the adventuring life and devote himself to operating a farm in Newick to help the Yeomanry prosper in the area as well as to feed the hungry amongst the frequent refugees there.

Brody and Dolph then went their separate ways for a time, though their paths would intersect frequently over the years. Both Brody and Dolph went on to become respected Senior Armsmen of the Brotherhood of Duelists, both lent their aid to traveling merchants when the Landstraad exposed travelers to new dangers, and both have continued to lend their assistance in curbing the incursions of the Scarlet Brotherhood menace. Yet, with each meeting between Brody and Dolph, their friendship has become more strained, slowly transforming into a bitter rivalry. It has even reached the point of them repeatedly engaging in duels against each other, with each duel becoming less friendly than the last. With his superior skill, Dolph has won the majority of these duels, which has infuriated Brody.

A few months ago, Marn passed away due to illness. Both Brody and Dolph were aware of

Marn's illness. However, neither went to see him, as they were afraid that they would run into each other, creating a situation that Marn did not need to see. Neither Brody nor Dolph believed for a moment that Marn's illness would claim him. When it did, word was sent to both men, with Brody being the only one to respond so far.

Marn had written a will in his last few days, but it was incomplete, which has now caused three unfortunate occurrences. First, his will declared he was going to leave his business to his closest adventuring companion. Unfortunately it did not say who that was. Second, Marn had miswritten this as he intended to write closest adventuring companions and leave the business to both Brody and Dolph, hoping this would bring the two back together in his memory. He was looking for a diplomatic and poetic way to mention one first without slighting the other, but failed to do so in time. Third, Brody has learned about the incomplete will and thinks he should quickly claim Marn's farming business before Dolph shows up. Brody thinks he's entitled to sole ownership of Marn's business and is unwilling to share with Dolph.

Dolph's last publicly known location placed him near Loftwick. However, in reality, the Yeomanry Militia had contacted Dolph for a mission in the Trevorton area. After completing this mission, Dolph received a 'request' to travel to Longspear as soon as possible for another important and secret mission. Dolph soon left for Longspear traveling alone. On the open road, Dolph was attacked by brigands upset with Dolph's latest work. Although Dolph defeated his enemies, he was substantially wounded. Due to his curse preventing most magical healing, he decided to rest in Thurmaster. Upon a local Militia serjeant learning of Dolph's recent assignment and mishap on the road, he decides to take matters in his own hands and put out a call for adventurers.

In addition, the Rascals have a peripheral interest in the situation. Recently, they've noticed that Brody has been associating with more and more people with a criminal bent. Since they frequently interact with those same people, they were certainly in a position to observe the moral decline of Brody. The Rascals worry that Brody will soon make a terrible misstep in which he accidentally gives aid to agents of the Scarlet Brotherhood. Given Brody's past deeds and probable knowledge of Yeomanry secrets, this would be terrible for all of the Yeomanry indeed.

Months ago, the Rascals sent Carrick to befriend Brody and to become his conduit for his more questionable activities. In this, Carrick was successful to an extent. Carrick unfortunately has no idea that Brody not only appreciates Carrick's service, but his identity as well. Brody frequently disguises himself as Carrick to perform his truly 'illicit' activities, betting that Carrick's normally shady nature will drag investigative eyes in his direction as opposed to Brody's. Once Carrick becomes a liability, Brody will sever all ties with him, feigning disapproval of Carrick.

When this adventure begins, Brody and Carrick will have been in Newick for almost a week, with Brody attempting to push Marn's executor, Keats, to declare him the new owner of Marn's farming business. As Dolph has not shown up to make his counterclaim, Keats thinks he must soon make his decision without Dolph's input. Dolph has fully healed in Thurmaster and is ready to make his way to Longspear, coincidentally by traveling through Newick. However, the local Militia serjeant has stopped Dolph just long enough to bring him to a meeting where he hires the PCs to travel with Dolph as an escort to Longspear.

ADVENTURE SUMMARY

This adventure happens in four major sections. The introduction and Encounters 1 and 2 are primarily meant to introduce the PCs to Dolph and the Brotherhood of Duelists. Not too much time should be spent here. The next section, Encounters 3 and 4, explains the honor crisis Dolph finds himself in and introduces the PCs to rest of the important cast. Encounter 5 is the first flash point for the third section and Encounters 6-8 focus on the PCs investigating the cause of the flash point. The final section wraps things up in Encounters 9-10 and the Conclusion. Be sure to leave at least an hour for this to give you plenty of time to adjudicate the multiple possible outcomes of this adventure. What follows is a quick summary of each encounter.

Introduction—Basic introduction. Brings the PCs together and sets the stage for Dolph.

Encounter 1—PCs meet Dolph and are asked to escort him to Longspear for Yeomanry Militia business. Dolph thinks he doesn't need the PCs since his skill is superior to theirs, but he relents.

Encounter 2—Dolph gets to know the PCs better and talks about the Brotherhood of Duelists to interested persons.

Encounter 3—Dolph arrives at Newick and decides to catch up on current events with his local friend Marn. He then learns that Marn is dead and Brody is potentially robbing Dolph of his inheritance due to an incomplete will.

Encounter 4—Dolph and Brody finally meet. Fireworks ensue, ending in an accepted challenge for a duel to the death between the two men. PCs also meet Carrick.

Encounter 5—Dolph and Brody learn they are each staying at the same inn. Dolph retires for the night and is suddenly attacked. The culprit looks to be Carrick, but it is uncertain.

Encounter 6—The town guards arrive to take charge of the scene. Brody arrives as well and refuses to call off the duel. Dolph asks the PCs to investigate, seeking some proof to force Brody to cancel the duel.

Encounter 7—The PCs find the hideout of the thugs that attacked Dolph. Intelligent PCs will capture some of the thugs to gain information.

Encounter 8—The PCs meet Carrick again. Carrick proclaims his innocence and offers information to suggest that Brody is behind everything, including disguising as Carrick to attempt to kill Dolph.

Encounter 9—The PCs can confront Brody. If the PCs successfully confront him, Brody attempts to silence the PCs either through money or force.

Encounter 10—The time of the duel has arrived. Multiple different outcomes are possible depending on the PCs' actions up to this point, but either Brody or Dolph will be declared the victor of the duel.

Conclusion—The PCs finish their journey to Longspear.

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does NOT significantly involve archaeological matters, students in the Academy of Lore may NOT count this adventure

toward any TUs they must spend per year in study. See individual certificates for more details.

Is This a Promotion-worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.
2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Email this information to yeomanry-triad@yahoogroups.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Serjeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

BEFORE PLAY

In this adventure, all read aloud text items (text that is bolded and italicized) can be either read aloud word-for-word or paraphrased. However, for Encounter 4, it is suggested that the read-aloud text there not be paraphrased as it does much to set the stage for the later encounters.

You should determine all of the Yeomanry metaorganizations of which the PCs are members. In particular, you are looking for Brotherhood of Duelists or the Rascals, but there is no need to tell the players that.

You should also familiarize yourself with the New Combatants section of the DMG found on pgs 23 and 24. This will likely come into play for the combat in Encounter 5.

Also, collect three Sense Motive checks from each PC so that you don't have to ask for them during some of the encounters with Brody (and tipping off the PCs to Brody's nature too soon).

INTRODUCTION

One of the last vestiges of civilization before entering the Hool Marsh, Thurmaster is a small town filled with buildings left abandoned by people looking for safer places to live. The town used to be a haven for families fleeing the dangers of the Hool. Now, many say that the town is full of folk too stubborn to leave.

You were within a few days ride of Thurmaster when you received word that the local militia was looking for a few adventurers for some work. The information you received mentioned a trip to Longspear would be involved and payment would be given up front. Naturally, you made your way to Thurmaster in the hopes of making easy money.

Reaching town on a bright warm day, you make your way to the Hound and Tails tavern, where even a complimentary room awaits you until the day of the meeting for the job. On the appointed day, you follow the instructions given in your information and sit down for breakfast at the Hound and Tails. Weismar, the inn's proprietor, serves up a nice ham-and-egg breakfast, mentioning that the tab has been picked up by the man who sent out the call you received, Serjeant Gaster, the man you are waiting for now.

But it appears you are not waiting alone, as you see other people in the common room also enjoying a free breakfast. Some you have seen over the past few days and some are more recent arrivals.

Have the PCs introduce themselves to each other, assuming they have not traveled here together. Allow for the PCs to have their introduction adjusted accordingly for their individual situation. Any player who thinks this introduction would not have gotten his PC to respond should be handed his AR at this time, with no experience and no gold.

Those who think they would have arrived early could have had time to speak to the Serjeant in

advance. However, Gaster would advise the PC that all will be revealed at the meeting and it would be best for the details to remain hidden until then. Alternatively, on a successful Gather Information check (DC 15), they can learn about current events in town. The only notable event they learn is that a severely injured hero of some renown reached town about a week ago and that he is staying with the local militia in the barracks to recuperate.

Once introductions are complete, proceed to Encounter 1.

ENCOUNTER 1: DOLPH

As your meal and conversation are winding down, two men enter the inn, their focus appearing to be on your group. One man immediately stands out, with a height well over six feet and dressed quite loudly in bright yellow clothing and armor accentuated with red flourishes. He is a portrait-perfect specimen of Suel with very fair skin, blond hair, a well-defined musculature, and a proud attitude. His body language projects an air of competence you are accustomed to seeing from fellow adventurers.

The other man is notable mainly by his dress. Clad in the garb of the Yeomanry Militia, he is shorter and rounder than his current companion. Your guess would put his weight easily as twice that of most men, yet he still seems to move with an ease that must only be possible by strong muscles hidden beneath his well-fed frame. His hair is cut short and already he has a strong 5 o'clock shadow, despite it being midmorning.

The second man speaks, with a voice of much higher pitch than you would expect, "Hello, all. You here for the job for the militia?"

Give time for the PCs to give their assent and introduce themselves. While doing so, have the players roll Sense Motive. Those beating DC 20 should be told that they detect a hint of disappointment and resignation in the first man's demeanor.

"Greetin's, folks. My name is Serjeant Gaster and this man here is Dolph." Looking at Dolph with a quick look of annoyance, the serjeant continues, "To get right to the point, I'm hirin' you go with him to Longspear. He's been ordered to ..."

"Requested," interrupts Dolph.

Visibly attempting to avoid rolling his eyes, Serjeant Gaster continues, "requested to report to Longspear for militia business."

Pausing for a brief moment, presumably to see if Dolph has anything else to correct, Gaster then continues, "He was on the road south of here, travelin' alone, when he was ambushed by folks not too pleased with his recent work. Though Dolph here fought them off, he was hurt pretty badly and had to stay over to recover. Now, he insists that he's fine enough to finish the rest of the trip up to Longspear, but I don't feel too comfortable about anyone travelin' alone when he don't have to. Travelin' the roads lone lookin' like you own a dragon's hoard is one of the fastest ways to get yourself killed. So I'm hirin' you folks to go with him and make sure he gets there safely."

At this, Dolph quickly interjects, "Serjeant, this is really unnecessary. No offense to these fine men (and women), but I'm quite capable of handling myself out there, and from the looks of them, I'm probably more capable than they are. If anything, I'll have to protect them!"

"And that's why I'm hirin' them and not asking for your opinion. You were almost killed once and, their abilities aside, a man on the road can always use extra sets of eyes and ears. I'm payin' them and they's goin'."

Dolph lets out a sigh of resentment as Gaster turns to your group, "Any questions?"

Let the PCs ask what they wish and Serjeant Gaster will be the one primarily answering. Try to have Gaster gloss over things as much as possible. The additional information here is not truly relevant to the scenario and is presented only for completeness. Throughout the discussion, portray Gaster as someone who has made up his mind on the matter and Dolph who is annoyed by the turn of events, but willing to humor the serjeant. If spoken to directly, Dolph will respond. Most of Dolph's responses can be found in Encounter 2, should you need to reference.

If the PCs wish, they can make a Knowledge (Local: Sheldomar Valley or Yeomanry) DC 15 or Bardic Knowledge DC 15 to know of Dolph and his general status as a hero of some renown. Feel free to add in information given in the adventure background about Dolph that occurred several years ago. Any PC who is a member of the Brotherhood of Duelists knows who Dolph is

immediately, and can make an Int check DC 10 to know the same background information.

Serjeant Gaster: Male Human (Flan) Fighter7 (Intimidate +8, Sense Motive +4).

Dolph: See *Appendix 5*.

The following is a list of pertinent information that Gaster (or in some cases, Dolph) can provide to the PCs:

- Why are you paying us up front? ***“Because Dolph thinks that if you are not honorable enough to do a complete job after you accepted it and been paid, then you’re not the type of folks he would want in his presence anyways.”***
- Honorable? That’s an odd choice of words. ***“Dolph is a member of the Brotherhood of Duelists. If you haven’t met them before, then let’s just say honor is pretty important to ‘em.”***
- Can you provide us anything? ***“I can give you each horses if you need ‘em and basic travel gear. Just turn ‘em in to the militia folks at Longspear. Dolph here knows the way.”***
- What’s Dolph’s problem with us? This is answered by Gaster with no comment from Dolph. ***“Not important. He’ll get over it.”***
- Why did it take so long for Dolph to recover? ***“Dolph has a curse that prevents most magical healin’, includin’ any that we had here. So he had to recover naturally.”*** The curse cannot be removed by the PCs and this is the only detail about it that is shared with the PCs.
- What was Dolph’s last mission that he has people after him now? ***Dolph says dismissively, “I broke up a Scarlet Brotherhood ring that smuggled all kinds of goods, including people. They’re mad because I’ve cost them thousands of gold. Frankly, their revenge on me at this point is a little petty. It won’t bring their operation back.”***
- If the PCs press Dolph on details of that mission, Dolph says, ***“I killed all the important people who knew anything and freed all the innocents. They’re in***

Trevorton recovering, under militia guard.”

- Any further questions about Dolph’s previous mission not already covered, Dolph says, ***“Really, it doesn’t matter anymore.”*** If the PCs persist, then make it up as needed. Again, this is not the focus of the adventure.

Once the PCs finish their questioning, Serjeant Gaster hands them each a pouch with 50 x APL gold pieces in it. Gaster asks the party to be on their way as soon as possible, since Dolph is already a week late.

Development: Once the PCs finish this meeting, allow them the chance to make last minute preparations and then proceed to Encounter 2.

ENCOUNTER 2: BREAKING THE ICE

Once preparations are complete, you set out immediately on the road. Thankfully, the first day of travel is uneventful. Dolph speaks very little while you traveled. Even then, he speaks only when necessary, with short responses that are right to the point.

When you stop on the first day to camp for the night, you are taken by surprise as Dolph speaks more than he has since leaving Thurmaster. “So, why are all of you here, really? Is it actually the money that drives each of you, or do some of you have nobler reasons to be adventurers?”

This is the time when Dolph starts to form opinions about each of the PCs. He interacts with the PCs through casual conversation, attempting to discern who amongst the party may be the honorable sort. Use the description of the Brotherhood of Duelists in DM Aid #1 to get an idea of the Brotherhood’s sense of honor. Dolph is looking particularly for PCs who say they adventure to serve the Yeomanry or to help their fellow man. However, he also marks those who are secretive or are mercenary in their actions. Those whom Dolph would consider to be the honorable sort gain a measure of Dolph’s respect and will tend to be the persons Dolph will speak to during the remainder of the scenario. For now, Dolph will try to speak with each PC, but will not pry if the PC is not forthcoming.

Keep track of those who act honorably around Dolph at all times, and those who act particularly dishonorably. This will be important for a later reward.

Obviously Dolph warmly interacts with another member of the Brotherhood of Duelists. In addition, Dolph looks amongst those of an honorable nature to see if any of them wield a weapon favored by the Brotherhood of Duelists, specifically longsword, short sword, or rapier. Dolph looks upon those persons with even greater respect (such PCs receive a +2 circumstance modifier on Charisma based skill checks with Dolph). Dolph also asks those PCs if they have considered joining the Brotherhood of Duelists. If asked for more details about the Brotherhood, use the response below.

The following is a list of pertinent information and responses that Dolph can provide. Also draw upon Encounter 1 information as necessary to answer questions. Try not to spend more than 15 minutes on this encounter.

What was your problem with us coming with you? ***Dolph stands up and draws his rapier. He then goes into a quick routine of attacks against an imaginary foe. His skill with the weapon is undeniable, and seems to exceed that of anyone you normally travel with. "I'm a more experienced fighter than any of you. Thus, having you protect me is a bit... impractical."***

Why are you an adventurer? ***"To help my fellow Yeomen against all that would threaten them, especially from the Scarlet Brotherhood."***

Will you sponsor me into the Brotherhood? Regardless of who asks, ***"Not at this time. I do not know you well enough yet to say I would sponsor you. Perhaps we can stay in touch when this is all over."***

Would you travel with dishonorable people? ***"Not those who are blatantly so. I try not to be too quick to judge those whom I've just met."*** This is VERY true. Should any PC act horribly dishonest, Dolph demands that PC leave and go elsewhere, thus ending this adventure for that PC.

Development: Once the conversation with Dolph winds down, proceed to Encounter 3A.

ENCOUNTER 3A: WE JUST GOT HERE

The next day, just after lunchtime, you arrive at the city of Newick. A mainstay of the southeastern region, Newick provides a strong sense of order, in stark contrast to the conditions found a few days south in the Hool. In fact, Newick was home to Melinda Windomere, a woman known for her strict governance, who is now the Acting Freeholder of the Yeomanry.

Stopping at an inn, the Haranshire House, Dolph quickly makes arrangements for lodgings overnight. Once done, Dolph turns to you and says, "They have better stores here in Newick. Take the time to stock up on whatever you need. I plan to go visit an old friend."

Dolph expects the PCs will ask to accompany him. If they do, Dolph allows them to do so, though he responds in a 'defeated' manner, such as, ***"Very well, you may come."*** Should the PCs not go with Dolph, especially if they do not even ask to go with him, he frowns at the PCs in disappointment and moves on.

Dolph is paying for the rooms tonight. Everyone is sharing a room with another if possible (split gallantly down gender lines), except Dolph who obtained his own room.

If the PCs decide to go with Dolph, proceed with this encounter starting at the next read aloud text. If any PCs decide not to go with Dolph, proceed to Encounter 3B for those PCs.

After remounting your horses and traveling out of the south gate, it takes you a little over a half hour to reach your destination, a farmstead. While riding to the farm, Dolph explains, "Back when I was part of an adventuring group, Marn was a good friend I shared many missions with. After a rather traumatic battle, Marn decided to retire from adventuring to be with his family by becoming a farmer. Marn's a natural at it, especially with his druidic knowledge. But because our lives became drastically different, I haven't had much occasion to see Marn. This will be the first time I've talked with him in two years."

When you get closer to the farmstead and the two-story home at its center, you see people gathered out front, seemingly preparing a wagon for travel. As you approach and they turn to you, a woman amongst them beams

with a wide smile and runs towards Dolph. In a rather flamboyant manner, Dolph expertly dismounts and warmly embraces the woman as they meet.

“Rhea! It’s good to see you,” exclaims Dolph.

“And it’s good to see you too,” responds Rhea. “I was worried you wouldn’t get back in time.”

“In time for what?”

At that, an abrupt silence fills the air. Rhea slowly pulls back from Dolph and sadness begins to fill her eyes. “Don’t you already know? We are about to head into town to discuss Marn’s will.”

Dolph becomes very still as he asks the obvious question, “Marn is dead?”

Rhea responds, “Yes. Come with me, I’ll tell you what’s happened, but we have to be on our way before it’s too late.”

After this exchange, Dolph climbs in the wagon with Rhea as they further their discussion. They set out for Newick, with the PCs invited to accompany them. Rhea’s brother takes Dolph’s horse and rides it alongside. If asked, the others with Rhea are her brother (Senick), her nephew (Lee), and her friend (Stella).

As they ride along, Rhea and Dolph have a private conversation. If any of the PCs try to overhear, have them roll a Listen check and tell them that they learn the following:

- DC 10: Marn died a couple of months ago due to illness. He left his farm business to his closest adventuring companion but did not say Dolph’s name specifically. Someone else is claiming the inheritance.
- DC 15: Brody is another person that Marn and Dolph adventured with. Brody, Marn, and Dolph were close friends with each other. After Marn retired, Brody and Dolph not only grew apart, but became bitter rivals. Brody is now attempting to claim the inheritance. Rhea believes Marn meant the inheritance for Dolph but has no method to prove this. (Note to DM: Rhea simply likes Dolph more than Brody. In truth, she does not know whom he meant either.)
- DC 20: Both Brody and Dolph are members of the Brotherhood of Duelists.

Their rivalry has often led to them challenging each other to a duel to settle scores, but it only serves to make the other angrier than before. It does not help that Dolph has won the lion’s share of the duels.

- DC 25: When Brody came to town a few weeks ago, he was much harsher and colder than Rhea remembered. She believes it has something to do with Carrick, who seems to be Brody’s right hand man. Whenever Carrick is around, Brody tends to take on a more ruthless demeanor.
- DC 30: Rhea does not plan to stay in Newick when this is all over. She plans to move back home with her family in Loftwick. She is not a farmer and does not know how to look after the farm without Marn.

Rhea and the others respond to the PCs as appropriate. All of the bulleted points are information known to all of them.

Development: Unless the PCs do something notable, proceed to Encounter 4 when ready.

ENCOUNTER 3B: JUST HAPPENED TO BE AROUND

Since the PCs did not go with Dolph, there are two other places they can be to get them involved again. If the PCs are traveling about town, then have them on the street when Dolph and company ride by. As they pass, Dolph motions to the PCs to come with them. Assuming the PCs do so, proceed to Encounter 4.

If the PCs are still at the inn, then read or paraphrase the following:

Sitting in the Inn’s common room as people go in and out, your attention is grabbed when you overhear, “Hey, Brody!” At the entrance, two men were walking out. One of them turns at the address from the inn’s gnome proprietor. Smiling broadly, the gnome continues, “Thought you might want to know Dolph is in town.”

The man you assume to be Brody seems to have the color drained from his face as he asks, “How do you know?”

“Because he’s staying here. He ran in and out real quick, though. Didn’t have the chance to tell him you’re here.”

At that, the man with Brody turns to him, stating simply “We have to go now.” With that, Brody nods to the innkeeper and both men head out.

Let the PCs do what they wish. If they follow Brody and his friend, Carrick, proceed with Encounter 4. The PCs may decide to stop Brody to ask him questions. Brody simply brushes aside their inquiries and continues to his destination, and thus Encounter 4. If the PCs remain in the inn, then pick up with them in Encounter 5.

Use the information in DM Aid #2 if the PCs instead decide to interact further with the staff of the Haranshire House.

Development: The PCs should be re-involved with current events. If so, proceed to Encounter 4, with those PCs. If none of the PCs are involved with current events, proceed to Encounter 5.

ENCOUNTER 4: CONFRONTATION

Brody and Carrick have just arrived. The PCs are all arriving at the same time, despite which direction they are coming from. Alter the following text as needed to accommodate the PCs’ previous actions. Some PCs may try to play peacemaker early. Recognize their efforts and change the read aloud text slightly to reflect their efforts, but ultimately, events should still generally happen as described.

You arrive at the office of Keats, the executor of Marn’s estate. From what you understood over quick bits of conversation, Keats is normally a lawyer. However, like many lawyers, Keats offers his services in multiple roles, including as the executor of Marn’s will. As you arrive, you see Dolph exiting the wagon and motioning you to him.

Once everyone has gathered around, Dolph speaks with repressed anger, “Friends, it’s come to my attention my inheritance from my good friend Marn is in jeopardy. It seems another acquaintance of mine, Brody, had decided to claim it, despite the fact it doesn’t belong to him. I’m going to correct that now. He’s a fellow Duelist brother. I’m sure we can work it out.”

Without waiting for a response from you, Dolph strides into the executor’s place of business as your group and Rhea follow. Dolph quickly moves through the first room, past the protests of a young page, and throws open the door at the opposite end. He then yells, “STOP whatever you are doing. Nothing else happens until I get filled in.”

Looking past Dolph into the office beyond, you see three men. The first is a lithe man of average height. He has Flan features, though he is very light skinned for a Flan. Based on his accoutrements and their similarity to Dolph’s, you would assume this man is Brody. He seems to be overdressed for the current weather in various nondescript sets of clothes, though your practiced eye realizes he could be wearing light armor underneath them. You notice the sheathed sword at his side. His face is inscrutable, as if he is nonplussed by the intrusion.

The man standing next to Brody is also of average height. This man is likewise dressed in nondescript practical clothing, though more form-fitting than that of Brody. He has more typical Flan features, if rather bland.

The last man was sitting behind a desk. A balding man in his late 40s, he stands to introduce himself. “Greetings. I’m Keats. And you are?”

Dolph fires back, “I’m Dolph, the man whose inheritance Brody is stealing away!”

Brody scoffs, “I was here first for weeks. You just got here after being sent notice long ago. You’re the one stealing!” As he says this, Brody’s deadpan manner is replaced by a growing anger.

Dolph responds, “Be quiet, vulture! With the way you’ve been acting, you have some nerve showing up here. Now get yourself and your foul miscreant out of here!”

“You arrogant harpy spawn, I’ll do no such thing. You can’t just swoop in here, Oh Great and Mighty Dolph, and take Marn’s last gift to me!” Looking back out of the office towards Rhea, “Besides, it looks like you swooped in and took something of Marn’s already.”

At that, Dolph draws his rapier with lightning speed, followed immediately by Brody with his sword. The tense moment is interrupted by Keats who yells out “ENOUGH!” Everyone’s attention shifts to Keats who

quickly barks out orders, “Dolph and Brody, stay! All of the rest of you, OUT! And you two,” pointing back at Dolph and Brody, “sheathe your weapons or I’ll have you arrested!”

“I’m staying.” Looking about, you see this statement came from the other man in the room who was quiet up until this point.

Keats responds with “Fine. Carrick stays too. The rest of you, out!”

A PC who objects to being pushed out of the room may attempt to use Diplomacy to either remain in the room or to get Carrick forced out. In either case, Keats has had enough of people back-talking to him. The Diplomacy DC to convince Keats to go back on his orders is DC 30 (Indifferent to Helpful) and the PC will have to make a rushed Diplomacy check (-10 modifier to the PC’s skill check). If the PC is successful, modify the following as needed to account for the PC’s actions. If the PC fails, then Keats orders him out one last time before having his page fetch the guards to arrest the PC. Dolph will be highly displeased with the PC in question if he forces such an action.

If Carrick is forced out of the room, he does not respond to the PCs beyond simple courtesy, as he is listening to the conversation in the other room.

If any PC wishes to listen to the conversation in the other room, have him make a Listen check (DC 22). If he is blatantly trying to listen, such as going to the door and cupping his ear to it, give him a +5 bonus to the roll. If any PC is successful or uses magic to listen, give him Player Handout #1. For those PCs who were not successful, but still made DC 10, give them two to four tantalizing pieces of the conversation on Player Handout #1, which is repeated on DM Aid #3.

Otherwise, give the PCs a chance to state their actions. They can feel free to chat with Rhea, any of Rhea’s family or friends who are also here, or Keats’s page. None of them has much information to offer that could not have already been provided to the PCs. Use your best judgment in deciding what information they can provide.

After about three minutes, or if the PCs seem to have no notable actions, have them make a Listen check DC 17. Anyone with access to Player Handout #1 has already succeeded at this check. Successful PCs hear the following as it is yelled from the other room:

“Let’s finally settle this! I challenge you to a duel to the death!” yells Brody.

Without missing a beat, Dolph responds, “I accept! The grove just outside the cave where we fought that half-fiend Naga; one hour past dawn!”

“Done!”

Read the following for all PCs:

The door to the other room swings open violently. From beyond, an angry Dolph strides forth. He stops for a moment to look at Rhea and removes the anger from his face. “Please go home, my lady. Brody and I have agreed to decide this once and for all tomorrow morning. By lunch tomorrow, I will come to you to inform you of the outcome.” Looking at the rest of you, the hard edge returns to his voice, “Let’s go.”

Dolph strides out of the building and takes his horse’s reins, heading off presumably to the Haranshire House Inn. As you follow, you notice that Brody and Carrick have also left, moments after you. However, Brody and Carrick seem to have a short conversation before heading in different directions.

Verify that the PCs go with Dolph. If they do, proceed to Encounter 5. If a PC attempts to follow or go talk to Brody or Carrick, Dolph admonishes him, stating that once an official duel has been declared, members of the duelist factions may not have casual contact with each other, lest they be suspected of sabotaging the duel. If the PC can come up with an important reason to leave Dolph’s side, Dolph accepts the need for his departure. If a PC still attempts to speak with Brody or Carrick, Brody and Carrick state the same thing as Dolph as far as no contact between duelist factions and then walk away from the PC.

Following Brody and Carrick will do the PCs little good. Both of them are off to meet with various persons in regards to either Brody’s businesses or the duel tomorrow. Carrick is going to arrange for an impartial observer at the duel. If either man catches the PCs following him, he will be quite upset and will contact the town guard to remove them. Even if the PCs are undetected, Carrick’s actions will be quite boring to them, despite the fact that at some point, Carrick has a secret meeting with the Rascals, making it appear as just another business meeting behind closed doors. As for Brody, after conducting some legitimate business, he goes behind closed doors

at a convenient time, uses a *potion of invisibility*, and climbs out the room's window to evade any prying eyes. When he reappears, he is in his 'Carrick' guise so that 'he' can make special arrangements for that night.

Alternatively, the PCs can speak to Keats if they wish. Though Keats is a little busy, he will make some time to speak with the PCs. Here's the information he can relate.

- After ascertaining whom the PCs are with, Keats will not waste time asking the PCs to have the duel called off (Keats knows only Brody can do so now).
- Marn was buried before anyone realized the situation with his will. Rhea will not allow his body to be dug up for a *Speak with Dead* spell.
- Any other recent events you think Keats would be aware of.

Keats: Male Human (Flan) Expert4/Warrior2 (Diplomacy +12, Sense Motive +10, Spot +7).

Keats is a lawyer in Newick, though he provides many other legal services to the public when time permits. He's served time in the Yeomanry militia and has worked heavily with various Yeoman organizations to be very knowledgeable about their workings.

Development: Though it is assumed the PCs remain with Dolph for the rest of the day, the PCs are free to do what they wish. Though they may have a reason to be suspicious of Brody or Carrick, they have no proof of anything yet. When the PCs are ready, proceed to Encounter 5.

ENCOUNTER 5: SUDDEN ATTACK

Read the following for PCs who remained with Dolph at the end of Encounter 4.

After a quick lunch, you travel about with Dolph for the rest of the day. He attends to various tasks, including writing missives to other members of the Brotherhood of Duelists and making arrangements for the morbid possibility of his loss at the duel tomorrow. However, he firmly refuses any of your attempts to talk further about the duel.

Read the following for all PCs, assuming they return to the inn at the end of the day:

Finally, your group settles in together that night in the common room of Haranshire House Inn. You've just ordered your dinner when Dolph seems to soften his manner. "My apologies to you all. I did not intend for you to be caught up in my personal saga. I know this isn't exactly what you signed up for."

Dolph openly converses with the PCs now. He realizes this is likely to be their last chance to talk before the duel. If the PCs have not said anything about the duel being to the death, Dolph will inform them of it. He is saddened the relationship between Brody and him has reached this point, but he believes this had to happen sooner or later anyway. He's not going to back down from Brody when it comes to the last wishes of his departed good friend.

If for some reason none of the PCs are aware of the personal saga Dolph is referring to (i.e. if the entire party skipped Encounter 4), Dolph fills them in with the basic details of what occurred.

By this point, the PCs will likely be expecting a combat soon. Try to take the PCs off guard as much as possible using conversation with the NPCs, particularly with the inn's night waitress who has some gossip about the events of late. Use the information in DM Aid #2 for more details about the staff of the Haranshire House. After Brody makes his entrance below, Dolph will retire to his room. Though it is preferable that Dolph retires alone, should a PC really push to be there watching over him, let him do so in order to not arouse his suspicions of a combat. The combat should give the feel of being unexpected and sudden as much as possible. Reference DM Aid #4 for the layout of the inn.

After about five minutes of quick conversation, read the following.

Your conversation halts upon hearing a familiar voice at the inn's entrance. "Town guard will also be there, just in case," says Carrick as he and Brody enter the inn. Both men stop in their tracks as they lock gazes with Dolph for a moment. Brody breaks the silence first, "Go and get some rest, Carrick. I'm satisfied with things so far. Meet me here tomorrow morning." Carrick nods and leaves the inn. Brody puts on a smile that looks quite forced. "Good evening," he says as he strides toward the stairs to his room.

The waitress comes over to your table and serves each of you your dinner. Dolph looks at his for a minute before declaring, "I'm no

longer hungry. I want to be fully rested for tomorrow anyway, so I'll see you all in the morning." On that note, Dolph leaves the table and heads to his room. The waitress nearby comments, "It's really sad."

Again, if any PC asks to go with Dolph to his room, Dolph mentions it is unnecessary. If the PC pushes it, Dolph relents.

If the PCs engage in conversation with the waitress, use the following bullet points for the information she can provide. If the PCs begin to somewhat question her, she says "If you could give me about 10 minutes to finish up some duties, I'll be right back to finish talking with you guys while you eat." She does return promptly after 10 minutes.

- Dolph, Marn, and Brody are well known in this inn as they used to stay here every time their group was in town.
- When they went their separate ways and Marn settled here, they each visited kind of frequently, though Dolph has not been around much in recent years.
- Brody is a businessman of sorts and has donated money to Marn a few times to help Marn's farm along.
- Dolph is the one whom she's heard more stories about that mirrored the old stories she had heard about the three of them when they were together.
- Whenever she's met Marn, he tended to speak of Dolph more often than Brody, but she still remembers Marn mentioning both men recently in a friendly light.
- Brody and Dolph were in a friendly rivalry of sorts when their group split up, but it's been getting nastier as time goes on. She's heard Dolph crippled Brody in one duel, but he reluctantly paid for the spell to heal him.
- Carrick is a new guy Brody has been traveling around with. No one seems to know anything about him, but he did seem to show up right when the rivalry between Brody and Dolph started to get real bad.
- Carrick is supposedly staying with some friend of his in town, but she does not know whom.

- Anything else in the adventure background that happened over five years ago.

Continue with this about 20 minutes in game time after Dolph went to his room. In that time, Dolph has retired to bed. Brody has put on his Carrick disguise and uses his *boots of teleportation* to meet with the thugs he hired earlier in the day.

At this point, 'Carrick' uses his *boots* to teleport them into Dolph's room and immediately attack. Dolph is a light sleeper and is aware of them immediately. In Round 1, the thugs attack Dolph. Dolph responds by standing on his bed and grabbing his rapier. Have each PC make a Listen check (DC 15) to hear a commotion upstairs.

In Round 2, the thugs continue to attack Dolph and 'Carrick' lands a particularly nasty blow. Dolph, realizing his predicament, lunges for the door and breaks through to the hallway. PCs automatically hear this.

If the PCs heard the first sound and headed upstairs, they are entering the hallway as Dolph busts through the door and his attackers are still in his room. If the PCs head upstairs after hearing Dolph bust through the door, when they arrive, they see the thugs surrounding Dolph while he is going full defensive on the ground, fending off their attacks. 'Carrick' will still be inside Dolph's room.

If a PC is (or several of the PCs are) with Dolph during this time, adjust events accordingly, as well as the thugs' actions as they fight the PCs. However, 'Carrick' will stick around long enough to deliver a devastating blow, via Arcane Strike, to Dolph before leaving.

Initiative rolls are probably not needed for this combat. When the thugs attacked Dolph, initiative was 'rolled' then. The initiative order is the thugs, followed by 'Carrick' and followed by Dolph. If there are PCs in the room when the attack commences, roll initiative normally, but consider Dolph having rolled a 1. When the remaining PCs join from the common room, since they are new combatants joining a battle in progress, they will automatically go first, in order of their Dexterity scores, highest to lowest (see DMG pg. 23-24). Place them at the top of the stairs.

Note that the first action 'Carrick' will take is to go out into the hall, make brief eye contact with the PCs, then retreat into the room out of sight. He then uses his *boots* to escape, though the PCs will not likely realize he's teleported away. If the PCs

are in the room, 'Carrick' will first stay long enough to deliver a devastating blow to Dolph (treat as an automatic hit with Arcane Strike benefits and it injures Dolph severely). Then 'Carrick' will go around a corner in the hallway out of sight of PCs before escaping. If he cannot get out of sight, he uses his *boots* anyway. No matter the situation, 'Carrick' will not cast a spell while being observed. He depends on his items instead.

Give all PCs a Spot check as well. Those who make DC 10 should be told that despite the different clothing and somewhat masked features, they can make it out to be Carrick as being part of the attack. Only those who make DC 30 should be told that though the person looks like 'Carrick', it is actually a disguise hiding his true identity.

Lastly, once the battle with the PCs is joined and 'Carrick' escapes, one of the thugs (Nedral) thinks the fight is already a losing proposition and tries to escape via the closest window. Because of this, he is included in the stats below but not in the EL calculation, though he fights if forcibly confronted.

APL 2 (EL 5)

Hired Rogues, Male Human (Flan) Rogue2 (3): hp 10; see *Appendix 1*.

Nedral, Male Human (Flan) Rogue2: hp 10; see *Appendix 1*.

APL 4 (EL 7)

Hired Rogues, Male Human (Flan) Rogue4 (3): hp 21; see *Appendix 2*.

Nedral, Male Human (Flan) Rogue4: hp 21; see *Appendix 2*.

APL 6 (EL 9)

Hired Rogues, Male Human (Flan) Rogue6 (3): hp 31; see *Appendix 3*.

Nedral, Male Human (Flan) Rogue6: hp 31; see *Appendix 3*.

APL 8 (EL 11)

Hired Rogues, Male Human (Flan) Rogue8 (4): hp 42; see *Appendix 4*.

Nedral, Male Human (Flan) Rogue8: hp 42; see *Appendix 4*.

Tactics: Realizing Dolph no longer presents a significant threat, the thugs try to take out the PCs the best they can, setting up for flanks and sneak attack when possible. They fight to the death only because they are more afraid of what will happen

to them in this town after they have attacked a hero of the Yeomanry. Newick does have a strict reputation.

During the combat, Dolph attempts to aid the PCs by fighting defensively, but by taking a -8 penalty on his attack rolls (prone and fighting defensively), he's not likely to be much help. At APL 2, he will not fight defensively, so as to be a bit more help.

Treasure:

APL 2: L: 75 gp, C: 8 gp, M: 3 *cloaks of resistance +1* (83 gp each), 3 *potions of cure light wounds* (4 gp each); Total 345 gp.

APL 4: L: 59 gp, C: 48 gp, M: 3 *chain shirts +1* (104 gp each), 3 *cloaks of resistance +1* (83 gp each), 3 *potions of cure light wounds* (4 gp each); Total 682 gp.

APL 6: L: 59 gp, C: 48 gp, M: 3 *chain shirts +1* (104 gp each), 3 *cloaks of resistance +1* (83 gp each), 3 *potions of cure moderate wounds* (25 gp each), 3 *potions of cure light wounds* (4 gp each), 3 *rings of deflection +1* (166 gp each); Total 1,257 gp.

APL 8: L: 59 gp, C: 15 gp, M: 3 *chain shirts +1* (104 gp each), 3 *cloaks of resistance +1* (83 gp each), 3 *gloves of dexterity +2* (333 gp each), 3 *potions of cure moderate wounds* (25 gp each), 3 *potions of cure light wounds* (4 gp each), 3 *rings of deflection +1* (166 gp each); Total 2,224 gp.

Development: Once the battle is concluded, if the PCs are not actively pursuing Nedral (the thug who ran away), proceed to Encounter 6. If the PCs are actively pursuing Nedral immediately after the combat, proceed to Encounter 7. If the PCs captured Nedral, use the information in Encounter 7 to adjudicate what he can tell the PCs.

ENCOUNTER 6: THE SHOW MUST GO ON

Moments after the last attacker falls, you hear the sounds of several booted footsteps behind you. Turning, you see a group of five town guardsmen come up the stairs to you. At the same time, you see Brody round the corner from the opposite end. Though hastily dressed, he nevertheless has his sword out at the ready. Stopping to see you already have things in hand, he lowers his weapon, while

the lead guardsman behind you asks, "What happened here?"

Though Brody has shed the excess clothing, he is still using his *hat of disguise* to look like he's hastily dressed. If the PCs somehow determine this and call him on it, Brody says he does that to throw his enemies mentally off balance (a mostly true statement).

Give the PCs an opportunity to describe what has happened. Both the guardsmen and Brody (to maintain appearances) ask questions. After a few exchanges following a basic description of what occurred, Dolph speaks up:

"Brody," Dolph says, "I'm obviously not in a good position to duel you tomorrow. I ask it be postponed for a week."

Brody seems to think on this for a moment before answering, "No."

Incredulous, Dolph responds "No? Why on Oerth not?"

"This has been delayed long enough and Marn's family needs closure. There's no proof it was Carrick who did this, only suspicion. Simply because you have a curse that prevents magical healing does not mean the rest of us have to suffer for it. Besides," Brody says as he turns to walk away, "it's your own fault for being beaten by a bunch of common thugs."

After a few moments, Dolph turns to your group and says, "I have a problem. As per the rules, only Brody as the challenger can call off the duel, and he is not inclined to do so. I need you to investigate this, tonight. Turn up something we can use to force Brody into calling off the duel. I suspect Carrick was involved in this, but proof is needed. If proof can be found that Carrick was involved in this, Brody cannot ignore it and must call off the duel."

Dolph answers any questions he can, though there is precious little information he can offer. If none of the PCs made the Spot check or volunteered the information already, he mentions it looked like Carrick was one of the men who attacked him. If the PCs mention the duel should be called off because Carrick attacked him, Dolph responds with, ***"There's no absolute proof it was Carrick since he was heavily disguised and none of us got a particularly good look at him. Again, proof is needed, not suspicion."***

The town guards state they will relocate Dolph to a safe place under guard until tomorrow morning.

The PCs have two leads here. One is the battle itself. Via a Track check (DC 20 + APL), the PCs can follow the path of the thug who ran away (assuming he successfully escaped). Note the DC varies by APL due to Nedral's knowledge of avoiding pursuit also varying by APL (such as sticking to harder surfaces at higher APLs). Alternatively, PCs can go out, talk to people in the streets, and Gather Information on where one could find Carrick. Carrick left the inn only 30 minutes ago, so it is plausible the PCs can find folks who saw him walk by recently.

Development: If the PCs are following the tracks from the thug, proceed to Encounter 7. If the PCs are searching for Carrick (or doing anything other than tracking the thug), proceed to Encounter 8.

ENCOUNTER 7: THUGS

Your pursuit has led you to a house in a rundown section of Newick. The house seems to have basic maintenance, but little else. As you approach, you hear the sounds of several individuals inside.

Reference DM Aid #5 for the layout of the house. PCs making a DC 12 Listen check at the door will hear the sounds of general conversation, but nothing notable.

The thugs are allies by convenience. Though they protect each other to a minor extent, few of them are close friends with each other. All of them know Nedral arrived a short time ago, on the run from somebody. With the PCs' arrival, they realize the PCs may be the ones chasing him. If the PCs arrive rather quickly, the thugs jump to the conclusion it's the town guard coming to take them all down and they immediately fight. However, if some time has passed, they talk with the PCs first, just in case the PCs are here for something else entirely. They are not real interested in fighting for Nedral unless they have to.

When the PCs go inside (or are otherwise discovered by the thugs inside), what happens next depends on how quickly the PCs arrived after pursuing Nedral. If they came here immediately after the combat at the inn, without waiting to talk with the guards or Brody in Encounter 6, proceed to "IF THUGS IMMEDIATELY ATTACK." Otherwise, if some time has passed between the

combat at the inn and the PCs arrival here, read the following text. If the PCs knock, they will hear 'Come In' yelled through the door.

IF THUGS DO NOT IMMEDIATELY ATTACK

As you enter the house, everyone looks at you with a silent, stony expression. One of them approaches you, and says rather sarcastically, "Can I help you?"

They talk with the PCs, giving very noncommittal answers. However, if the PCs can sway the thugs to open up, either through friendly words (Diplomacy check DC 25) or through harsh threats (Intimidate check DC 10+APL, based on level of thugs and circumstance bonus on how many others are willing to fight), the thugs offer to answer the PCs' questions with much the same information as Nedral could have provided. If the PCs beat the DC by 10, the thugs will take the PCs to Nedral.

Here is the information the thugs or Nedral can provide to the PCs.

- 'Carrick' did meet with some of them earlier today, a few hours before dusk (this would be after the Dolph/Brody blowup in Encounter 4).
- Some of them (including Nedral) first met Carrick a couple of days ago. He was asking for some information about current events in Newick and other unimportant stuff.
- When they met 'Carrick' today, he was a bit different. He wore a lot more clothes than usual, as if he was trying to hide his identity. He also sounded a little different.
- Most of them do not believe it was the real 'Carrick' they met a few days earlier but someone else disguising himself as 'Carrick', but they really do not care either way. Money is money.
- Nedral bumped into 'Carrick' as he was walking past him. He noticed a really nice sword 'Carrick' had, with an eagle engraved on the hilt and a diamond embedded at the end. It's a little strange that none of the rest of them noticed this valuable item. (Note: Brody has not been seen using this weapon as he would have used his *hat of disguise* to hide its features).

Development: After the PCs speak with the thugs, if the PCs have not yet spoken to Carrick in

Encounter 8, then proceed to Encounter 8 when they leave the thugs' house. If the PCs have already spoken to Carrick and decide to confront Brody with what they have, go to Encounter 9. If the PCs decide to investigate something else and they've already spoken to Carrick, then allow them to investigate whatever they wish, but make them aware there is very little other information that can be gained this late at night. If the situation in the thugs' house devolves into a combat, use the information in "IF THUGS IMMEDIATELY ATTACK" to adjudicate what happens.

IF THUGS IMMEDIATELY ATTACK

As you enter the house, they look at you with silent, stony expressions. They exchange a silent glance before they stand, draw their weapons, and advance towards you.

There are a total of 12 thugs in the house, between both floors. The number listed in the APL stats are those thugs who fight the PCs and represent the closest thugs to the PCs' location. The other thugs, except Nedral, escape into the night by whatever means available to them. If directly confronted, the fleeing thugs fight (use the same stats as the rogues who are fighting). Upon hearing the sounds of combat, Nedral will instead hide somewhere in the room he is in, hoping the PCs overlook him. If the PCs get to him, he will not fight them (considering how many of his brethren have already fallen to them).

The combat itself should be relatively easy for the PCs, almost comedic. They are adventurers, heroes, and these are just thugs. The best of them were the ones who went to the Inn. Incidentally, they are thugs who actually pay property taxes and the like. So if the PCs cause property damage (since they are not operating in self-defense here; they are the invaders), they will be held accountable.

APL 2 (EL 2)

Thug Rogue, Male Human (Flan) Rogue1:
hp 5; see *Appendix 1*.

Thug Warrior, Male Human (Flan) Warrior1:
hp 7; see *Appendix 1*.

APL 4 (EL 4)

Thug Rogue, Male Human (Flan) Rogue1 (2): hp 5 each; see *Appendix 2*.

Thug Fighter, Male Human (Flan) Fighter1:
hp 9; see *Appendix 2*.

APL 6 (EL 6)

Thug Rogue, Male Human (Flan) Rogue2 (2): hp 10 each; see *Appendix 3*.

Thug Fighter, Male Human (Flan) Fighter1/Rogue1 (2): hp 15 each; see *Appendix 3*.

APL 8 (EL 8)

Thug Rogue, Male Human (Flan) Rogue3 (3): hp 15 each; see *Appendix 4*.

Thug Fighter, Male Human (Flan) Fighter2/Rogue1 (3): hp 24 each; see *Appendix 4*.

Tactics: They do not have much to speak of. They are used to working by themselves or in small groups. The rogues attempt to sneak attack via flanking or feinting where possible. The fighters or warriors try to trip their opponents before attacking them.

Treasure: These thugs know better than to keep the majority of their possessions around their fellow thugs. Nevertheless, the PCs can gain the following treasure here:

APL 2: L: 82 gp, C: 55 gp, M: 0 gp.

APL 4: L: 130 gp, C: 55 gp, M: 0 gp.

APL 6: L: 264 gp, C: 36 gp, M: 0 gp.

APL 8: L: 397 gp, C: 55 gp, M: 0 gp.

Once the PCs finish the combat, they can question any of the thugs who are still alive. If they search the house for Nedral, they will find him below, assuming they succeed at a Search check (DC 15+APL). Use the bullet point information in the first section of this encounter to adjudicate what the thugs or Nedral can tell the PCs, though Diplomacy (DC 25) or Intimidate checks are still needed.

If the PCs lose this combat, PCs who are still alive are stabilized by the thugs and kept unconscious for two days. Eventually they awaken in the company of the town guard. The town guard will have rescued the PCs once they turned up missing. Though the PCs are rescued and have their lives, they will learn they have lost something of value to them. Proceed to Conclusion E: Beaten by Thugs.

Development: Once the PCs leave the thugs' house, proceed to Encounter 8 if they have not yet spoken to Carrick. If the PCs decide to confront Brody with what they have, go to Encounter 9. If the PCs decide to investigate something else and

they've already spoken to Carrick, then allow them investigate whatever they wish but make them aware there is very little other information that can be gained this late at night. If the PCs lost the combat, proceed to Conclusion E: Beaten by Thugs.

ENCOUNTER 8: CARRICK

Despite the warm days of late, the night in Newick turns cold as your search for information begins. It seems that even the weather is matching the mood of the events tonight. While traveling the streets, you are hailed from behind. Turning, you see Carrick striding towards you, as he calls out, "We need to talk."

Since Carrick left the Inn, he's gone to meet with fellow members of the Rascals. He's learned that at the same time he was talking with one of their agents earlier today, 'he' was seen hiring a bunch of thugs for a job in the near future, possibly tonight. Carrick has suspected someone has been impersonating him for a time now as he has met several individuals who claim to have had conversations with him he does not remember. However, he could not get confirmation this was happening until now. Disturbed by the news and already having a suspicion of what was happening, Carrick returned to the Inn to speak with Brody.

Upon arriving, Carrick saw the Inn's proprietor right away. From his frantic description of events, Carrick realized he was too late and was a wanted man. Carrick then turned to finding the PCs. Though he realizes they will likely want to capture him, they are still his best chance of clearing his name since they are investigating the situation. He intends to give them the address of the place where 'he' supposedly hired the thugs. Carrick hopes that the PCs can turn up information to clear him at that address.

Assuming the PCs talk with Carrick, Carrick provides his version of events tonight, as well as answering other questions of the PCs to the best of his ability. The following is a list of information Carrick can provide for the PCs. If it's not on the list, Carrick either does not know or does not believe the answer is pertinent (since he thinks time is short).

- Carrick can give the PCs his version of events in of the past 24 hours. However, he will NOT mention his Rascals connection. Whenever asked about his

source, he'll cryptically say "in my line of work, I've found it useful to have friendly eyes and ears in many places". (If a Rascal PC is present, see last bullet point.)

- Carrick will be sure to declare his innocence of the attack and tell the PCs he suspects someone is impersonating him. (*He tells the PCs this whether he's asked or not.*)
- Carrick has a friend in town and, out of friendship, decided to stay with him instead of at the Inn.
- Carrick has the address of the house the thugs operate out of. He hands over a piece of paper with the address written on it. (*He leaves this for the PCs regardless.*)
- If asked who he believes is impersonating him, Carrick says Brody is the most likely culprit. His reasoning is that they have traveled together and he's the only other person Carrick knows to have been in all the same places when he was possibly "doubled."
- Any other detail in the adventure's background, except for anything Brody has done without his knowledge and anything Dolph has done in recent years. Again, he does NOT reveal his connection to the Rascals. (If a Rascal PC is present, see last bullet point.)
- Carrick will not turn himself into the town guard. Newick has a reputation of arresting first and asking questions later. Carrick thinks if he turns himself in, the impersonator will have time to get away with whatever he is planning while the town guard asks pointless questions.
- Carrick reveals his connection to the Rascals *only* if a Rascals PC is able to specifically point it out. PCs who are members of the Rascals can make an Int check DC 20 (PCs may add their character level to the check) to recall Carrick is a member in good standing and is, in general, a good guy.

If the PCs seem to not believe Carrick's story or attack him, Carrick drops the piece of paper with the address of the house where 'he' supposedly hired the thugs. Then Carrick attempts to escape using his potions, such as *fly* and *invisibility*. If forced to fight, his stats are available

in Appendix 5. If for some very unlikely reason Carrick fights the PCs and defeats them, he leaves them in a state where they will wake up minutes later, with the thugs' address in one of the PCs hands.

Carrick: See *Appendix 5*.

Development: If the PCs go to the thugs' address, proceed to Encounter 7. If the PCs decide to confront Brody with what they have, go to Encounter 9. If the PCs decide to investigate something else, allow them to do so, but make them aware there is very little other information that can be gained this late at night.

ENCOUNTER 9: BRODY

Heading into the Haranshire House Inn, you see the innkeeper still awake at this time of night. Looking up at you, he mentions, "I couldn't sleep. Who could after an attack like that? I was just speakin' to Brody a few minutes ago too. He's not able to sleep much either."

The innkeeper will converse with the PCs, mainly commenting things seem unsettled and quiet after earlier events. If asked why he spoke to Brody recently, Brody came down and was looking for some wine to relax him and help him sleep. He will tell the PCs where they can find Brody's room.

When the PCs go to Brody's door, they will find it locked. Brody is awake and somewhat dressed on the other side. Various candles and magical light sources are on in the room, so light is visible from the crack beneath the door. If the PCs attempt to pick the lock, Brody opens the door and confronts the PCs about their rudeness. If the PCs are polite and knock, they will be invited in.

At this point, Brody is a slowly changing man. Today has been the lowest he has sunk in recent years. Though he bears great animosity to Dolph, today is the first day he truly resorted to distasteful methods to inflict damage to Dolph. His change of heart slowly began during the attack when he drew blood on Dolph for the first time in a non-duel setting. He is debating the honor of his actions in hiring thugs to attack Dolph. He's been up all night since the attack, pondering. Currently, his desire to 'one up' Dolph is dominating and he's been rationalizing his actions to himself.

As Brody talks with the PCs, he'll put on an uncaring attitude while being slightly dismissive of their comments and poking holes in their investigation. In reality, Brody is very worried and

PCs who make a Sense Motive check DC 20 can see this. Brody is shocked they've uncovered any information in such a short period of time, much less the amount of information they have. Particularly, these are the items the PCs may have uncovered that greatly worry Brody.

- The PCs have met the real Carrick and he declares his innocence with the explanation of there being an imposter.
- The PCs spoke with the thugs and discovered the thugs noticed a change of behavior and voice between Carrick a few days ago and today.
- The PCs learned Nedral bumped into 'Carrick' and saw the eagle engraved hilt (with diamond) of a sword. (Note: This is one of Brody's swords and it is in the room in a locked chest.)
- The PCs made a successful Spot check when first viewing 'Carrick' and can directly attest to a disguise being used.
- They have captured one of the thugs from Encounter 7 and turned him over to the town guard for questioning.
- The PCs somehow discover that Brody has a *hat of disguise*, *boots of teleportation*, or both. (This should be unlikely).

If the PCs inform Brody of at least three of the things on the bullet list above (if the captured thug is Nedral, that counts as two bullet points), then read the following text to the PCs.

Finally, Brody seems to take in your words seriously. He seems to be debating some thoughts before walking towards the back of the room. As he gets there, he turns to you with a reluctant expression on his face. "It seems you have learned much in your investigations. More than I would have thought. I now see I was foolish to ignore you earlier. I would like the information you've told me in this room to stay in this room. Perhaps if I used my extensive contacts to obtain a highly desired item for each of you, you would see to it the information you have given me never leaves here?"

Yes, Brody has just tried to bribe the PCs and in a pretty big way. If the players ask for clarification, let them know about the specifics of the AR reward, though Brody communicates this in character. The PCs have to make a choice

between selling out to Brody or upholding their duty to Dolph. If any PC demands to be paid in gold instead, Brody offers 200 gp to that PC.

If the PCs accept his offer, then Brody thanks them for their wise decision and bids them good night. Proceed to Encounter 10.

If the PCs do not accept and begin to press Brody on why he needs to bribe them, Brody responds with ***"I would hate to be forced to dispatch you simply because you cannot see a good deal in front of you. I ask that you reconsider."***

If the PCs still do not agree to his bribe or if the PCs are already taking potentially offensive actions (spellcasting, drawing weapons, etc.), Brody draws his weapon while saying "very well then" and attacks the PCs.

Roll for initiative. This combat is divided into two portions. In the first portion, Brody is still reluctant to fight the PCs, viewing them as innocent people caught up in a half-decade-old rivalry. As such, Brody strikes for nonlethal damage for this portion of the combat. Once Brody has real damage past his temporary hit points, he then grows very angry and strikes out viciously. He attacks whoever seems to be the most vulnerable PC. For this attack he will not be using nonlethal attacks and will be using Arcane Strike to channel one of his highest-level spells available. After this attack occurs, read the following:

Blade crackling with eldritch energy, Brody slices his sword towards (insert PC's name). After launching his attack, Brody's expression drastically changes. Gone is the controlling demeanor, replaced by a look of shock. Brody then pulls his sword back towards him, taking up a defensive stance, but it is clear his mind is no longer on the combat at hand.

Continue with the combat. Brody is still able to defend himself, but he will not complete his full attack action (if available) nor will he take any attacks of opportunity for one round. If the PCs defeat Brody before his turn comes up again, adjudicate that situation based on the information given later in this encounter. After one round passes, continue with the following text for Brody's next turn.

Finally collecting himself, Brody lowers his weapon. Without looking at you, he speaks, "I've disgraced myself here. I've just tried to kill one of you for nothing more than rightful heroism. This is not how an honorable man

would act.” Finally meeting the gaze of your group, “I surrender and I will confess to all of my actions of late. When next I see Dolph, I will rescind the duel. Will you accept my surrender?”

In this Brody is being fully truthful. All of his other actions could be rationalized, but his potentially fatal attack on a PC cannot. The last vestige of Brody’s honor has reasserted itself and he now realizes how far he’s fallen. He is sincerely apologetic.

For this round, Brody will be compliant to the PCs’ demands. He will no longer be using Combat Expertise and still will not take attacks of opportunity. In fact, his stance should treat him as being effectively unarmed as he is merely holding his sword and not wielding it.

If the PCs accept his surrender, he accedes to any demands they have. He suggests that due to the lateness of the hour and since no one knows exactly where Dolph is, that confronting Dolph and the town guard should wait until morning. The PCs can keep him prisoner and he will not resist. If the PCs demand to take action tonight, Brody will not protest. However, he is correct in that the town guard will inform them Dolph is under safekeeping until morning and they will not allow the PCs to meet with him. Proceed to Encounter 10.

If the PCs do not accept his surrender, on Brody’s next turn, his attitude becomes harsh as he yells out, “I should have known you were dishonorable trash!” Continue with the combat.

Though Brody is without his temporary hit points and may also be at a reduced hit point total by this time, he still remains a potent threat to the PCs (his max hps and temp hps are listed below). In addition, though not in his full gear (he was trying to go to sleep), Brody possesses equipment on par with most adventurers. However, Brody will not take the time to retrieve his other magic items in storage around the room.

APL 2 (EL 5)

Brody, Male Human (Flan)
Fighter1/Wizard4: hp 23 (plus 9 temp hps); see *Appendix 1*.

APL 4 (EL 7)

Brody, Male Human (Flan)
Fighter1/Wizard5/Eldritch Knight1: hp 32 (plus 12 temp hps); see *Appendix 2*.

APL 6 (EL 9)

Brody, Male Human (Flan)
Fighter1/Wizard5/Eldritch Knight3: hp 42 (plus 14 temp hps); see *Appendix 3*.

APL 8 (EL 11)

Brody, Male Human (Flan)
Fighter1/Wizard5/Eldritch Knight5: hp 53 (plus 16 temp hps); see *Appendix 4*.

Tactics: After that outburst, the PCs are in for it, as Brody becomes a combat terror looking to incapacitate and kill the PCs as if they were nothing more than brigands.

APL 2: In the first round, Brody casts *blades of fire* as a swift action and attacks the weakest looking PCs first, hoping to quickly remove them from the combat. In subsequent rounds, he will continue attacking, casting swift spells every round until he runs out or until it looks as if he has the combat well in hand.

APL 4: In the first round, Brody casts *glitterdust (still)*, hoping to remove several PCs as threats, and then casts *blade of blood* as a swift action. He follows with *blades of fire* as a swift action and attacks the weakest looking PCs first, hoping to quickly remove them from the combat. In subsequent rounds, he will continue attacking, casting swift spells every round until he runs out or until it looks as if he has the combat well in hand.

APL 6: In the first round, Brody casts *glitterdust (still)* hoping to remove several PCs as threats and then casts *ruin delver’s fortune* as an immediate action to give himself more temporary hit points. He follows with *blades of fire* as a swift action or Arcane Strike and attacks the weakest looking PCs first, hoping to quickly remove them from the combat. In subsequent rounds, he will continue attacking, casting swift spells or using Arcane Strike every round until he runs out of spells or until it looks as if he has the combat well in hand.

APL 8: In the first round, Brody casts *blacklight (still)* hoping to remove several PCs as threats due to visibility control and casts *ruin delver’s fortune* as an immediate action to give him more temporary hit points. He follows with *explosive cascade* if several PCs present an immediate threat or *scorching ray* on the weakest looking PCs first, hoping to quickly remove them from the combat. In subsequent rounds, he will continue attacking with the best method available to him, either casting damaging spells, such as *scorching ray (still)* or *magic missile (still)*, or by

casting swift spells and attacking, or using Arcane Strike and attacking every round until he runs out of spells or it looks as if he has the combat well in hand. He will cast additional battlefield control spells, such as *glitterdust (still)*, if his previous battlefield control spells are failing him.

Treasure: Though there is a lot of treasure in the room, the PCs will be allowed to claim very little of it. This is because Dolph (and the Town Guard of Newick) will demand Brody's items back from the PCs and many of the magic items will not work for the PCs anyway due to enchantments Brody had placed on the items. If necessary, Carrick will secretly provide a list of items to Dolph so everything is accounted for. Should the PCs refuse, Dolph and the Town Guard will hunt down the PCs in an effort to reclaim the items. Should the PCs escape Newick, Dolph has the PCs declared fugitives from Yeoman law. The *hat of disguise* is the only treasure the PCs will eventually be allowed to claim (and is the only item Carrick does not know about):

APLs 2 - 8: L: 0 gp, C: 0 gp, M: *hat of disguise* (150 gp).

Development: Once the situation has been resolved, if the PCs were defeated by Brody, proceed to Conclusion D: Brody Uncontested. Otherwise, proceed to Encounter 10.

ENCOUNTER 10: THE DUEL

Dawn breaks over the horizon, warming the air to a comfortable temperature. You hear the sounds of people beginning their day and see caravans readying for their journeys. It seems quite calm and peaceful this morning, at odds with the night before.

When you go to find Dolph, who was last in the company of the town guard, you learn he has already left for the site of the duel in the company of several town guardsmen. Dolph did leave instructions for someone to lead you to the duel site so you can witness the events.

If the PCs ask about the location of any thugs, including Nedral, they captured the previous night and turned over to the town guard, the PCs are informed that they are still being held in jail pending a review of their case by a judge later that day. If the PCs somehow captured Carrick and turned him over to the town guard, the guard will mention someone came by and provided an alibi for Carrick regarding the events of last night.

Carrick was released pending a review of the case later today at which Carrick is to be in attendance.

Allow the PCs to perform any additional actions they wish in town. Assuming they head to the duel site reasonably soon after they speak with the town guard, proceed with the following text:

As you reach the secluded grove to the north of town, you find a number of persons already gathered here, the majority are town guardsmen who seem to be observers for this event. The guards are near two other persons in a bodyguard role, one of whom is Keats, the will's executor. Keats has a sad expression on his face, but seems resigned to the upcoming duel between men who were once great friends. The other person looks to be a priestess in the livery of the Church of Seven Faiths. She seems to be waiting in an expectant manner.

Finally, you see Dolph himself. He is dressed just as brightly as you have ever seen him, this time in reds and whites. However, some of your practiced eyes see bulges about his body where you would presume there to be bandages and you wonder if perhaps he was wearing red for more than just a fashion statement. Despite the smile on his face, the occasional grimace in his features testifies to the fact that he is still quite injured from his ordeal last night.

The priestess is Hania, a cleric of Kord and the impartial observer of the duel. Her purpose here is simply to provide healing services and observe, though she will give her religious perspective on events if asked.

Hania: Female Human (Flan/Suel) Cleric8 (Heal +12, Sense Motive +6)

Continue with the section appropriate to the actions that the PCs have taken so far.

BRODY SURRENDERED TO THE PCS OR DID NOT SURRENDER, WAS DEFEATED, AND WAS TAKEN PRISONER BY THE PCS

Seeing your group approach, Dolph turns to you and quickly senses things are not as he expected. He asks of you, "What's happened?"

Allow the PCs to tell their version of the tale. Keats and Dolph will listen very attentively, asking appropriate questions. If Brody is unconscious for any reason, Hania goes to Brody and heals him just enough to bring him to consciousness. Brody will silently affirm any rightful accusations made by

the PCs. If Brody is asked to make his confession, he will do so and relate all of his actions in the past 24 hours that relate to the attempt on Dolph's life. As the conversation continues, Dolph will be increasingly saddened to hear of Brody's transgressions, but will also give the impression he suspected as much all along.

Once the conversation seems to be winding down (or at some other appropriate time), read the following:

Brody stiffens as he stands straight, looking Dolph in the eye. He solidly proclaims, "I hereby forfeit this duel and declare Dolph the winner." Then, in a much softer tone, "I'm sorry, my friend."

There is silence for a few seconds before Keats speaks, "Since it was a duel to the death, Dolph, do you wish to take Brody's life."

"No," is Dolph's firm response. "That is not necessary. We should turn to healing instead of more pain. Brody, I apologize to you as well. We both got to this terrible place together, thanks to decisions that were not those of friends. One day, I hope we are able to sit at the same table again."

"However," Dolph continues, "I must demand your expulsion from the Duelist Brotherhood. You have permanently stained your honor, sir, and there can be no recovery."

Brody nods to this, obviously expecting this declaration.

Read the next paragraph *only* if the PCs accepted Brody's surrender when it was first offered. Otherwise skip the following paragraph.

"I have one last favor to ask of you, Dolph," Brody says. Turning to look at your group, "These gentlemen (and ladies) acted with honor when I did not. They represent what the honor of our Brotherhood is all about. I ask that you sponsor these men (and women) into the Brotherhood of Duelists. They are deserving."

Continue with the following for all PCs:

With those final comments, the town guard takes Brody under arrest and leads him away. Keats comes over to Dolph, saying, "I hereby declare you the recipient of Marn's farming business as specified in his will."

Dolph for his part does not seem to be overly pleased, but still musters a half-hearted "Thank you" to Keats.

"Let us go back to my office and finish discussing the details," says Keats. He leads Dolph away from the clearing, motioning you to follow, as they head back to Newick.

Development: Proceed to Conclusion A: Ending with Honor.

BRODY DID NOT SURRENDER, WAS DEFEATED AND KILLED BY THE PCS

Seeing your group approach, Dolph turns to you and quickly senses things are not as he expected. He asks of you, "What's happened?"

Allow the PCs to tell their version of the tale. Keats and Dolph will listen very attentively, asking appropriate questions. As the conversation goes on, Dolph will be increasingly saddened to hear of Brody's transgressions, but will also give the impression he suspected as much all along. As the PCs tell the story, Hania goes over and takes Brody's body if the PCs brought it with them. If possible (body is not too mutilated), she will cast *speak with dead* on Brody. The questions and answers are as follows (Brody will voluntarily fail his save):

Q: Do you wish to be returned to life?

A: No.

Q: Do you concede the duel to Dolph?

A: Yes

Q: Are you guilty of accusations you orchestrated the attack on Dolph last night?

A: Yes.

Once the conversation seems to be winding down (or at some other appropriate time), read the following:

With those final comments, the town guard takes Brody's body back to Newick. As they do so, Keats comes over to Dolph, saying, "I hereby declare you the recipient of Marn's farming business as specified in his will."

Dolph for his part does not seem to be overly pleased, but still musters a half-hearted "Thank you" to Keats.

"Let us go back to my office and finish discussing the details," says Keats. He leads Dolph away from the clearing, motioning you to follow, as they head back to Newick.

Development: Proceed to Conclusion A: Ending with Honor.

BRODY DID NOT SURRENDER AND WAS NOT DEFEATED BY THE PCS

Note that if the PCs fell in combat to Brody, you should have proceeded to Conclusion D: Brody Uncontested instead of Encounter 10. This section is meant for if the PCs did not successfully confront Brody with information that unnerved him enough that he offered the bribe or if the PCs accepted the bribe instead.

Brody stands away from Dolph by about 30 feet. His dress much different than before, he is now clad in mithral chain armor and various expensive jewelry can be seen all over. He hefts his sword around in practice swings and you can see it is of excellent make, with a valuable jewel in the sword's hilt. Brody's face is unreadable at the moment, betraying no hint of emotion. Indeed, it seems both men are subdued in their expressions, perhaps in deference to the upcoming bloodshed.

The PCs may attempt to confront Brody now with the information they gathered the previous night. Unfortunately, it is too late. The duel is at hand and any information the PCs are likely to have is circumstantial at best. As a lawyer, Keats will explain the PCs do not have enough to warrant the duel being halted. An investigation could be launched later today, but the duel will be done by then. Brody knows the PCs are too late and will remain quiet as others explain the situation to the PCs.

All may not be lost for the PCs, however. If there is a PC member of the Brotherhood of Duelists sitting at the table, that PC may offer to duel on behalf of Dolph. Since this is a duel to the death, Dolph will NOT ask that PC to duel for him. The PC must volunteer. Duelist Brotherhood PCs should be advised of this option, as it is common etiquette in duels in which someone else duels for another when the original person was unwillingly incapacitated somehow. Dolph will speak to the PC for a short time to verify that the PC understands this is a duel to the death, which means the PC cannot be raised later.

However, Brody is still having a change of heart, albeit a very slow one. If the Duelist PC accepts the duel on Dolph's behalf, have that PC roll a Diplomacy check with no assists. If that PC succeeds at DC 10 (at APLs 2-4) or 15 (at APLs 6-8), that PC has swayed Brody while the PC was talking to Dolph and Brody rescinds the

qualification of the duel to be to the death. Instead, Brody will demand Dolph permanently self-exile himself from the Yeomanry after one month. Dolph will agree to this.

In addition, at APLs 2-4, if a PC duels in Dolph's place, Brody will select another PC to take his place in the duel to make the fight a bit more evenhanded. At APLs 6-8, if a PC volunteers to fight for Brody, Brody will accept his offer since one is already fighting for Dolph. Brody will caution whoever fights for him if he thinks the PC is not trying his reasonable best to win, he will rescind the outcome and duel himself. Keats and Hania, as impartial observers, nod their assent.

Once the duel's details have been worked out, the duel will commence with Keats giving a countdown ending with "Duel!" If Brody is dueling Dolph, continue with the read aloud text below. If Brody is dueling a PC or there are two PCs dueling each other, use DM's Aid #6 for the rules of the duel between the participants. If you are running short on time, use the quick duel option instead. If it is two PCs dueling each other and they are resistant to the idea of player vs. player combat (or if you think one player will not appropriately fight for Brody to the best of his ability), again use the quick duel option. Once the duel is decided, use the appropriate read aloud text below.

If Dolph wins the duel (due to a PC dueling for him),

A few moments after the last blow is struck, the town guard takes the loser's body from the clearing and back to Newick. As they do so, Keats comes over to Dolph saying, "I hereby declare you the recipient of Marn's farming business as specified in his will."

Dolph for his part does not seem to be overly pleased, but still musters a half-hearted "Thank you" to Keats.

"Let us go back to my office and finish discussing the details," says Keats. He leads Dolph away from the clearing, motioning you to follow, as they head back to Newick.

If Brody is still alive, due to a PC dueling for him, he wordlessly leaves the clearing for parts unknown. If a PC dueled for Brody and is dead for any reason, Brody will leave word and prepayment with Hania to have the PC raised at the church in Newick.

Development: Proceed to Conclusion B: Dolph Wins Duel.

If Dolph and Brody duel each other (no PCs dueling):

Dolph and Brody face off, each circling the other. Brody seems to be eyeing Dolph, looking for signs of weakness, while Dolph begins humming an old Suel battle tune. Smiling at the song, Brody lunges in first for the attack, but Dolph deftly evades his opening strike.

Brody continues his onslaught against Dolph, swinging his sword numerous times. Despite Brody's numerous attacks, Dolph simply defends himself, preventing each of Brody's blows from landing. Dolph doesn't launch an attack himself. For almost a minute, they continue like this, at a stand-off.

Then it is Dolph who breaks the monotony. Switching his stance suddenly with one foot in front of the other, Dolph ducks below one of Brody's wasted swings and stabs his rapier forward, striking true in Brody's abdomen. However, he doesn't let up. Dolph advances on Brody, striking again and again upon his torso, forcing Brody to lose ground and a lot of blood. Brody does land a few nicks on Dolph's arms, but is not able to do any real harm.

Suddenly Brody trips and falls over a rock in his haste to back up. Dolph doesn't let up his press on Brody and moves to stand over him. Dolph uses his rapier to disarm Brody of his weapon, knocking it about five feet away from Brody's outstretched hand.

Dolph raises his rapier, about to strike a deadly blow, when he reaches too far back and a sickening pop is heard. Dolph screams in pain, unable to complete his strike. The brief opening was all Brody needed. Immediately intoning a few words of power while using his arms to protect himself from Dolph while spellcasting, Brody completes the arcane sequence and an eldritch bolt of lightning rips through Dolph's chest.

For a moment, all is still. Then Dolph falls backwards to the ground. The wound in Dolph's chest was instantly fatal to his already damaged body. Brody stands up soundlessly and gives one last look at Dolph before retrieving his sword.

Development: Proceed to Conclusion C: Brody Wins Duel

If Brody wins the duel (due to a PC dueling for either Dolph or Brody):

A few moments after the last blow is struck in the duel, the town guard goes over to the loser's body and picks it up. They motion to your group to follow as they head back to Newick. Behind you, you hear Keats go over to Brody and say, "I hereby declare you to be the recipient of Marn's farming business as specified in his will."

Brody for his part does not seem to be overly pleased, but still musters a half-hearted "Thank you" to Keats.

"Let us go back to my office and finish discussing the details," says Keats. He leads Brody away from the clearing, heading in a slightly different direction than you.

If Dolph is still alive, due to a PC dueling for him, then Dolph leaves the clearing with the PCs. If a PC dueled for him and is dead for any reason, Dolph will pay to have the PC raised after getting permission from Brody to do so.

Development: Proceed to Conclusion C: Brody Wins Duel

Note: The above listings should have covered all of the possible situations. If you find yourself in a unique situation, adjudicate the encounter as you see fit using the above information as a guideline. In general, it should result in either Conclusion B or Conclusion C, but you are free to choose the appropriate conclusion.

CONCLUSION

Select the relevant conclusion from those listed below.

CONCLUSION A: ENDING WITH HONOR

After finishing a few details with Keats, Dolph follows through on his promise to Rhea for an update of events. As he goes inside to have a private talk with her, Carrick tracks you down at Rhea's home. He extends his thanks to you and speaks briefly about recent events before heading off towards Bogspur. With your various conversations concluded, your group gets back on the road shortly after lunch. Unlike your previous travels with Dolph on the road, he is much more talkative to your group. He seems genuinely jovial. Though the events of Newick are still a hurtful memory to him at the moment, he doesn't let that get in the way of an otherwise enjoyable trip.

If the PCs want to do anything else before leaving Newick, allow them to do so. Also, Carrick would have been scanning the PCs, looking for signs of interest for the Rascals. He'll collect pertinent information about each PC so as to set up a clandestine meeting later. Continue with the following:

The warm, bright weather holds for the remainder of your journey to Longspear. You are now riding over the last hill before reaching the entrance of the town. Before continuing onward, Dolph stops all of you for a moment.

A serious demeanor reappears on his face as he speaks to you. "Thank you, all of you. Without you, a terrible wrong would have occurred in Newick and the stories of Marn, Brody, and I would have been forever stained with the story of a senseless rivalry ending in pointless bloodshed. Thank you for rescuing us from that ignoble fate. You have done the work of heroes and deserve to be recognized for your service. I will see to it that you are.

Dolph seems to lose his composure momentarily before drawing a piece of paper from his pack. It looks to be a letter of some sort. "I was told to read this to you right before we arrived at Longspear. It was mysteriously left for me by an unknown person. I've already had it checked for traps and it is clean."
Opening the note, Dolph reads:

"To Dolph's bodyguards,"

"Thank you for your recent work in Newick. Some of us have been keeping an eye on Brody for quite some time now and were worried he would do something dangerous to the Yeomanry. Killing a hard-working hero like Dolph would have certainly qualified."

"You should know that Brody's descent into dishonor began years before recent times. Brody was consistently dealing with those he would call brigands, thugs, and worse. He had been selling his soul in bits and pieces, by making dirty deal after dirty deal. We sent one of our folks to watch him, but that only made things worse as Brody began using his identity so as to set up our agent as the fall guy when needed."

"Finally, Brody took things too far with the ploy on Dolph's life. Perhaps Brody didn't intend for things to go that far, but they still did

and, if it wasn't for you, he would have succeeded."

"So you have our thanks. Carrick is a good agent and we would have hated losing him like that. Some of you will probably never see Carrick again as he has already moved on to his next assignment. Some of you may see him sooner than you think. Nevertheless, he also wanted you to know he is personally grateful to you for all you've done."

"Signed, The R."

Dolph will offer to sell to the PCs items he recovered from foes on his previous mission (since he has not had a chance to sell them yet). This will allow the PCs to gain all of the items under the Items Found During the Adventure Section. Dolph has even acquired and offers the PCs Brody's *hat of disguise* since it was not an established possession of Brody's.

PCs gain the Favor of Dolph Anselm, Recognition of the Brotherhood of Duelists, and Contact with the Rascals. Any PC who damaged the thugs' house in Encounter 7 will receive the Property Damage entry on the AR. Individual PCs gain Recommendation for the Brotherhood of Duelists ***IF AND ONLY IF*** they meet all of the following criteria:

- PC accepted Brody's first surrender.
- Brody asked Dolph to sponsor that PC into the Duelist Brotherhood.
- PC acted honorably around Dolph at all times.
- PC did not abandon his guard duties of Dolph in Encounter 3 by not accompanying him. (This is Dolph's measure of the PC's sense of duty. If you think this was well demonstrated in another area, then the PC can still gain the Recommendation).
- The party as a whole was not defeated in combat by the thugs and Dolph did not need to 'rescue' them in Encounter 5. (This is a demonstration of the PCs' competency in battle).
- PC does not receive the Property Damage entry on the AR.

CONCLUSION B: DOLPH WINS DUEL

After finishing a few details with Keats, Dolph follows through on his promise to Rhea

for an update of events. Afterwards, your group gets back on the road shortly after lunch. Unlike your previous travels with Dolph on the road, he is much more talkative to your group. He seems genuinely jovial. Though the events of Newick are still a hurtful memory to him at the moment, he doesn't let that get in the way of an otherwise enjoyable trip.

If the PCs want to do anything else before leaving Newick, allow them to do so. Continue with the following.

The warm, bright weather holds for the remainder of your journey to Longspear. You are now riding over the last hill before reaching the entrance of the town. Before continuing onward, Dolph stops all of you for a moment.

A serious demeanor reappears on his face as he speaks to you. "Thank you, all of you. Without you, Marn's memory would have been dishonored by the machinations of a bully. I wish things could have ended better between Brody and I, but perhaps it's time I move on from that friendship. All of the best parts of it left us when we lost Marn. I'm sorry I got you involved in so much more than your original assignment intended. Thank you for being with me during these difficult times."

Having said his piece, Dolph spurs his mount towards Longspear to check in as ordered.

Dolph will offer to sell to the PCs items he recovered from foes on his previous mission (since he has not had a chance to sell them yet). This will allow the PCs to gain all of the items under the Items Found During the Adventure Section except the *hat of disguise*, which the PCs may have already recovered from Encounter 9.

PCs also gain Recognition of the Brotherhood of Duelists. If the PCs accepted the bribe from Brody, they gain Dirty Money. Individual PCs who damaged the thugs' house in Encounter 7 will receive the Property Damage entry on the AR.

CONCLUSION C: BRODY WINS DUEL

A few hours after the event in the grove, you are approached by a town guardsman with a letter for you group. It seems Dolph wrote one final letter last night and requested your group deliver it to Longspear for him. The guardsman said the letter did leave

instructions for further payment for your group due to the extra services you provided.

Viewing it to be a sensible request, you pack up your things and head to Longspear.

If the PCs want to do anything else before leaving Newick, allow them to do so. Once they are ready to move on, continue with the following.

The warm, bright weather holds for the remainder of your journey to Longspear. You are ushered into the presence of a Yeomanry militia serjeant who takes the letter from you. Reading it in front of you, the serjeant says "Accordin' to this, Dolph had some emergency personal business to attend to and it was a matter of honor. He says you are to be given additional payment for your assistance, despite his death at a duel. I would love to know what happened, but I'm too busy right now to get the details. I'll have the payment delivered to ya. It's a shame that you weren't able to find a way to keep 'im alive. We've lost a good one here."

PCs gain Dirty Money if they accepted the bribe from Brody. Individual PCs who damaged the thugs' house in Encounter 7 will receive the Property Damage entry on the AR.

In addition, Dolph left instructions to sell the items he recovered from his foes on his previous mission and to use that money to cover the costs of any outstanding debts for him, so that all of his personal items can be sent to his family. These items were sold to Brody and Brody will offer to sell to the PCs items Dolph recovered from the foes on his previous mission. This will allow the PCs to gain all of the items under the Items Found During the Adventure Section except the *hat of disguise*.

CONCLUSION D: BRODY UNCONTESTED

You awake after what feels like a very long sleep. Looking about, you see you are in the Haranshire House, though not in your own room. Going downstairs, the innkeep is surprised to still see you here as he says everyone thought you left three days ago on the morning of Brody and Dolph's duel. The innkeep goes on to tell you Brody was the victor of the duel and has already left town, leaving instructions with Keats on what to do with Marn's farm.

When the innkeep asks which room you were in when you woke up, you inform him and he says he did get a payment from some man who rented that room and forbade any sort of housekeeping while he had it. The innkeep hasn't seen that man since three days ago, but does think he sounded a little familiar, though he couldn't figure out why.

You're told the town guard already sent word to Longspear about Dolph, so there's nothing left for your group to do. Nothing except ponder why you are still alive.

If the PCs fell to Brody in Encounter 9, Brody retrieves the PCs. He does not want them dead, seeing the PCs as innocent bystanders in his well-deserved hatred of Dolph. Thus Brody arranged for them to be placed in one of the inn's rooms. Brody visited them often enough to ensure they would not awake until he wished. Carrick left Newick on the day of the duel, worried about being captured by the town guard who believe him to be the culprit of the attack on Dolph.

Individual PCs gain the Property Damage entry on the AR if they damaged the thugs' house in Encounter 7. In addition, PCs will not receive access to any of the items listed under the Items Found During the Adventure section.

CONCLUSION E: BEATEN BY THUGS

You awake after what feels like a very long sleep. Looking about, you see you are at a church, with town guardsmen standing above you, along with a priest of the church. The guards say you were recovered after you turned up missing during the night when Dolph was attacked. Eventually, you were tracked to a house of thugs and the guards raided the house to get you back. You learn that Dolph and Brody dueled earlier that morning while you were being tended to. Brody won the duel and slew Dolph. Brody had asked the town guardsmen keep you away from him out of fear of retaliation.

You are told by the town guard they already sent word to Longspear about Dolph, so there's nothing left for your group to do. Resigned to your fate, you remain under watch by the city's officials for the next few days before being released.

If the PCs attempt to pass on any information to the guards about Carrick's innocence and Brody's guilt, they will be told that Carrick has

turned up missing since last night. Since he cannot be found and questioned, he is still considered the perpetrator of the attack on Dolph. Furthermore, any evidence the PCs have would be circumstantial at best due to their sources. Thus the case is effectively closed.

The guards will also advise the PCs that they recovered the majority of their equipment before it was sold. Each PC will have lost his most valuable item (magical or mundane) in terms of gp cost as the thugs will have already sold it. PCs gain the I've Been Robbed entry on the AR. Given this development, PCs will not earn the Property Damage entry on the AR as the city officials will think the PCs have been through enough. In addition, PCs will not receive access to any of the items listed under the Items Found During the Adventure section.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4

Did not provoke Keats into calling Town Guard.

APL 2: 25 xp.

APL 4: 35 xp.

APL 6: 45 xp.

APL 8: 60 xp.

Encounter 5

Defeated the thugs.

APL 2: 65 xp.

APL 4: 100 xp.

APL 6: 135 xp.

APL 8: 170 xp.

Encounter 7 & 8

Gather enough information that if (or when) presented to Brody would unnerve him enough to offer a bribe. Presumably the PCs gained the information the thugs to do this, but it is not required that they get this information from the thugs.

APL 2: 65 xp.

APL 4: 100 xp.

APL 6: 135 xp.

APL 8: 170 xp.

Encounter 9

Defeat Brody or Accept Brody's surrender.

APL 2: 90 xp.

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

All Encounters

Did nothing to upset Dolph in a major way (did not act very dishonorably, did not get arrested, etc.).

APL 2: 25 xp.

APL 4: 35 xp.

APL 6: 45 xp.

APL 8: 60 xp.

Story Award

Dolph wins the duel (including by Brody's forfeit).

APL 2: 135 xp.

APL 4: 200 xp.

APL 6: 270 xp.

APL 8: 330 xp.

Discretionary Roleplaying Award

APL 2: 45 xp.

APL 4: 70 xp.

APL 6: 90 xp.

APL 8: 110 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

TREASURE SUMMARY

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

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

The coin total is the number of gold pieces each character gains if they take the coin available.

A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

Encounter 1:

APL 2: L: 0 gp, C: 100 gp, M: 0 gp.

APL 4: L: 0 gp, C: 200 gp, M: 0 gp.

APL 6: L: 0 gp, C: 300 gp, M: 0 gp.

APL 8: L: 0 gp, C: 400 gp, M: 0 gp.

Encounter 5:

APL 2: L: 75 gp, C: 8 gp, M: 3 *cloaks of resistance +1* (83 gp each), 3 *potions of cure light wounds* (4 gp each); Total 345 gp.

APL 4: L: 59 gp, C: 48 gp, M: 3 *chain shirts +1* (104 gp each), 3 *cloaks of resistance +1* (83 gp each), 3 *potions of cure light wounds* (4 gp each); Total 682 gp.

APL 6: L: 59 gp, C: 48 gp, M: 3 *chain shirts +1* (104 gp each), 3 *cloaks of resistance +1* (83 gp each), 3 *potions of cure moderate wounds* (25 gp each), 3 *potions of cure light wounds* (4 gp each), 3 *rings of deflection +1* (166 gp each); Total 1,257 gp.

APL 8: L: 59 gp, C: 15 gp, M: 3 *chain shirts +1* (104 gp each), 3 *cloaks of resistance +1* (83 gp each), 3 *gloves of dexterity +2* (333 gp each), 3

potions of cure moderate wounds (25 gp each), 3 *potions of cure light wounds* (4 gp each), 3 *rings of deflection +1* (166 gp each); Total 2,224 gp.

Encounter 7:

APL 2: L: 82 gp, C: 55 gp, M: 0 gp.

APL 4: L: 130 gp, C: 55 gp, M: 0 gp.

APL 6: L: 264 gp, C: 36 gp, M: 0 gp.

APL 8: L: 397 gp, C: 55 gp, M: 0 gp.

Encounter 9:

APL 2 thru 8: L: 0 gp, C: 0 gp, M: *hat of disguise* (150 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 157 gp, C: 163 gp, M: 412 gp – Total: 732 gp (450 gp).

APL 4: L: 189 gp, C: 303 gp, M: 725 gp – Total: 1,217 gp (650 gp).

APL 6: L: 323 gp, C: 384 gp, M: 1,300 gp – Total: 2,007 gp (900 gp).

APL 8: L: 456 gp, C: 468 gp, M: 2,300 gp – Total: 3,224 gp (1,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Fugitive! You have stolen goods and fled from the law. You lose all benefits from Yeomanry metaorganizations and Lifestyle costs are doubled for any adventure set in the Yeomanry.

In future Yeomanry adventures, you are subject to arrest on a result of 20 or greater (roll d20 + PC's level) - the stolen goods are confiscated, and you are fined 400 gp. You can avoid the fine by spending two Yeomanry Influence Points. To remove this status before arrest, you must return the stolen goods and either pay a fine of 200 gp or spend one Yeomanry Influence Point.

Favor of Dolph Anselm: You gain access (Frequency: Regional) to purchase one each of the following: *easy travel* and *nimbleness* armor special ability upgrades (MIC), *belt of ultimate athleticism* (MIC), *boots of agile leaping* (MIC), *trinket of trickery (acrobatic backstab)* (CS), *defending* and *holy weapon* special ability upgrades.

Contact with the Rascals: You are secretly contacted by the Rascals and offered an invitation to their organization.

Property Damage: You are fined (10 gp times the APL at which this adventure was played) for vandalism of a building.

Recognition of the Brotherhood of Duelists: You receive one Influence Point with this organization and +2 circumstance bonus on Cha-based skill checks when dealing with members of this organization and Yeomanry government officials.

I've Been Robbed: You had an item stolen from you before you were rescued. Three months from the date of this AR, Yeoman officials have located the item, but must compensate the legitimate merchant who had it. You may purchase the item back at a 50% discount. List the item here:
_____.

Recommendation to the Brotherhood of Duelists: Dolph Anselm vouches for you if you wish to join the Brotherhood of Duelists metaorganization. If you were already an initiate in the organization, then Dolph has a friendly duel with you so you may advance to Armsman.

Dirty Money: You and Brody Marden have an agreement. In exchange for your silence on particular matters, Brody arranges for you.

You may choose access (Frequency: Regional) to purchase one non-Closed item in the DMG in tables 7-27 and 7-28 worth 20,000 gp or less. _____.

Alternatively, you may gain access to a spell from his spellbook. You may choose one of the following spells (circle spell selected): *blacklight* (APL 4+, SpC), *blade of blood* (APL 2+, PH2), *explosive cascade* (APL 6+, SpC), *ruin delver's fortune* (APL 6+, SpC).

Lastly, you may demand money instead. If used for this, you gain 200 gp.

If you break this agreement, you lose all benefits above. In addition, word that you have talked gets back to Brody, who arranges for you to be robbed. You lose 2,000 gp (if you do not have enough gold, random magical and other non-PHB items are taken from you to make up the difference or until you are bereft of all such items).

Item Access

All APLs (all of the following):

- *Boots of Striding and Springing* (Adventure; DMG)
- *Dispelling Cord* (Adventure; MIC; Limit 1)
- *Hat of Disguise* (Adventure; DMG)
- *Ioun Stone: Deep Red Sphere* (Adventure; DMG)
- *Lion's Shield* (Adventure; DMG)
- *Mithral Breastplate* (Adventure; DMG)
- *Rearguard's Cape* (Adventure; MIC; Limit 1)
- *Third Eye Aware* (Adventure; MIC; Limit 1)
- *Vest of Escape* (Adventure; DMG)
- *Whip of Webs* (Adventure; MIC; Limit 1)

APPENDIX 1 – APL 2

ENCOUNTER 5

HIRED ROGUE [3] CR 2

Male Human (Flan) Rogue 2
NE Medium humanoid (human)
Init +2; **Senses** Listen +2, Spot -1
Languages Common, Flan, Goblinoid, Halfling

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 10 (2 HD);

Fort +2, **Ref** +6 **Will** +0; Evasion

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

Melee Masterwork short sword +3 (1d6+1/ 19-20) or
Primary Masterwork short sword +1 (1d6+1/ 19-20)
and

Offhand Masterwork short sword +1 (1d6/ 19-20)
with Two-Weapon Fighting

Ranged Dagger +3 (1d4+1)

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

Atk Options Sneak Attack +1d6; Fighting Defensively (-4 attacks for net +4 AC)

Combat Gear *Potion of cure light wounds*

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

SQ Evasion, Trapfinding

Feats Two-Weapon Defense, Two-Weapon Fighting

Skills Balance +3, Bluff +5, Climb +3, Diplomacy +2,
Disable Device +7, Disguise +2 (acting), Escape Artist +6, Gather Information +3, Hide +6, Intimidate +5, Jump +2, Listen +2, Move Silently +6, Open Lock +7, Search +7, Sleight of Hand +6, Survival +1 (Find/Follow Tracks), Tumble +6, Use Rope +4 (bind someone)

Possessions 2 masterwork short swords, 5 daggers, masterwork chain shirt, *cloak of resistance* +1, *potion of cure light wounds*, 20 gp in miscellaneous basic gear, 50 gold.

NEDRAL CR 2

As Hired Rogue above, except he has a *potion of expeditious retreat* instead of a *potion of cure light wounds*.

ENCOUNTER 7

THUG ROGUE [1] CR 1

Male Human (Flan) Rogue 1
NE Medium humanoid (human)
Init +6; **Senses** Listen -1, Spot -1
Languages Common, Flan, Halfling

AC 16, touch 12, flat-footed 14

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

hp 5 (1 HD);

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

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

Melee Masterwork longsword +2 (1d8+1/ 19-20)

Ranged Dagger +2 (1d4+2)

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

Atk Options Sneak Attack +1d6

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

SQ Trapfinding

Feats Combat Expertise, Improved Initiative

Skills Bluff +4, Disable Device +5, Escape Artist +6,
Gather Information +3, Hide +5, Intimidate +6, Move Silently +5, Open Lock +5, Search +5, Sleight of Hand +8, Tumble +6

Possessions longsword, 2 daggers, masterwork studded leather, masterwork buckler, 48 gp in miscellaneous basic gear, 40 gold.

THUG WARRIOR [1] CR 1

Male Human (Flan) Warrior 1
NE Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Flan, Halfling

AC 17, touch 11, flat-footed 16

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

hp 7 (1 HD);

Fort +3, **Ref** +2 **Will** +0;

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

Melee Masterwork longsword +4 (1d8+2/ 19-20)

Ranged Dagger +2 (1d4+2)

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

Special Actions Improved Trip (+6 bonus)

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

Feats Combat Expertise, Improved Trip

Skills Climb +4, Handle Animal +3, Intimidate +5, Ride +6

Possessions masterwork longsword, 2 daggers, breastplate, buckler, 48 gp in miscellaneous basic gear, 70 gold.

ENCOUNTER 9

BRODY MARDEN CR 5

Male Human (Flan) Fighter 1/Wizard 4
CN Medium Human (Humanoid)
Init +2; **Senses** Listen +0, Spot +0
Languages Common, Draconic, Elven, Flan

AC 19, touch 13, flat-footed 17

(+2 Dex, +5 armor, +1 shield, +1 deflection); Dodge, Mobility

hp 23 (5 HD) plus 9 temporary hit points

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

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

Melee +1 longsword +6 (1d8+2)

Base Atk +3; **Grp** +5

Atk Options Combat Expertise

Special Actions Spells (*false life* still active)

Class Spells Prepared (CL 4th/Arcane Spell Failure 15%):

2nd—3: *bladeweave**, *glibness* (used), *false life* ‡
1st—4: *blade of blood* x2* ‡ (one used), *blades of fire**, *comprehend languages*
0—4: *detect magic*, *message*, *prestidigitation*, *read magic*

‡ Already cast, *denotes swift/immediate action spell

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

SQ Spells, Summon Familiar

Feats Dodge, Combat Expertise, Mobility, Scribe Scroll, Weapon Focus (Longsword)

Skills Concentration +9, Decipher Script +4, Diplomacy +1, Knowledge (arcane) +11, Knowledge (local: Yeomanry) +6, Knowledge (local: Sheldomar Valley) +6, Knowledge (Nobility and Royalty) +8, Profession (Merchant) +3, Ride +5, Spellcraft +13

Possessions *spell-storing (currently empty) longsword* +1, mithral breastplate, buckler, *hat of disguise*, *ring of deflection* +1

Spellbook spells prepared plus 0—All *PHB* spells, 1—*charm person*, *color spray*, *identify*, *mage armor*, 2—*knock*, *locate object*, *scorching ray*

Description Of average height (5' 10"), Brody is a lithe man. He is very light skinned for a Flan and usually overdresses in nondescript clothes. Brody takes effort to not look like a spellcaster and is usually in mithral armor, depending on his Still spell feat to cast spells. Brody has a constant fake smile (when not upset) and usually tries to remain as unreadable as possible.

Note: Brody was once Chaotic Good and over the years drifted to his current alignment. Despite his Chaotic nature, he still has his sense of honor, though twisted and liberally interpreted. In addition, though capable of possessing a familiar, Brody chooses not to summon one. Stats above include benefits from the *false life* spell.

Sources Practiced Spellcaster Feat (*Complete Arcane*), Blade of Blood Spell (*Player's Handbook II*), Spells: *blacklight*, *bladeweave*, *blades of fire* (*Spell Compendium*).

APPENDIX 2 – APL 4

ENCOUNTER 5

HIRED ROGUE [3] CR 4

Male Human (Flan) Rogue 4
NE Medium humanoid (human)
Init +3; **Senses** Listen +3, Spot -1
Languages Common, Flan, Goblinoid, Halfling

AC 18, touch 13, flat-footed 18

(+3 Dex, +5 armor)

hp 21 (4 HD);

Fort +3, **Ref** +8 **Will** +1; Evasion

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

Melee Masterwork short sword +7 (1d6+1/ 19-20) or
Primary Masterwork short sword +5 (1d6+1/ 19-20)
and

Offhand Masterwork short sword +5 (1d6/ 19-20)
with Two-Weapon Fighting

Ranged Dagger +6 (1d4+1)

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

Atk Options Sneak Attack +2d6; Fighting Defensively (-4 attacks for net +4 AC)

Combat Gear *Potion of cure light wounds*, tanglefoot bag

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

SQ Evasion, Trap Sense +1, Trapfinding, Uncanny Dodge

Feats Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Balance +4, Bluff +7, Climb +4, Diplomacy +2, Disable Device +9, Disguise +2 (acting), Escape Artist +9, Gather Information +4, Hide +9, Intimidate +6, Jump +2, Listen +3, Move Silently +9, Open Lock +10, Search +9, Sleight of Hand +9, Survival +1 (Find/Follow Tracks), Tumble +9, Use Rope +5 (bind someone)

Possessions 2 masterwork short swords, 5 daggers, *chain shirt* +1, *cloak of resistance* +1, *potion of cure light wounds*, tanglefoot bag, 28 gp in miscellaneous basic gear, 292 gold.

NEDRAL CR 4

As Hired Rogue above, except he has a *potion of expeditious retreat* instead of a *potion of cure light wounds*.

ENCOUNTER 7

THUG ROGUE [2] CR 1

Male Human (Flan) Rogue 1
NE Medium humanoid (human)
Init +6; **Senses** Listen -1, Spot -1
Languages Common, Flan, Halfling

AC 16, touch 12, flat-footed 14

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

hp 5 (1 HD);

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

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

Melee Masterwork longsword +2 (1d8+1/ 19-20)

Ranged Dagger +2 (1d4+2)

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

Atk Options Sneak Attack +1d6

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

SQ Trapfinding

Feats Combat Expertise, Improved Initiative

Skills Bluff +4, Disable Device +5, Escape Artist +6, Gather Information +3, Hide +5, Intimidate +6, Move Silently +5, Open Lock +5, Search +5, Sleight of Hand +8, Tumble +6

Possessions longsword, 2 daggers, masterwork studded leather, masterwork buckler, 48 gp in miscellaneous basic gear, 40 gold.

THUG FIGHTER [1] CR 1

Male Human (Flan) Fighter 1

NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Flan, Halfling

AC 17, touch 11, flat-footed 16

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

hp 9 (1 HD);

Fort +3, **Ref** +2 **Will** +0;

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

Melee Masterwork longsword +5 (1d8+2/ 19-20)

Ranged Dagger +2 (1d4+2)

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

Special Actions Improved Trip (+6 bonus)

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

Feats Combat Expertise, Improved Trip, Weapon Focus (longsword)

Skills Climb +4, Handle Animal +3, Intimidate +5, Ride +6

Possessions masterwork longsword, 2 daggers, breastplate, buckler, 48 gp in miscellaneous basic gear, 70 gold.

ENCOUNTER 9

BRODY MARDEN CR 7

Male Human (Flan) Fighter 1/Wizard 5/Eldritch Knight 1

CN Medium Human (Humanoid)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Draconic, Elven, Flan

AC 21, touch 13, flat-footed 19

(+2 Dex, +6 armor, +1 shield, +1 deflection, +1 natural); Dodge, Mobility

hp 32 (7 HD) plus 12 temporary hit points

Fort +6, **Ref** +3, **Will** +4

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

Melee +1 longsword +7 (1d8+2)

Base Atk +4; **Grp** +6

Atk Options Combat Expertise, Spring Attack

Special Actions Spells (*false life* still active)

Class Spells Prepared (CL 7th/Arcane Spell Failure 15%):

3rd—2: *lightning bolt* (Brody will not use this), *still glitterdust*

2nd—3: *bladeweave**, *glibness* (used), *false life* †

1st—4: *blade of blood* x2* † (one used), *blades of fire**, *comprehend languages*

0—4: *detect magic*, *message*, *prestidigitation*, *read magic*

† Already cast, *denotes swift/immediate action spell

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

SQ Spells, Summon Familiar

Feats Dodge, Combat Expertise, Mobility, Practiced Spellcaster, Scribe Scroll, Spring Attack, Still Spell, Weapon Focus (Longsword)

Skills Concentration +11, Decipher Script +5, Diplomacy +3, Knowledge (arcane) +13, Knowledge (local: Yeomanry) +6, Knowledge (local: Sheldomar Valley) +6, Knowledge (Nobility and Royalty) +8, Profession (Merchant) +3, Ride +5, Sense Motive +5, Spellcraft +15

Possessions *spell-storing (currently empty) longsword* +1, *mithral breastplate* +1, buckler, *amulet of natural armor* +1, *hat of disguise*, *ring of deflection* +1

Spellbook spells prepared plus 0—All PHB spells, 1—*charm person*, *color spray*, *identify*, *mage armor*, *featherfall*, 2—*knock*, *invisibility*, *locate object*, *scorching ray*, 3—*blacklight*, *dispel magic*, *heroism*, *tongues*

Description Of average height (5' 10"), Brody is a lithe man. He is very light-skinned for a Flan and usually overdresses in nondescript clothes. Brody takes effort to not look like a spellcaster and is usually in mithral armor, depending on his Still spell feat to cast spells. Brody has a constant fake smile (when not upset) and usually tries to remain as unreadable as possible.

Note: Brody was once Chaotic Good and over the years drifted to his current alignment. Despite his Chaotic nature, he still has his sense of honor, though twisted and liberally interpreted. In addition, though capable of possessing a familiar, Brody chooses not to summon one. Stats above include benefits from the *false life* spell.

Sources Practiced Spellcaster Feat (*Complete Arcane*), *blade of blood* Spell (*Player's Handbook II*), Spells: *blacklight*, *bladeweave*, *blades of fire* (*Spell Compendium*).

APPENDIX 3 – APL 6

ENCOUNTER 5

HIRED ROGUE [3] CR 6

Male Human (Flan) Rogue 6
NE Medium humanoid (human)
Init +3; **Senses** Listen +5, Spot -1
Languages Common, Flan, Goblinoid, Halfling

AC 19, touch 14, flat-footed 19
(+3 Dex, +5 armor, +1 Deflection)

hp 31 (6 HD);

Fort +4, **Ref** +9 **Will** +2; Evasion

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

Melee Masterwork short sword +9 (1d6+1/ 19-20) or
Primary Masterwork short sword +7 (1d6+1/ 19-20)
and

Offhand Masterwork short sword +7 (1d6/ 19-20)
with Two-Weapon Fighting

Ranged Dagger +7 (1d4+1)

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

Atk Options Sneak Attack +3d6; Fighting Defensively (-4 attacks for net +4 AC)

Combat Gear *Potion of cure moderate wounds*, *potion of cure light wounds*, tanglefoot bag

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

SQ Evasion, Trap Sense +2, Trapfinding, Uncanny Dodge

Feats Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Balance +4, Bluff +9, Climb +5, Diplomacy +2, Disable Device +11, Disguise +2 (acting), Escape Artist +11, Gather Information +5, Hide +11, Intimidate +7, Jump +2, Listen +5, Move Silently +11, Open Lock +12, Search +11, Sleight of Hand +10, Survival +1 (Find/Follow Tracks), Tumble +11, Use Rope +5 (bind someone)

Possessions 2 masterwork short sword, 5 daggers, *chain shirt* +1, *cloak of resistance* +1, *potion of cure moderate wounds*, *potion of cure light wounds*, *ring of deflection* +1, tanglefoot bag, 28 gp in miscellaneous basic gear, 292 gold.

NEDRAL CR 6

As Hired Rogue above, except he has a *potion of expeditious retreat* instead of a *potion of cure light wounds*.

ENCOUNTER 7

THUG ROGUE [2] CR 2

Male Human (Flan) Rogue 2
NE Medium humanoid (human)
Init +6; **Senses** Listen -1, Spot -1
Languages Common, Flan, Halfling

AC 16, touch 12, flat-footed 14
(+2 Dex, +3 armor, +1 shield)

hp 10 (2 HD);

Fort +1, **Ref** +5 **Will** -1; Evasion

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

Melee Masterwork longsword +4 (1d8+1/ 19-20)

Ranged Dagger +3 (1d4+2)

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

Atk Options Sneak Attack +1d6

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

SQ Evasion, Trapfinding

Feats Combat Expertise, Improved Initiative

Skills Balance +4, Bluff +5, Diplomacy +2, Disable Device +6, Disguise +2 (acting), Escape Artist +7, Gather Information +4, Hide +6, Intimidate +7, Jump +4, Move Silently +6, Open Lock +6, Search +6, Sleight of Hand +8, Survival +1 (Find/Follow Tracks), Tumble +7, Use Rope +4 (bind someone)

Possessions masterwork longsword, 2 daggers, masterwork studded leather, masterwork buckler, 48 gp in miscellaneous basic gear, 40 gold.

THUG FIGHTER [2] CR 2

Male Human (Flan) Fighter 1/Rogue 1
NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +5

Languages Common, Flan, Halfling

AC 17, touch 11, flat-footed 16
(+1 Dex, +5 armor, +1 shield)

hp 15 (2 HD);

Fort +3, **Ref** +4 **Will** +0;

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

Melee Masterwork longsword +5 (1d8+2/ 19-20)

Ranged Dagger +2 (1d4+2)

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

Atk Options Sneak Attack +1d6

Special Actions Improved Trip (+6 bonus)

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

SQ Trapfinding

Feats Combat Expertise, Improved Trip, Weapon Focus (longsword)

Skills Climb +6, Gather Information +3, Handle Animal +3, Intimidate +6, Ride +8, Spot +5

Possessions masterwork longsword, 2 daggers, masterwork breastplate, masterwork buckler, 48 gp in miscellaneous basic gear, 70 gold.

ENCOUNTER 9

BRODY MARDEN CR 9

Male Human (Flan) Fighter 1/Wizard 5/Eldritch Knight 3
CN Medium Human (Humanoid)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Draconic, Elven, Flan

AC 22, touch 13, flat-footed 20

(+2 Dex, +6 armor, +2 shield, +1 deflection, +1 natural); Dodge, Mobility

hp 42 (9 HD) plus 14 temporary hit points

Fort +9, Ref +6, Will +7

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

Melee +1 longsword +12 (1d8+3) or
+1 longsword +12/+7 (1d8+3)

Base Atk +6; **Grp** +8

Atk Options Arcane Strike (Swift Action—sacrifice a spell and gain the spell level to weapon attack rolls and 1d4 per spell level to weapon damage rolls for 1 round), Combat Expertise, Spring Attack

Special Actions Spells (*false life* and *heroism* spells still active)

Class Spells Prepared (CL 9th/Arcane Spell Failure 15%):

4th—2: *explosive cascade* ‡, *ruin delver's fortune**

3rd—3: *heroism* ‡, *lightning bolt* (Brody will not use this), *still glitterdust*

2nd—4: *bladeweave**, *glibness* (used), *false life* ‡, *still magic missile*

1st—5: *blade of blood* x2*, *blades of fire**, *comprehend languages*, *feather fall**

0—4: *detect magic*, *message*, *prestidigitation*, *read magic*

‡ Already cast, *denotes swift/immediate action spell

Abilities Str 14, Dex 14, Con 12, Int 18, Wis 10, Cha 8

SQ Spells, Summon Familiar

Feats Arcane Strike, Dodge, Combat Expertise, Mobility, Practiced Spellcaster, Scribe Scroll, Spring Attack, Still Spell, Weapon Focus (Longsword)

Skills Concentration +15, Decipher Script +9, Diplomacy +5, Knowledge (arcane) +18, Knowledge (local: Yeomanry) +10, Knowledge (local: Sheldomar Valley) +10, Knowledge (Nobility and Royalty) +11, Profession (Merchant) +5, Ride +9, Sense Motive +8, Spellcraft +20

Possessions spell-storing (currently empty) longsword +1, mithral breastplate +1, buckler +1, amulet of natural armor +1, hat of disguise, headband of intellect +2, ring of deflection +1

Spellbook spells prepared plus 0—All *PHB* spells, 1—*charm person*, *color spray*, *identify*, *mage armor*, 2—*knock*, *invisibility*, *locate object*, *scorching ray*, 3—*dispel magic*, *haste*, *fireball*, *tongues*, 4—*confusion*, *stoneskin*

Description Of average height (5' 10"), Brody is a lithe man. He is very light-skinned for a Flan and usually overdresses in nondescript clothes. Brody takes effort to not look like a spellcaster and is usually in mithral armor, depending on his Still spell feat to cast spells. Brody has a constant fake smile (when not upset) and usually tries to remain as unreadable as possible.

Note: Brody was once Chaotic Good and over the years drifted to his current alignment. Despite his Chaotic nature, he still has his sense of honor, though twisted and liberally interpreted. In addition, though capable of possessing a familiar, Brody chooses not to summon one. Stats above include benefits from the *false life* and *heroism* spells.

Sources Arcane Strike Feat (*Complete Warrior*), Practiced Spellcaster Feat (*Complete Arcane*), *blade of blood* Spell (*Player's Handbook II*), Spells:

blacklight, *bladeweave*, *blades of fire*, *explosive cascade*, *ruin delver's fortune* (*Spell Compendium*).

APPENDIX 4 – APL 8

ENCOUNTER 5

HIRED ROGUE [3] CR 8

Male Human (Flan) Rogue 8

NE Medium humanoid (human)

Init +4; **Senses** Listen +6, Spot -1

Languages Common, Flan, Goblinoid, Halfling

AC 20, touch 15, flat-footed 20; Two-Weapon Defense (+4 Dex, +5 armor, +1 Deflection);

hp 42 (8 HD);

Fort +4, **Ref** +11 **Will** +2; Evasion

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

Melee Masterwork short sword +12 (1d6+2/ 19-20) or Primary Masterwork short sword +10/+5 (1d6+2/ 19-20) and Offhand Masterwork short sword +10 (1d6+1/ 19-20) with Two-Weapon Fighting

Ranged Dagger +10/+5 (1d4+2)

Base Atk +6; **Grp** +8

Atk Options Sneak Attack +4d6; Fighting Defensively (-4 attacks for net +4 AC)

Combat Gear *Potion of cure moderate wounds*, *potion of cure light wounds*, tanglefoot bag

Abilities Str 14, Dex 18, Con 12, Int 14, Wis 8, Cha 10

SQ Evasion, Improved Uncanny Dodge, Trap Sense +2, Trapfinding, Uncanny Dodge

Feats Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Balance +5, Bluff +11, Climb +7, Diplomacy +2, Disable Device +13, Disguise +2 (acting), Escape Artist +14, Gather Information +6, Hide +14, Intimidate +9, Jump +3, Listen +6, Move Silently +14, Open Lock +15, Search +13, Sleight of Hand +12, Survival +1 (Find/Follow Tracks), Tumble +14, Use Rope +6 (bind someone)

Possessions 2 masterwork short swords, 5 daggers, *chain shirt* +1, *cloak of resistance* +1, *gloves of dexterity* +2, *potion of cure moderate wounds*, *potion of cure light wounds*, *ring of deflection* +1, tanglefoot bag, 28 gp in miscellaneous basic gear, 92 gold.

NEDRAL CR 8

As Hired Rogue above, except he has a *potion of expeditious retreat* instead of a *potion of cure light wounds*.

ENCOUNTER 7

THUG ROGUE [3] CR 3

Male Human (Flan) Rogue 3

NE Medium humanoid (human)

Init +6; **Senses** Listen -1, Spot -1

Languages Common, Flan, Halfling

AC 16, touch 12, flat-footed 14 (+2 Dex, +3 armor, +1 shield)

hp 15 (3 HD);

Fort +2, **Ref** +5 **Will** +0; Evasion

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

Melee Masterwork longsword +5 (1d8+1/ 19-20)

Ranged Dagger +4 (1d4+2)

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

Atk Options Sneak Attack +2d6

Special Actions Improved Feint (+6 bonus)

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

SQ Evasion, Trap Sense +1, Trapfinding

Feats Combat Expertise, Improved Feint, Improved Initiative

Skills Balance +4, Bluff +6, Diplomacy +2, Disable Device +7, Disguise +2 (acting), Escape Artist +8, Gather Information +5, Hide +7, Intimidate +7, Jump +4, Move Silently +7, Open Lock +7, Search +7, Sleight of Hand +9, Survival +1 (Find/Follow Tracks), Tumble +8, Use Rope +4 (bind someone)

Possessions masterwork longsword, 2 daggers, masterwork studded leather, masterwork buckler, 48 gp in miscellaneous basic gear, 40 gold.

THUG FIGHTER [3] CR 3

Male Human (Flan) Fighter 2/Rogue 1

NE Medium humanoid (human)

Init +5; **Senses** Listen +0, Spot +5

Languages Common, Flan, Halfling

AC 17, touch 11, flat-footed 16 (+1 Dex, +5 armor, +1 shield)

hp 24 (3 HD);

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

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

Melee Masterwork longsword +6 (1d8+2/ 19-20)

Ranged Dagger +3 (1d4+2)

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

Atk Options Sneak Attack +1d6

Special Actions Improved Trip (+6 bonus)

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

SQ Trapfinding

Feats Combat Expertise, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (longsword)

Skills Climb +7, Gather Information +2, Handle Animal +4, Intimidate +5, Ride +10, Spot +5

Possessions masterwork longsword, 2 daggers, masterwork breastplate, masterwork buckler, 48 gp in miscellaneous basic gear, 70 gold.

ENCOUNTER 9

BRODY MARDEN CR 11

Male Human (Flan) Fighter 1/Wizard 5/Eldritch Knight 5

CN Medium Human (Humanoid)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Draconic, Elven, Flan

AC 23, touch 13, flat-footed 21

(+2 Dex, +7 armor, +2 shield, +1 deflection, +1 natural); Dodge, Mobility
hp 53 (11 HD) plus 16 temporary hit points
Fort +10, Ref +6, Will +7

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

Melee +1 longsword +14 (1d8+3) or
+1 longsword +14/+9 (1d8+3)

Base Atk +8; Grp +10

Atk Options Arcane Strike (Swift Action—sacrifice a spell and gain the spell level to weapon attack rolls and 1d4 per spell level to weapon damage rolls for 1 round), Combat Expertise, Spring Attack

Special Actions Spells (*false life* and *heroism* spell still active)

Class Spells Prepared (CL 11th/Arcane Spell Failure 15%):

5th—1: *teleport* ‡

4th—3: *explosive cascade*, *still blacklight*, *ruin delver's fortune**

3rd—4: *heroism* ‡, *lightning bolt* (Brody will not use this), *still scorching ray* x2

2nd—5: *bladeweave**, *glibness* (used), *false life* ‡, *still magic missile* x2

1st—5: *blade of blood* x2*, *blades of fire**, *comprehend languages*, *feather fall**

0—4: *detect magic*, *message*, *prestidigitation*, *read magic*

‡ Already cast, *denotes swift/immediate action spell

Abilities Str 14, Dex 14, Con 12, Int 18, Wis 10, Cha 8

SQ Spells, Summon Familiar

Feats Arcane Strike, Dodge, Combat Expertise, Mobility, Practiced Spellcaster, Scribe Scroll, Spring Attack, Still Spell, Weapon Focus (Longsword)

Skills Concentration +17, Decipher Script +11, Diplomacy +5, Knowledge (arcane) +20, Knowledge (local: Yeomanry) +10, Knowledge (local: Sheldomar Valley) +10, Knowledge (Nobility and Royalty) +11, Profession (Merchant) +6, Ride +11, Sense Motive +9, Spellcraft +22

Possessions *spell-storing (currently empty) longsword* +1, *mithral breastplate* +2, *buckler* +1, *amulet of natural armor* +1, *hat of disguise*, *headband of intellect* +2, *ring of counterspells (dispel magic)*, *ring of deflection* +1

Spellbook spells prepared plus 0—All PHB spells, 1—*charm person*, *color spray*, *identify*, *mage armor*, 2—*knock*, *glitterdust*, *invisibility*, *locate object*, 3—*dispel magic*, *haste*, *fireball*, *tongues*, 4—*confusion*, *fire shield*, *stoneskin*, 5—*feeblemind*, *wall of force*

Description Of average height (5' 10"), Brody is a lithe man. He is very light-skinned for a Flan and usually overdresses in nondescript clothes. Brody takes effort to not look like a spellcaster and is usually in mithral armor, depending on his Still spell feat to cast spells. Brody has a constant fake smile (when not upset) and usually tries to remain as unreadable as possible.

Note: Brody was once Chaotic Good and over the years drifted to his current alignment. Despite his Chaotic nature, he still has his sense of honor, though twisted and liberally interpreted. In addition, though capable

of possessing a familiar, Brody chooses not to summon one. Stats above include benefits from the *false life* and *heroism* spells.

Sources Arcane Strike Feat (*Complete Warrior*), Practiced Spellcaster Feat (*Complete Arcane*), *blade of blood* Spell (*Player's Handbook II*), Spells: blacklight, bladeweave, blades of fire, explosive cascade, ruin delver's fortune (*Spell Compendium*).

APPENDIX 5 – ALL APLS (NPCS)

ENCOUNTER 1

DOLPH ANSELM

CR 12

Male Human (Suel) Ex-Bard 2/Fighter 6/Duelist 4

LG Medium Human (Humanoid)

Init +8; **Senses** Listen +8, Spot +0

Languages Common, Elven, Flan, Giant, Goblin, Orc, Suel, Sylvan, Undercommon

AC 26, touch 21, flat-footed 17

(+6 Dex, +3 class, +5 armor, +2 deflection); Dodge, Mobility

hp 75 (12 HD)

Immune Any magical (spell, spell-like or supernatural) ability that directly manipulates Dolph's hit points.

Fort +7, **Ref** +19, **Will** +8

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

Melee +1 Holy Elven Thinblade +19 (1d8+4 / 15-20) or +1 Holy Elven Thinblade +19/+14/+9 (1d8+4 / 15-20)

Base Atk +11; **Grp** +12

Special Actions Bardic Music (2/day--Countersong, Fascinate, Inspire Courage +1)

Combat Gear 2 *potion of fly*

Class Spells Known (CL 2th):

1st (1/day)—*detect secret doors, feather fall*

0 (3/day)—*dancing lights, detect magic, open/close, prestidigitation, read magic*

Abilities Str 13, Dex 22, Con 8, Int 16, Wis 10, Cha 12

SQ Bardic Knowledge +5, Canny Defense, Enhanced Mobility, Grace (included above in stats), Improved Reaction (included above in stats)

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (Elven Thinblade), Improved Critical (Rapier), Mobility, Mounted Combat, Power Attack, Weapon Finesse, Weapon Focus (Rapier), Weapon Specialization (Elven Thinblade)

Skills Balance +16, Climb +7, Diplomacy +10, Gather Information +3, Handle Animal +7, Jump +14, Knowledge (Local: Sheldomar Valley) +8, Knowledge (Nobility & Royalty) +8, Listen +8, Perform +6, Ride +17, Sense Motive +8, Speak Language N/A, Tumble +22,

Possessions *holy elven thinblade* +1, *bracers of armor* +5, *gloves of dexterity* +4, *headband of intellect* +2, 2 *potion of fly*, *ring of deflection* +2, *vest of resistance* +2

Canny Defense (Ex) When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If a duelist is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Enhanced Mobility (Ex) When wearing no armor and not using a shield, a duelist gains an additional +4

bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

Description Standing well over six feet tall, his presence is towering. He is also very well defined muscularly but with a grace that seems out of place with his body frame. He tends to dress loudly, either reds or yellows, and is usually just a small step below garish.

Dolph is a romantic at heart. He believes the good guys always win and that he is definitely one of the good guys. Due to his charmed life and success at adventuring, this has also led to a small amount of conceit within him. Dolph always tries to be helpful but usually believes that he is one of (if not the) best fighter in any group of people he is with. His words are usually very diplomatic with a hint of superiority in his tone.

Dolph mainly seeks to do good deeds and help his fellow Yeoman. During this scenario, much of Dolph's actions will be motivated by his good memories of Marn and his desire to prevent Brody from taking away Marn's last gift to him. There's also a childish desire within Dolph to 'beat' Brody as well. Towards Brody, most rules of civility are forgotten as six years of bad blood between them are instantly remembered.

Note Dolph suffers from the effects of a curse he acquired in his earlier adventuring days. At the time, he lacked the ability to remove it, and as time went on, he's been less inclined to remove the curse due to the benefits the curse grants. The full details of the curse are outside the scope of this adventure, but simply put, the curse prevents any direct magical manipulation of Dolph's hit point total, including spells or spell-like and supernatural abilities. As such, cure wounds spells fail on Dolph as well as spells/abilities that increase his Constitution score like *bear's endurance*. Similarly, detrimental spells such as *harm* or a wraith's Constitution Drain also fail. Spells that simply do damage to Dolph still affect him normally.

Sources Elven Thinblade (*Complete Warrior*).

ENCOUNTER 7

CARRICK

CR 8

Male Human (Flan) Rogue 8

NE Medium humanoid (human)

Init +7; **Senses** Listen +6, Spot +5

Languages Common, Flan, Halfling, Suel

AC 20, touch 16, flat-footed 20

(+4 Dex, +4 armor, +2 Deflection);

hp 42 (8 HD);

Fort +3, **Ref** +9 **Will** +1; **Evasion**

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

Melee +1 rapier +11 (1d6+1/ 18-20)

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

Atk Options Sneak Attack +4d6; Fighting Defensively (-4 attacks for net +3 AC)

Combat Gear *Potion of cure light wounds, potion of fly, potion of gaseous form, potion of invisibility, scroll of teleport, wand of glitterdust*

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

SQ Evasion, Improved Uncanny Dodge, Trap Sense +2, Trapfinding, Uncanny Dodge

Feats Danger Sense, Improved Initiative, Weapon Finesse, Weapon Focus (short sword)

Skills Appraise +8, Balance +5, Bluff +13, Decipher Script +9, Diplomacy +6, Disguise +4 (acting), Escape Artist +10, Forgery +11, Gather Information +10, Jump +2, Knowledge (Local: Sheldomar Valley) +10, Listen +6, Move Silently +14, Open Lock +14, Search +14, Sense Motive +4, Sleight of Hand +12, Spot +5, Survival +1 (Find/Follow Tracks), Tumble +14, Use Magic Device +7 (+9 scrolls) Use Rope +5 (bind someone)

Possessions *rapier +1, studded leather +1, gloves of dexterity +2, potion cure light wounds, potion of fly, potion of gaseous form, potion of invisibility, ring of deflection +2, scroll of teleport, wand of glitterdust, 28 gp in miscellaneous basic gear, 30 gold.*

Description Carrick dresses in practical clothing of a nondescript dark nature, though more form fitting than Brody. His clothes usually have lots of pockets, including a few secret ones. Possessed of typical Flan features, Carrick tends to keep his face just bland enough to give the average person a difficult time describing him.

Carrick is a man of secrets. He prefers to hold all of the cards and tries to act only when he does. Otherwise, he tries to use others to act for him, so he can maintain a level of disassociation when things do not go as expected. In times of desperation, he will reach out to others, but prefers to handle things himself. He tries to maintain an air of mystery about him so that his movements can go undetected if needed. The other notable portion of Carrick's personality is his sense of good. Almost a well-intentioned vigilante in execution, Carrick has no problem greasing a few palms or 'convincing' a few folks to get the information he wants and the outcome for the good of the people.

Sources Danger Sense Feat (*Complete Adventurer*)

DM AID #1: THE BROTHERHOOD OF DUELISTS

The Brotherhood of Duelists fosters the skills of swordsmanship and fair play among equals. Members of the Brotherhood are educated on the fine arts of swordplay, weapon skills, and the value of sportsmanship. The Duelists foster the dueling tradition that was nearly lost after the Yeomanry broke with Keoland. With the loss of the nobility, at least in title, there was little call for the services of duelists as champions. The spirit of swordsmanship found a home among members of the military who wanted to retain the old styles and traditions while keeping with the new ideals of the democratic Yeomanry Government. This is the only way to legally duel in the Yeomanry.

Established as a method of ranking warriors within the Yeomanry, the Brotherhood of Duelists has grown past its military origin. Originally the "Dueling Club," the choice of 'club' over a word like 'guild' noted the independent nature of the organization and distanced it from the growing mercantile powers using 'guild.' The Brotherhood is a fairly sizable organization with chapter houses in Loftwick, Longspear, and Westburn. Farvale and North Reach often host Melees, but do not have permanent facilities for the Brotherhood.

Dueling laws in the Yeomanry began fairly simply, allowing for an armed settlement of disputes so long as an independent source could vouch for the consent of both parties to do so. Eventually the laws were changed so that only members of the Brotherhood might engage in such combats. An important note to these laws is the inviolability of a duel; interfering through magical or mundane reasons is a criminal offense.

Trial by combat still exists in the Yeomanry. Duelists can legally be retained as champions in such combats. Combat trials are generally to the death and terms of the combat are not as formal as the Brotherhood's dueling bylaws; the terms of the combat are instead set at the trial. Compensation is negotiated on a case-by-case basis by the Duelist with the person who seeks a champion. This practice is looked down upon by much of the populace but it is very lucrative for surviving Duelists.

The current incarnation of the Brotherhood maintains the old values and offers a valuable service to the Council of Common Grosspokesmen; a source of training and discipline that is not directly funded by the government. The Brotherhood is seen as a tactical, if unorthodox, asset by the Freeholder. Because of the Keoish origin and upper class nature of the dueling tradition, it should be noted that Duelists are often seen, rightly or not, as Royalists (Keoish sympathizers) by Yeoman commoners.

The Duelists' motto, "One heart, One country, One blade" echoes this dual sense of competition and unity. Most of the weapons provided as prizes for the Melees and Grand Melees have this motto inscribed along it.

Yeomanry PCs looking to join this organization must be vouched for membership by an Armsman member of the Brotherhood they met in play. PCs begin as Initiates. Participation in the first duel promotes the Initiate to Armsman, win or lose. Armsmen are full members of the Brotherhood and have the right to enter Melees, but they do not have the right to vote. An Armsman earns Voting Rights by winning a duel.

DM AID #2: HARANSHIRE HOUSE NPCS

The Haranshire House: The inns and taverns of Newick are for the most part hastily constructed structures and the Haranshire House is no exception. Since the establishment is typically patronized by adventurers, it is one of the more prosperous and larger inns in Newick. The Haranshire House is both a notable inn due to its stay-over guests as well as a hotspot tavern, since oft times adventurers can be found here looking for work. The inn is managed by Erdenson, nicknamed “Centipede”, and he has a small staff of approximately 10 people working for him. The most notable NPCs are described below.

Erdenson a.k.a. “Centipede”: A very irritating gnome, Erdenson earned his nickname due to his ridiculously bushy eyebrows. Most believe he is only tolerated by adventurers due to the secrets he often possesses, including knowledge of secrets that can lead to a huge cache of magical treasure somewhere in the Hool. However, Erdenson avoids giving anyone information about this and usually points adventurers to other jobs that are still prosperous for the adventurer. Erdenson is also very good at overhearing the conversation of others and has used his capably nosy nature to retain his clientele by discovering what they were seeking and leaving notes inside their rooms.

Donna, the morning shift leader: Donna is a motherly woman of middle age who possesses a bright disposition. She is a Flan human, tall in height and solidly built around her torso. She is a very optimistic woman and does her best to help others to get into the mood of dealing with the world that day. Primarily, she acts as waitress and room service to the inn’s guests. The PCs are unlikely to have any interaction with her.

Cirale, the afternoon shift leader: Cirale is a middle-aged halfling female, though with a less talkative disposition than most others who work at the Haranshire House. Cirale is of below average height, but is a capable and muscular halfling. Due to the nature of her shift, she tends to interact with the guests the least and thus does not possess the same social graces as her fellow workers. Strangely, this characteristic of hers strongly endears her to Erdenson, and Erdenson believes she is the only one who doesn’t lie about her true feelings. Primarily, she acts as the housekeeper of the inn. Only PCs who leave Dolph’s side during the day will likely interact with her.

Alice, the evening shift leader: Alice is a very attractive Suel woman in her mid 20s. She is often cited as the reason so many patron the Haranshire House at night, since she is so easy on the eyes. She is also a very conversational person, willing to talk to anyone and feeling like they are good friends within minutes. Alice is a mostly open individual, willing to talk about almost anything. Because of this, she is also a great source of gossip and current events in town as most tongues are loosened when she is around. Due to Erdenson’s past disapproval of her ‘friendliness’ with customers, Alice does avoid getting into long, drawn out conversations until she is done with any immediate tasks for the Haranshire House. Luckily for her, her proficiency still allows her to speak with guests often. Primarily, she is the main waitress of the tavern at night while Erdenson runs the bar, checking guests into rooms as they arrive with intentions of staying at the Haranshire House. The PCs will likely interact with her.

DM AID #3: CONVERSATION FROM ENCOUNTER 4

Keats: Now perhaps we can settle this without you two sinking to the level of juvenile barbarism.

<a long pause>

Keats: Dolph, Marn's will is an unfinished writing. The only clear directive given is that his business is to be given to his closest adventuring companion. Now please state your claim as to why you believe that would be you.

Dolph: Marn and I <pause> and Brody, were members of the militia together and we eventually joined into an adventuring band. Though there were others in the group, Marn and I <sigh> and Brody had a friendship that was above and beyond the group. But Brody was always the headstrong one, while Marn and I were more levelheaded. Frankly, we bonded more with each other because of our personalities while Brody ran off at the mouth. Later, Marn retired from adventuring life after a pretty stressful experience and Brody and I split up soon after that. Since that time, I've visited Marn and Rhea whenever I had a chance and I've always been a warmly welcomed guest in their home, as Rhea can attest to.

Brody: Interesting. Then why did it take you so long to respond to the summons of Marn's death?

Dolph: I was serving the interests of the Yeomanry in various missions and I've been out of touch a bit.

Brody: Hah! Tell me, when was the last time you took a break from your 'duties'.

<a pause>

Dolph: Good people like myself don't take breaks when there's still work to be done.

Brody: Really? I bet that means you haven't 'taken a break' to see Marn in forever. When was the last time you saw him in person?

<a pause>

Dolph: Two years ago. But I've corresponded with Marn regularly!

Brody: (dripping with sarcasm) Fantastic, you're a pen pal! At least I had the decency to show up at Marn's birthday party. I've visited him in person at least six times a year for the past half decade. So how can you claim you are the better friend?

Dolph: You can't measure friendship in visits.

Brody: Oh, how do you measure it? By how much ink you ship to him because you are too busy with some "greater purpose?"

Dolph: Don't you dare insult me!

Keats: Calm down gentlemen.

Brody: Sorry, I have trouble being calm like perfect Dolph over there when I'm the hothead who runs his mouth.

Dolph: You almost run it faster than your legs after I've dueled you!

Keats: Cool It Now!

Brody: I'm not afraid of pretty-boy arrogant jerks like you!

Dolph: That sure looked like fear in your eyes last time I whipped your sorry keister! Or maybe it was self-pity when you realized just how pathetic you really are!

Brody: That's IT! I'm sick of you and your attitude.

Keats: STOP THIS!

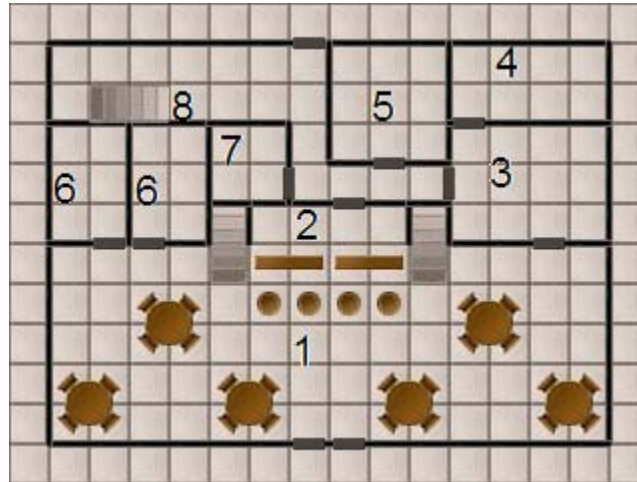
Brody: Let's finally settle this! I challenge you to a duel to the death!

Dolph: I accept! The grove just outside the cave where we fought that half-fiend Naga; one hour past dawn!

Brody: Done!

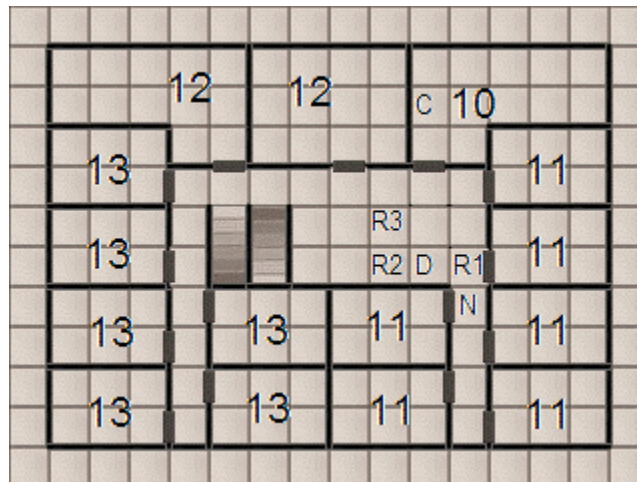
DM AID #4: MAP #1 – HARANSHIRE HOUSE

Floor 1



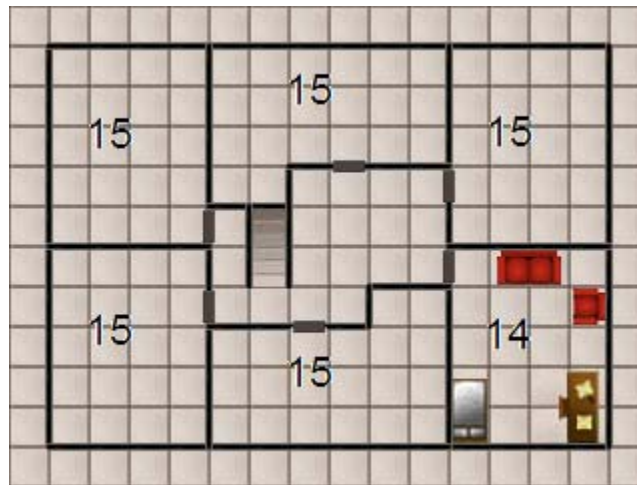
- | | |
|---|---|
| 1. Dining Hall / Tavern (has multiple windows). | 5. Storeroom |
| 2. Bar / Innkeeper desk | 6. Meeting Room |
| 3. Kitchen | 7. Storeroom for Bar and Room Keys |
| 4. Storeroom | 8. Open Area for Staff / Stairs to Cellar |

Floor 2



9. Open area for Inn's guests and hallways (windows at the hallways). Has placement for the NPCs in Encounter 5. R1, R2, and R3 are the Hired Rogues. N is Nedra. D is Dolph.
10. Dolph's Room. Has a window on the right side of the room. For Encounter 5, C is 'Carrick's' location.
11. PCs' Rooms. Where possible, rooms have a window either on the bottom or right side of the room.
- 12/13. Large and Standard guest rooms. Some are occupied by other guests. Where possible, rooms have a window either on the bottom or left side of the room. The room in the upper central area of the floor map does not have a window (and is usually given to those extra paranoid groups of adventurers who have no care of privacy or of the fact they are sleeping in a well-policed town).

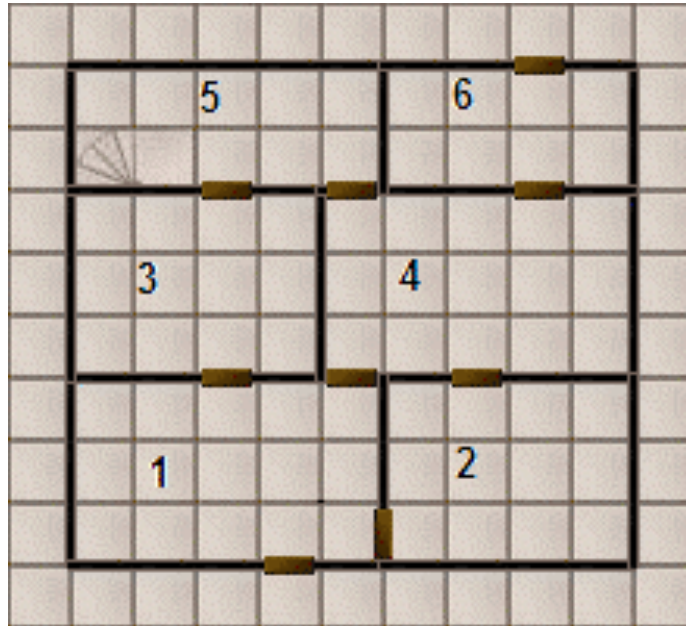
Floor 3



14. Brody's Suite.

15. Suites for other guests, though most are currently empty. The other suites are decorated similarly to the suite Brody is staying in.

DM AID #5: MAP #2 – THUGS' HIDEOUT



Note: All of the rooms have been altered from their original intent. The rooms are empty except for a few leftover pieces of furniture from the room's original purpose.

- | | |
|-----------------------------|----------------|
| 1. Front Room/Sitting Area. | 4. Dining Room |
| 2. Bedroom | 5. Kitchen |
| 3. Bedroom | 6. Office |

DM AID #6: RULES OF THE DUEL

The rules of a duel between members of the Brotherhood of Duelists are usually the results of a negotiation resulting in the terms of the duel. Just about all aspects of a duel are up for negotiation, but there are a few hard guidelines that come from the highest members of the Brotherhood.

- A member cannot challenge another member of a lower tier/skill ranking.
- Once the duel has been accepted, only the challenger can call off the duel and must directly inform the challenged when the duel is called off.
- The challenger must provide an impartial observer to witness the duel. This observer must be either a fellow member of the Brotherhood of Duelists, a respected official of the Yeomanry, or a respected government official of a nation allied with the Yeomanry.
- The challenged always chooses the time of the duel, though it is generally considered bad form to choose a time in the middle of the night or a time more than a month in the future.
- Once the duel has been accepted and terms decided, neither of the duelists, nor their companions, may have casual contact with the opposing duelist. In fact, it is suggested that both parties interact with each other as little as possible until time of the duel.

Neither duelist can take actions that would lead to the harm of the opposing duelists. Inaction to prevent harm to a fellow duelist is not considered breaking this rule, though again is still considered bad form.

- Given those guidelines, the rules of the duel are whatever the challenger and challenged negotiated as the rules, including victory conditions. Unless specifically negotiated otherwise, duelists are expected to:
 - begin 30 feet away from each other when the duel begins.
 - not use movement methods that are generally unavailable to your opponent, such as flight.
 - not allow more than 1000 feet between themselves and their opponent. To fail to do so is to invite disqualification and again is bad form.

QUICK DUEL OPTION

If running short of time or the players are averse to fully rolling dice out for the duel, this option can be used instead. However, this version should only be used if a PC is involved in the duel and thus is no longer a duel to the death. Otherwise, the text given in Encounter 10 should be used to describe the duel between Dolph and Brody.

In this version of the Duel, both participants involve themselves in five rounds of attack rolls. Each participant's attack roll must be unmodified by any situational modifier that the participant possesses. Modifiers that apply to all attacks made by the participant when using a particular weapon are still acceptable. Fighting defensively, Combat Expertise and similar abilities/feats are also acceptable.

In each round, each participant makes an attack roll and compares it to their target's AC. The winner of each round is the participant who exceeded their opponent's AC the most. For example, if Brody's attack roll resulted in 29 vs. Dolph's AC of 26 and Dolph's attack roll resulted in 26 vs. Brody's AC of 21, Dolph would win that round since he exceeded Brody's AC by five points.

The best of five rounds is declared the winner.

DM AID: NEW RULES

NEW FEATS

Arcane Strike (*Complete Warrior*)

You can channel arcane energy into your melee attacks.

Prerequisite: Ability to cast 3rd-level arcane spells, base attack bonus +4.

Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

For example, Yarren the bladesinger has a base attack bonus of +11 and the ability to cast 4th-level arcane spells. On his turn, he chooses to sacrifice one of his 4th-level spells for the day, marking it off as if he had cast it. Until his next turn, Yarren gains an extra +4 bonus on his attack rolls and an extra 4d4 points of damage with a single melee weapon of his choice (his rapier).

Danger Sense (*Complete Adventurer*)

You are one twitchy individual.

Prerequisite: Improved Initiative.

Benefit: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Practiced Spellcaster (*Complete Arcane*)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain non-caster-level HD you may be able to apply the rest of the bonus. For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD). A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

NEW ITEMS

Elven Thinblade (*Races of the Wild*)

This rapierlike exotic weapon is the size of a longsword but much lighter. Like the lightblade, it is favored by dexterous Elf fighters and rogues.

A character can use the Weapon Finesse feat to apply his Dexterity modifier instead of his Strength modifier to attack rolls with an Elven thinblade.

Characters proficient with the Elven thinblade may treat it as a rapier or longsword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

NEW SPELLS

Blacklight (*Spell Compendium*)

Evocation [Darkness]

Level: Darkness 3, Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

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

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

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

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

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

Blacklight counters or dispels any light spell of equal or lower level, such as daylight.

Material Component: A piece of coal and the dried eyeball of any creature.

Blade of Blood (Players Handbook II)

Necromancy

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Red blood erupts along the weapon's blade, bludgeon or point. The blood drips to spatter in thick, viscous drops upon the ground.

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Blades of Fire (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

With a word your weapons burst into flame. You feel no heat and the flames merely tickle your skin.

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Bladeweave (Spell Compendium)

Illusion [Pattern]

Level: Bard 2, Sorcerer/Wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: See text

With a shout you unleash the power of the spell, causing every movement you make with your weapon to seem beautiful and full of flourish.

Once per round, choose one target that you successfully attacked with a melee weapon. That creature must succeed on a Will save or be dazed for 1 round. Spell resistance applies to this effect.

Explosive Cascade (Spell Compendium)

Evocation [Fire]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Area: One 5-ft. square/level, all of which must be connected in one continuous path (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You hold the metal tube out from your body and cast the spell. A bright ball of flame manifests and skips across the battlefield, immolating targets in its path.

You create a path of flame when you cast this spell. Anything along this path takes 1d6 points of fire damage per caster level (maximum 10d6) to all creatures and objects it touches. The flame lights up the area as if it were a torch, and small sparks and decaying flames remain in the area for 1 round, shedding light as candles but dealing no damage. A creature or object can be affected only once by each casting of this spell.

If the damage from the flame destroys an interposing barrier, the flame can move beyond the barrier if it has area remaining.

Material Component: Bat guano, sulfur, and copper packed into a metal tube with one closed end.

Ruin Delver's Fortune (Spell Compendium)

Transmutation

Level: Bard 4, sorcerer/wizard 4

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1d4 rounds

In desperate need, you cry out a word imbued with power, granting you a bit of extra luck when you need it most.

When the spell is cast, choose from one of the following effects.

- Gain a luck bonus on Fortitude saving throws equal to your Charisma modifier, and immunity to poison.
- Gain a luck bonus on Reflex saving throws equal to your Charisma modifier, and the evasion ability.
- Gain a luck bonus on Will saving throws equal to your Charisma modifier, and immunity to fear effects.
- Gain temporary hit points equal to 4d8 + your Charisma modifier. These hit points vanish at the end of the spell's duration.

You can cast this spell multiple times. Each time you do, choose a different benefit.

PLAYER HANDOUT #1 – THE CONVERSATION

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<a long pause>

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Brody: Interesting. Then why did it take you so long to respond to the summons of Marn's death?

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