

The Bull and the Swan

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the County of Urnst

Version 1.4

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& the County of Urnst Triad

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The Contessa is dead and there is no clear path of succession. The nobles are squabbling and the County is on the verge of chaos and civil war. Rumors of plots and conspiracies run rampant. Barons muster their militias, some to defend themselves others to expand their territories. In this explosive climate, allegiances must be drawn. Chose your friends well, control of the County of Urnst may depend on your choices.

A one-round regional adventure set in the County of Urnst for characters level 1-14 (APLs 2-12).

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

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

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

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

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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 rule 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 Appendix 1. For your convenience, that appendix is split by APL.

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

Living Greyhawk LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the County of Urnst. Characters from the County of Urnst pay one (1) Time Unit per round, while all other characters pay two (2) 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 that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

In the summer of 596CY, Contessa Elone Hofre Gellor and her daughter Lady was assassinated during the Richfest celebrations. The death of the County's ruling family has left the County without a leader.

The nobles found themselves looking for direction and have begun squabbling among themselves, and some

barons are already mustering their militia to expand their territory.

Rumors of all kinds of plots have begun to spread like wildfire. Hextorites, Malachite, Drow, devils, Duergar, King Lynwerd of Nyrond, Iuz and the Duke of Urnst have all been mentioned as the one who ordered the murders (sometimes in combinations of the above).

One man in the County has the military might to impose his rule, and that is Lord Terard Duncombe II, Lord Duncombe. With the large number of troops at his disposal and his elite soldiers, the Lord's Fist, Lord Duncombe declared martial law across the County and declared himself regent of the County of Urnst. He swore his regency would end when a Council of the Peers of the Realm could be convened and a new Count chosen.

The Council of Lords, composed of the former advisors of Countess Belissica and Contessa Elone. These advisors are the Lord Chamberlain Darius Alan Dane, the Lord Mage Jacobis Underley, the Lord Admiral Matthias Gellor and the Lord Mayor of Radigast Dekram Gellor. The Council of Lord opposed the self-proclamation of regency, claiming that they will soon find the rightful heir.

The possession of Lord Duncombe by evil forces that led to the One Year War is still fresh in people's mind. Lord Duncombe thus decided that he would NOT accept the title of Count, even if the Council of the Peers of the realm appoints him.

However despite Lord Duncombe's reassurances, there are many in the County who thinks he is trying to seize power for himself and aim to oppose him. This adventure has this opposition as a central point.

MERCENARIES AND THE COUNTY

The County has always been a haven for mercenaries and soldiers-for-hire. The proximity of the Bandit Kingdoms (and now Iuz) and Nyrond meant that mercenaries can always find employment as city guards, caravan escorts or when the pickings get slim, bandits.

They are a mixed blessing to the County. In times of civil war, they are in high demand and even the most unscrupulous can find employment. In times of peace, many turn to banditry.

The nobles who hire them consider them to be expendable, often form the vanguard of armies and the first wave of any assault on fortified positions. The elite house troops are usually kept in reserves to enter the fray whenever they could swing the battle or withdrawn if things are looking too grim.

HEALING IN RADIGAST CITY

Radigast City has a many temples. At all times of the day or night, the heroes can find an open temple and pay for healing as per the LGCS.

A few temples open during the day (not a complete list): Heironeous, Pelor, Pholtus (open all the time), St. Cuthbert, Zilchus.

A few temples open during the night (not a complete list): Boccob, Norebo, Olidammara, Trithereon.

ADVENTURE SUMMARY

Introduction: The heroes are thrown in the chaos that is the County of Urnst.

Encounter 1: Two Heralds walk into an Inn... The heroes learn all the rumors that are going on and must make a choice as to who they are to support.

Encounter 2: The Bull The heroes have decided to support Lord Duncombe and learn of his plan to assault the garrison of Radigast City. The heroes are given their objectives

Encounter 3: The Swan The heroes have chosen to support the nobles of Radigast led by Sir Darius Alan Dane.

Encounter 4: The Battle for the outpost (Low APLs only) the heroes either assault or must repel the assault against an advance outpost.

Encounter 5: The flankers (High APLs only) the heroes are to be the vanguard of the assault and asked to take/defend a given position

Encounter 6: Magnanimous in Victory the battle ends with Lord Duncombe being victorious. At that point, he publishes a notice of his latest edicts. The heroes must once again make a choice to support the rightful Regent or support Lord Dane.

Encounter 7: Police Duty (Low APL) the heroes support the Regent and meet with Lady Rachel Duncombe. They are asked to find Lord Dane.

Encounter 8: Meeting Lady Rachel (High APL) the heroes support the Regent and meet with Lady Rachel Duncombe and given an important mission. They are to travel to Stone Battle as emissaries of Lady Rachel.

Encounter 9: In the House of the Sun (Low APL) the heroes sided with Lord Dane and get a chance to talk to him. He gives them a mission.

Encounter 10: Meeting Lord Dane (High APL) the heroes side with Lord Dane and meet with him. They are to travel to Stone Battle as emissaries of Lady Rachel.

Encounter 11: The Mercenaries (low APL) the heroes decide to support the Lord of the East and are asked to do policing operations in Radigast city and are beset by a group of mercenaries.

Encounter 12: The Pelican (High APL) the heroes discover that Lord Dane is trying to evacuate his family by ship. The heroes must try to stop them from leaving.

Encounter 13: Lord Duncombe's Supplies (Low APL) the heroes take one of Lord Duncombe's a supply wagon.

Encounter 14: The Lord's Fists (Low APL) returning to Lord Dane's side, they have to delay a group of Lord's Fist from capturing Lord Dane.

Encounter 15: Lord Laras' Men (High APL) on the road to Stone Battle, the heroes are attacked by a group of bandits wanting to start a Civil War.

Encounter 16: Malachite's Minions (High APL) while in a narrow pass, the heroes are beset by some of Malachite's forces.

Encounter 17: Lord Agnard Gellor (High APL) the heroes arrive in Stone Battle where they have a chance to talk to the Archbaron of Fennelmore, Lord Agnard Gellor.

Conclusion: Peace returns, but lines are drawn for the coming council of nobles.

PREPARATION FOR PLAY

During the adventures, the heroes will be forced to make a number of key decisions. There is no real right or wrong answer as both camps are basically victims of stubbornness and refuse to back down. None of the faction deals with evil forces though both hire mercenary of any reputation (some good, some bad).

Give the heroes Player Handout Zero: The County of Urnst and Player Handout One: Heraldry of the County of Urnst.

INTRODUCTION

In the last 5 years, the County of Urnst has known little peace. For the briefest of moments while the Contessa Elone Hofre Gellor was in power, it seemed peace would last for long.

Then the assassin's blade struck. Once more the County lost its leader. Unlike when Countess Belissica died, no immediate successor has been found.

Peace did not last for long within the County. Lords and barons each looked at the apparent power vacuum as a great occasion to expand their territory. Militias were gathered, grain stored and swords sharpened.

Establishing his authority as military commander of the County, Lord Terard Duncombe II declared martial law and declared himself Regent. The County agreed and submitted to the declaration.

Along with other adventurers, you find yourself in the city of Didieln, sitting in a smoke-filled tavern.

Allow the heroes an opportunity to introduce themselves.

WORD ON THE STREET

In this section, the heroes can get some hints as to where to look for information by making a Gather Information check with a variable DC. Making a check takes 1d4+1 hours. Give a +1 bonus for each gp spent, to a maximum of +4.

- **DC5** the Contessa is dead... The throne of the County is vacant. Lord Duncombe has declared himself Regent.
- **DC6** Lord Duncombe has gathered his troops and is marching towards Radigast City as we speak.
- **DC7** the Council of Lords has been unable to agree upon the line of succession.

- **DC8** the Lord Chamberlain, Lord Darius Alan Dane has taken upon himself to take command of the defense of Radigast City. His father was a great general during the Greyhawk wars.
- **DC9** Though the Council of Lords still has a lot of power, the Council has recognized Lord Duncombe as the Regent and leader of the County. The current legal authority in the County is Lord Duncombe, not the Council of Lords.
- **DC10** Lord Duncombe has issued a proclamation stating that he is not after the throne.
- **DC11** The Archbaron of Fennelmore, Agnard Gellor has been telling his entourage that he will be named Count by the Council of Lords. He even sent envoys to Nyron and the Duchy.
- **DC12** you seem like men of arms... If you are looking for a few coins and perhaps some loot, both sides are looking for recruits and pay good money for your services.
- **DC13** the Knights of the Swan have formed in a number of factions. One is lead by Sir Whittenbock has established its base in Starkwall. Another faction follows Lady Rachel Duncombe in support of Lord Duncombe's regency.
- **DC14** the County's army is split between the factions. Some units have decided to garrison their base city instead of involving themselves.
- **DC15** the Council of Lords has sent envoys to Lord Duncombe, demanding that he stand down and disband his army. Lord Duncombe has refused to disband his troops and insisted the Council submit his Regency
- **DC16** Lord Agnard Gellor of Fennelmore has openly thrown his support behind the Council of Lords.
- **DC17** on orders of the Lord Admiral, the Navy has blockaded the ports of Bampton and Holbrook.
- **DC18** the Torquann family has lodged a number of protests to the Council of Lords over the blockade of the Nyr Dyv and have sided with Lord Duncombe
- **DC19** the Lord Mayor of Brotton has recalled most of the patrols in the Dreerwode. The troops there are actively building the city's defenses, in anticipation for a siege.
- **DC20** with the reduced number of troops along the eastern border, the King of Nyron has used the opportunity to move troops near the border.
- **DC21** Rumor has it that the Torquann have offered Lord Duncombe a lot of money to "liberate Bampton".
- **DC22** the Baron of the Dreerwode, the Lord-Ranger Omin Far-Raven has warned the Lord Mayor of Brotton that he would not tolerate the destruction of the forest for the creation of war machines. However, he has allowed for increased logging operation "during the crisis".
- **DC23** the Archbaron of Auberfranz, Archbaron Roullart Dane has raised a levy of troops from the

refugees in Trigol. He has sent these units, under the command of his own house troops, to reinforce various towns and city, mostly on the border with Eastmarch and around Trigol.

- **DC24** it is said that the Lord Mage, Jacobis Underley has been dealing with all kinds of dark and foul creatures.
- **DC25** it is rumored that the Contessa dealt with evil forces within the County. Forces unknown to all. Before her death, she received a group of Duerger diplomats in Radigast! She even gave them part of the County. Now THAT is strange for a paladin of Heironeous.
- **DC26** The Knights of the Swan who sided with Lady Rachel have joined Lord Duncombe's army.
- **DC27** sure, Lord Dane acts all high and mighty, but out of all the Lords he was the only one present during the Contessa's meeting with the Duerger. He was the one who finalized the agreements with them!
- **DC28** I heard that Lord Nimar was present when the Contessa was murdered. He took part of the festivities. Why would he disappear and not intervene?
- **DC30** No one wants Lord Nimar to succeed to the throne. That's maybe the one thing Lord Duncombe and the Council agree on.

ENCOUNTER 1: TWO HERALDS WALK INTO AN INN...

The door flies open and a soldier dressed in red and yellow with an emblem of a bull on his tabard enters.

"By decree of Lord Terard Duncombe the Second, Archbaron of Eastmarch, Regent of the County of Urnst, this inn is being requisitioned for his troops. We will set up a station where you can sign up to join his forces. You are offered two gold nobles for joining his forces. Patrons who refuse to join the Regent are asked to leave."

The herald pulls out a series of papers from his satchel and sits down. A few of the local patrons begin lining up to enlist.

At that time, the door once again flies open and this time, a herald wearing a green tabard with a white swan upon it.

"By decree of the Council of Lords, this inn is requisitioned for the troops loyal to... What? You! Traitor," says the second herald as he sees Lord Duncombe's herald.

Lord Duncombe's herald stands up. "You follow a group of crazy fools!"

In a flash, both men are rolling over the floor, fighting bare-fisted.

At this point, ask the heroes what they wish to do.

STOP THE FIGHT

There are many ways to stop the fight. As long as no weapons are drawn, the heroes can easily separate the two men. Calming them down requires either a Diplomacy or Intimidate check [DC20+APL].

If the heroes pull out weapons or begin to do lethal damage upon the men in the inn, proceed to troubleshooting.

Once calmed down, the two men ask to be let go. There is no love lost between these two.

LET THE FIGHT GO

If the heroes let the fight go the place quickly turn into a brawl. Intoxicated patrons and politics have always been poor matches.

To speed things up, have each hero make 3 Reflex saves to avoid taking 1d6 points of non-lethal damage from fists/bottles/chairs... OR, if you want, you can run the fight (there is no experience gain linked to this encounter).

All APLs (EL4 (EL6 -1 for non-lethal, -1 for tactics))

👉 **The Herald (2):** War1, hp10, see Appendix One.

👉 **Good Brawler (6):** War1, hp10, see Appendix One.

👉 **Average Brawler (10):** Com1, hp6, see Appendix One

Tactics: Half the brawlers are fighting for one side and half are fighting for the other side. If the heroes choose a side, then they only fight one half of the brawlers.

Once they've taken half their hit points in damage, the men withdraw from the fight, having had enough.

If the heroes pull out weapons or begin to do lethal damage upon the men in the inn, proceed to troubleshooting.

Development: Once the fight is over, the locals leave the inn, going home to nurse their wounds. You can proceed to Talking to the heralds. Unless you ran the brawl, the two heralds should be standing at the end of the fight.

TROUBLESHOOTING: DRAWING WEAPONS

If at any point during the encounter, the heroes pull out weapons (except saps) or inflict lethal damage, the situation changes. The locals flee the inn by any way possible, running for their lives. A brawl is one thing, facing armed adventurers with murder in their eye is something different.

TALKING TO THE HERALDS

The two heralds both seek to hire the heroes to their cause. They offer the heroes the standard two nobles to sign up (either side offers that sum of money).

The herald for Lord Duncombe is called Armando, and the one for the Council of Lords is named Goven.

Provided the two heralds are standing and able to talk, they give the heroes their speech. Give them the appropriate parts of Player Handout two: The heralds.

Both men are fully convinced that what they say is the truth. None of them have met the Lords in person (other than seeing them riding by). These are low-level men.

Both want to hire entire parties of adventurers. They will not hire partial groups, only the entire group (YES, this means this is a group decision).

Both explain that the heroes would not serve in the military on a permanent basis (though that option is available, if they wish). In short, they are recruiting mercenaries to their cause. Make sure the heroes understand the temporary nature of their service.

Treasure:

👑 All APLs: L: ogp; C: 2gp; M: ogp

Development: if the heroes side with Lord Duncombe, proceed to Encounter 2: The Bull. If they side with the Council of Lords, proceed to Encounter 3: The Swan.

TROUBLESHOOTING: WE DO NOT WANT TO TAKE SIDES!

Some heroes may resent being forced into the army, however they have little choice. If they simply wish to leave, they walk out of the adventure. Adventure comes in many forms and when opportunity knocks, you may choose to ignore the call.

ENCOUNTER 2: THE BULL

The heroes are taken to the camp of Lord Duncombe's army. The heroes have a four-day walk during which little happens. Play through the following mini-encounters and let the heroes enjoy the game before proceeding to "Mission Briefing".

The following list of NPCs describes NPCs the heroes may have met in previous adventures. If the heroes have someone of equivalent rank, then the NPC is NOT in charge of the heroes, but from a different unit. Heroes who belong to the military have their rank recognized. Members of the Knights of the Swan receive a field commission to the rank of Lieutenant, and are placed in charge of the other heroes. Heroes who do not belong to the army are considered to be auxiliaries (below private). Heroes in the army, but NOT to the Duncombe or Torquann Household, have their ranks lowered by one for the duration of the conflict.

Command is given to a member of the Duncombe or Torquann household.

Have the NPCs approach the heroes and talk to them. Some have preferred contacts, use those if possible.

WORD AROUND CAMP

The following table ADDS to the information they can find in the Introduction under Word on the street. (So the heroes get a second chance to roll high).

Here, they may try to Gather Information again.

- **DC10** the Council of Lords has spent most of the last few months doing little but squabbling or stalling the decision for the new Count.
- **DC13** many mercenaries have been recruited into the Council's army. Some are worshippers of Hextor or Erythnul who have come from abroad.
- **DC15** Lord Duncombe has sworn to all the gods that he would refuse the title of Count if it was offered to him.
- **DC20** tensions with Nyronnd haven't helped. A new Count must be found. Otherwise, Nyronnd may very well walk into the County!!!
- **DC25** Lord Deremett Torquann has agreed to support Lord Duncombe's position and will be sending troops for the assault on Radigast City.

COLONEL RELOVA

Male human: Relova served Lord Duncombe during the civil war. During the battle of Radigast, he commanded a large number of troops who had moved into the city. (URC4-02 *The Making of a Lord*)

Relova is the officer in charge of the heroes. He is cordial but somewhat distant. He has been in Radigast once before and he now dreads having to take it by force again.

To heroes who have met him in the past (URC4-02), he does not apologize for doing what he did. However, if one of the heroes is a member of the College of the Divine meta-org and a worshipper of Heironeous, St Cuthbert, Pelor or any warrior-god, he confides in the hero that he wishes the Council would come to its senses and avoid a battle they cannot win. He would hate to have to fight fellow soldiers from the County, again (he has no qualms about mercenaries however).

SIR PERTIAN DANE

Male human, Sir Pertian is a Knight of the Swan. He escorted refugees from Ventnor Castle during the war. (URC3-06 *Flames of Ventnor*)

Sir Pertian is completely opposed to the war. However, he is beginning to think that the Council of Lords is indeed stalling the process of finding a Count. Sir Pertian has made a number of official complaints to the Knights of the Swan and the military against military action. He plans to retire from the military and devote his life to Heironeous to teach military history to children after this campaign.

JENER FILLMORE

Male Flan, Jener is a member of the Nighthawks thieves' guild based in Jedbridge. He looks for the shifter members of the party. If one of the heroes belongs to any

thieves' guild in the County, he automatically knows and approaches that hero.

The best way to describe Jener is by using the word slimy. Jener has no intention to fight, but he has come to make some money and get some loot.

Jener knows a lot, and he is willing to reveal his information at a cost of APLx1gp. Alternatively, he might be Intimidated out of his information with an Intimidate check DC 15+APL.

- Lord Duncombe has recruited a large force of Pholtan mercenaries from the Northern Nyronnd and the Pale. Rumor has it that he promised to convert to Pholtus if he won the day.
- Lord Duncombe has hired Hextorite mercenaries, exiled from Nyronnd after the fall of the Dark Prince.
- The Council has hired some mercenaries from the Bandit Kingdoms and Greyhawk to complement their troops.
- It seems that Lord Darius Alan Dane is looking for a way to put himself on the throne.
- Lord Jacobis Underley has been less than helpful and outright disruptive during the Council's session.
- Lord Underley is believed to have been the one who acted as the go-between that led to the Contessa signing a treaty with the Duergar.
- The Lord Mayor of Radigast has accused Lord Underley of willingly causing chaos in the County.
- Torquann house troops are expected to support the assault, but their loyalty and dedication to the cause are less than certain.

MISSION BRIEFING

This briefing is given to the heroes by their commanding officer (most likely Colonel Relova).

"Greetings all of you, Lord Duncombe thanks you for your bravery and has asked the blessings of Heironeous to carry the day tomorrow."

"Lord Duncombe wishes for the Council to submit and to agree to his regency. And he will do whatever he can to ensure we do not have to fight tomorrow, but it seems unlikely that peace talks will succeed."

"I have been assigned to command part of the left wing of the attack. And will be relying on you."

"Pulling out a map Colonel Relova points to a small point a short distance from Radigast."

For APLs 2-6

"Your goal is to take and hold the fortified outpost right here, which will allow our vanguard to sweep by and hopefully strike the enemy in the flank."

For APLs 8-12

"Your goal is to launch an assault on the flank of the enemy positions, to give our troops a chance to sweep them off the battlefield."

For All:

"I must impart upon you that the people we are fighting are not orcs from the lands of Iuz, nor are they goblins or kobolds. They are fellow citizen of the County. Though they oppose Lord Duncombe, they are to be treated with mercy."

"Heironeous teaches mercy and compassion, so should any of them surrender, accept their surrender and treat them fairly, and they should do the same to you."

"Looting and other horrors of war will NOT be tolerated. Anyone caught looting or pillaging will be executed for treason."

"Do you have any questions?"

The Colonel can answer a few questions but he is not aware of much more. He does not discuss the battle plan, nor does he tell the heroes what others are doing.

- **How long do we have to hold the enemy?** For as long as you can, if things get too bad, return to our lines.
- **Should we take the outpost?** Yes, if you can.
- **Do we have any healing available?** We can give you (APL2: 4, APL4: 2, APL6+:0) scrolls of *cure light wounds*.
- **Why do we have to fight them?** Because they are leading the County into chaos. Should we fail to defeat them, Iuzian or Nyronese forces will most likely claim our beautiful County.
- **What if I refuse to fight?** In that case, you will be put in jail until the end of the conflict. It might be a few weeks.
- **If we see any opportunities, should we take them?** Absolutely, anything that limits losses of life is good.
- **What if we kill fellow Countymen?** We are at war, unfortunately some will die. Allow their clerics to heal them to avoid dying.

When the heroes are ready to go, proceed to Encounter 4: The Battle for the outpost (if APL2-6) or Encounter 5: The flankers (if APL8-12).

If the heroes refuse to fight, proceed to the Conclusion.

ENCOUNTER 3: THE SWAN

The heroes are taken to the camp of the Council of Lord's army. The heroes have to wait four days where little happens. Play through the following mini-encounters and let the heroes enjoy the game before proceeding to "Mission Briefing".

The following list of NPCs describes NPCs the heroes may have met in previous adventures. If the heroes have someone of equivalent rank, then the NPC is NOT in charge of the heroes, but from a different unit. Heroes who belong to the military have their rank recognized. Members of the Knights of the Swan receive a field commission to the rank of Lieutenant and placed in charge of the other heroes. Heroes who do not belong

to the army are considered to be auxiliaries (below private). Heroes in the army, but NOT to the Dane or Gellor Household, have their ranks are lowered by one for the duration of the conflict.

Command is given to a member of the Dane or Gellor household.

Have the NPCs approach the heroes and talk to them. Some have preferred contacts, use those if possible.

WORD AROUND CAMP

The following table ADDS to the information they can find in the Introduction under Word on the street. (So the heroes get a second chance to roll high).

Here, they may try to Gather Information again.

- **DC10** Lord Duncombe wishes to take the title of Count by force. He **MUST** be stopped at all costs.
- **DC13** many mercenaries have been recruited into Lord Duncombe's army. Some are worshippers of Hextor or Erythnul who have come from abroad or from Pikemaster following the failed assault on Durwich.
- **DC15** the Council of Lords has almost every priest of Pelor and Boccob in Radigast trying to divine the rightful heir to the Contessa.
- **DC20** Lord Duncombe's actions have destabilized the Nyron border. He should see to the defense of his lands instead of trying to conquer Radigast City.

CAPTAIN ARALEN DUNN

Male Suel, Captain Aralen is originally from Trigol. He is in his mid-thirties and has a mop of light brown hair and a full mustache. Until the evacuation of Ventnor during the One Year War, Captain Aralen was under orders to hold the town, but had to abandon it as the infernal forces overran the town. (URC3-06 *Flames of Ventnor*)

Captain Aralen is given direct command of the heroes. And adapts his attitude depending on their backgrounds, he prefers heroes of the lawful type.

Captain Aralen supports the Council taking charge of the County, and finding the right Count. He goes on about doing the right thing.

ALFRED 'THE SHOVEL'

Male Oeridian, Alfred is a snitch and an all-around no-good bum. He belongs to the Birds of Prey thieves' guild of Radigast City. He looks for the shiftier members of the party. If one of the heroes belongs to any thieves' guild in the County, he automatically knows and approaches that hero.

He got his alias when he killed an imp with a shovel during the previous invasion of Radigast. To this day he carries his shovel, which he wields with surprising accuracy (treat as a greatclub).

Alfred is willing to reveal information at a cost of APLx1gp. Alternatively, he might be Intimidated out of his information with an Intimidate check DC 15+APL.

- The Council of Lords hired a number of Kelanen worshippers from Greyhawk. It is believed that

should the Council win, these mercenaries will be given lands in Eastmarch, and the right to impose their religion.

- The Council of Lords hired Hextorite mercenaries, exiled from Nyronde after the fall of the Dark Prince.
- Lord Duncombe has made an alliance with the Pale, and will force the County to convert to Pholtus if he takes Radigast.
- It seems that Lord Darius Alan Dane is looking for a way to put himself on the throne.
- Lord Jacobis Underley has been less than helpful. In fact he has been rarely seen in Radigast.
- The Lord Mayor of Radigast has accused Lord Underley of causing chaos in the County.
- Torquann troops are expected to support the assault, but their loyalty and dedication to the cause are less than certain.

MISSION BRIEFING

This briefing is given to the heroes by their commanding officer (most likely Captain Aralen).

"Greetings all of you, the Council of Lords thanks you for your bravery and has asked the blessings of Heironeous to carry the day tomorrow."

"The Council of Lords wishes to see Lord Duncombe submit to its will and to agree to the due process. The Council will do whatever it can to ensure we do not have to fight tomorrow, but it seems unlikely that peace talks will succeed."

"Lord Dane himself gave me command of part of the right wing of our forces. And will be relying on you."

"Pulling out a map Captain Aralen points to a small point a short distance from Radigast."

For APLs 2-6

"Your goal is to hold the fortified outpost right here, which will allow our vanguard to sweep by and hopefully strike the enemy in the flank."

For APLs 8-12

"Your goal is to launch an assault on the enemy positions, hopefully from the flank to give our troops a chance to sweep them off the battlefield."

For All:

"I must impart upon you that the people we are fighting are not orcs from the lands of Iuz, nor are they goblins or kobolds. They are fellow citizen of the County. Though they oppose the Council of Lords, they are to be treated with mercy."

"Heironeous teaches mercy and compassion, so should any of them surrender, accept their surrender and treat them fairly, and they should do the same to you."

"Looting and other horrors of war will NOT be tolerated. Anyone caught looting or pillaging will be executed for treason."

"Do you have any questions?"

The Captain can answer a few questions but he is not aware of much more. He does not discuss the battle plan, nor does he tell the heroes what others are doing.

- **How long do we have to hold the enemy?** For as long as you can, if things get too bad, return to our lines.
- **How long should we hold the outpost?** As long as you can.
- **Do we have any healing available?** We can give you (APL2: 4, APL4: 2, APL6+:0) scrolls of *cure light wounds*.
- **Why do we have to fight them?** Because they are leading the County into chaos, should we fail to defeat them, Iuz and Nyronde forces will most likely claim our beautiful County.
- **What if I refuse to fight?** In that case, you will be put in jail until the end of the conflict. It might be a few weeks.
- **If we see any opportunities, should we take them?** Absolutely, anything that limits losses of life is good.
- **What if we kill County men?** We are at war, unfortunately some will die. Allow their clerics to heal them to avoid dying.
- **What should we do if we see someone looting/pillaging?** Take them alive and bring them to me. Should they die, well, they got what they deserve.

When the heroes are ready to go, proceed to Encounter 4: The Battle for the outpost (if APL2-6) or Encounter 5: The flankers (if APL8-12).

If the heroes refuse to fight, proceed to the Conclusion.

ENCOUNTER 4: THE BATTLE FOR THE OUTPOST

This encounter has 2 settings. It can be played as the defender OR the attacker. Either way, the combat is the same, with the setting being slightly different.

Morning has not yet broken and [Colonel Relova or Captain Aralen] is already up and barking orders. "You can complete your prayers and study at the outpost." As you are ushered towards the battlefield, you can see messengers riding in all directions carrying dispatches. As the sky turns blue, you can see the many banners of the nobles who have joined Lord Duncombe.

The yellow banner with a black bull upon it floats in the center of the battle line, where Lord Duncombe leads his army. The right wing of the army is occupied by Torquann troops from Vinewind, identifiable by the white and green banner with a willow and vines. A white banner with a yellow sun and moon upon it floats in the center of a large number of followers of Pholtus

singing "O Blinding Light" as the sun appears in the sky. The black bull on a field of green indicates the location of Lady Rachel Duncombe and her knights of the Swan who along with the Lord's Fists form the core of Lord's Duncombe reserves.

In the center of the Council's formation, a purple and white banner with a black swan in its center identifies Lord Darius Alan Dane, Lord Chamberlain and general of the Council's army. Many naval banners fly in the wind, showing the Navy's support for the Council. A gray banner with nine swords forming a star indicates the location of a large band of Kelanenite mercenaries.

Lord Duncombe's army seems gigantic compared to the Council's army. This might just be a short day.

There is a sort of pause as officers begin forming their troops. Priests lead the faithful in prayer. You have a few minutes to yourself.

ATTACKING THE OUTPOST

The heroes can now relearn spells before the battle begins. At this point, the heroes form a single unit and are the only ones to assault the outpost. When all the preparations are done, continue. They may also cast hour-long spells at this time, but any other spells do not last long enough.

What was described to you as a fortified outpost is a little more than a pile of ruins with a wooden tower in its center. A green flag with the Swan on it floats over the outpost. You can see officers barking orders to their men from behind the battlements.

DEFENDING THE OUTPOST

The heroes can now relearn spells before the battle begins. At this point, the heroes form a single unit and are the only ones to defend the outpost. When all the preparations are done, continue. They may also cast hour-long spells at this time, but any other spells do not last long enough.

Your fortified outpost is a little more than a pile of ruins with a wooden tower in its center. A green flag with the Swan on it floats over the outpost. You can see enemy troops moving with the nearby woods, preparing for the assault.

THE ENEMY

A long horn is blown. The attack is on. The battle for Radigast has begun!

The enemy starts 110 feet from the outpost, and exits a copse of trees. Any one who returns beyond that line, is effectively out of danger, however they cannot attack the enemy from that position.

The opposing troops attack or defend the outpost to the best of their abilities. They are not stupid and should the heroes pin them down, they try to retreat behind their lines and heal up before attacking again.

This is a pitched battle for the heroes, give it that feeling. The enemy is intelligent and well-versed in

tactics. Allow them to withdraw, heal up and come in for a second wave.

APL2 (EL4)

☛ **County Sergeant:** male Oeridian, Ftr1, hp15, see Appendix One.

☛ **Medium Urnstian warhorse (Sergeant's mount):** hp30, see Appendix One.

☛ **County Chaplain:** male Flan/Suel, Clr1, hp10, see Appendix One.

☛ **County Soldiers (6):** male/female Oeridian, War1, hp 13 each, see Appendix One.

APL4 (EL6)

☛ **County Sergeant:** male Oeridian, Ftr2, hp23, see Appendix One.

☛ **Medium Urnstian warhorse (Sergeant's mount):** hp30, see Appendix One.

☛ **County Chaplain:** male Flan/Suel, Clr2, hp17, see Appendix One.

☛ **County Soldiers (12):** male/female Oeridian, War1, hp 13 each, see Appendix One.

APL6 (EL8)

☛ **County Sergeant:** male Oeridian, Ftr4, hp 39, see Appendix One.

☛ **Medium Urnstian warhorse (Sergeant's mount):** hp30, see Appendix One.

☛ **County Chaplain:** male Flan/Suel, Clr4, hp31, see Appendix One.

☛ **County Soldiers (24):** male/female Oeridian, War1, hp 13 each, see Appendix One.

Tactics: (the heroes attack) at least two men are located in the wooden tower and fire their bows at enemy spellcasters. The others are spread throughout the ruins, and move to help each other.

Tactics: (the heroes defend) the men come out of the woods with 10ft gaps between them. (At APL6, you can have the soldiers leave the woods in two waves, the first waves rush in while the second wave uses their bows, targeting spellcasters while they advance.

Tactics (all): Though somewhat inexperienced, these soldiers have been drilled in tactics and do the best to gain any possible benefits (flanking, cover, aid another) and try to deny the heroes these benefits. Anyone who falls to zero hit points surrenders.

The Sergeant stays back and charges in to help his men, first with his lance, then switching to his sword.

The Chaplain helps the soldiers and tries to heal everyone. He goes so far as to cast *cure minor wounds* on fallen heroes who worship a good deity (not neutral, only good deities).

None of the soldiers take attacks of opportunity on obvious clerics healing heroes. They consider anyone who has fallen in battle a prisoner, as long as the healed

hero stays out of the battle, they do not attack that hero again. But if the hero attacks, they consider that hero "dishonorable" and WILL attack to kill (taking coup de grace actions if possible).

Development: Once the battle is over, proceed to Encounter 6: Magnanimous in Victory. The heroes are not allowed to loot the defeated soldiers. If they begin looting the bodies, give them a reminder. Should they proceed, then they have all the stolen gear taken from them by the army. They receive the "Looter" AR Reward. Then proceed to Encounter 6: Magnanimous in Victory.

TROUBLESHOOTING: WE REFUSE TO FIGHT!

The heroes may refuse to fight.

If they were tasked with attacking the fort, the soldiers are quite content to stay in their defensible positions. If they were tasked with defending the fort, they can abandon it to the soldiers.

Do not award them experience for this encounter.

ENCOUNTER 5: THE FLANKERS

Morning has not yet broken and you officer is already up and barking orders. "You can complete your prayers and study later." As you are ushered towards the battlefield, you can see messengers riding in all directions carrying dispatches. As the sky turns blue, you can see the many banners of the nobles who have joined Lord Duncombe.

The yellow banner with a black bull upon it floats in the center of the battle line, where Lord Duncombe leads his army. The right wing of the army is occupied by Torquann troops from Vinewind, identifiable by the white and green banner with a willow and vines. A white banner with a yellow sun and moon upon it floats in the center of a large number of followers of Pholtus singing "O Blinding Light" as the sun appears in the sky. The black bull on a field of green indicates the location of Lady Rachel Duncombe and her knights of the Swan who along with the Lord's Fists form the core of Lord's Duncombe reserves.

In the center of the Council's formation, a purple and white banner with a black swan in its center identifies Lord Darius Alan Dane, Lord Chamberlain and general of the Council's army. Many naval banners fly in the wind, showing the Navy's support for the Council. A gray banner with nine swords forming a star indicates the location of a large band of Kelanenite mercenaries.

Lord Duncombe's army seems gigantic compared to the Council's army. This might just be a short day.

There is a sort of pause as officers begin forming their troops. Priests lead the faithful in prayer. You have a few minutes to yourself.

This encounter takes place as the two sides have the same idea: flank the enemy. The heroes encounter a number of soldiers who have sided with the other side.

Both sides see each other at the same time, neither side being surprised. The terrain for this encounter should have a large ridge off to one side (towards the center of the battlefield). There is little cover.

The knights wear the colors of House Gellor (if the heroes support Lord Duncombe) or the colors of House Duncombe (if they support the Council).

When placing the troops, remember that THEY too are expecting a fight; the Knight will most likely ride at the front.

Growler, Javon's deinonychus is not native to the County. Javon encountered the creature while on an adventure in the Amedio jungles.

APL8 (EL10)

➤ **Javon of the Copperwood:** Rgr6/Beastmaster1, hp 60, see Appendix One

➤ **Growler (Javon's companion):** male deinonychus, hp 51, see Appendix One

➤ **County Knights (3):** Ftr4, hp36 each, See Appendix One

➤ **Medium Urnstian warhorse (Knight's mount, 1 each):** hp30, see Appendix One.

➤ **Morningrise:** Drd3/Ftr1/Wiz3, hp57, See Appendix One

➤ **Nightwing (Morningrise's companion):** leatherwing, hp68, see Appendix One.

APL10 (EL12)

➤ **Javon of the Copperwood:** Rgr6/Beastmaster3, hp 87, see Appendix One

➤ **Growler (Javon's companion):** male deinonychus, hp 51, see Appendix One

➤ **County Knights (3):** Ftr6, hp58, See Appendix One

➤ **Medium Urnstian warhorse (Knight's mount, 1 each):** hp30, see Appendix One.

➤ **Morningrise:** Drd3/Ftr1/Wiz3/ Arcane Hierophant 2, hp68, See Appendix One

➤ **Nightwing (Morningrise's companion familiar):** leatherwing, hp68, see Appendix One.

APL12 (EL14)

➤ **Javon of the Copperwood:** Ftr1/Rgr6/Beastmaster4, hp 107, see Appendix One

➤ **Growler (Javon's companion):** male deinonychus, hp 68, see Appendix One

➤ **Flyer (Javon's extra companion):** male leatherwing, hp 34, see Appendix One

➤ **County Knights (3):** Ftr8, hp76, See Appendix One

➤ **Medium Urnstian warhorse (Knight's mount, 1 each):** hp30, see Appendix One.

➤ **Morningrise:** Drd3/Ftr1/Wiz3/ Arcane Hierophant 2, hp82, See Appendix One

➤ **Nightwing (Morningrise's companion familiar):** leatherwing, hp85, see Appendix One.

Tactics: Growler, Flyer (if present) and the knights sure forward, trying to take down one of the heroes in the first round, concentrating their attacks.

Javon is likely to wait for the two knights to use their Distracting Attack before letting go a volley of arrows at that hero.

Morningrise rides Nightwing and she tries to disrupt the heroes as best she can.

None of the soldiers take attacks of opportunity on obvious clerics healing heroes. They consider anyone who has fallen in battle a prisoner, as long as the healed hero stays out of the battle, they do not attack that hero again. But if the hero attacks, they consider that hero “dishonorable” and WILL attack to kill (taking coup de grace actions if possible).

None of them inflict non-lethal damage, preferring to take the heroes down first. This IS a war.

Development: Once the battle is over, proceed to Encounter 6: Magnanimous in Victory. The heroes are not allowed to loot the defeated soldiers. If they begin looting the bodies, give them a reminder. Should they proceed, then they have all the stolen gear taken from them by the army. They receive the “Looter” AR Reward. Then proceed to Encounter 6: Magnanimous in Victory.

TROUBLESHOOTING: WE REFUSE TO FIGHT!

The heroes may refuse to fight. As long as they let the other soldiers pass without harming them, they can avoid the fight.

Do not award them experience for this encounter.

ENCOUNTER 6: MAGNANIMOUS IN VICTORY

It is barely past midday when the trumpets and drums sound the general advance. Lord Duncombe's army is sweeping across the battlefield.

The reserves composed of Lady Rachel's Knights of the Swan and the Lord's Fists move into action. Their impact is immediate. The Council's army buckles then collapses completely. A few pockets of resistance remain, but the army is quickly succumbing to panic.

Finally, the Black Swan banner of Lord Dane falls and the Council's army's retreat turns to a rout. Lord Duncombe is free to march upon Radigast City without any serious opposition.

But rather than push his victorious army in a swift pursuit ensuring a crushing victory, Lord Duncombe recalls his troops.

Emissaries are sent to the Council in Radigast. His terms are simple and non-negotiable: the Council must disband, turn all mercenaries over to him to fortify his own army and recognize his Regency of the County of Urnst.

It is only at sunset that a messenger from Radigast arrives. The news spread out like wildfire:

the Council has given in to Lord Duncombe's demands!

Lord Duncombe's army marches into Radigast for the second time in two years. Only this time, Lord Duncombe enters the city to be named Regent of the County of Urnst. He leads an orderly procession of soldiers into town. The crowd remains hidden away, and the army marches to nearly empty streets.

Heralds proclaim the terms of surrender to the populace.

Hand over Player handout three: the terms of surrender.

THE HEROES SUPPORTED THE COUNCIL

Captain Aralen is a defeated man. Though he and his men fought well, his spirit is broken from the defeat the Council's army suffered. He doesn't like the situation and secretly hopes the heroes have the spirit he doesn't have anymore.

Captain Aralen approaches you, a defeated look upon his face. "You have fought well, but the day is lost... I will go surrender my sword to Lord Duncombe. You have a difficult choice to make, and I will respect your choice. If you wish, you can follow me and join Lord Duncombe's army. Or..."

The Captain looks around and lowers his voice. "I heard that some of Lord Dane's supported are gathering next the temple of Ralishaz... I had enough... Enough of this war... Take your time to think it over."

Proceed to Decisions, decisions.

THE HEROES SUPPORTED LORD DUNCOMBE

Colonel Relova leads his blood and mud-caked palomino warhorse towards you, his tabard covered with blood.

"Heironeous smiled upon us today. Victory is ours and at last those politicians no longer lead us into chaos. Find an inn and rest well tonight and report to me at the palace in the morning." The Colonel rides on further giving the same command to most of his men.

Jener approaches you. "I have it on good authority that many people are willing to jump ship. I, for one, am done with the fighting. What do you say?"

If the heroes agree with Jener, he tells them to head to a place called “The House of the Sun” near the Temple of Relishaz.

DECISIONS, DECISIONS

No matter their original affiliation, the heroes now have a choice. The entire group must abide by the decision. Do not force a decision on the heroes. Let the heroes reach a decision by themselves. There is no right or wrong answer.

If the heroes are playing APLs 2-6 and they side with Lord Duncombe, proceed to Encounter 7: .

If they are playing APLs 8-12 and they side with Lord Duncombe, proceed to Encounter 8: Meeting Lady Rachel.

If they are playing APLs 2-6 and they side with the council, proceed to Encounter 9: .

If they are playing APLs 8-12 and they side with the council, proceed to Encounter 10: Meeting Lord Dane.

ENCOUNTER 7: POLICE DUTY

The heroes are placed under the command of Colonel Relova (see above).

The palace is a beehive of activity. Messengers ride in and out with all haste carrying dispatches to every corner of the County. Soldiers bearing the livery of Vinewind, Eastmarch and Dyvarna man the walls. The green flag of the County floats over the palace.

It takes a few minutes to get your bearing among all this craziness. Finally, you are shoved inside the office of colonel Relova.

"Good to see you. I do not have time to waste. While most of the good folks of town have wisely decided to follow Lord Duncombe's edicts and accept the Council's surrender, there are still a number of malcontents who refuse to submit, including Lord Dane and Lord Underley. We have received information that Lord Dane is still in town. He MUST be captured and brought to Lord Duncombe, ALIVE."

An Oeridian woman in her mid 20s, her copper hair tied in a ponytail and wearing the green livery of the Knights of the Swan, as well as heavy plate armor, enters the room. Immediately the Colonel stands.

"Lady Rachel, I was about to send these adventurers on their way."

Lady Rachel looks at you and demands in a rather informal manner "You are going to find Lord Dane, right?"

Lady Rachel expects an answer from the heroes.

"Make sure he is brought to me unharmed. He has always been a loyal servant of the County and he is a man of honor. Do you have any questions?"

Again, Lady Rachel is willing to answer questions. Again, she avoids any questions about her father or their relation. She can answer questions and is forthcoming with information.

- **Where is Lord Dane?** You will have to find him. He is somewhere in Radigast City. Most likely he will try to escape the city before next morning.
- **Did all the Council surrender to Lord Duncombe?** Nominally, yes, but only the Lord Mayor of Radigast and the Lord Admiral have appeared before my father. The Lord Mage Jacobis Underley and Lord Chamberlain Dane are both still missing.
- **Where is Lord Underley?** I do not know.

- **What do we get out of this?** My thanks and the assurance that the County is not plunged further into war.
- **Do we have the authority to lead searches?** Yes. But do not abuse this. Crime will not be tolerated.
- **Can we have a writ?** You'll have no need for such document. I'm sure he expects you.
- **What is the population's current view of the current situation?** Most people do not like it. Do NOT antagonize the population.
- **Why not send the Knights instead?** The Knights of the Swan are currently split in a number of factions. I am short on staff and I believe you should be equal to the task.
- **Why is Sir Karl not helping your cause?** Because, he is a stubborn old man used to doing things one way and not willing to see that the County needs some open-mindedness in these times of trouble.
- **Who do you worship?** I worship the Archpaladin, Heironeous the Invincible.

When the heroes are ready, proceed to Encounter 11: The Mercenaries

TROUBLESHOOTING: I REFUSE TO WORK FOR HER!

It is possible that some heroes refuse to work for Lady Rachel. Lady Rachel is quite annoyed and informs the heroes that they are to perform the task she offers or she will have to put them in jail.

If the heroes persist, they are imprisoned until the end of the adventure. If they escape (a possibility at higher APL), the adventure is over for them.

ENCOUNTER 8: MEETING LADY RACHEL

This encounter takes place if the heroes are playing the high-level track (APL 8+) and they decide to support Lord Duncombe.

The palace is a beehive of activity. Messengers ride in and out with all haste carrying dispatches to every corner of the County. Soldiers bearing the livery of Vinewind, Eastmarch and Dyvarna man the walls. The green flag of the County floats over the palace.

A young soldier bearing the red livery of the Lord's Fist, Lord Duncombe's personal elite guard, walks over to you. "[Name of the heroes] please follow me. You are expected."

Allow the heroes a chance to respond.

The soldier leads you through a series of halls filled with soldiers and clerks. All of them busy guarding, writing or carrying orders and letters.

Finally you enter a room that must have once been an office. The feminine decor here contrasts sharply with the many green-clad heavily-armored knights sitting around the room. A similarly-dressed Oeridian woman in her mid 20s her copper

hair tied in a ponytail orders to the knights to leave as you enter.

"My lady, the adventurers you requested have arrived." The soldier bows and leaves.

"Ah yes! Come on in... Sit down. This was Lady Cyanna's sitting room. I couldn't let my father install another command post in here. Do you know who I am?"

The woman is Lady Rachel Duncombe, Knight Paragon of the Knights of the Swan. She leads a number of Knights who have sided with Lord Duncombe. Contrary to what most people believe, she is not in favor of her father's current plan but she keeps this to herself.

Lady Rachel is a competent leader of men. However, though she lacks the stuffiness often associated with nobles.

I have assembled you because it has reached my ears that you have performed a number of adventures in the past and many of my informants, both in and out of the County, have vouched for you.

Are you willing to work for me?

Allow the heroes to answer. She is ready to answer questions (see below) at this time, but is interrupted by her father.

The door swings open and in comes a man in his fifties. His Oeridian brown hair is turning gray at the temples and he wears the red livery of the Lord's Fist. Out in the corridor, you can see a number of soldiers wearing the red livery of the Lord's Fist as well.

"Father!" Lady Rachel protests the intrusion, but the man walks in front of you and eyes you as if evaluating you.

"You... you are the ones who stopped the bandits? Good. That's one thing done. Well done indeed. I want you to do something for me. You see..."

"Father, these people are in MY employ and I will NOT tolerate you entering my chambers without properly announcing yourself. I am no longer a child."

Lord Duncombe turns to his daughter with an amused look on his face. "Well, we just might make a Countess out of you..." With that, Lord Duncombe leaves the room.

Lady Rachel grumbles silently to herself, her displeasure is apparent. Taking a deep breath, she regains her composure. "The Archpaladin teaches us to remain calm in the face of adversity... His wisdom has never met my father..." A smile forms on her face.

"I need you to travel to Stone Battle and serve as my envoys to the Archbaron of Fennelmore. You see, the Archbaron has sent me a series of heralds in the hope that I would support his bid for the throne. I have little doubt he has sent my father the same envoys."

"My father's terms were clear. The assembly will decide on the next Count. My knights and I will oppose anyone trying to take the throne by force.

The Archbaron must be informed of this. Obviously, he does not listen to his own people."

"It is important that you travel overland and carry this banner with you so people see you. Flying and teleporting is NOT acceptable. Make sure you are seen by as many people as possible."

Again, Lady Rachel is willing to answer questions. Again, she avoids any questions about her father, their relationship, or his earlier comment about becoming Countess. She can answer questions and is forthcoming with information. You can find Lady Rachel's personal banner in Player Handout One: Heraldry of the County of Urnst.

- **What do we get out of this?** My thanks and the assurance that the County is not plunged further into war.
- **Why not send the Knights instead?** The Knights of the Swan are currently split into a number of factions. Sending some knights could give the impression that I give credence to his claim. If the party includes a knight, she adds. "Sending a single knight accompanied by a group of adventurers should emphasize to the Archbaron our dedication".
- **Does the Archbaron support your father or the Council of Lords?** He supported the Council, but that is of little consequence now. Since the death of the Contessa, he has sought to be placed on the throne.
- **What do the letters contain?** They are private letters. DO NOT OPEN THEM.
- **Why can't we travel using teleportation-magic?** Because there are a number of spies looking at what you are doing. I want those spies to report that we HAVE sent envoys and that we ARE in charge of the situation.
- **Do not you think that it makes us obvious targets for attacks?** Of course it does. Keep your eyes open. The County's many enemies are looking for anything to spread chaos into the County. Remain vigilant. Our cause is just so the Archpaladin will no doubt watch over you.
- **What are we to do if Lord Agnard refuses?** Nothing. Simply report back to me. I will take action. Make sure your embassy is successful and the letters delivered
- **Any creatures/monsters/devils along the way?** None have been reported.
- **Can we have a writ?** The local authorities will be informed of your arrival. You'll have no need for such document.
- **Why is Sir Karl not helping your cause?** Because, he is a stubborn old man used to doing things one way and not willing to see that the County needs some open-mindedness in these times of trouble.
- **Who would have to gain from doing this?** Too many people in fact... There are the Iuzians, bandits, foreign interest like Nyrond, the Pale or even some forces in the Duchy.

- **Who do you worship?** I worship the Archpaladin, Heironeous the Invincible.
When the heroes agree, proceed to your choice of Encounter 15: Lord Laras' Men.

TROUBLESHOOTING: I REFUSE TO WORK FOR HER!

It is possible that some heroes refuse to work for Lady Rachel. Lady Rachel is quite annoyed and informs the heroes that they are to perform the task she offers or she will have to put them in jail.

If the heroes persist, they are imprisoned until the end of the adventure. If they escape (a possibility at higher APL), the adventure is over for them.

ENCOUNTER 9: IN THE HOUSE OF THE SUN

The heroes have decided to side with Lord Dane, and are playing the low-level track. Read this when the heroes head to the House of the Sun.

The streets around the House of the Sun are crowded with wounded soldiers. Many of them wear their tattered uniforms with the colors of the Gellor or the Dane. There are also many County marines who joined with the defense of the city.

It is a defeated army that lies at your feet. Its morale and will to fight was crushed earlier today by the sheer might of Lord Duncombe's assembled army.

As you finally reach the Inn, two large half-orcs with glowing greataxes in hand stop you. "Whuddya want and who do you serve?"

The half-orcs allow the heroes in if they say they serve anyone other than Lord Duncombe. If the heroes answer "the County", the half-orcs repeat their demand of "WHO?"

Finally, as long as the heroes do not answer anything stupid (in which case they are shown out and they have to head to see Lord Duncombe's men). If the heroes are allowed in, they must surrender all their weapons, unless they belong to House Gellor, Dane or Underley. Then proceed to the "Into the House of the Sun". Otherwise, they have no choice but to continue with Encounter 7: .

The inside of the House of the Sun looks more like the inside of a war room than an inn. A portly Suel man stands in the center of the main room. He is talking to an assembled group of powerful-looking adventurers.

Sitting behind him is an old man whose shoulders are slumped and whose health seems to be bad. Next to him a Suel woman dressed in fineries listens to the discussions. After a single glance, it is obvious the pair is closely related to the portly man in the middle.

The powerful adventurers gather around a scholarly-looking adventurer and in a flash, they are gone.

The man in the center of the room turns to you and asks with an authoritarian voice. "Approach. Who are you? State your name, titles and profession."

The portly man (Lord Darius Dane) does not answer the party until he gets his question answered. Once satisfied, *Lord Dane thinks for a second. "Tell me why did you join our cause, especially now that everything is lost?"*

Again, Lord Dane listens to the heroes, but does not answer himself. Once he is satisfied with their answers, as long as the heroes do not come up with any stupid answers (DM's call), Lord Dane is fine with them. At this point, he has very little choice.

"I have something that you might do. However, I must tell you that it might get you in trouble with Lord Duncombe's men. Are you willing to accept such a mission?"

If the heroes refuse, they are shown out. Proceed to Encounter 7: . Otherwise, continue.

"I wish for my parents to leave town. However to do so, I must divert Lord Duncombe's forces away from the docks. I've been informed that a wagon of supplies, mostly healing salves and potions is to arrive in an hour from Hardwyn by the West gate..."

"Secure the wagon and bring it here. I'll have agents standing ready to take it off your hands. They will identify themselves with the phrase "Night falls quickly over the County." Once they have taken the supplies, hurry back here. I may have further uses for you."

Lord Dane is now ready to answer questions. Again, the heroes have a choice to refuse the offer.

- **You are asking us to steal!** Yes, I am. In other circumstances I would be opposed to it, but this is war, and the Money Counter teaches us that war is like a business.
- **Could we be declared outlaws for this?** Yes, it is a possibility. I told you.
- **What do we get out of this?** My thanks and gratitude.
- **Are we allowed to use lethal force?** I leave this decision up to you. My main goal is to disrupt Lord Dane's forces, not to kill County men. Also, do not cause damage to the city. No fireballs or the like!
- **Why haven't you gone to meet with Lord Duncombe?** I do not trust him. I believe him to be a power-hungry warmonger.
- **Who do you worship?** I pay homage to the temples of Father Pelor and the Money Counter (Zilchus).
- **Why are you taking your parents away?** Safety, I do not wish them to be taken as hostage by Lord Duncombe.
- **Where are you taking them?** Leukish in the Duchy of Urnst. We have family there who will take care of them.

- **Where is Lord Underley?** I do not know. Last I heard from him he reported he had contacts who knew about the Contessa's soul
- **Contessa's soul?** *Looks puzzled* you mean you do not know? Her soul is no where to be found following her murder, just like that of Tristelone.
- **About the treaty the Contessa signed with the Duergar?** Yes, what about it? It was her last decision as ruler of the County. No one has the power to reverse that, only the next Count. We may not agree, and trust me; I do not agree with such an alliance, but is the County really in shape to fight the Duergar at this time?
- **What about Nyronde?** What about Nyronde? We are not at war with them and I hope it remains so.
- **What about the rumors that the Contessa turned to Hextor?** That is preposterous. I mean sure, since the death of Tristelone she has been prone to fits of anger and her demeanor changed, but such claims are slanderous treason!!! The Contessa's blood has barely dried upon the land and slanderers begin to sully her name. Shame on you for spreading these rumors.
- **Who should be the next Count?** Lady Cyanna should've been... Had Lord Duncombe not decided to invade Radigast city, I'm sure we would have found the right person. I will not state a name, as the political ramifications are beyond you. (Lord Dane thinks he should be the next Count, and he has a valid claim to the throne).

When the heroes agree, proceed to Encounter 13: Lord Duncombe's Supplies.

ENCOUNTER 10: MEETING LORD DANE

The heroes have decided to side with Lord Dane, and are playing the high-level track. Read this when the heroes head to the House of the Sun.

The streets around the House of the Sun are crowded with wounded soldiers. Many of them wear their tattered uniforms with the colors of the Gellors or the Danes. There are many County marines who joined with the defense of the city.

It is a defeated army that lies at your feet. Its morale and will to fight crushed earlier today by the sheer might of Lord Duncombe's assembled army.

As you finally reach the Inn, two large half-orcs with glowing greataxes in hand stop you. "Whuddya wunt and who do you serve?"

The half-orcs allow the heroes in if they say they serve anyone other than Lord Duncombe. If the heroes answer "the County", the half-orcs repeat their demand of "WHO?"

Finally, as long as the heroes do not answer anything stupid (in which case they are shown out and they have to go to see Lord Duncombe's men). If the heroes are

allowed in, they must surrender all their weapons, unless they belong to House Gellor, Dane or Underley. Then proceed to the "Into the House of the Sun". Otherwise, they have no choice but to continue with Encounter 8: Meeting Lady Rachel.

The inside of the House of the Sun, looks more like the inside of a war room than an inn. A portly Suel man stands in the center of the main room. He is talking to an older Suel woman dressed in purple and black fineries.

Sitting behind him is an old man whose shoulders are slumped and whose health seems to be pretty bad. A single glance is sufficient to know that all three are related.

The woman notices you first and steps behind the portly man. The man in the center of the room turns to you and asks with an authoritarian voice. "Approach. Who are you? State your name, titles and profession."

The portly man (Lord Darius Dane) does not answer the party until he gets his question answered. Once satisfied, he continues.

Lord Dane thinks for a second. "Tell me why did you join our cause, especially now that everything is lost?"

Again, Lord Dane listens to the heroes, but does not answer himself. Once he is satisfied with their answers, as long as the heroes do not come up with any stupid answers (DM's call), Lord Dane is fine with them. At this point, he has very little choice.

"I have something that you might do. However, I must tell you that it might get you in trouble with Lord Duncombe's men. Are you willing to accept such a mission?"

If the heroes refuse, they are shown out. Proceed to Encounter 8: Meeting Lady Rachel. Otherwise, continue.

"My information tells me that my ally, Lord Agnard Gellor, Archbaron of Fennelmore is ready to support our cause and oppose Lord Duncombe. He is one of the few who can keep the ideals the Council alive. I need someone to travel to Stone Battle to bring a series of letters to Lord Agnard, and show the County that I have not abandoned everything to Lord Duncombe."

"It is important that you travel overland and carry this banner with you so people see you. Flying and teleporting is NOT acceptable. Make sure you are seen by as many people as possible."

Again, Lord Dane is willing to answer questions. He is forthcoming with information. You will find a banner of House Dane in Player Handout One: Heraldry of the County of Urnst.

- **What do we get out of this?** My thanks and gratitude. The Danes never forget a debt owed.
- **Why are you taking your parents away?** Safety, I do not wish them to be taken as hostage by Lord Duncombe.

- **Where are you taking them?** Leukish in the Duchy of Urnst. We have family there who will take care of them.
- **Where is Lord Underley?** I do not know. Last I heard from him he reported he had contacts who knew about the Contessa's soul
- **Contessa's soul?** *Looks puzzled* you mean you do not know? Her soul is no where to be found following her murder, just like that of Tristelone.
- **What do the letters contain?** They are private letters. DO NOT OPEN THEM.
- **Why can't we travel using *teleportation-magic*?** Because there are a number of spies looking at what you are doing. I want those spies to report that we HAVE sent envoys and that we ARE in charge of the situation.
- **Don't you think that it makes us obvious targets for attacks?** Of course it does. Keep your eyes open. The County's many enemies are looking for any thing to spread chaos into the County. Remain vigilant. I'm sure Lord Duncombe will send some mercenaries to try and stop you. It is important you defeat them... As a show of force.
- **What are we to do if he refuses?** Nothing. Simply report back to me. I will take action. Make sure your embassy is successful and the letters delivered
- **Any creatures/monsters/devils along the way?** None have been reported.
- **Can we have a writ?** The local authorities will be informed of your arrival. You'll have no need for such document.
- **Why is Sir Karl not helping your cause?** Because, he is a stubborn old man used to doing things one way and not willing to see that the County needs some open-mindedness in these times of trouble.
- **Who would have to gain from doing this?** Too many people in fact... There are the Iuzians, bandits, foreign interest like Nyronnd, the Pale or even some forces in the Duchy.
- **Why haven't you gone to meet with Lord Duncombe?** I do not trust him. I believe him to be a power-hungry warmonger.
- **About the treaty the Contessa signed with the Duergar?** Yes, what about it? It was her last decision as ruler of the County. No one, not even Lord Duncombe, has the power to reverse that, only the next Count. We may not agree, and trust me, I do not agree with such an alliance, but is the County really in shape to fight the Duergar at this time?
- **What about Nyronnd?** What about Nyronnd? We are not at war with them and I hope it remains so.
- **Who do you worship?** I pay homage to the temples of Father Pelor and the Money Counter (Zilchus).
- **What about the rumors that the Contessa turned to Hextor?** That is preposterous. I mean sure, since the death of Tristelone she has been prone to fits of anger and her demeanor changed,

but such claims are slanderous treason!!! The Contessa's blood has barely dried upon the land and slanderers begin to sully her name. Shame on you for spreading these rumors.

- **Who should be the next Count?** Lady Cyanna should've been... Had Lord Duncombe not decided to invade Radigast city, I'm sure we would have found the right person. I will not state a name, as the political ramifications are beyond you. (Lord Dane thinks he should be the next Count, and he has a valid claim to the throne).

When the heroes agree, proceed to your choice of Encounter 15: Lord Laras' Men.

ENCOUNTER 11: THE MERCENARIES

The heroes may already have a clue about where to look (if they remember their previous conversation with Captain Aralen or Jener), or they may be completely in the dark.

There are many ways the heroes can take to find the House of the Sun. Reward creativity with the information. We do not provide a specific system or rules. Use your judgment. The goal of this encounter is NOT to stall the adventure.

When the heroes have learned of the location, their opponents have gotten wind of the heroes and have sent a group of mercenaries to intercept them.

This encounter takes place as the heroes move towards the House of the Sun. Lord Dane sends a number of mercenaries to intercept the heroes.

APL2 (EL5)

👤 **Artie Bigburrow:** male Halfling, Sor3, hp19, see Appendix One

👤 **Gurk the Magnificent:** male Half-orc, Bar3, hp28, see Appendix One

👤 **Kregor:** male Half-orc, Mnk2/Ftr1, hp26, see Appendix One

APL4 (EL7)

👤 **Artie Bigburrow:** male Halfling, Sor5, hp29, see Appendix One

👤 **Gurk the Magnificent:** male Half-orc, Bar3/Ftr2, hp44, see Appendix One

👤 **Kregor:** male Half-orc, Mnk2/Ftr2/Rog1, hp45, see Appendix One

APL6 (EL9)

👤 **Artie Bigburrow:** male Halfling, Sor7, hp39, see Appendix One

👤 **Gurk the Magnificent:** male Half-orc, Bar3/Ftr4, hp58, see Appendix One

☛ **Kregor:** male Half-orc, Mnk2/Ftr2/Rog2/Rgr1, hp61, see Appendix One

Tactics: The mercenaries in this encounter all use non-lethal attacks for they are not intent on killing the heroes. For that reason, the EL has been lowered by 1.

Gurk and Kregor try to take out any hero who advances on them, while Artie uses his spells to neutralize frontline warriors and rogues using his *enchantment* spells. Should Artie manage to get rid of some of the heroes, the half-orcs move on to other targets. Like any good party of adventurers, they try to protect their caster.

Should the heroes use lethal damage, Kregor returns the favors. Gurk switches to his scimitar and power attacks.

Development: If the heroes used lethal damage, none of the mercenaries agree to talk to them. The heroes have to use Intimidation or *charm*-style magic.

The mercenaries know the following, however without magic; they do not share the information without being asked specifically:

- They were hired by Lord Dane, to stop anyone from following him
- They were promised a good payment upon their return to the House of the Sun
- When they met with Lord Dane, they heard an old man talking about “taking a boat tonight”. However they do not know anything else.
- They do not think anyone remains at the House of the Sun.

The heroes are now faced with a choice: they can either head to the docks, the House of the Sun or back to the Colonel to report their findings.

By this time, the House of the Sun is empty. Everyone has left and the door and windows have been boarded up

Heading back to report the information to the Colonel is a good thing, but it does cost them a lot of time.

Finally, when they decide to head to the docks, proceed to Encounter 12: The Pelican.

TROUBLESHOOTING: DESTROYING THE TOWN

This is a broad category, including casting fireballs or other damaging spells that cause damage to property of bystanders (DM’s call). These heroes are pointed out by the populace and receive the “Public Danger” AR Reward. The fine cost is level of damaging spell x 100 gold nobles. If a hero casts multiple spells that cause damage, count the total spell level. So a hero casting 2 fireballs would be fined 600 nobles.

ENCOUNTER 12: THE PELICAN

Depending on what the heroes did in encounter seven, they can either be on time or late. Proceed to the appropriate section.

ON TIME

Arriving on the docks, you find them rather deserted. The sea air fills your lungs as you see a number of boats are moored to the piers. At the end of a long jetty, a single sloop is preparing to set sail.

From its single mast, the green flag of the county of Urnst navy can be seen floating in the strong wind. Just below, flies the purple and white banner of Lord Darius Dane, the former Lord Chamberlain! In the light, you can see the ship’s name is “The Pelican”.

You can see the portly figure of Lord Dane standing at the end of the jetty, overlooking the loading. Before he has a chance to see you, a sailor on the ship warns of your presence. The men and women who, just a moment earlier, were loading reach for their weapons.

The ship begins the encounter moored to the docks.

At this point, the heroes have a choice of how they wish to resolve this. Lord Dane has kept only a few select retainers and few of them have any combat experience, especially when fighting against armed adventurers. Lord Dane realizes this and he has no desire to send loyal retainers to their death. The retainers form a defensive barrier about 30 feet in front of Lord Dane, blocking the jetty.

However, he waits for the heroes to make the first move. If the heroes decide to talk, proceed to “The Diplomatic Way”. Otherwise, proceed to “Fighting the Danes”.

TOO LATE

Arriving on the docks, you find them rather deserted. The sea air fills your lungs as you see a number of boats are moored to the piers. At the end of a long jetty, a single sloop has just set sail.

From its single mast, the green flag of the county of Urnst navy can be seen floating in the strong wind. Just below, flies the purple and white banner of Lord Darius Dane, the former Lord Chamberlain! In the light, you can see the ship’s name is “The Pelican”.

You can see the portly figure of Lord Dane standing at the end of the jetty, waving to the ship. Before he has a chance to see you, a sailor on the ship warns of your presence. The men and women who, just a moment earlier, were looking away reach for their weapons.

The ship begins the encounter 20 feet away from the docks.

At this point, the heroes have a choice of how they wish to resolve this. Lord Dane has kept only a few select retainers and few of them have any combat experience, especially when fighting against armed adventurers. Lord Dane realizes this and he has no desire to send loyal retainers to their death. The retainers form a defensive barrier about 30 feet in front of Lord Dane, blocking the jetty.

However, he waits for the heroes to make the first move. If the heroes decide to talk, proceed to "The Diplomatic Way". Otherwise, proceed to "Fighting the Danes".

THE DIPLOMATIC WAY

The heroes make openings to Lord Dane. As long as the heroes do not initiate combat or cast a spell, Lord Dane can talk to the heroes.

Through the discussion the crew continues their preparations. If the ship is moored, it takes one round to cut the ship loose. The ship then moves five feet a turn. Once the ship is 50 feet away from the docks, it is considered to have escaped. (At that time magical winds fill the sails and the ship accelerates) As the heroes talk with Lord Dane, make sure you do not forget about the ship.

Lord Dane has the following offer for the heroes. He offers to surrender to the heroes under the following conditions.

- He keeps his weapons as a noble.
- He will not be placed in any kind of restraints, nor be touched physically.
- He promises not attempt to escape.
- He agrees to be taken to Lord Duncombe.
- The heroes have to let the ship leave (once the ship is 50 feet away from the docks, Lord Dane drops this request).

Before the heroes agree to the deal, they can ask questions of the Lord Chamberlain. It is very likely the heroes think Lord Dane is not himself. Any question not covered here aimed at tricking Lord Dane has the noble give the correct answer. This IS Lord Darius Alan Dane. The Lord Chamberlain is very knowledgeable.

Lord Dane tries to stall the heroes by talking to them. Once his parents are safely away from Radigast, he calms down but keeps his principles

If the heroes have defeated his retainers, Lord Dane insists on these terms but does not put up a fight if the heroes decide to manhandle him. As long as they do not attempt to hurt him or steal his equipment, Lord Dane complies.

If the heroes and Lord Dane come to an agreement, proceed to the Conclusion under Lord Dane brought to Lord Duncombe.

- **Why do you wish to keep your weapons?** They are mine and I have served the County faithfully for years.
- **Why couldn't we touch you?** I am a noble of the County and still hold the title of Lord Chamberlain.

- **Why haven't you gone to meet with Lord Duncombe?** I do not trust him. I believe him to be a power-hungry warmonger.
- **What is on the ship?** My parents, as soon as they are safely away from Radigast City I will surrender to you under the conditions stated above. (Note that Lord Dane isn't being entirely truthful here. See "Taking on the Pelican" for more details.)
- **Where is the ship headed?** Leukish in the Duchy of Urnst, my family has friends there.
- **Who do you worship?** I pay homage to the temples of the Archpaladin (Heironeous) and the Money Counter (Zilchus).
- **Why are you taking your parents away?** Safety, I do not wish them to be taken as hostage by Lord Duncombe.
- **Where is Lord Underley?** I do not know. Last I heard from him he reported he had contacts who knew about the Contessa's soul
- **Contessa's soul?** *Looks puzzled* you mean you do not know? Her soul is no where to be found following her murder, just like that of Tristelone.
- **About the treaty the Contessa signed with the Duergar?** Yes, what about it? It was her last decision as ruler of the County. No one, not even Lord Duncombe, has the power to reverse that, only the next Count. We may not agree, and trust me, I do not agree with such an alliance, but is the County really in shape to fight the Duergar?
- **What about Nyronnd?** What about Nyronnd? We are not at war with them and I hope it remains so.
- **What about the Duchy?** Our independence has always been based on our close proximity to the Duchy. Strong relations between two independent Urnstian states is the key to the stability of the region.
- **What about the rumors that the Contessa turned to Hextor?** That is preposterous. I mean sure, since the death of Tristelone she has been prone to fits of anger and her demeanor changed, but such claims are slanderous treason!!! The Contessa's blood has barely dried upon the land and slanderers begin to sully her name. Shame on you for spreading these rumors.
- **Who should be the next Count?** Lady Cyanna should've been... Had Lord Duncombe not decided to invade Radigast city, I'm sure we would have found the right person. I will not state a name, as the political ramifications are beyond you. (Lord Dane thinks he should be the next Count, and he has a valid claim to the throne).

FIGHTING THE DANES

The Dane family retainers hoped it wouldn't come to this, but they defend their masters to the death. This shouldn't be a difficult fight for most heroes however. Lord Dane himself does not fight, unless engaged by the party

(BAAAAAD MOVE). If engaged, the retainers shout "Assassins!" They become extremely violent taking shots at fallen heroes, and even try to push heroes in heavy armor into the 30 feet deep waters of the Nyr Dyv. The waters are agitated by the lowering tides. The Swim check DC is 10.

Due to their lack of equipment, their reluctance to fight and their tactics, the effective EL of this encounter was reduced by one.

APL2 (EL3)

☛ **Dane Retainer (6):** male/female Oeridian, War1, hp15, see Appendix One

APL4 (EL5)

☛ **Dane Retainer (6):** male/female Oeridian, War2, hp15, see Appendix One

APL6 (EL7)

☛ **Dane Retainer (6):** male/female Oeridian, War4, hp15, see Appendix One

Tactics: The retainer's first objective is to defend Lord Dane (who does not take part in the battle). They use simple tactics to hold the line. If the heroes have threatened Lord Dane, or if a hero targets him, they lose their coherency and go wild. They (initially) have no intention of killing the heroes.

When half the retainers fall in combat, Lord Dane stops the battle by drawing his sword and throwing it at the heroes' feet in surrender. He immediately begins to talk with the heroes (See The Diplomatic Route, above). The retainers stop fighting. But if the fighting starts again, they fight to the end and Lord Dane activates his Cloak of the Mountebank and *dimension doors* onto the Pelican.

TAKING ON THE PELICAN

The heroes can also try to take on the Pelican. The boat is filled with men and women loyal to the Dane. This is a very dangerous encounter.

This encounter should not normally be fought by the heroes.

All APLs (EL13)

☛ **Brotton Banshee (6):** female human Ftr8, hp 76 each, see Appendix One

Tactics: These retainers are well equipped and intent on defending Lord and Lady Dane. Lord Darius Dane sent the best of his retainers with his parents. It is doubtful the heroes can win this fight. The Banshees let the heroes flee if they intend to do so, but fight without mercy.

TROUBLESHOOTING: HURTING LORD DANE

There are many ways the heroes can do this. This section is only for spells that inflict hit point damage or put a permanent condition on Lord Dane.

If that is the case, Lord Dane activates his Cloak of the Mountebank and *dimension doors* onto the Pelican. Proceed to the Conclusion, under "Lord Dane escaped".

ENCOUNTER 13: LORD DUNCOMBE'S SUPPLIES

As Lord Dane told them, a single wagon enters Radigast City protected by six soldiers wearing the crest of the Yarne family (Knowledge (nobility) DC15 (DC10 for County heroes)). These retainers do not wish to die for these supplies and prefer to surrender than die here (see tactics).

The encounter takes place on a street roughly 30-feet wide (with building ranging from 20 to 30 feet high). Depending on the time of day, the streets may be either packed or empty (and without soldiers close by). No matter, as soon as weapons are drawn, the crowd disperses.

THE DIPLOMATIC ROUTE

It is possible for the heroes to talk their way out of a fight. The retainers do not want to die for so little. They can be convinced by the following methods.

- Diplomacy check, DC 15+APL.
- Receiving a direct order from someone belonging to the Knights of the Swan. (Can be done using a Bluff, Disguise or Forgery check DC 15+APL)
- Being paid APLx50 nobles (for the whole group)
- Being successfully Intimidated (see PHB)
- Any subterfuge the DM believes would be successful.

FIGHTING THE RETAINERS

Due to their lack of equipment, their reluctance to fight, and their tactics the effective EL of this encounter was reduced by one. There is a teamster driving the horse-drawn wagon.

APL2 (EL3)

☛ **Yarne Retainer (6):** male/female Oeridian, War1, hp15, see Appendix One

APL4 (EL5)

☛ **Yarne Retainer (6):** male/female Oeridian, War2, hp15, see Appendix One

APL6 (EL7)

☛ **Yarne Retainer (6):** male/female Oeridian, War4, hp15, see Appendix One

Tactics: The retainer's first objective is to defend the wagon. They have no intention of killing the heroes and leave fallen heroes where they are. When half the retainers fall in combat, the others surrender or flee, abandoning the wagon to the heroes. The teamster offers no resistance and surrenders immediately.

Development: Once the wagon is secured, the heroes can interrogate the living retainers, search the wagon, or proceed immediately towards the House of the Sun.

INTERROGATING THE RETAINERS

The retainers talk willingly, imploring the mercy of the heroes. They know little. Once the heroes are satisfied, proceed to "Heading to the house of the Sun".

- The wagon contains wines and brandies destined for Lord Duncombe.
- They know nothing of a wagon filled with magic potions.
- They were sent by Sir Terrel Yarne.
- They are happy they did not participate in the battle.
- They are not paid very well by their employer, but rarely have more to do than guard warehouses or escort a family member around Hardwyn. Low risk, low pay.

SEARCHING THE WAGON

The wagon contains crates of Yarne wines and brandies. No healing potions here (though the heroes have no way of knowing, the healing supplies were brought in by other means earlier in the day).

There is nothing of particular value in the cart.

HEADING TO THE HOUSE OF THE SUN

As the heroes make their way back, a group of five men step out of a dark alley. They are lead by Alfred 'The Shovel', whom the heroes may have met already. Alfred gives the code phrase "Night falls quickly over the County" and expects to be handed the wagon.

Some heroes may be reluctant to hand over their cargo to such a thief, but he is Lord Dane's envoy (through intermediaries in the thieves' guild).

When the thieves have the wagons (they do not fight for it) or if the heroes decide to escort it all the way back to the House of the Sun, proceed to Encounter 14: The Lord's Fists.

TROUBLESHOOTING: DESTROYING THE WAGON

If the heroes destroy the wagon or come up with a series of strange things to do with it (heroes are an oddly resourceful bunch). Do not worry. It does not matter. Lord Dane does not care about its contents. So the heroes are deemed successful.

The important thing (which Lord Dane did not tell the heroes) is that Lord Duncombe does not get his hands on the shipment.

TROUBLESHOOTING: DESTROYING THE TOWN

This is a broad category, including casting fireballs or other damaging spells that cause damage to property of bystanders (DM's call). These heroes are pointed out by the populace and receive the "Public Danger" AR Reward. The fine cost is level of damaging spell x 100 gold nobles. If a hero casts multiple spells that cause damage, count the total spell level. So a hero casting 2 fireballs would be fined 600 nobles.

ENCOUNTER 14: THE LORD'S FISTS

Upon the heroes' return to the House of the Sun, they see that a battle has taken place. The two big half-orcs that guarded the Inn lie beaten on the ground (with non-lethal damage). Almost all of the soldiers who were present have fled or were knocked unconscious (again with non-lethal damage).

One of the two half-orcs you've meet earlier is lying on the ground his left eyes swollen shut and his tusks broken.

"You! You have to go and save Lord Dane... They came in large numbers... But we beat most of them. Lord Dane left for the docks...To the Pelican! Go now!"

The half-orc urges the heroes to leave immediately. He is staggered (he has a number of non-lethal damage points equal to his full hit points). He insists he is fine (he will be). He says he can crawl to the shrine of Nazarn the Gladiator (Knowledge (religion) to recognize the Suel/Half-orc god of public combat).

THE DOCKS

The heroes arrive on the docks, shortly after Lord Dane and his parents (they had to hide and with his father's poor health, they took a lot longer).

Lord Dane thanks the heroes for coming. Lord Dane says they need to cover his parents' ship leaving for the Duchy of Urnst. The heroes are to protect the docks and to protect him.

The preparations are barely completed when a loud half-orkish voice is heard. "In the name of Lord Terard Duncombe, Regent of the County of Urnst and Archbaron of Eastmarch, Lord Darius Alan Dane, you are to surrender immediately to us."

"Not yet, responds Lord Dane."

"Then you leave us no choice!" The men advance forward with hostile intentions.

Lord Dane stands at the end of the pier with the three soldiers advancing on them. The ship is five feet away from the pier. Every round, at the end of the round, the ship moves five feet away. Once it reaches 50 feet, Lord Dane surrenders. If the heroes continue fighting, the Lord's Fists try to finish them off.

APL2 (EL5)

👤 **Artie Bigburrow:** male Halfling, Sor3, hp19, see Appendix One

👤 **Gurk the Magnificent:** male Half-orc, Bar3, hp28, see Appendix One

👤 **Kregor:** male Half-orc, Mnk2/Ftr1, hp26, see Appendix One

APL4 (EL7)

👤 **Artie Bigburrow:** male Halfling, Sor5, hp29, see Appendix One

☛ **Gurk the Magnificent:** male Half-orc, Bar3/Ftr2, hp44, see Appendix One

☛ **Kregor:** male Half-orc, Mnk2/Ftr2/Rog1, hp45, see Appendix One

APL6 (EL9)

☛ **Artie Bigburrow:** male Halfling, Sor7, hp39, see Appendix One

☛ **Gurk the Magnificent:** male Half-orc, Bar3/Ftr4, hp58, see Appendix One

☛ **Kregor:** male Half-orc, Mnk2/Ftr2/Rog2/Rgr1, hp61, see Appendix One

Tactics: The Lord's Fist in this encounter all use non-lethal attacks for they are not intent on killing the heroes. For that reason, the EL has been lowered by 1.

Gurk and Kregor try to take out any hero who advances on them, while Artie uses his spells to neutralize frontline warriors and rogues using his enchantment spells. Should Artie manage to get rid of some of the heroes, the half-orcs move on to other targets. Like any good party of adventurers, they try to protect their caster.

Should the heroes use lethal damage, Kregor returns the favors. Gurk switches to his scimitar and power attacks.

Development: Proceed to the Conclusion. Lord Dane eventually surrenders to the Lord's Fist. If the heroes defeat the Lord's Fist, Lord Dane insists on heading to the Palace and surrendering to Lord Duncombe.

ENCOUNTER 15: LORD LARAS' MEN

This encounter takes place as the heroes are setting camp for the night. The area should have a few woods, but allow Lord Laras to use his charging abilities. Lord Laras is a noble of the County and he has a number of contacts and informants across the County. He has gathered a band of rag-tag bandits from various origins.

His entire family died in the One Year War while he was away fighting (it is unclear for which side he fought, as he may have switched a few times). Stone Klaw, Akram and Anders all feel they owe Lord Laras something, and so will not flee unless he does. However, they have no loyalty to each other.

This encounter takes place on the road in a forested area where a river passes nearby.

APL8 (EL 10)

☛ **Lord Laras:** Brd1/Ftr5, male Oeridian, hp54, see Appendix One.

☛ **Stone Klaw:** Ftr2, male Gargoyle, hp71, see Appendix One.

☛ **Akram:** Drd6/Warshaper1, male goblin (in crocodile shape), hp66, see Appendix One.

☛ **Slapper (Akram's companion):** male crocodile, hp 42, see Appendix One.

☛ **Anders:** Sor5, male Oeridian, hp34, see Appendix One.

APL10 (EL 12)

☛ **Lord Laras:** Brd1/Ftr6/Blackguard1, male Oeridian, hp72, see Appendix One.

☛ **Stone Klaw:** Ftr3/Rgr1, male Gargoyle, hp94, see Appendix One.

☛ **Akram:** Drd6/Warshaper3, male goblin (in crocodile shape), hp102, see Appendix One.

☛ **Slapper (Akram's companion):** male crocodile, hp 42, see Appendix One.

☛ **Anders:** Sor7, male Oeridian, hp46, see Appendix One.

APL12 (EL 14)

☛ **Lord Laras:** Brd1/Ftr6/Blackguard3, male Oeridian, hp100, see Appendix One.

☛ **Stone Klaw:** Bbn1/Ftr4/Rgr1, male Gargoyle, hp119, see Appendix One.

☛ **Akram:** Drd6/Warshaper5, male goblin (in crocodile shape), hp112, see Appendix One.

☛ **Slapper (Akram's companion):** male crocodile, hp 59, see Appendix One.

☛ **Anders:** Sor9, male Oeridian, hp58, see Appendix One.

Tactics: The group is used to fighting with each other and as such, use decent tactics. Remember, if they are aware of the heroes coming, or ambushing, they pre-cast any buff spells before wading into combat.

Lord Laras uses his charging capabilities as best he can, and he tries to focus on weaker, less armored opponents so he can use his Cleave feat. He has no qualms about targeting animals, wizards, anyone who can go down easily.

Stone Klaw tries to fly to the back of the party to attack wizards and clerics.

Akram and Slapper both focus on the same opponent and Akram tries to share spells with Slapper whenever possible. Akram uses some of his *spiritjaws* on any spellcaster that seriously impairs his allies' fighting abilities.

Anders stays far behind and shoots his spells. He keeps one *dispel magic* in case the party cast some spell that could negate his allies' fighting abilities (such spells include, but are not limited to *entangle*, *Evard's black tentacles*, or *wall-type* spells)

Development: If the heroes have at least one of the bandits alive, they can interrogate them. When the interrogations are complete, proceed to Encounter 16: Malachite's Minions.

INTERROGATING LORD LARAS

Lord Laras refuses to talk (obviously). However, if compelled by magic, through Intimidation (he cannot be befriended using Diplomacy) or if a Paladin or Cleric of a Lawful deity promises him his freedom in return for

information, Lord Laras says the following. However he speaks as if Anders was the leader of the group, and not him.

- He worked for someone calling herself “the Bird of Radigast”. He guesses she’s a woman. However since the death of the Contessa he has not received any new instructions.
- He wanted to attack the heroes to try to start a war
- They have attacked a number heralds from both sides and kept their equipment.
- He worships Erythnul the Cruel.

INTERROGATION THE OTHER BANDITS

The other bandits have much less to say. They all point to one another, except Lord Laras, as the leader. They all offer to talk in return for their freedom, unless compelled through Intimidation or magic.

- They wanted a war to start to allow for more slaughter.
- They have attacked a number heralds from both sides and kept their equipment.
- They all worship Erythnul the Cruel.

Stone Klaw: He comes from the Bone March but left when Orcs destroyed his home, over 20 years ago. He has since wandered the world until he met Lord Laras in 593CY.

Akram: Akram was born in the Bandit Kingdoms where he worked as a slave under an Iuzian whip. He hates the Iuzians and thinks the group is supporting a rebel anti-Iuz group. Lord Laras rescued him from his slave pens in 594CY.

Anders: Anders is just a boy-gone-wrong. Born and raised in Radigast City, he remembers the nights where the devils roamed the streets and terrorized the population... He still has vivid dreams of those times he looked outside, and the voice in his head telling him to commit horrible things. The voice was right, when he listened to it, he felt great and powerful. (Little does Anders know, the “voice” was an imp having fun with him, however it turned him to the path of evil) Anders just wants to see people suffer. Lord Laras promised him that when they met early in the year.

ENCOUNTER 16: MALACHITE’S MINIONS

This encounter takes place as the heroes travel down a narrow pass in the hills. Malachite has sent a number of his dark forces to ensure the war continues.

The pass is 300 feet long, 40 feet wide, rather straight, with rocky sides 80 feet high. The spell turrets have been placed on the other side of the pass.

These forces are waiting in ambush for anyone to pass nearby. The bone turrets appear as floating

skulls (with a strange resemblance to demiliches). The undead are Hiding 60 feet from the turret near the heroes. (Boneclaws and slaughter wights) they take 20 on their hide checks (APL8 DC39 (+13 skill+6 distance), APL10 and 12 DC43). The air necromentals wait, hidden in the clouds, some 200 feet up. They come swooping in as soon as the turrets activate themselves.

APL8 (EL10)

- ↗ **Bone spell turret I:** trap, see Appendix One
- ↗ **Bone spell turret II:** trap, see Appendix One
- ↗ **Boneclaw (2):** hp105 each, see Appendix One.

APL10 (EL12)

- ↗ **Bone spell turret I:** trap, see Appendix One
- ↗ **Bone spell turret II:** trap, see Appendix One
- ☞ **Greater Air Necromental:** hp136, see Appendix One
- ☞ **Slaughter wight:** hp135, see Appendix One

APL12 (EL14)

- ↗ **Bone spell turret I:** trap, see Appendix One
- ↗ **Bone spell turret II:** trap, see Appendix One
- ↗ **Bone spell turret III:** trap, see Appendix One
- ☞ **Greater Air Necromental (2):** hp136 each, see Appendix One
- ☞ **Slaughter wight (2):** hp135 each, see Appendix One

Tactics: The spell turrets activate when a non-undead, non evil-outsider, non-animal creature approaches within 120 feet.

Do keep in mind that the turrets fire at the CLOSEST target to it. If there are 2 valid targets, roll random or attack both if you have multiple rays. Make sure you are familiar with the turrets and their functioning (see Appendix 2).

The boneclaws and slaughter wights stand up just after the spell turrets activate. They move to engage the party, but leave obvious ways for the party to move around them and flank them (this makes these heroes the target of all the turret’s spells).

If present, the necromental(s) appears in the rear of the party to attack to kill who ever it can hit. Their goal is to push the party towards the turrets and the wights.

Development: The heroes are free to proceed to the Encounter 17: Lord Agnard Gellor

ENCOUNTER 17: LORD AGNARD GELLOR

The heroes finally arrive in Stone Battle where they are greeted by a group of twenty knights wearing the livery of the Gellor family.

You are escorted through Stone Battle to the Castle. A powerful yet squat structure built atop a hillock giving the castle a great view of not only the town, but the Fennelmore swamp as well.

Passing the gates, you see an Oeridian man step out of the keep. Pale gray eyes, mid to late 50s with a crown of gray hair, the man is quite fit. He carries a longbow and a quiver of arrows. The knights and ladies all bow politely to the man, who obviously commands much respect.

As he sees you, his face brightens with a smile. Motioning for you to approach with his bow, the man walks into the courtyard toward a straw practice dummy that has been erected.

"Ah! There you are! I have been expecting you. You have some form of message for me..." The man extends a hand towards you.

The man is Lord Agnard Gellor, Archbaron of Fennelmore (Knowledge (nobility) or (local/NMR) or Bardic Knowledge check DC15). He commands respect and has a touch of the Suel arrogance about him. He does NOT introduce himself. When he is finally handed the letter, continue.

THE HEROES WERE SENT BY LADY RACHEL

The man opens the letter and reads it quickly. "Seneschal, destroy this. As for you adventurers, I thank you for your time, but I have to tell you that my decision was made long before you arrived."

"Tell Lady Rachel that I will submit to the will of her father. My terms are simple and I have already informed him that I would represent House Gellor in the coming election to the title of Count."

"Now enough with the politics... There is nothing we can do today. I invite you to remain as my guests! Surely you will not refuse me. Stay a few days."

Proceed to "Lord Agnard's Guests".

THE HEROES WERE SENT BY LORD DANE

The man opens the letter and reads it quickly. "Seneschal, destroy this. As for you adventurers, I thank you for your time, but I have to tell you that my decision was made long before you arrived."

"I have no desire to take on the County by myself. Therefore I have sent my respects to our Regent, Lord Duncombe already. Though I would have preferred for the Council to prevail, their cause has been lost to the mighty fist of Lord Duncombe."

"Now enough with the politics... There is nothing we can do today. I invite you to remain as my guests! Surely you will not refuse me. Stay a few days."

Proceed to "Lord Agnard's Guests".

LORD AGNARD'S GUESTS

The heroes spend some time with Lord Agnard. He invites them to take a ride in the Fennelmore swamp. During that time, the heroes have a chance to ask him a few questions if they wish. When they are done, proceed to the Conclusion.

- **Who do you worship?** I pay homage to all of the gods. I am not a religious man myself, so why take chances? My family is very close to the church of Pelor. If I were forced to choose, I'd say Pelor.
- **About the treaty the Contessa signed with the Duergar?** It's like letting the fox into the chicken coop to trap it. I do not think Lord Duncombe will suffer that too long. I wouldn't tolerate this myself.
- **What about Nyronde?** We should move for closer ties with them.
- **What about the Duchy?** We should move for closer ties with them.
- **What about the rumors that the Contessa turned to Hextor?** She did change quite a lot, but to go from Heironeous to Hextor in front of an entire court can not go undetected. No... those are but slanderous rumors spread by the enemies of House Gellor.
- **Who should be the next Count?** Me, of course!

CONCLUSION

LORD DANE ESCAPED

You have failed to bring back Lord Dane to Lady Rachel. She is extremely displeased with you and orders you thrown out of the palace. Do not expect many thanks there.

When the news arrives that Lord Agnard Gellor, Archbaron of Fennelmore has agreed to bow to the Council that Lord Duncombe has promised to gather, the County as a whole breathes a sigh of relief. It seems civil war has been averted.

Proceed to "Finally".

LORD DANE BROUGHT TO LORD DUNCOMBE

If the heroes have restrained Lord Dane in any way, these restraints are IMMEDIATELY removed by the Lord's Fists. His weapon is also returned to him if it was taken away.

As you arrive at the palace, you are quickly surrounded by a group of dour-looking Lord's Fists and brought to the throne room.

Dominating the scene is the empty throne of the Counts. A large table has been placed in the center of the room and a number of soldiers are writing or carrying dispatches.

One of the Lord's Fists calls out to the chaotic mass of people. "Lord Darius Alan Dane!" Immediately the soldiers line the room and stand at attention. Alone in the center are two figures.

One is an Oeridian man in his 50s, with graying hair, dressed in the red uniform of the Lord's fist. Next to him stands Lady Rachel Duncombe.

"Ah! Lord Dane, so good of you to come and see us. We were beginning to think you'd gone and left."

Lord Dane puts his hand on his sword to hand to over to the Duncombes, but Lady Rachel stops

him “Lord Dane, by appearing before the Regent, you have absolved yourself of the crimes of waging war upon him and the County.”

The Regent's face contorts in anger for a second, before turning to a sly smile. “Yes, as my lovely daughter said, you are free to go. We thank you for you time, Lord Dane.”

Lord Dane leaves, with a puzzled look on his face.

Proceed to “Finally”.

THE EMBASSY TO LORD AGNARD GELLOR

It has been barely a week since you arrived in Stone Battle when Lady Rachel Duncombe arrives surrounded by a large contingent of red-clad Lord's Fists.

Assembled in open court, Lady Rachel, dressed in a long green dress with a Swan embroidered on the bodice, addresses the Archbaron of Fennelmore.

“Dear cousin, I come here with tidings of peace and reconciliation. Though you have supported the enemies of the lawful Regent of the County of Urnst, I extend to you my hand in friendship. I also bear with me a writ signed by the Regent himself, absolving you of the crime of supporting the enemies of the County during the troubles we just faced.”

The Archbaron stands. “Tell your father that I need no absolution for anything I did. However, I will take your offer of peace. House Gellor will NOT be the one to plunge this country into civil war once more.”

Proceed to “Finally”.

FINALLY (FOR ALL)

Lord Duncombe may have ensured peace in the County, but politics is an endless and tumultuous sea. A number of factions are forming. Nobles begin playing a game of influence. Three factions quickly form, each backed by a different major house.

House Dane rallies behind the former Lord Chamberlain Lord Darius Alan Dane.

House Gellor rallies behind the Archbaron of Fennelmore Lord Agnard Gellor.

Houses Duncombe and Torquann rally to Lady Rachel Duncombe Knight Paragon of the Knights of the Swan.

Only House Underley remains silent. Rumors circulate that Lord Underley has been sending many adventurers abroad. What is the Lord Mage up to now?

AR REWARDS

- If the heroes were caught looting the County's soldiers in Encounter 4 or 5, they receive the “Looter” AR Reward.

- For those heroes who caused massive property destruction in town during encounters 7 or 13, they receive the “Public Danger” AR Reward.
- If the heroes succeeded in their mission (those appointed either by Lord Dane or Lady Rachel), then they receive the appropriate “Thanks”.
- Heroes who receive the Thanks of Lady Rachel are also given access to her armory. (Heroes who bypass the encounters by flying over them or avoiding them by using magic do NOT receive these rewards because their patron wanted them to make a show of force.)
- Heroes who receive the Thanks of Lord Dane are also given access to his armory. (Heroes who bypass the encounters by flying over them or avoiding them by using magic do NOT receive these rewards because their patron wanted them to make a show of force.)
- Members of the County army who belong to House Duncombe or Torquann who fought for these houses receive the “Veteran” AR Reward. Note that a hero who gets the “Looter” AR Reward can NOT be awarded “Veteran”.
- Any hero who refused to fight may NOT receive “Veteran”.

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: The Battle for the outpost

Defeating the County Soldiers

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Encounter 5: The flankers

Defeating the County troops

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 11:

Defeating the mercenaries

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP

Encounter 12: The Pelican

Defeating the Dane House Troops

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 13: Lord Duncombe's Supplies

Defeating the Yarne Troops

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP

Encounter 14: The Lord's Fists

Defeating the Mercenaries

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 15: Lord Laras' Men

Defeating the Lord Laras' bandits

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 16: Malachite's Minions

Defeating Malachite's forces

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Story Award

Getting the thank of Lady Rachel or Lord Dane

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

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

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

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

the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 1: Two Heralds walk into an Inn...

All APLs: L: ogp; C: 2gp; M: ogp

Encounter 12: The Pelican

APL 2: Loot: 41 gp; Coin: 0 gp; Magic: *bracers of armor* +1 x2 (83gp per character); *vest of protection* +1 (83gp); +1 *sap* (192gp); *cloak of protection* +1 (83gp); *periapt of wisdom* +2 (333gp);

APL 4: Loot: 45 gp; Coin: 0 gp; Magic: *bracers of armor* +1 (83gp); *vest of protection* +1 (83gp); +1 *sap* (192gp); +1 *chain shirt* (104gp); *cloak of protection* +1 (83gp); *periapt of wisdom* +2 (333gp); *bracers of armor* +2 (333gp); *cloak of charisma* +2 (333gp); *gauntlets of ogre power* (333gp);

APL 6: Loot: 31 gp; Coin: 0 gp; Magic: *bracers of armor* +1 (83gp); *vest of protection* +1 (83gp); +1 *merciful sap* (692gp); +1 *chain shirt* (104gp); +1 *heavy steel shield* (98gp); *cloak of protection* +1 (83gp); *periapt of wisdom* +2 (333gp); *bracers of armor* +2 (333gp); *cloak of charisma* +4 (1333gp); *gauntlets of ogre power* x2 (333gp per character);

Encounter 15: Lord Laras' Men

APL 8: Loot: 43 gp; Coin: 0 gp; Magic: *gauntlets of ogre power* +2 (333gp); *full plate* +2 (471gp); *vest of resistance* +1 (83gp); *lance* +1 (193gp); *Mithral chain shirt* +1 (175gp); *Hide* +2 (347gp); *cloak of protection* +1 (83gp); *periapt of wisdom* +2 (333gp); *crocodile studded leather armor* +1 (101gp); *amulet of health* +2 x2 (333gp per character); *cloak of charisma* +2 (333gp); *bracers of armor* +2 (333gp); *vest of resistance* +1 (83gp);

APL 10: Loot: 26 gp; Coin: 0 gp; Magic: *gauntlets of ogre power* +2 (333gp); *full plate* +2 (471gp); *vest of resistance* +1 (83gp); *lance* +1 (193gp); *Mithral chain shirt* +2 (425gp); *Hide* +2 (347gp); *cloak of protection* +1 (83gp); *periapt of wisdom* +2 (333gp); *crocodile studded leather armor* +1 (101gp); *amulet of health* +2 x2 (333gp per character); *cloak of charisma* +2 (333gp); *bracers of armor* +2 (333gp); *vest of resistance* +1 (83gp);

APL 12: Loot: 26 gp; Coin: 0 gp; Magic: *gauntlets of ogre power* +2 (333gp); *full plate* +2 (471gp); *vest of resistance* +1 (83gp); +1 *humanbane lance* (693gp); *Mithral chain shirt* +2 (425gp); *Hide* +3 (764gp); *cloak of protection* +1 (83gp);

periapt of wisdom +2 (333gp); *crocodile studded leather armor* +2 (351gp); *amulet of health* +2 x2 (333gp per character); *cloak of charisma* +2 (333gp); *bracers of armor* +2 (333gp); *vest of resistance* +2 (333gp);

Total Possible Treasure

APL 2: Total: 450 gp
APL 4: Total: 650 gp
APL 6: Total: 900 gp
APL 8: Total: 1,300 gp
APL 10: Total: 2,300 gp
APL 12: Total: 3,300 gp

Special

Looter: You have looted soldiers of the County despite orders not to. This immediately cancels out all favor with the County's army. If you belong to the army or navy, you are reduced to the lowest rank possible. This takes effect immediately.

Public Danger: You have caused property damage. Before your next adventure in the County of Urnst, you must pay a fine of _____ gold nobles or be thrown in jail for 1TU per 200gp. (This does not prevent you from taking part in the adventure, but you must pay upkeep, and you cannot claim free upkeep for that adventure).

Thanks of Lady Rachel: Lady Rachel thinks highly of you. You are now considered to have a point of influence with her. Cross off once used.

Lady Rachel's Armory: Lady Rachel gives you access to one of the following upgrades. Armor & Shield upgrades: *sacred* (A&EG). Weapon upgrades: *bane* (aberrations, undead, evil outsider, chaotic outsider), *clouting* (CAr), *disarming* (A&EG), *holy*. Cross off once used.

Thanks of Lord Darius Dane: Lord Dane thinks highly of you. You are now considered to have a point of influence with him. Cross off once used.

Lord Dane's Armory: Lord Dane gives you access to one of the following upgrades. Armor & Shield upgrades: *buoyant* (SW), *death ward* (CAr). Weapon upgrades: *aquatic* (SW), *fortunate* (A&EG). Cross off once used.

Veteran: If you belong to the military forces of House Duncombe or Torquann (and you fought on their side), this may be used as a promotion. Alternatively, you may use this favor as an influence point with your patron house. Cross off once used.

- +1 *merciful sap* (Adventure; DMG)
- *Cloak of charisma* +4 (Adventure; DMG)

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

- +2 *full plate* (Adventure; DMG)
- +1 *mithral chain shirt* (Adventure; DMG)
- +2 *hide armor* (Adventure; DMG)
- +1 *crocodile studded leather armor* (Adventure; DMG)
- *Bracers of armor* +2 (Adventure; DMG)

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

- +2 *mithral chain shirt* (Adventure; DMG)

APL 12 (all of APLs 2-8 plus the following):

- +2 *mithral chain shirt* (Adventure; DMG)
- +1 *humanbane lance* (Adventure; DMG)
- +3 *hide armor* (Adventure; DMG)
- +2 *crocodile studded leather armor* (Adventure; DMG)
- *Vest of protection* +2 (Adventure; CAr)

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Vest of protection* +1 (Adventure; CAr)

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

- *Bracers of armor* +2 (Adventure; DMG)

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

APPENDIX 1: ALL APLS

ENCOUNTER 1: TWO HERALDS WALK INTO AN INN...

The Heralds: Male Oeridian War1; CR 1/2; Medium Humanoid; HD 1d8+2; hp 10; Init +6; Spd 30 ft; AC 13 (+1 armor, +2 Dex), touch 12, flat-footed 11; Base Atk +1; Grp +4; Atk/Full Atk +4 One-handed (1d3+3, Unarmed Strike); AL N; SV Fort +4, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 8, Wis 8, Cha 8;

Skills and Feats: Handle Animal +1, Intimidate +1, Jump +5, Ride +4. Improved Initiative, Improved Unarmed Strike.

Possessions: Thick clothes (padded armor)

Good Brawler: Male Oeridian/Flan/Suel War1; CR 1/2; Medium Humanoid; HD 1d8+2; hp 10; Init +6; Spd 30 ft; AC 13 (+1 armor, +2 Dex), touch 12, flat-footed 11; Base Atk +1; Grp +4; Atk/Full Atk +4 One-handed (1d3+3, Unarmed Strike); AL N; SV Fort +4, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 8, Wis 8, Cha 8;

Skills and Feats: Handle Animal +1, Intimidate +1, Jump +5, Ride +4. Improved Initiative, Improved Unarmed Strike.

Possessions: Thick clothes (padded armor)

Average Brawler: Male Oeridian/Flan/Suel Com1; CR 1/3; Medium Humanoid; HD 1d4+2; hp 6; Init +1; Spd 30 ft; AC 12 (+1 armor, +1 Dex), touch 11, flat-footed 11; Base Atk +0; Grp +2; Atk/Full Atk +2 One-handed (1d3+2, Unarmed Strike); AL N; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10;

Skills and Feats: Craft (Any) +4, Craft (Farmer) +7, Handle Animal +4, Ride +3, Use Rope +3. Great Fortitude, Skill Focus (Craft (Farmer)).

Possessions: Thick clothes (padded armor)

ENCOUNTER 4: THE BATTLE FOR THE OUTPOST

Urnstian Medium Warhorse: CR 2; Large animal; HD 4d8+12; hp 30; Init +1; Spd 60 ft; AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, hoof); full Atk +6 melee (1d6+4, 2 hooves) and +1 melee (1d4+2, bite); Space/Reach 10ft/10ft; SQ: Low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +3; Str 18, Dex 13, Con 15, Int 2, Wis 14, Cha 6;

Skills and Feats: Listen +8, Spot +8. Endurance, Run.

ENCOUNTER 5: THE FLANKERS

See the Urnstian warhorse statistic in Encounter 4.

ENCOUNTER 12: THE PELICAN

Brotton Banshee: Female Human Ftr8; CR 8; Medium Humanoid (Human); HD 8d10+16; hp 76; Init +4; Spd 20 ft; AC 20 (+10 armor), touch 10, flat-footed 20; Base Atk +8; Grp +14; Atk +17 melee (1d8+13; 15-20/x2, +2 falchion) or +15 melee (2d6+9, Masterwork greatsword); Full Atk +17/+12 melee (1d8+13; 15-20/x2, +2 falchion) or +15/+10 melee (2d6+9, Masterwork greatsword); AL LN; SV Fort +8, Ref +2, Will +2; Str 22, Dex 10, Con 14, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +12, Handle Animal +4, Jump +1, Ride +13. Cleave, Distracting Attack**, Improved critical (Falchion), Improved Initiative, Improved Toughness**, Power Attack, Reckless Charge**, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Possessions: +2 falchion, +2 full plate, gauntlets of ogre power, masterwork greatsword

ENCOUNTER 4: THE BATTLE FOR THE OUTPOST

County Sergeant: Male Oeridian Ftr1; CR 1; Medium Humanoid; HD 1d10+5; hp 15; Init +2; Spd 20 ft; AC 19 (+5 armor, +2 shield, +2 Dex), touch 12, flat-footed 17; Base Atk +1; Grp +4; Atk/Full Atk +4 melee (one-handed mounted only) (1d8+3, Lance) or +4 melee (1d8+3, Longsword) or +3 Two-handed (1d8+2, Composite Longbow (+2 Str)); AL LN; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb -2, Handle Animal +1, Intimidate +3, Ride +6. Mounted Combat, Power Attack, Toughness.

Possessions: lance, longsword, composite longbow (+2str), 40 arrows, chainmail, heavy wooden shield, potion of cure medium wounds.

County Chaplain: Male Flan/Suel Clr1; CR 1; Medium Humanoid; HD 1d8+2; hp 10; Init +1; Spd 20 ft; AC 17 (+4 armor, +2 shield, +1 Dex), touch 11, flat-footed 16; Base Atk +0; Grp +2; Atk/Full Atk +4 melee (1d8+2, Masterwork longsword) or +1 ranged (1d8, Light Crossbow); SQ: Aura of Good and Law, Spontaneous Casting, Turn Undead; AL LG; SV Fort +4, Ref +1, Will +5; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8;

Skills and Feats: Concentration +4, Diplomacy +1, Heal +7, Knowledge (religion) +4. Combat Casting, Martial Weapon Proficiency (Longsword), Weapon Focus (Longsword), Augment Healing**.

Possessions: Masterwork longsword, light crossbow, 40 bolts, scale mail, heavy wooden shield, 2 wooden holy symbols of Heironeous, 4 scrolls of cure light wounds.

Domains: Good (+1 Caster level for good spells), War (Weapon proficiency (longsword) and Weapon focus (longsword))

Spells known (3/2+1; base DC = 13+ spell level) o-[create water, detect magic, resistance]; i-[bless, magic weapon*, shield of faith];

County Soldier: Male Oeridian War1; CR 1/2; Medium Humanoid; HD 1d8+5; hp 13; Init +2; Spd 30 ft; AC 18 (+4 armor, +2 shield, +2 Dex), touch 12, flat-footed 16; Base Atk +1; Grp +4; Atk/Full Atk +4 melee (1d8+3, Longsword) or +3 ranged (1d8, Longbow); AL LN; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb +1, Handle Animal +1, Intimidate +3, Ride +6. Power Attack, Toughness.

Possessions: longsword, longbow, 40 arrows, chain shirt, heavy wooden shield

ENCOUNTER 11: THE MERCENARIES

Artie (Artichoke) Bigburrow: Male Halfling(Lightfoot) Sor3; CR 3; Small Humanoid; HD 3d4+6; hp 19; Init +2; Spd 20 ft; AC 14 (+1 armor, +2 Dex, +1 size), touch 13, flat-footed 12; Base Atk +1; Grp -5; Atk/Full Atk +1 melee (1d6-2, Masterwork longspear); SQ familiar (toad), Halfling traits; AL N; SV Fort +5, Ref +5, Will +4; Str 6, Dex 14, Con 14, Int 10, Wis 8, Cha 18;

Skills and Feats: Concentration +8, Knowledge (arcana) +6. Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Possessions: bracers of armor +1, vest of protection +1, Masterwork longspear, spell component pouch

Spells Known (6/6; base DC = 14 + spell level, 16+spell level for Enchantment): o- acid splash, daze, detect magic, read magic, ray of frost; 1st - color spray, hypnotism, magic missile.

Gurk the Magnificent: Male Half-Orc Bbn3; CR 3; Medium Humanoid; HD 3d12+6; hp 28; Init +2; Spd 40 ft; AC 18 (+4 armor, +2 shield, +2 Dex), touch 12, flat-footed 18; Base Atk +3; Grp +8; Atk/Full Atk +10 melee (1d6+6, +1 Sap) or +8 melee (1d6+5, Scimitar); SA Rage; SQ Half orc traits, Darkvision 60ft, fast movement, trap sense +1, uncanny dodge; AL N; SV Fort +5, Ref +3, Will +0; Str 20, Dex 14, Con 14, Int 6, Wis 8, Cha 8;

Skills and Feats: Intimidate +4, Listen +5. Weapon Focus (Sap), Intimidating Rage**.

Possessions: +1 sap, masterwork chain shirt, masterwork heavy steel shield, scimitar

Kregor: Male Half-Orc Ftr1/Mnk2; CR 3; Medium Humanoid; HD 2d8+1d10+6; hp 26; Init +6; Spd 30 ft; AC 16 (+2 Dex, +1 armor, +3 misc), touch 15, flat-footed 14; Base Atk +2; Grp +10; Atk +7 melee (1d6+4, Unarmed Strike); full Atk +7 melee (1d6+4, Unarmed Strike) or +5/+5 Flurry of Blows (1d6+4, Unarmed Strike); SA Flurry of blows; SQ Armor restriction, darkvision 60ft, evasion, half-orc traits; AL LN; SV Fort +7, Ref +5, Will +6; Str 18, Dex 14, Con 14, Int 6, Wis 16, Cha 6;

Skills and Feats: Jump +12, Tumble +9. Improved Initiative, Power Attack, Weapon Focus (Unarmed Strike).

Possessions: bracers of armor +1, cloak of protection +1, periapt of wisdom +2

ENCOUNTER 12: THE PELICAN

Dane Retainer: Male/Female Oeridian War1; CR 1/2; Medium Humanoid; HD 1d8+3; hp 14; Init +2; Spd 30 ft; AC 14 (+2 armor, +2 Dex), touch 12, flat-footed 12; Base Atk +1; Grp +3; Atk/Full Atk +3 melee (1d6+2, Handaxe); AL LN; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 16, Int 10, Wis 10, Cha 10;

Skills and Feats: Handle Animal +3, Jump +5, Ride +5, Swim +5. Power Attack, Toughness.
Possessions: Handaxe, leather surcoat (armor)

ENCOUNTER 13: LORD DUNCOMBE'S SUPPLIES

Yarne Retainers: Use the statistics for the Dane Retainers in Encounter 8

ENCOUNTER 14: THE LORD'S FISTS

Artie Bigburrow, Gurk the Magnificent and Kregor: Use the statistics of encounter 7

ENCOUNTER 4: THE BATTLE FOR THE OUTPOST

County Sergeant: Male Oeridian Ftr2; CR 2; Medium Humanoid; HD 2d10+7; hp 23; Init +2; Spd 20 ft; AC 21 (+8 armor, +2 shield, +1 Dex), touch 11, flat-footed 20; Base Atk +2; Grp +5; Atk/Full Atk +6 melee (one-handed mounted only) (1d8+3, Masterwork lance) or +6 melee (1d8+3, Masterwork longsword) or +4 Two-handed (1d8+2, Composite Longbow (+2 Str)); AL LN; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb -1, Handle Animal +2, Intimidate +4, Ride +7. Mounted Combat, Ride-By Attack, Power Attack, Toughness.

Possessions: masterwork lance, masterwork longsword, composite longbow (+2str), 40 arrows, masterwork full plate, masterwork heavy wooden shield, potion of *cure medium wounds*.

County Chaplain: Male Flan/Suel Clr2; CR 2; Medium Humanoid; HD 2d8+4; hp 17; Init +1; Spd 20 ft; AC 21 (+8 armor, +2 shield, +1 Dex), touch 11, flat-footed 20; Base Atk +1; Grp +3; Atk/Full Atk +5 melee (1d8+3, +1 Longsword) or +2 ranged (1d8, Light Crossbow); SQ: Aura of Good and Law, Spontaneous Casting, Turn Undead; AL LG; SV Fort +6, Ref +2, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8;

Skills and Feats: Concentration +6, Diplomacy +1, Heal +8, Knowledge (religion) +4. Combat Casting, Martial Weapon Proficiency (Longsword), Weapon Focus (Longsword), Augment Healing**.

Possessions: longsword +1, light crossbow, 40 bolts, masterwork full plate, masterwork heavy wooden shield, 2 wooden holy symbols of Heironeous, cloak of resistance, 4 scrolls of *cure light wounds*.

Domains: Good (+1 Caster level for good spells), War (Weapon proficiency (longsword) and Weapon focus (longsword))

Spells known (4/3+1; base DC = 13+ spell level) o- [*create water, detect magic, guidance, resistance*]; 1-[*bles, cause fear, magic weapon*, shield of faith*];

County Soldier: Male Oeridian War1; CR 1/2; Medium Humanoid; HD 1d8+5; hp 13; Init +2; Spd 30 ft; AC 18 (+4 armor, +2 shield, +2 Dex), touch 12, flat-footed 16; Base Atk +1; Grp +4; Atk/Full Atk +4 melee (1d8+3, Longsword) or +3 ranged (1d8, Longbow); AL LN; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb +1, Handle Animal +1, Intimidate +3, Ride +6. Power Attack, Toughness.

Possessions: longsword, longbow, 40 arrows, chain shirt, heavy wooden shield

ENCOUNTER 11: THE MERCENARIES

Artie (Artichoke) Bigburrow: Male Halfling(Lightfoot) Sor5; CR 5; Small Humanoid; HD 5d4+10; hp 29; Init +2; Spd 20 ft; AC 14 (+1 armor, +2 Dex, +1 size), touch 13, flat-footed 12; Base Atk +2; Grp-4; Atk/Full Atk +2 melee (1d6-2, Masterwork longspear); SQ familiar (toad), Halfling traits; AL N; SV Fort +6, Ref +6, Will +6; Str 6, Dex 14, Con 14, Int 10, Wis 8, Cha 20;

Skills and Feats: Concentration +10, Knowledge (arcana) +6, Spellcraft +4. Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Possessions: bracers of armor +2, vest of protection +1, cloak of charisma +2, Masterwork longspear, spell component pouch

Spells Known (6/7/5; base DC = 15 + spell level, 17+spell level for Enchantment): o- *acid splash, daze, detect magic, flare, read magic, ray of frost*; 1st - *color spray, hypnotism, magic missile, ray of enfeeblement*; 2nd - *glitterdust, Tasha's irresistible laughter*.

Gurk the Magnificent: Male Half-Orc Bbn3/Ftr2; CR 5; Medium Humanoid; HD 2d10+3d12+10; hp 44; Init +6; Spd 40 ft; AC 19 (+5 armor, +2 shield, +2 Dex), touch 12, flat-footed 19; Base Atk +5; Grp +10; Atk/Full Atk +12 melee (1d6+6, +1 Sap) or +11 melee (1d6+5, Masterwork scimitar); SA Rage; SQ Half orc traits, Darkvision 60ft, fast movement, trap sense +1, uncanny dodge; AL N; SV Fort +8, Ref +3, Will +0; Str 21, Dex 14, Con 14, Int 6, Wis 8, Cha 6;

Skills and Feats: Intimidate +6, Listen +5. Improved Initiative, Weapon Focus (Sap), Close-Quarters Fighting**, Intimidating Rage**.

Possessions: +1 sap, +1 chain shirt, masterwork heavy steel shield, masterwork scimitar

Kregor: Male Half-Orc Ftr2/Mnk2/Rog1; CR 5; Medium Humanoid; HD 1d6+2d8+2d10+10; hp 45; Init +6; Spd 30 ft; AC 16 (+1 armor, +2 Dex, +3 misc), touch 15, flat-footed 14; Base Atk +3; Grp +12; Atk +9 melee (1d6+5, Unarmed Strike); full Atk +9 melee (1d6+5, Unarmed Strike) or +7/+7 Flurry of Blows (1d6+5, Unarmed Strike); SA Flurry of blows, sneak (+1d6); SQ Armor restriction, darkvision 60ft, evasion, half-orc traits, trapfinding; AL LN; SV Fort +9, Ref +8, Will +7; Str 21, Dex 14, Con 14, Int 6, Wis 16, Cha 6;

Skills and Feats: Climb +8, Jump +12, Swim +7, Tumble +12. Improved Initiative, Improved Toughness**, Power Attack, Weapon Focus (Unarmed strike).

Possessions: bracers of armor +1, cloak of protection +1, periapt of wisdom +2, gauntlets of ogre power

ENCOUNTER 12: THE PELICAN

Dane Retainer: Male/Female Oeridian War2; CR1; Medium Humanoid; HD 2d8+6; hp 22; Init +2; Spd 30

ft; AC 17 (+4 armor, +1 shield, +2 Dex), touch 12, flat-footed 15; Base Atk +2; Grp +4; Atk/Full Atk +4 melee (1d6+2, Handaxe); AL LN; SV Fort +6, Ref +2, Will +0; Str 14, Dex 14, Con 16, Int 10, Wis 10, Cha 10;

Skills and Feats: Handle Animal +3, Jump +4, Ride +6, Swim +2. Power Attack, Toughness.

Possessions: Handaxe, chain shirt, buckler

ENCOUNTER 13: LORD DUNCOMBE'S SUPPLIES

Yarne Retainers: Use the statistics for the Dane Retainers in Encounter 8

ENCOUNTER 14: THE LORD'S FISTS

Artie Bigburrow, Gurk the Magnificent and Kregor:
Use the statistics of encounter 7

ENCOUNTER 4: THE BATTLE FOR THE OUTPOST

County Sergeant: Male Oeridian Ftr4; CR 4; Medium Humanoid; HD 4d10+11; hp 39; Init +2; Spd 20 ft; AC 23 (+9 armor, +3 shield, +1 Dex), touch 11, flat-footed 22; Base Atk +4; Grp +7; Atk/Full Atk +8 melee (one-handed mounted only) (1d8+4, +1 Lance) or +8 melee (1d8+3, Masterwork longsword) or +6 Two-handed (1d8+2, Composite Longbow (+2 Str)); AL LN; SV Fort +7, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb -1, Handle Animal +4, Intimidate +6, Ride +11. Mounted Combat, Ride-By Attack, Spirited Charge, Power Attack, Cleave, Toughness.

Possessions: lance +1, masterwork longsword, composite longbow (+2str), 40 arrows, full plate +1, heavy wooden shield +1, cloak of resistance, potion of cure medium wounds.

County Chaplain: Male Flan/Suel Clr4; CR 4; Medium Humanoid; HD 4d8+8; hp 31; Init +1; Spd 20 ft; AC 23 (+9 armor, +3 shield, +1 Dex), touch 11, flat-footed 22; Base Atk +3; Grp +5; Atk/Full Atk +7 melee (1d8+3, +1 Longsword) or +4 ranged (1d8, Light Crossbow); SQ: Aura of Good and Law, Spontaneous Casting, Turn Undead; AL LG; SV Fort +7, Ref +3, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8;

Skills and Feats: Concentration +8, Diplomacy +1, Heal +8, Knowledge (religion) +5, Spellcraft +3. Combat Casting, Martial Weapon Proficiency (Longsword), Weapon Focus (Longsword), Augment Healing**, Divine Spell Power**.

Possessions: longsword +1, light crossbow, 40 bolts, masterwork full plate, masterwork heavy wooden shield, 2 wooden holy symbols of Heironeous, cloak of resistance, 4 scrolls of cure light wounds.

Domains: Good (+1 Caster level for good spells), War (Weapon proficiency (longsword) and Weapon focus (longsword))

Spells known (5/4+1/3+1; base DC = 13+ spell level) o-[create water, detect magic, guidance, resistance, virtue]; 1-[bless, cause fear (2), magic weapon*, shield of faith]; 2-[calm emotions, silence, spiritual weapon*].

County Soldier: Male Oeridian War1; CR 1/2; Medium Humanoid; HD 1d8+5; hp 13; Init +2; Spd 30 ft; AC 18 (+4 armor, +2 shield, +2 Dex), touch 12, flat-footed 16; Base Atk +1; Grp +4; Atk/Full Atk +4 melee (1d8+3, Longsword) or +3 ranged (1d8, Longbow); AL LN; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb +1, Handle Animal +1, Intimidate +3, Ride +6. Power Attack, Toughness.

Possessions: longsword, longbow, 40 arrows, chain shirt, heavy wooden shield

ENCOUNTER 11: THE MERCENARIES

Artie (Artichoke) Bigburrow: Male Halfling(Lightfoot) Sor7; CR 7; Small Humanoid; HD 7d4+14; hp 39; Init +2; Spd 20 ft; AC 14 (+1 armor, +2 Dex, +1 size), touch 13, flat-footed 12; Base Atk +3; Grp -3; Full Atk +3 melee (1d6-2, Masterwork longspear); SQ familiar (toad), Halfling traits; AL N; SV Fort +7, Ref +7, Will +7; Str 6, Dex 14, Con 14, Int 10, Wis 8, Cha 23;

Skills and Feats: Concentration +12, Knowledge (arcana) +6, Spellcraft +6. Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Sudden Widen**.

Possessions: bracers of armor +2, vest of protection +1, cloak of charisma +4, Masterwork longspear, spell component pouch

Spells Known (6/7/5; base DC = 16 + spell level, 18+spell level for Enchantment): o- acid splash, daze, detect magic, enlarge person, flare, light, read magic, ray of frost; 1st - color spray, hypnotism, magic missile, ray of enfeeblement; 2nd - blindness/deafness, glitterdust, Tasha's irresistible laughter; 3rd - haste, suggestion.

Gurk the Magnificent: Male Half-Orc Bbn3/Ftr4; CR 7; Medium Humanoid; HD 4d10+3d12+14; hp 58; Init +6; Spd 40 ft; AC 20 (+5 armor, +3 shield, +2 Dex), touch 12, flat-footed 20; Base Atk +7 Grp +12; Atk +15 melee (2d6+8, +1 merciful sap) or +14 melee (1d6+6, Masterwork scimitar); full Atk +15/+10 melee (2d6+8, +1 merciful sap) or +14/+9 melee (1d6+6, Masterwork scimitar); SA Rage; SQ Half orc traits, Darkvision 60ft, fast movement, trap sense +1, uncanny dodge; AL N; SV Fort +9, Ref +4, Will +1; Str 23, Dex 14, Con 14, Int 6, Wis 8, Cha 6;

Skills and Feats: Intimidate +8, Listen +5. Improved Initiative, Weapon Focus (Sap), Weapon Specialization (Sap), Close-Quarters Fighting**, Instantaneous Rage**, Intimidating Rage**.

Possessions: +1 merciful sap, +1 chain shirt, +1 heavy steel shield, masterwork scimitar, gauntlets of ogre power

Kregor: Male Half-Orc Ftr2/Mnk2/Rgr1/Rog2; CR 7; Medium Humanoid; HD 2d6+3d8+2d10+14; hp 61; Init +6; Spd 30 ft; AC 16 (+1 armor, +2 Dex, +3 misc), touch 15, flat-footed 14; Base Atk +5; Grp +14; Atk +11 melee (1d6+5, Unarmed Strike); full Atk +11 melee (1d6+5, Unarmed Strike) or +9/+9 Flurry of Blows (1d6+5, Unarmed Strike); SA Favored enemy (Human, +2), flurry of blows, sneak (+1d6); SQ Armor restriction, darkvision 60ft, evasion, half-orc traits, improved evasion, trapfinding, wild empathy (1d20-1); AL LN; SV Fort +11, Ref +11, Will +7; Str 21, Dex 14, Con 14, Int 6, Wis 16, Cha 6;

Skills and Feats: Climb +8, Hide +11, Jump +12, Swim +7, Tumble +13. Cleave, Improved Initiative,

Improved Toughness**, Power Attack, Track, Weapon Focus (Unarmed strike).

Possessions: *bracers of armor* +1, *cloak of protection* +1, *periapt of wisdom* +2, *gauntlets of ogre power*

ENCOUNTER 12: THE PELICAN

Dane Retainer: Male/Female Oeridian War4; CR3; Medium Humanoid; HD 4d8+12; hp 38; Init +2; Spd 30 ft; AC 17 (+4 armor, +1 shield, +2 Dex), touch 12, flat-footed 15; Base Atk +4; Grp +6; Atk/Full Atk +8 melee (1d6+2, Masterwork handaxe); AL LN; SV Fort +7, Ref +3, Will +1; Str 15, Dex 14, Con 16, Int 10, Wis 10, Cha 10;

Skills and Feats: Handle Animal +4, Jump +6, Ride +8, Swim +3. Power Attack, Toughness, Weapon Focus (Handaxe).

Possessions: masterwork Handaxe, masterwork chain shirt, buckler

ENCOUNTER 13: LORD DUNCOMBE'S SUPPLIES

Yarne Retainers: Use the statistics for the Dane Retainers in Encounter 8

ENCOUNTER 14: THE LORD'S FISTS

Artie Bigburrow, Gurk the Magnificent and Kregor: Use the statistics of encounter 7

ENCOUNTER 5: THE FLANKERS

Javon of the Copperwood: Male Human Rgr6/Beastmaster**1; CR 7; Medium Humanoid; HD 6d8+1d10+21; hp 60; Init +4; Spd 30 ft; AC 20 (+6 armor, +4 Dex), touch 14, flat-footed 16; Base Atk +7; Grp +9; Atk +12 ranged (1d8+3, +1 Composite Longbow (+2 Str)) or +9 melee (2d6+3, Greatsword); Full Atk +12/+7 ranged (1d8+3, +1 Composite Longbow (+2 Str)) or +10/+10/+5 ranged (1d8+3, +1 Composite Longbow (+2 Str)) or +9/+4 melee (2d6+3, Greatsword); SA Favored enemy (human +4, orc +2); SQ wild empathy (1d20+9); AL CG; SV Fort +11, Ref +12, Will +4; Str 14, Dex 18, Con 16, Int 10, Wis 12, Cha 10;

Skills and Feats: Handle Animal +13, Hide +13, Knowledge (nature) +12, Listen +10, Ride +16, Spot +10, Survival +11. Endurance, Manyshot, Natural Bond**, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Handle Animal), Track.

Possessions: +1 Composite longbow (+2 Str). Gloves of Dexterity +2, amulet of health +2, greatsword, +2 chain shirt, vest of resistance +1

Growler (Javon's companion): Male deinonychus; Large Animal; HD 6d8+24; hp 51; Init +2; Spd 60 ft; AC 22 (-1 size, +3 armor, +7 natural, +3 Dex), touch 12, flat-footed 20; Base Atk +4; Grp +14; Atk +8 melee (3d6+5, talon); Full Atk +8 melee (3d6+5, 2 talons) and +3 melee (1d3+2, 2 foreclaws) and +3 melee (2d4+2, bite); Space/Reach 10ft/5ft; SA Pounce; SQ bonus tricks (2), evasion, link, low-light vision, scent, share spells, skill bonuses; AL N; SV Fort +9, Ref +8, Will +3; Str 20, Dex 16, Con 19, Int 2, Wis 12, Cha 10;

Skills and Feats: Hide +10, Jump +27, Listen +10, Spot +10, Survival +11. Improved Natural Attack (talons), Run, Track

Possessions: Masterwork studded leather armor

Tricks: Attack Unnatural, come, down, heel, seek, stay, track.

Pounce (Ex): If a deinonychus charges, it can make a full attack.

Skills and Feats: A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

County Knight: Male Human Ftr4; CR 4; Medium Humanoid (Human); HD 4d10+8; hp 36; Init +0; Spd 20 ft; AC 20 (+10 armor), touch 10, flat-footed 20; Base Atk +4; Grp +9; Atk/Full Atk +11 melee (1d8+10, +1 Lance) or +10 melee (2d6+7, Masterwork greatsword); AL LG; SV Fort +6, Ref +1, Will +1; Str 21, Dex 10, Con 14, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +7, Handle Animal +4, Jump -4, Ride +9. Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (Lance), Weapon Specialization (Lance).

Possessions: +1 lance, masterwork greatsword, +2 full plate, gauntlets of ogre power

Morningrise: female Flan Drd3/Ftr1/Wiz3; CR 7; Medium Humanoid; HD 3d4+3d8+1d10+17; hp 57; Init +0; Spd 20 ft; AC 15 (+5 armor), touch 10, flat-footed 15; Base Atk +4; Grp +3; Full Atk +4 melee (1d6-1, Masterwork scimitar); SQ nature sense, spontaneous caster (summon nature's ally), trackless step, wild empathy (1d20+4), woodland stride; AL N; SV Fort +9, Ref +3, Will +11; Str 8, Dex 10, Con 14, Int 18, Wis 19, Cha 8;

Skills and Feats: Climb -2, Concentration +11, Diplomacy +4, Handle Animal +5, Heal +9, Jump -7, Knowledge (arcana) +13, Knowledge (nature) +16, Knowledge (religion) +10, Ride +12, Spellcraft +11, Survival +12. Improved Toughness** Mounted Combat, Natural Bond**, Practiced Spellcaster** (Druid; Wizard), Scribe Scroll.

Possessions: vest of resistance +1, periapt of wisdom +2, headband of intellect +2, +2 hide armor, masterwork scimitar, toad familiar

Druid Spells Prepared (4/3/2; base DC = 14+ spell level; caster level = 7) o-[create water, detect poison, guidance, purify food and drink, resistance]; i-[entangle, fairy fire, produce flame]; 2-[barkskin, resist energy];

Wizard Spells Prepared (4/3/2; base DC = 14+ spell level; caster level = 7) o-[acid splash, detect magic, resistance, touch of fatigue]; i-[grease, ray of enfeeblement, shield]; 2-[blindness, scorching ray];

Nightwing (Morningrise' Companion): Large Animal; HD 8d8+32; hp68; Init+6; Spd 20 ft, fly 40 ft (good); AC 26 (-1 size, +3 armor, +5 Dex, +9 natural), touch 14, flat-footed 21; Base Atk +6; Grp +17; Atk/Full Atk +12 melee (1d8+10, bite); Space/Reach 10 ft/5 ft; SQ Blindsense 40 ft, link, share spell, evasion, devotion; AL N; SV Fort +10, Ref +12, Will +8; Str 24, Dex 20, Con 18, Int 2, Wis 14, Cha 6

Skills and Feats: Hide +3, Listen +14*, Move Silently +10, Spot +10* Alertness, Fly-by-attack, Stealthy

Possessions: masterwork studded leather

Tricks: Attack, attack unnatural, come, defend, down, guard, heel, home, seek.

ENCOUNTER 15: LORD LARAS' MEN

Lord Laras: Male Oeridian Brd1/Ftr5; CR 6; Medium Humanoid; HD 1d6+5d10+18; hp 54; Init +0; Spd 20 ft; AC 20 (+10 armor), touch 10, flat-footed 20; Base Atk +5; Grp +9; Atk/Full Atk +11 melee (1d8+7, +1 Lance), +10 melee (1d8+4, Masterwork longsword); SQ Bardic Knowledge (1d20+2), Bardic music (countersong, fascinate, Inspire courage), dark blessing, detect good (at will); AL NE; SV Fort +8, Ref +4, Will +4; Str 19, Dex 10, Con 16, Int 12, Wis 10, Cha 12;

Skills and Feats: Diplomacy +8, Gather Information +5, Handle Animal +7, Hide +0, Knowledge (nobility)

+5, Knowledge (religion) +5, Perform (Sing) +5, Ride +10, Sense Motive +5, Speak Language +, Spellcraft +3. Cleave, Improved Sunder, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (Lance).

Possessions: gauntlets of ogre power +2, amulet of health +2, Full plate +2, vest of resistance +1, lance +1, masterwork longsword

Bard Spells Prepared (2; base DC = 11 + spell level): 0—[detect magic, know direction, prestidigitation, read magic].

Stone Klaw: Male Gargoyle Ftr2; CR 6; Medium Monstrous Humanoid (Earth); HD 4d8+2d10+30; hp 71; Init +4; Spd 40 ft; Fly 60 ft (avg); AC 23 (+5 armor, +4 Dex, +4 natural), touch 14, flat-footed 19; Base Atk +6; Grp +12; Atk +13 melee (1d6+6, 2 claws); full Atk +13/+13 melee (1d6+6, 2 claws) and +7 melee (1d6+3, Bite) and +7 melee (1d6+3, Gore); SQ Darkvision 60 feet, DR 10/magic, freeze, racial skill bonuses; AL CE; SV Fort +9, Ref +8, Will +4; Str 23, Dex 18, Con 20, Int 4, Wis 10, Cha 4;

Skills and Feats: Hide +13, Jump +12. Hover, Improved Toughness**, Improved Natural Attack (Claws), Power Attack, Weapon Focus (Claws).

Possessions: mithral chain shirt +1

Freeze (Ex): You can hold yourself so still you appear to be a statue. An observer must succeed on a DC 20 spot check to notice you are really alive.

Racial skill bonuses: +2 racial bonus on Hide, Listen and Spot checks. You gain an additional +8 bonus on Hide checks when you are concealed against a background of stone.

Akram (crocodile form): Male Goblin Drd6/Wrp1; CR 7; Small Humanoid (Goblinoid); HD 7d8+21; hp 66; Init +1; Spd 20 ft, Swim 30ft; AC 20 (+5 armor, +1 Dex, +4 natural), touch 11, flat-footed 19; Base Atk +4; Grp +8; Atk/Full Atk Bite +8 melee (1d8+6) or tail slap +8 melee (1d12+6); SA Improved Grab; Spontaneous casting (summon nature's ally); SQ Goblin traits, hold breath, low-light vision, morphic features, morphic immunities, morphic weapons, nature sense, resist nature's lure, trackless step, wild empathy (1d20+6), wild shape, woodland stride; AL NE; SV Fort +11, Ref +4, Will +13; Str 19, Dex 12, Con 17, Int 14, Wis 21, Cha 6;

Skills and Feats: Balance +0, Concentration +16, Escape Artist +0, Handle Animal +7, Hide +0*, Jump -3, Listen +14, Ride +16, Spot +14, Survival +16. Improved Toughness**, Natural Spell, Skill Focus (Concentration).

Possessions: Hide +2, cloak of protection +1, periapt of wisdom +2, a rat skull (divine focus)

Druid Spells Prepared (5/4/4/3; base DC = 15 + spell level): 0—[cure minor wounds (x2), detect magic, resistance (x2)]; 1—[cure light wounds, entangle, longstrider, magic fang]; 2—[barkskin, bull's strength, bear's endurance, resist energy]; 3—[mass lesser vigor**, spiritjaws** (2)].

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without

provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): See Monster Manual

Skills: See Monster Manual

Morphic Features: See Appendix Two.

Morphic Immunities (Ex): See Appendix Two.

Morphic Weapons (Su): See Appendix Two

Akram (normal shape): Male Goblin Drd6/Wrp1; CR 7; Small Humanoid (Goblinoid); HD 7d8; hp 45; Init +2; Spd 20 ft; AC 18 (+5 armor, +2 Dex, +1 size), touch 13, flat-footed 15; Base Atk +4; Grp -2; Atk/Full Atk +3 melee (1d4-2, Scimitar); SA Spontaneous casting (summon nature's ally); SQ Goblin traits, morphic features, morphic immunities, morphic weapons, nature sense, resist nature's lure, trackless step, wild empathy (1d20+6), wild shape, woodland stride; AL NE; SV Fort +8, Ref +5, Will +13; Str 6, Dex 14, Con 10, Int 14, Wis 21, Cha 6;

Skills and Feats: Balance +1, Concentration +13, Escape Artist +1, Handle Animal +7, Jump -9, Listen +14, Ride +17, Spot +14, Survival +16. Improved Toughness**, Natural Spell, Skill Focus (Concentration).

Slapper (Akram's companion): Male crocodile; Medium Animal; HD 5d8+20; hp 42; Init +1; Spd 20 ft, swim 30ft; AC 21 (+4 armor, +6 natural, +1 Dex), touch 11, flat-footed 20; Base Atk +3; Grp +7; Atk/Full Atk +8 melee (1d8+7, bite) or +8 melee (1d12+7, tail slap); SA Improved grab; SQ Bonus tricks (2), evasion, hold breath, low-light vision, link, share spell; AL N; SV Fort +8, Ref +5, Will +3; Str 20, Dex 13, Con 18, Int 1, Wis 12, Cha 2;

Skills and Feats: Hide +7*, Listen +4, Spot +4, Swim +13. Alertness, Skill Focus (Hide)

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): See Monster Manual

Skills: See Monster Manual

Tricks: Attack, attack unnatural, defend, down.

Possessions: Studded leather armor +1.

Anders: Male Human Sor5; CR 5; Medium Humanoid; HD 5d4+15; hp 34; Init +1; Spd 30 ft; AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 12; Base Atk +2; Grp +1; Atk/Full Atk +1 melee (1d8-1, Longspear); AL CE; SV Fort +5, Ref +3, Will +5; Str 8, Dex 12, Con 16, Int 8, Wis 10, Cha 21;

Skills and Feats: Concentration +11, Hide +9. Draconic Heritage (Black)**, Draconic Power**, Sudden Widen**.

Possessions: amulet of health +2, cloak of charisma +2, bracers of armor +2, vest of resistance +1, 2 spell component pouches, toad familiar

Sorcerer Spells Known (6/7/5; base DC = 15 + spell level): 0—[*detect magic*, *detect poison*, *disrupt undead*, *prestidigitation*, *read magic*, *touch of fatigue*]; 1—[*grease*, *magic missile*, *ray of enfeeblement*, *shield*]; 2—[*blindness/deafness*, *Tasha's hideous laughter*].

ENCOUNTER 16: MALACHITE'S

MINIONS

Bone Spell Turret I: CR7; diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spell effects cast once per round in set order, no spell cast on every fifth round but spell turret self-repairs 4d8+20hp; Spell sequence: *Maximized fireball* (DC19, damage 60), *Heightened feeblemind* (DC19), *Split Ray Empowered Enlarge ray of enfeeblement* (+9 ranged touch), *Empowered Evard's black tentacle* (Grp +22); Search DC 25+ Spell level; Disable device DC 25+ Spell level; AC 7; hardness 6; hp 200.

Bone Spell Turret II: CR7; diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spell effects cast once per round in set order, no spell cast on every fifth round but spell turret self-repairs 4d8+20hp; Spell sequence: *Maximized fireball* (DC19, damage 60), *Extended Widened glitterdust* (DC 19), *Split Ray** enervation* (+9 ranged touch), *Heightened reciprocal gyre* (DC19); Search DC 25+ Spell level; Disable device DC 25+ Spell level; AC 7; hardness 6; hp 200.

Boneclaw: CR 5; Large undead; HD 10d12+40; hp 105; Init +8; Spd 40 ft; AC 16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12; Base Atk +5; Grp +14; Atk + 7 melee (2d6+7, claw)*; Full Atk + 7 melee (2d6+7, 2 claws)*;

SA Reaching claws; SQ +2 turn resistance, damage reduction 5/bludgeoning, darkvision 60ft, immunity to cold, undead traits, unholy toughness; AL CE; SV Fort +3, Ref +7, Will +9; Str 21, Dex 18, Con -, Int 14, Wis 14, Cha 19;

Skills and Feats: Hide +13, Intimidate +17, Listen +15, Move Silently +17, Spot +15. Combat Reflexes, Improved Initiative, Improved natural attack (claw), Power Attack

*:A boneclaw normally attacks using its Power Attack feat, taking a -2 penalty on its attack roll and gaining a +2 bonus on damage rolls.

Reaching claws (Ex): See Appendix Two
Unholy Toughness (Ex): See Appendix Two

ENCOUNTER 5: THE FLANKERS

Javon of the Copperwood: Male Human Rgr6/Beastmaster**3; CR 9; Medium Humanoid; HD 6d8+3d10+27; hp 87; Init +4; Spd 30 ft; AC 20 (+6 armor, +4 Dex), touch 14, flat-footed 16; Base Atk +9; Grp +11; Atk +14 ranged (1d8+3, +1 flaming comp longbow) or +11 melee (2d6+3, Greatsword); Full Atk +12/+12/+7 ranged (1d8+3, +1 flaming comp longbow) or +14/+9 ranged (1d8+3, +1 flaming comp longbow) or +11/+6 melee (2d6+3, Greatsword); SA Favored enemy (human +4, orc +2); SQ speak with animals, wild empathy (1d20+11); AL CG; SV Fort +12, Ref +13, Will +5; Str 14, Dex 19, Con 16, Int 10, Wis 12, Cha 10;

Skills and Feats: Handle Animal +13, Hide +15, Knowledge (nature) +12, Listen +14, Ride +18, Spot +14, Survival +13. Alertness, Endurance, Improved Toughness**, Manyshot, Natural Bond**, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Handle Animal), Track.

Possessions: +1 flaming Composite longbow (+2 Str). Gloves of Dexterity +2, amulet of health +2, greatsword, +2 chain shirt, vest of resistance +1

Speak with Animals (Sp): As the spell, with a caster level of 3, 1/day.

Growler (Javon's companion): Male deinonychus; Large Animal; HD 6d8+24; hp 51; Init +2; Spd 60 ft; AC 22 (-1 size, +3 armor, +7 natural, +3 Dex), touch 12, flat-footed 20; Base Atk +4; Grp +14; Atk +8 melee (3d6+5, talon); Full Atk +8 melee (3d6+5, 2 talons) and +3 melee (1d3+2, 2 foreclaws) and +3 melee (2d4+2, bite); Space/Reach 10ft/5ft; SA Pounce; SQ bonus tricks (2), evasion, link, low-light vision, scent, share spells, skill bonuses; AL N; SV Fort +9, Ref +8, Will +3; Str 20, Dex 16, Con 19, Int 2, Wis 12, Cha 10;

Skills and Feats: Hide +10, Jump +27, Listen +10, Spot +10, Survival +11. Improved Natural Attack (talons), Run, Track

Possessions: Masterwork studded leather armor

Tricks: Attack Unnatural, come, down, heel, seek, stay, track.

Pounce (Ex): If a deinonychus charges, it can make a full attack.

Skills and Feats: A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

County Knight: Male Human Ftr6; CR 6; Medium Humanoid (Human); HD 6d10+12; hp 58; Init +0; Spd 20 ft; AC 20 (+10 armor), touch 10, flat-footed 20; Base Atk +6; Grp +11; Atk +13 melee (1d8+10, +1 Lance) or +12 melee (2d6+7, Masterwork greatsword); Full Atk +13/+8 melee (1d8+10, +1 Lance) or +12/+7 melee (2d6+7, Masterwork greatsword); AL LG; SV Fort +7, Ref +2, Will +2; Str 21, Dex 10, Con 14, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +9, Handle Animal +4, Jump -2, Ride +11. Improved Toughness**, Mounted Combat, Power Attack, Reckless Charge**, Ride-By Attack, Spirited Charge, Weapon Focus (Lance), Weapon Specialization (Lance). **Possessions:** +1 lance, masterwork greatsword, +2 full plate, gauntlets of ogre power

Morningrise: female Flan Drd3/Ftr1/Wiz3/ Arcane Hierophant**2; CR 9; Medium Humanoid; HD 3d4+2d6+3d8+1d10+18; hp 68; Init +4; Spd 20 ft; AC 15 (+5 armor), touch 10, flat-footed 15; Base Atk +5; Grp +4; Atk/Full Atk +5 melee (1d6-1, Masterwork scimitar); SQ nature sense, spontaneous caster (summon nature's ally), trackless step, wild empathy (1d20+4), wild shape, woodland stride; AL N; SV Fort +9, Ref +3, Will +15; Str 8, Dex 10, Con 14, Int 18, Wis 20, Cha 8;

Skills and Feats: Climb -2, Concentration +13, Diplomacy +6, Handle Animal +5, Heal +10, Jump -7, Knowledge (arcana) +15, Knowledge (nature) +18, Knowledge (religion) +10, Listen +7, Ride +14, Spellcraft +13, Survival +15. Improved Initiative, Improved Toughness** Mounted Combat, Natural Bond**, Practiced Spellcaster** (Druid; Wizard), Scribe Scroll.

Possessions: masterwork scimitar, vest of resistance +1, periapt of wisdom +2, headband of intellect +2, +2 hide armor

Druid Spells Prepared (4/4/3/2; base DC = 15 + spell level; caster level = 9) 0-[create water, detect poison, guidance, purify food and drink, resistance]; 1-[cure light wounds, entangle, fairy fire, produce flame]; 2-[barkskin, bear's endurance, resist energy]; 3-[call lightning, wind wall]

Wizard Spells Prepared (4/4/3/2; base DC = 14 + spell level; caster level = 9) 0-[acid splash, detect magic, resistance, touch of fatigue]; 1-[enlarge person, grease, ray of enfeeblement, shield]; 2-[blindness, scorching ray, touch of idiocy]; 3-[dispel magic, fireball]

Nightwing (Morningrise' Companion Familiar): Large Animal; HD 8d8+32; hp68; Init+6; Spd 20 ft, fly 40 ft (good); AC 26 (-1 size, +3 armor, +5 Dex, +9 natural), touch 14, flat-footed 21; Base Atk +6; Grp +17; Atk/Full Atk +12 melee (1d8+10, bite); Space/Reach 10 ft/5 ft; SQ alertness, blindsense 40 ft, empathic link, deliver touch spells, devotion, evasion, improved evasion, link, multiattack, share spell; AL N; SV Fort +10, Ref +12, Will +8; Str 24, Dex 20, Con 18, Int 7, Wis 14, Cha 6

Skills and Feats: Hide +3, Listen +14*, Move Silently +10, Spot +10* Alertness, Fly-by-attack, Stealthy

Possessions: masterwork studded leather

ENCOUNTER 15: LORD LARAS' MEN

Lord Laras: Male Oeridian Brd1/Ftr6/Blk1; CR 8; Medium Humanoid; HD 1d6+7d10+24; hp 72; Init +0; Spd 20 ft; AC 20 (+10 armor), touch 10, flat-footed 20;

Base Atk +7; Grp +12; Atk +14 melee (1d8+8, +1 Lance), +13 melee (1d8+5, Masterwork longsword); full Atk +14/+9 melee (1d8+8, +1 Lance), +13/+8 melee (1d8+5, Masterwork longsword); SA poison use; SQ Aura of evil, Bardic Knowledge (1d20+2), Bardic music (countersong, fascinate, Inspire courage), dark blessing, detect good (at will); AL NE; SV Fort +11, Ref +5, Will +5; Str 20, Dex 10, Con 16, Int 12, Wis 10, Cha 14;

Skills and Feats: Diplomacy +9, Gather Information +6, Handle Animal +8, Hide +0, Knowledge (nobility) +5, Knowledge (religion) +5, Perform skills ... +6, Perform (Sing) +6, Ride +10, Sense Motive +5, Speak Language +, Spellcraft +3. Cleave, Improved Sunder, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (Lance).

Possessions: gauntlets of ogre power +2, amulet of health +2, Full plate +2, vest of resistance +1, lance +1, cloak of charisma +2, masterwork longsword

Assassin Spells Prepared (1; base DC = 11 + spell level); 1-[true strike].

Bard Spells Known (2; base DC = 11 + spell level): 0—[detect magic, know direction, prestidigitation, read magic].

Stone Klaw: Male Gargoyle Ftr3/Rgr1; CR 8; Medium Monstrous Humanoid (Earth); HD 5d8+3d10+40; hp 94; Init +4; Spd 40 ft; Fly 60 ft (avg); AC 23 (+6 armor, +4 Dex, +4 natural), touch 14, flat-footed 19; Base Atk +8; Grp +14; Atk +15 melee (1d6+6, 2 claws); full Atk +15/+15 melee (1d6+6, 2 claws) and +9 melee (1d6+3, Bite) and +9 melee (1d6+3, Gore); SA Favored enemy (human +2); SQ Darkvision 60 feet, DR 10/magic, freeze, racial skill bonuses wild empathy (1d20+2); AL CE; SV Fort +12, Ref +12, Will +6; Str 23, Dex 18, Con 20, Int 4, Wis 10, Cha 4;

Skills and Feats: Hide +15, Jump +14. Hover, Improved Toughness**, Improved Natural Attack (Claws), Power Attack, Track Weapon Focus (Claws).

Possessions: Mithral chain shirt +2, cloak of resistance +1

Freeze (Ex): See Monster Manual

Racial skill bonuses: See Monster Manual

Goblin Druid (Crocodile form): Male Goblin Drd6/Wrp3; CR 9; Small Humanoid (Goblinoid); HD 9d8+45; hp 102; Init +1; Spd 20 ft, Swim 30ft; AC 20 (+5 armor, +1 Dex, +4 natural), touch 11, flat-footed 19; Base Atk +6; Grp +12; Atk +12 melee (2d6+9, bite) or +12 melee (3d6+9, tail slap); full Atk +12/+7 melee (2d6+9, bite) or +12/+7 melee (3d6+9, tail slap); Face/Reach 5ft/10ft; SA Spontaneous casting (summon nature's ally); SQ Goblin traits, morphic features, morphic immunities, morphic reach, morphic weapons, nature sense, resist nature's lure, trackless step, wild empathy (1d20+6), wild shape, woodland stride; AL NE; SV Fort +15, Ref +6, Will +14; Str 23, Dex 12, Con 21, Int 14, Wis 22, Cha 6;

Skills and Feats: Balance +2, Concentration +20, Escape Artist +2, Handle Animal +7, Jump +1, Listen +15, Ride +16, Spot +15, Survival +17. Improved Toughness**, Natural Bond**, Natural Spell, Skill Focus (Concentration).

Possessions: Hide +2, cloak of protection +2, periapt of wisdom +2, a rat skull (divine focus)

Druid Spells Prepared (5/4/4/3; base DC = 15 + spell level): 0—[cure minor wounds (x2), detect magic, resistance (x2)]; 1—[cure light wounds, entangle, longstrider, magic fang]; 2—[barkskin, bull's strength, bear's endurance, resist energy]; 3—[mass lesser vigor**, spiritjaws** (2)].

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): See Monster Manual

Skills: See Monster Manual

Morphic Features: See Appendix Two.

Morphic Immunities (Ex): See Appendix Two.

Morphic Weapons (Su): See Appendix Two

Morphic Body (Su): See Appendix Two

Morphic Reach (Su): See Appendix Two

Goblin Druid (normal shape): Male Goblin Drd6/Wrp3; CR 9; Small Humanoid (Goblinoid); HD 9d8+18; hp 75; Init +2; Spd 20 ft; AC 18 (+5 armor, +2 Dex, +1 size), touch 13, flat-footed 16; Base Atk +6; Grp +2; Atk +7 melee (1d4, Scimitar); full Atk +7/+2 melee (1d4, Scimitar); SA Spontaneous casting (summon nature's ally); SQ Goblin traits, morphic features, morphic immunities, morphic reach, morphic weapons, nature sense, resist nature's lure, trackless step, wild empathy (1d20+6), wild shape, woodland stride; AL NE; SV Fort +12, Ref +7, Will +14; Str 10, Dex 14, Con 14, Int 14, Wis 22, Cha 6;

Skills and Feats: Balance +3, Concentration +17, Escape Artist +3, Handle Animal +7, Jump -5, Listen +15, Ride +17, Spot +15, Survival +17. Improved Toughness**, Natural Bond**, Natural Spell, Skill Focus (Concentration).

Slapper (Akram's companion): Male crocodile; Medium Animal; HD 5d8+20; hp 42; Init +1; Spd 20 ft, swim 30ft; AC 21 (+4 armor, +6 natural, +1 Dex), touch 11, flat-footed 20; Base Atk +3; Grp +7; Atk/Full Atk +8 melee (1d8+7, bite) or +8 melee (1d12+7, tail slap); SA Improved grab; SQ Bonus tricks (2), evasion, hold breath, low-light vision, link, share spell; AL N; SV Fort +8, Ref +5, Will +3; Str 20, Dex 13, Con 18, Int 1, Wis 12, Cha 2;

Skills and Feats: Hide +7*, Listen +4, Spot +4, Swim +13. Alertness, Skill Focus (Hide)

Tricks: Attack, attack unnatural, defend, down.

Possessions: Studded leather armor +1.

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): See Monster Manual

Skills: See Monster Manual

Anders: Male Human Sor7; CR 7; Medium Humanoid; HD 7d4+21; hp 46; Init +1; Spd 30 ft; AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 12; Base Atk +3; Grp +2; Atk/Full Atk +2 melee (1d8-1, Longspear); AL CE; SV Fort +6, Ref +4, Will +6; Str 8, Dex 12, Con 16, Int 8, Wis 10, Cha 21;

Skills and Feats: Concentration +13, Hide +11. Draconic Heritage (Black)***, Draconic Power**, Sudden Empower**, Sudden Widen**.

Possessions: amulet of health +2, cloak of charisma +2, bracers of armor +2, vest of resistance +1, 2 spell component pouches, toad familiar

Sorcerer Spells Known (6/7/7/5; base DC = 15 + spell level): 0—[detect magic, detect poison, disrupt undead, prestidigitation, read magic, touch of fatigue]; 1—[grease, magic missile, protection from good, ray of enfeeblement, shield]; 2—[blindness/deafness, summon swarm, Tasha's hideous laughter]; 3—[dispel magic, fireball].

ENCOUNTER 16: MALACHITE'S MINIONS

Bone Spell Turret I: CR7; diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spell effects cast once per round in set order, no spell cast on every fifth round but spell turret self-repairs 4d8+20hp; Spell sequence: *Maximized fireball* (DC19, damage 60), *Heightened feeblemind* (DC19), *Split Ray Empowered Enlarge ray of enfeeblement* (+9 ranged touch), *Empowered Evard's black tentacle* (Grp +22); Search DC 25+ Spell level; Disable device DC 25+ Spell level; AC 7; hardness 6; hp 200.

Bone Spell Turret II: CR7; diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spell effects cast once per round in set order, no spell cast on every fifth round but spell turret self-repairs 4d8+20hp; Spell sequence: *Maximized fireball* (DC19, damage 60), *Extended Widened glitterdust* (DC 19), *Split Ray** enervation* (+9 ranged touch), *Heightened reciprocal gyre* (DC19); Search DC 25+ Spell level; Disable device DC 25+ Spell level; AC 7; hardness 6; hp 200.

Greater air necromental: huge undead; CR 10; HD 21d12; hp 136; Init +14; Spd fly 100ft (perfect); AC 26, (-2 size, +10 Dex, +8 natural) touch 18, flat-footed 16; BAB +15; Grp +28; Atk Slam +23 melee (2d8+5 plus energy drain); full Atk 2 Slam +23 melee (2d8+5 plus energy drain); SA Air mastery, whirlwind, create spawn, energy drain; SQ Darkvision 60ft, DR 10/-, elemental traits, fast healing 3, undead traits; AL NE; SV Fort +11, Ref +22, Will +9; Str 20, Dex 31, Con -, Int 1, Wis 11, Cha 1;

Skills and Feats: Listen +14, Spot +14. Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative (Bonus), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse(Bonus)

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Create Spawn (Su): An elemental killed by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Su): Living creatures hit by a necromental gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attack it possesses. The DC to remove the negative level is 20. When a necromental bestows a negative level, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last up to 1 hour.

Fast Healing (Ex): A necromental heals 3 hit points each round as long as it has at least 1 hit point and is within 5 feet of some form of wind or sky.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 10 rounds. In this form, the elemental can move through the air or along a surface at its fly speed. Reflex save DC 25, Damage: 2d8. See Monster Manual

Slaughter wight: CR 8; Medium undead; HD 18d12+18; hp 135; Init +9; Spd 30 ft; AC 19 (+5 Dex, +4 natural), touch 15, flat-footed 14; Base Atk +9; Grp +16; Atk/Full Atk + 11 melee (1d8+15/17-20 plus energy drain, slam)*; SA Create spawn, energy drain; SQ Augmented critical, darkvision 60ft, inescapable craving, undead traits, vicious slammer; AL CE; SV Fort +6, Ref +11, Will +11; Str 24, Dex 21, Con -, Int 11, Wis 10, Cha 16;

Skills and Feats: Climb +17, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +13. Daunting Presence**, Death Master**, Evicerator**, Improved Critical, Improved Initiative, Improved Toughness**, Power Attack

Augmented Critical (Ex): A slaughter wight's threat range for its slam attack is 17-20.

Create Spawn (Su): Any humanoid slain by a slaughter wight becomes a normal wight in 1d4 rounds. Spawn created by a slaughter wight are under its command and remain enslaved until their master's destruction. They have the statistics of a normal wight (MM p. 255) and do not retain any of the abilities they had in life.

Sometimes a newly created spawn becomes a slaughter wight instead of a mere wight, though the wiles of the dark gods determine such instances (that is, when the DM decides when it occurs).

Energy drain (Su): A living creature hit by a slaughter wight's slam attack gains one negative level. Removing the negative level requires a DC21 Fortitude save. The save DC is Charisma-based. When a slaughter wight bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last up to 1 hour.

Inescapable craving: See Appendix Two.

Vicious Slammer: Power Attack -5 to hit/+5 to damage.

ENCOUNTER 5: THE FLANKERS

Javon of the Copperwood: Male Human Ftr1/Rgr6/Beastmaster**4; CR 11; Medium Humanoid; HD 6d8+5d10+33; hp 107; Init +4; Spd 30 ft; AC 20 (+6 armor, +4 Dex), touch 14, flat-footed 16; Base Atk +11; Grp +14; Atk +16 ranged(1d8+4, +1 flaming humanbane comp longbow) or +15 melee (2d6+4, Masterwork greatsword); Full Atk +14/+14/+9/+4 ranged (1d8+4, +1 flaming humanbane comp longbow) +16/+11/+6 ranged (1d8+4, +1 flaming humanbane comp longbow) or +15/+10/+5 melee (2d6+4, Masterwork greatsword); SA Favored enemy (human +4, orc +2); SQ Extra animal companion, speak with animals, wild empathy (1d20+12); AL CG; SV Fort +16, Ref +15, Will +6; Str 16, Dex 19, Con 16, Int 10, Wis 12, Cha 10;

Skills and Feats: Handle Animal +13, Hide +16, Jump +4, Knowledge (nature) +12, Listen +14, Ride +20, Spot +16, Survival +14. Alertness, Endurance, Improved Precise Shot, Improved Toughness**, Manyshot, Natural Bond**, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Handle Animal), Track.

Possessions: +1 flaming humanbane Composite longbow (+3 Str). Gloves of Dexterity +2, amulet of health +2, masterwork greatsword, +2 chain shirt, vest of resistance +2, ioun stone of strength

Speak with Animals (Sp): As the spell, with a caster level of 4, 1/day.

Growler (Javon's companion): Male deinonychus; Large Animal; HD 8d8+24; hp 68; Init +2; Spd 60 ft; AC 24 (-1 size, +3 armor, +9 natural, +3 Dex), touch 12, flat-footed 22; Base Atk +6; Grp +16; Atk +10 melee (3d6+5, talon); Full Atk +10 melee (3d6+5, 2 talons) and +5 melee (1d3+2, 2 foreclaws) and +5 melee (2d4+2, bite); Space/Reach 10ft/5ft; SA Pounce; SQ bonus tricks (3), evasion, link, low-light vision, scent, share spells, skill bonuses; AL N; SV Fort +10, Ref +9, Will +4; Str 21, Dex 17, Con 19, Int 2, Wis 12, Cha 10;

Skills and Feats: Hide +10, Jump +27, Listen +10, Spot +10, Survival +11. Improved Natural Attack (talons), Run, Track

Possessions: Masterwork studded leather armor

Pounce (Ex): If a deinonychus charges, it can make a full attack.

Skills and Feats: A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

Tricks: Attack Unnatural, come, down, heel, seek, stay, track.

Flyer (Javon's Extra Companion): Male leatherwing; Large Animal; HD 4d8+16; hp 34; Init +5; Spd 20 ft, fly 40 ft (good); AC 21 (-1 size, +3 armor, +4 Dex, +5 natural), touch 13, flat-footed 17; Base Atk +3; Grp +12; Atk/Full Atk +7 melee (1d8+7, bite); Space/Reach 10ft/5ft; SA -; SQ blindsense 40ft, bonus tricks (1); AL

N; SV Fort +8, Ref +9, Will +6; Str 20, Dex 18, Con 18, Int 2, Wis 14, Cha 6;

Skills and Feats: Hide +3, Listen +12*, Move Silently +10, Spot +8*. Alertness, Stealthy

Possessions: Masterwork studded leather armor

Tricks: Attack Unnatural, come, down, heel, seek, stay.

County Knight: Male Human Ftr8; CR 8; Medium Humanoid (Human); HD 8d10+16; hp 76; Init +0; Spd 20 ft; AC 20 (+10 armor), touch 10, flat-footed 20; Base Atk +8; Grp +14; Atk +17 melee (1d8+13, +2 Lance) or +15 melee (2d6+9, Masterwork greatsword); Full Atk +17/+12 melee (1d8+13, +2 Lance) or +15/+10 melee (2d6+9, Masterwork greatsword); AL LG; SV Fort +8, Ref +2, Will +2; Str 22, Dex 10, Con 14, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +12, Handle Animal +4, Jump +1, Ride +13. Distracting Attack**, Improved Toughness**, Mounted Combat, Power Attack, Reckless Charge**, Ride-By Attack, Spirited Charge, Weapon Focus (Lance), Weapon Specialization (Lance).

Possessions: +2 lance, +2 full plate, gauntlets of ogre power, masterwork greatsword

Morningrise: female Flan Drd3/Ftr1/Wiz3/ Arcane Hierophant**4; CR 11; Medium Humanoid; HD 3d4+4d6+3d8+1d10+22; hp 82; Init +4; Spd 20 ft; AC 19 (+7 armor, +2 shield), touch 10, flat-footed 19; Base Atk +7; Grp +6; Atk/Full Atk +7/+2 melee (1d6-1, Masterwork scimitar); AL N; SV Fort +11, Ref +5, Will +17; Str 8, Dex 10, Con 14, Int 20, Wis 20, Cha 8;

Skills and Feats: Climb -5, Concentration +15, Diplomacy +8, Handle Animal +5, Heal +10, Jump -10, Knowledge (arcana) +18, Knowledge (nature) +21, Knowledge (religion) +11, Listen +9, Ride +16, Spellcraft +16, Survival +17. Improved Initiative, Improved Toughness** Mounted Combat, Natural Bond**, Practiced Spellcaster** (Druid; Wizard), Scribe Scroll.

Possessions: masterwork scimitar, vest of resistance +2, periapt of wisdom +2, headband of intellect +4, +2 hide armor, +2 dragonhide breastplate (black)

Druid Spells Prepared (4/5/4/3/2; base DC = 15 + spell level; caster level = 11) 0-[create water, detect poison, guidance, purify food and drink, resistance]; 1-[cure light wounds, entangle, fairy fire, obscuring mist, produce flame]; 2-[barkskin, bear's endurance, resist energy, summon swarm]; 3-[call lightning, wind wall, cure moderate wounds]; 4-[ice storm, flame strike]

Wizard Spells Prepared (4/5/4/3/2; base DC = 15 + spell level; caster level = 11) 0-[acid splash, detect magic, resistance, touch of fatigue]; 1-[enlarge person, grease, protection from evil, ray of enfeeblement, shield]; 2-[blindness, mirror image, scorching ray, touch of idiocy]; 3-[dispel magic, fireball, stinking cloud]; 4-[dimension door, Evard's black tentacles]

Channel Animal (Sp): 2 times per day, you can originate spells through an animal instead of through yourself.

Nightwing (Morningrise' Companion Familiar): Large Animal; HD 10d8+40; hp85; Init+6; Spd 20 ft, fly 40 ft (good); AC 28 (-1 size, +3 armor, +5 Dex, +11 natural), touch 14, flat-footed 23; Base Atk +7; Grp +18; Atk +13 melee (2d6+10, bite); Full Atk +13/+8 melee (2d6+10, bite); Space/Reach 10 ft/5 ft; SQ alertness, blindsense 40 ft, empathic link, deliver touch spells, devotion, evasion, improved evasion, link, multiattack, share spell, speak with master; AL N; SV Fort +10, Ref +12, Will +8; Str 27, Dex 21, Con 18, Int 8, Wis 14, Cha 6

Skills and Feats: Hide +4, Listen +14*, Move Silently +10, Spot +11* Alertness, Fly-by-attack, Improved Natural Weapon (bite), Stealthy

Possessions: masterwork studded leather

ENCOUNTER 15: LORD LARAS' MEN

Lord Laras: Male Oeridian Brd1/Ftr6/Blk3; CR 10; Medium Humanoid; HD 1d6+9d10+30; hp 100; Init +0; Spd 20 ft; AC 20 (+10 armor), touch 10, flat-footed 20; Base Atk +9; Grp +14; Atk +16 melee (1d8+10, +1 humanbane lance), +15 melee (1d8+5, Masterwork longsword); full Atk +16/+11 melee (1d8+10, +1 humanbane lance), +15/+10 melee (1d8+5, Masterwork longsword); SA Aura of despair, poison use, smite good (1/day, +2 to attack, +3 to dmg); SQ Aura of evil, Bardic Knowledge (1d20+2), Bardic music (countersong, fascinate, Inspire courage), dark blessing, detect good (at will), rebuke undead (1d20+4/2d6+3dmg); AL NE; SV Fort +14, Ref +8, Will +8; Str 20, Dex 10, Con 16, Int 12, Wis 10, Cha 14;

Skills and Feats: Climb +2, Diplomacy +17, Gather Information +6, Handle Animal +8, Hide +0, Knowledge (nobility) +5, Knowledge (religion) +6, Perform skills ... +6, Perform (Sing) +6, Ride +15, Sense Motive +5, Speak Language +, Spellcraft +3. Cleave, Improved Sunder, Improved Toughness**, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (Lance), Weapon Specialization (Lance).

Possessions: gauntlets of ogre power +2, amulet of health +2, Full plate +2, vest of resistance +1, +1 humanbane lance, cloak of charisma +2, masterwork longsword

Assassin Spells Prepared (3/0; base DC = 11 + spell level); 1-[true strike (x3)].

Bard Spells Known (2; base DC = 11 + spell level): 0-[detect magic, know direction, prestidigitation, read magic].

Aura of Despair (Su): All enemies within 10 feet of you suffer a -2 morale penalty on all saving throws

Stone Klaw: Male Gargoyle Bbn1/Ftr4/Rgr1; CR 10; Medium Monstrous Humanoid (Earth); HD 5d8+4d10+1d12+50; hp 119; Init +4; Spd 50 ft; Fly 60 ft (avg); AC 27 (+7 armor, +4 Dex, +5 natural, +1 deflection), touch 15, flat-footed 23; Base Atk +10; Grp +17; Atk +18 melee (1d6+9, 2 claws); full Atk +18/+18

melee (1d6+9, 2 claws) and +15 melee (1d6+3, Bite) and +15 melee (1d6+3, Gore); SA Rage, favored enemy (human +2); SQ Darkvision 60 feet, DR 10/magic, fast movement, freeze, racial skill bonuses, wild empathy (1d20+2); AL CE; SV Fort +15, Ref +12, Will +6; Str 24, Dex 18, Con 20, Int 4, Wis 10, Cha 4;

Skills and Feats: Hide +15, Jump +21. Hover, Improved Toughness**, Improved Natural Attack (Claws), Multiattack, Power Attack, Track, Weapon Focus (Claws), Weapon Specialization (Claws).

Possessions: Mithral chain shirt +2, cloak of resistance +1, amulet of natural armor +1, ring of protection +1

Freeze (Ex): See Monster Manual

Racial skill bonuses: See Monster Manual

Age: 1/day. +4 to Strength and Constitution, +20 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC.

Goblin Druid (Crocodile form): Male Goblin Drd6/Wrp5; CR 11; Small Humanoid (Goblinoid); HD 11d8+22; hp 112; Init +1; Spd 20 ft, Swim 30ft; AC 20 (+5 armor, +1 Dex, +4 natural), touch 11, flat-footed 19; Base Atk +7; Grp +13; Atk +13 melee (2d6+9, bite) or +13 melee (3d6+9, tail slap); full Atk +13/+8 melee (2d6+9, bite) or +13/+8 melee (3d6+9, tail slap); Face/Reach 5ft/10ft; SA Spontaneous casting (summon nature's ally); SQ Goblin traits, morphic body, morphic features, morphic healing, morphic immunities, morphic reach, morphic weapons, multimorph, nature sense, resist nature's lure, trackless step, wild empathy (1d20+6), wild shape, woodland stride; AL NE; SV Fort +16, Ref +6, Will +14; Str 23, Dex 12, Con 21, Int 14, Wis 22, Cha 6;

Skills and Feats: Balance +4, Concentration +22, Escape Artist +4, Handle Animal +7, Jump +3, Listen +15, Ride +16, Spot +15, Survival +17. Improved Toughness**, Natural Bond**, Natural Spell, Skill Focus (Concentration).

Possessions: Hide +3, cloak of protection +2, periapt of wisdom +2, a rat skull (divine focus)

Spells Prepared (5/4/4/3; base DC = 15 + spell level): 0-[cure minor wounds (x2), detect magic, resistance (x2)]; 1-[cure light wounds, entangle, longstrider, magic fang]; 2-[barkskin, bull's strength, bear's endurance, resist energy]; 3-[mass lesser vigor**, spiritjaws** (2)].

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): See Monster Manual

Skills: See Monster Manual

Morphic Features: See Appendix Two.

Morphic Immunities (Ex): See Appendix Two.

Morphic Weapons (Su): See Appendix Two

Morphic Body (Su): See Appendix Two

Morphic Reach (Su): See Appendix Two

Morphic Healing (Su): See Appendix Two.

Multimorph (Su): See Appendix Two

Goblin Druid (normal shape): Male Goblin Drd6/Wrp5; CR 11; Small Humanoid (Goblinoid); HD 11d8+22; hp 81; Init +2; Spd 20 ft; AC 19 (+6 armor, +2 Dex, +1 size), touch 13, flat-footed 17; Base Atk +7; Grp +3; Atk +8 melee (1d4, Scimitar); full Atk +8/+3 melee (1d4, Scimitar); SA Spontaneous casting (summon nature's ally); SQ Goblin traits, morphic body, morphic features, morphic healing, morphic immunities, morphic reach, morphic weapons, multimorph, nature sense, resist nature's lure, trackless step, wild empathy (1d20+6), wild shape, woodland stride; AL NE; SV Fort +13, Ref +7, Will +14; Str 10, Dex 14, Con 14, Int 14, Wis 22, Cha 6;

Skills and Feats: Balance +5, Concentration +19, Escape Artist +5, Handle Animal +7, Jump -3, Listen +15, Ride +17, Spot +15, Survival +17. Improved Toughness**, Natural Bond**, Natural Spell, Skill Focus (Concentration).

Slapper: Male crocodile; CR 4; Medium Animal; HD 7d8+28; hp 59; Init +2; Spd 20 ft, swim 30ft; AC 25 (+8 natural, +5 armor, +2 Dex), touch 12, flat-footed 23; Base Atk +5; Grp +9; Atk/Full Atk +10 melee (1d8+7, bite) or +10 melee (3d6+7, tail slap); SA Improved grab; SQ Bonus tricks (3), devotion, evasion, hold breath, low-light vision, link, share spell; AL N; SV Fort +9, Ref +6, Will +4; Str 22, Dex 14, Con 18, Int 1, Wis 12, Cha 2;

Skills and Feats: Hide +9*, Listen +5, Spot +5, Swim +13. Alertness, Improved natural attack (tail slap), Skill Focus (Hide)

Tricks: Attack, attack unnatural, defend, down, heel.

Possessions: studded leather +2

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): See Monster Manual

Skills: See Monster Manual

Anders: Male Human Sor9; CR 9; Medium Humanoid; HD 9d4+27; hp 58; Init +1; Spd 30 ft; AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 12; Base Atk +4; Grp +3; Atk/Full Atk +3 melee (1d8-1, Longspear); AL CE; SV Fort +8, Ref +6, Will +8; Str 8, Dex 12, Con 16, Int 8, Wis 10, Cha 24;

Skills and Feats: Concentration +15, Hide +13. Draconic Heritage (Black)**, Draconic Power**, Sudden Empower**, Sudden Maximize**, Sudden Widen**.

Possessions: amulet of health +2, cloak of charisma +4, bracers of armor +2, vest of resistance +2, 2 spell component pouches, toad familiar

Sorcerer Spells Known (6/8/8/8/5; base DC = 17 + spell level): 0—[detect magic, detect poison, disrupt undead, prestidigitation, read magic, touch of fatigue]; 1—[grease, magic missile, protection from good, ray of enfeeblement,

shield]; 2—[blindness/deafness, Melf's acid arrow, summon swarm, Tasha's hideous laughter]; 3—[dispel magic, fireball, suggestion]; 4—[enervation, Evard's black tentacles, mass enlarge person].

ENCOUNTER 16: MALACHITE'S MINIONS

Bone Spell Turret I: CR7; diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spell effects cast once per round in set order, no spell cast on every fifth round but spell turret self-repairs 4d8+20hp; Spell sequence: *Maximized fireball* (DC19, damage 60), *Heightened feeblemind* (DC19), *Split Ray Empowered Enlarge ray of enfeeblement* (+9 ranged touch), *Empowered Evard's black tentacle* (Grp +22); Search DC31; Disable Device DC31; AC 7; hardness 6; hp 200.

Bone Spell Turret II: CR7; diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spell effects cast once per round in set order, no spell cast on every fifth round but spell turret self-repairs 4d8+20hp; Spell sequence: *Maximized fireball* (DC19, damage 60), *Extended Widened glitterdust* (DC 19), *Split Ray** enervation* (+9 ranged touch), *Heightened reciprocal gyre* (DC19); Search DC 31; Disable Device DC 31; AC 7; hardness 6; hp 200.

Bone Spell Turret III: CR7; diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spell effects cast once per round in set order, no spell cast on every fifth round but spell turret self-repairs 4d8+20hp; Spell sequence: *Summon Monster VI* (1d3 bearded devil) *chain lightning* (DC 19 damage 11d6), *Split Ray** enervation* (+9 ranged touch), *Heightened reciprocal gyre* (DC19); Search DC 31; Disable device 31; AC 7; hardness 6; hp 200.

Greater air necromental: huge undead; CR 10; HD 21d12; hp 136; Init +14; Spd fly 100ft (perfect); AC 26, (-2 size, +10 Dex, +8 natural) touch 18, flat-footed 16; BAB +15; Grp +28; Atk Slam +23 melee (2d8+5 plus energy drain); full Atk 2 Slam +23 melee (2d8+5 plus energy drain); SA Air mastery, whirlwind, create spawn, energy drain; SQ Darkvision 60ft, DR 10/-, elemental traits, fast healing 3, undead traits; AL NE; SV Fort +11, Ref +22, Will +9; Str 20, Dex 31, Con -, Int 1, Wis 11, Cha 1;

Skills and Feats: Listen +14, Spot +14. Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative (Bonus), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse(Bonus)

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Create Spawn (Su): See Appendix Two

Energy Drain (Su): Living creatures hit by a necromental gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attack it possesses. The DC to remove the negative level is 20. When a necromental bestows a negative level, it gains

5 temporary hit points (10 on a critical hit). These temporary hit points last up to 1 hour.

Fast Healing (Ex): A necromental heals 3 hit points each round as long as it has at least 1 hit point and is within 5 feet of some form of wind or sky.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 10 rounds. In this form, the elemental can move through the air or along a surface at its fly speed. Reflex save DC 25, Damage: 2d8. See Monster Manual

Slaughter wight: CR 8; Medium undead; HD 18d12+18; hp 135; Init +9; Spd 30 ft; AC 19 (+5 Dex, +4 natural), touch 15, flat-footed 14; Base Atk +9; Grp +16; Atk/Full Atk + 11 melee (1d8+15/17-20 plus energy drain, slam)*; SA Create spawn, energy drain; SQ Augmented critical, darkvision 60ft, inescapable craving, undead traits, vicious slammer; AL CE; SV Fort +6, Ref +11, Will +11; Str 24, Dex 21, Con -, Int 11, Wis 10, Cha 16;

Skills and Feats: Climb +17, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +13. Daunting Presence**, Death Master**, Evicerator**, Improved Critical, Improved Initiative, Improved Toughness**, Power Attack

Augmented Critical (Ex): A slaughter wight's threat range for its slam attack is 17-20.

Create Spawn (Su): See Appendix Two.

Energy drain (Su): A living creature hit by a slaughter wight's slam attack gains one negative level. Removing the negative level requires a DC21 Fortitude save. The save DC is Charisma-based. When a slaughter wight bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last up to 1 hour.

Inescapable craving: See Appendix Two.

Vicious Slammer: Power Attack -5 to hit/+5 to damage.

APPENDIX 2: NEW RULES – NEW CREATURES

BONECLAW

(from Libris Mortis)

Size/Type:	Large Undead
Hit Dice:	10d12+40 (105 hp)
Initiative:	+8
Speed:	40 ft. (8 squares)
Armor Class:	16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+5/+14
Attack:	Piercing claw + 7 melee (2d6+7)*
Full Attack:	2 Piercing claws + 7 melee (2d6+7)*
Space/Reach:	10 ft./20 ft.
Special Attacks:	Reaching claws
Special Qualities:	+2 turn resistance, damage reduction 5/bludgeoning, darkvision 60ft, immunity to cold, undead traits, unholy toughness
Saves:	Fort +3, Ref +7, Will +9
Abilities:	Str 21, Dex 18, Con -, Int 14, Wis 14, Cha 19
Skills:	Hide +13, Intimidate +17, Listen +15, Move Silently +17, Spot +15
Feats:	Combat Reflexes, Improved Initiative, Improved natural attack (claw), Power Attack
Challenge Rating:	5
Alignment:	Always chaotic evil
Advancement:	11-22 HD (Large)

*Include adjustments for Power Attack feat.

Boneclaws are bloodthirsty undead that enjoy using their extendable claws to bring death to the living. The lord of the dead does not reveal from what dark necromancer laboratory or foul nether plane boneclaws have entered the world. Perhaps they merely “evolved” from lesser forms.

The boneclaw is an intelligent skeletal undead that possesses exceptional control over the length of its claws. At will, a boneclaw can extend one or two of its finger-claws up to a distance of 20 feet, neatly skewering fleshy creatures that stand in the way.

A boneclaw stands about 8 feet tall and weighs about 300 pounds.

Boneclaws speak Common and Abyssal.

Combat

A boneclaw likes to get the drop on its enemies especially when its foes are still at range, surprising them with an attack of opportunity by extending its claws as its enemies close to melee range. With its Combat Reflexes, this can occur often within the same fight.

A boneclaw normally attacks using its Power Attack feat, taking a -2 penalty on its attack roll and gaining a +2 bonus on damage rolls.

Reaching claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly expending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its large size would otherwise indicate).

Unholy Toughness (Ex): A boneclaw gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

LEATHERWING BAT

Size/Type:	Large Animal
Hit Dice:	4d8+16 (34 hp)
Initiative:	+5
Speed:	20 ft. (4 squares), fly 40 ft. (good)
Armor Class:	18 (-1 size, +4 Dex, +5 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+3/+12
Attack:	Bite +7melee (1d8+7)
Full Attack:	Bite +7melee (1d8+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	-
Special Qualities:	Blindsense 40 ft.
Saves:	Fort +8, Ref +9, Will +6

Abilities: Str 20, Dex 18, Con 18, Int 2, Wis 14, Cha 6
Skills: Hide +3, Listen +12*, Move Silently +10, Spot +8*
Feats: Alertness, Stealthy
Challenge Rating: 2
Alignment: Always neutral
Advancement: 5-12 HD (Large)

The Leatherwing bat has a wingspan of 15 feet and weighs about 400 pounds. Carrying Capacity: A light load is up to 300 lbs.

NECROMENTAL TEMPLATE

(from Libris Mortis)

A necromental is the undead remain of an elemental creature. It retains only a fraction of the self-awareness that the elemental had in life, but it becomes twisted and evil.

Necromental is a template that can be added to any elemental (referred hereafter as the base creature). A necromental uses all the base creatures' statistics, attacks and special abilities except as noted here.

Size/Type: The base creature's type changes to undead, and it gains the augmented subtype. It retains any other subtypes as well, except for alignment subtype (such as good). Do not recalculate attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1) and raise remaining Hit Dice to d12s.

Armor Class: The base creatures' natural armor bonus improves by 2.

Special Attacks: A necromental retains all the special attacks of the base creature and gains those described below.

Create spawn (Su): An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Su): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability one per round, regardless of the number of natural weapon attacks the necromental possesses. The save DC to remove the negative level 24 hours later is 10+1/2 the necromental's HD. When a necromental bestows a negative level to a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Special Qualities: A necromental retains all the special qualities of the base creature and gains the one described below.

Fast Healing (Ex): A necromental heals 3 points of damage each round as long as it has at least 1 hit point and is within 5 feet of some form of its element (air for necromental with the air subtype; earth, stone, or metal for necromentals with the earth subtype; flame for necromentals with the fire subtype; or water for necromentals with the water subtype).

Abilities: A necromental has no Constitution score. Its Intelligence changes to 1, its Wisdom changes to 10, and its Charisma changes to 1.

Feats: A necromental gains Great Fortitude as a bonus feat.

Environment: Any, usually same as base creature.

Challenge Rating: As base creature +1

Alignment: Always neutral evil

Advancement: Same as base creature (or – if the base creature advances by character class).

Level Adjustment: -

SLAUGHTER WIGHT

Size/Type: Medium Undead
Hit Dice: 18d12+18 (135 hp)
Initiative: +9
Speed: 30 ft. (6 squares)
Armor Class: 19 (+5 Dex, +4 natural), touch 15, flat-footed 14
Base Attack/Grapple: +9/+16
Attack: Slam + 11 melee (1d8+15/17-20 plus energy drain)*
Full Attack: Slam + 11 melee (1d8+15/17-20 plus energy drain)*
Space/Reach: 5 ft./5 ft.
Special Attacks: Create spawn, energy drain
Special Qualities: Augmented critical, darkvision 60ft, inescapable craving, undead traits, vicious slammer
Saves: Fort +6, Ref +11, Will +11
Abilities: Str 24, Dex 21, Con -, Int 11, Wis 10, Cha 16
Skills: Climb +17, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +13

Feats: Daunting Presence**, Death Master**, Evicerator**, Improved Critical, Improved Initiative, Improved Toughness**, Power Attack

Challenge Rating: 8

Alignment: Always chaotic evil

Advancement: 15-21 HD (Medium); 22-28 HD (Large)

*Include adjustments for Power Attack feat.

Slaughter wights are undead that have been specially touched by dark gods, endowing them with a vicious hatred of life that goes beyond that of simple walking dead. A slaughter wight's appearance is an exaggerated and horrifying effigy of the form it had in life.

Though sometimes found lurking in barrow, more often slaughter wights skulk through the nighttime streets of large cities seeking to fulfill an order or contract on a living human target. After all, slaughter wights make exceptional assassins.

A slaughter wight is about the height and weight of a human.

Slaughter wights speak Common.

Combat

Slaughter wights are deadly combatants, not only because of their supernaturally strong blows and ability to drain life from their foes, but also because of their special knowledge that allows them to deal and master death (see feats).

A slaughter wight normally attacks using its Power Attack feat, taking a -5 penalty on its attack roll and gaining a +5 bonus on damage rolls.

Augmented Critical (Ex): A slaughter wight is so practiced at dealing death that it has learned the trick of better aiming to deal maximum damage. Coupled with its Improved Critical feat, a slaughter wight's threat range for its slam attack is 17-20.

Create Spawn (Su): Any humanoid slain by a slaughter wight becomes a normal wight in 1d4 rounds. Spawn created by a slaughter wight are under its command and remain enslaved until their master's destruction. They have the statistics of a normal wight (MM p. 255) and do not retain any of the abilities they had in life.

Sometimes a newly created spawn becomes a slaughter wight instead of a mere wight, though the wiles of the dark gods determine such instances (that is, when the DM decides when it occurs).

Energy drain (Su): A living creature hit by a slaughter wight's slam attack gains one negative level. Removing the negative level requires a DC21 Fortitude save. The save DC is Charisma-based. When a slaughter wight bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last up to 1 hour.

Inescapable craving: A slaughter wight has an inescapable craving for life force, which it satisfies by using its energy drain attack.

APPENDIX 2: NEW RULES – NEW TRAPS

SPELL TURRET

Disable device DC 25+ Spell level; AC 7; hardness as material it is made of; hp 200.

(from DMG 2)

A spell turret is a highly dangerous magic trap that blurs the line between trap and construct. Powerful wizards use spell turret to guard important reaches of their guild or tower. Priests install them in the burial vaults of particularly favored devotees.

A spell turret is generally located at one end of a long hallway or room, and is mounted on a wall, floor, or ceiling. When inactive, the turret merges with the material of the surface on which it is mounted and cloaks itself with a nondetection spell to hide its magical aura. A spell turret has a visual trigger that utilizes true seeing to a range of 120 feet; it can be programmed to recognize creatures by creature type, creature race, or even specific individuals. Creatures the spell trigger recognizes do not trigger it by approaching within 120 feet, nor does the spell trigger ever target them once it is activated. If a spell trigger casts an area spell, recognized targets might accidentally suffer the effects of the spell if they are in the wrong place at the wrong time. Programming a spell turret to recognize a new type, race or individual (or removing a type, race or individual from memory) requires 8 hours of work by a spellcaster with the Craft Wondrous Item feat, but does not cost gold pieces or experience points.

If a spell turret detects an unrecognized target, it immediately activates. When it does, it emerges from the wall quickly and quietly with a flash of colorful light; each spell turret looks different, since their creators personalize them. One turret might resemble a crystal lance, another a leering gargoyle, and still another an outstretched arm.

All four of the stored spells in a spell turret must be of the same level, from the same spell list, and from different schools. Once activated, a spell turret immediately begins casting one of the four spells stored within it at the rate of one spell per round, pausing on every fifth round to magically repair 4d8+20 points of damage to itself. A turret targets the closest unrecognized creature, and has a 360-degree arc of fire. A spell turret's caster level is always equal to the caster level at which the stored spell are available; thus a spell turret that fires 3rd-level cleric spells does so at caster level 5th, and one that fires 6th-level bard spells does so at caster level 16th. The order in which a turret casts its spells is set; it cycles through them in the same order each time. A spell turret's CR equals the level of spells it fires +1.

Spell Turret: CR1+spell level; diminutive magic device; visual trigger (true seeing); automatic reset; four different spell effects cast once per round in set order, no spell cast on every fifth round but spell turret self-repairs 4d8+20hp; Search DC 25+ Spell level;

APPENDIX 2: NEW RULES – NEW FEATS

AUGMENT HEALING [GENERAL]

(From Complete Divine)

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the healing domain and this feat casting *cure moderate wounds* would restore 2d8+13hp (9 for his caster level and +4 for the feat). A 13th-level druid casting *heal* would restore 144hp (130 for the spell +14 for the feat since *heal* is a 7th-level druid spell).

CLOSE-QUARTERS FIGHTING [GENERAL]

(From Complete Warrior)

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

DAUNTING PRESENCE [GENERAL]

(From Libris Mortis)

You are skilled at inducing fear in your opponents.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: You may take a standard action to awe an opponent. The opponent must be within 30 feet, have line of sight to you, and have an intelligence score. If the opponent fails a Will saving throw (DC 10+ ½ your character level + your Cha modifier), it is shaken for 10 minutes. This feat has no effect on a creature that is already shaken.

Special: A fighter may select Daunting Presence as one of his fighter bonus feat.

DEATH MASTER [MONSTROUS]

(from Libris Mortis)

Foes are especially afraid of your critical hits.

Prerequisites: Cha 13, undead type, Daunting Presence, base attack bonus +1.

Benefit: Whenever you score a critical hit with a melee attack against a living foe, the foe is shaken for 1 minute. This is a mind-affecting, fear effect.

DISTRACTING ATTACK [GENERAL]

(from Miniatures handbook)

You are skilled at interfering with opponents in melee.

Prerequisite: Base attack bonus +1

Benefit: When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

Special: A fighter may select Distracting Attack as one of his fighter bonus feats.

DIVINE SPELL POWER [DIVINE]

(from Complete Divine)

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would apply a –1 penalty to his caster level for the next divine spell he casts in the round.

If you do not cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

DRACONIC HERITAGE [DRACONIC]

(from Complete Arcane)

You have greater connection with your distant draconic bloodline.

Prerequisites: Sorcerer 1st.

Benefits: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against sleep and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Dragon Kind	Energy Type	Skill
Black	Acid	Hide

DRACONIC POWER [DRACONIC]

(from Complete Arcane)

You have greater power manipulating the energies of your heritage.

Prerequisite: Draconic Heritage.

Benefit: Your caster level increases by 1, and you add 1 to save DC of all arcane spells with the energy descriptor of the same type as determined by your draconic heritage.

Special: If the Energy Substitution feat is used to modify a spell, this feat will work if the new type of energy matches the energy type of your draconic heritage.

EVICERATOR [DIVINE]

(from Libris Mortis)

The allies of your foes are especially afraid of your critical hits.

Prerequisites: Cha 13, undead type, Daunting Presence, Death Master, Improved Critical, base attack bonus +1.

Benefit: Whenever you score a critical hit with a melee attack against a living foe, creatures within 30 feet that are allied to that foe are shaken for 1 minute. This is a mind-affecting, fear effect.

IMPROVED TOUGHNESS [GENERAL]

(from Complete Warrior)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

Special: A fighter may select Improved Toughness as one of his fighter's bonus feats.

INTIMIDATING RAGE [GENERAL]

(from Complete Warrior)

Your rage engenders fear in your opponents.

Prerequisites: Rage or frenzy ability.

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

INSTANTANEOUS RAGE [GENERAL]

(from Complete Warrior)

You activate your rage instantly.

Prerequisites: Rage or frenzy ability.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

Normal: You enter rage only during your turn.

NATURAL BOND [GENERAL]

(from Complete Adventurer)

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal companion.

Benefit: Add 3 to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the PHB). This bonus can never make your effective druid level exceed your character level.

PRACTICED SPELLCASTER [GENERAL]

(Complete Arcane)

You can cast a spell to maximum effect without special preparation.

Prerequisites: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't gain from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level he would gain the

remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

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 feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance 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.

RECKLESS CHARGE [GENERAL]

(from Miniatures handbook)

You can charge with wild abandon.

Prerequisite: Base attack bonus +1.

Benefit: When you charge, before making your attack roll, you may choose to take a -4 penalty to Armor Class until the start of your next turn to gain a +4 bonus on your attack roll.

Normal: Without this feat, a charging character gains a +2 bonus to his attack and a -2 penalty to Armor Class until the start of his next turn.

SPLIT RAY [METAMAGIC]

(from Complete arcane)

Your ray spells can affect an additional target.

Prerequisite: Any metamagic feat.

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

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

SUDDEN EMPOWER [METAMAGIC]

(from Complete arcane)

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

SUDDEN MAXIMIZE [METAMAGIC]

(from Complete arcane)

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, You can apply the effect of the Maximize spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

SUDDEN WIDEN [METAMAGIC]

(from Complete arcane)

You can cast a spell to affect a larger area of without special preparation.

Benefit: Once per day, You can apply the effect of the Widen spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

APPENDIX 2: NEW RULES – NEW SPELLS

SPIRITJAWS

(from Spell Compendium)

Evocation [Force]

Level: Druid 3

Components: V,S,M

Casting Time: 1 standard action

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

Effect: Jaws of force

Duration: 1 round/level (D)

Saving Throw: none

Spell Resistance: Yes

This spell creates a set of powerful jaws of force. The jaws attempt to grapple the designated opponent, starting with one attack in the round the spell is cast and continuing each round thereafter. The *spiritjaws* use your base attack bonus (possibly allowing it multiple attacks per round in the subsequent rounds) + your wisdom modifier. If an initial attack hits, the *spiritjaws* deal 2d6 points of damage and attempt to start a grapple as a free action. The jaws' bonus on grapple check is equal to the attack bonus +4.

Once the opponent is grappled, the jaws deal 2d6 points of damage with each subsequent grapple check. The target is considered grappling and cannot move. The target creature no longer threatens squares and loses its Dexterity bonus to AC against opponents not grappling it.

The set of jaws always strike from your direction. It does not get a bonus for flanking or help a combatant get one. Your feats do not affect the jaws. If the jaws move beyond the range of the spell, they vanish. Attacking the set of jaws has no effect. As a magical force effect, the jaws cannot be damaged, but *disintegrate* or *sphere of annihilation* destroys the effect.

The grappled opponent can cast a spell only if the spell has no somatic component, the material components are in hand, and a Concentration check (DC20+spell level) is made. A creature grappled by the set of jaws can attempt to escape by succeeding on a grapple check against the jaws or by making a successful Escape Artist check as a standard action opposed by the jaws' grapple check.

As a free action, you can direct the jaws to pin a grappled opponent instead of dealing damage with a grapple check. If the jaws win the opposed grapple, the opponent is pinned. A pinned opponent is held immobile and must break the pin before it can escape the grapple. Creatures other than those grappling the pinned target gain a +4 bonus on attack rolls to hit it. If the Jaws have multiple attacks (granted by your base attack bonus), you can use them to cause damage to a pinned target or to make more grapple attempts against that target.

If you become unable to command the jaws, they vanish.

Material Component: A piece of bone from a dinosaur's jaw.

VIGOR, MASS LESSER

Conjuration (Healing)

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: One creature/two levels, no two of which can be more than 30 ft. apart

Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell. Each subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. Mass lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to re-grow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies. Applying a second vigor spell of equal level extends the first spell's duration by the full duration of the second spell.

APPENDIX 2: NEW RULES – NEW CLASSES

ARCANE HIEROPHANT

(From Races of the Wild)

Arcane hierophants wield a blending of arcane magic and divine magic with a heavy emphasis on nature and the elements. Though they possess the learning and discipline commonly associated with wizards, they also have a practical knowledge of the natural world commonly associated with druids. Like druids, they can shape into animal and elemental forms, but they also wield powerful arcane spells.

Requirements

To qualify to become an arcane hierophant, a character must fulfill all the following criteria.

Alignment: Any non-lawful.

Base Attack Bonus: +4

Skills: Knowledge (arcana) 8 ranks, Knowledge (nature) 8 ranks.

Spells: Ability to cast 2nd-level arcane spells and 2nd-level divine spells.

Special: Trackless step class feature.

Class Skills

The arcane hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Dex), Diplomacy (Cha), Handle Animal (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the arcane hierophant prestige class.

Weapon and armor Proficiency: You gain no proficiency in any weapon or armor. You abide by the same armor restrictions that druids do, and you lose your divine spellcasting ability and supernatural or spell-like class abilities if you wear prohibited armor or carry a prohibited shield.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class and a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other class feature a character of that class would have gained. If you had more than one arcane spellcasting class or more than one divine before becoming an arcane hierophant, you must decide to which class to add each level for the purpose of determining spells per day, caster level and spells known.

Ignore Arcane Spell Failure: When casting an arcane spell, you ignore the arcane spell failure chance for any nonmetallic light or medium armor. You learn to cast spells while wearing the types of armor that druid favor.

Wild Shape (Su): If you do not already possess the ability, you gain no new ability to wild shape. However, you add your arcane hierophant levels to your druid level and gain the wild shape ability of the resulting level. For example, a character who is a 3rd-level wizard/3rd-level druid/4th-level arcane hierophant has the wild shape ability of a 7th-level druid. If you are not a druid (for example, if you entered the class as a wizard/ranger), you do not gain the ability to wild shape.

Companion Familiar: Upon becoming an arcane hierophant, you must dismiss your familiar, if you have one. (You do not risk losing XP for doing so.) You may retain any one animal companion you already possess. You add your arcane hierophant class level to your druid or ranger level for purposes of determining your animal companion's bonus HD, natural armor adjustment and Strength/Dexterity adjustment. (See PHB.)

In addition, your animal companion (if any) gains many of the abilities that a familiar would normally possess. You add your arcane hierophant class level to your arcane spellcasting class level, and determine the Intelligence bonus and special abilities of your animal companion accordingly. (See PHB.)

The Hit Dice, hit points attack bonus, saving throws, feats, and skills of the familiar companion are determined as normal for an animal companion. Due to the familiar companion's unusual Intelligence score, it may very well have more skill points than other animals of its kind. The familiar companion is a magical beast (augmented animal), but you can bestow harmless spells on your familiar companion as if it were an animal instead of a magical beast.

If your familiar companion is killed or dismissed, you do not lose XP. You can summon a new familiar companion by performing a ceremony requiring 24 hours of uninterrupted prayer.

Channel Animal (Sp): Starting at 4th level, you gain the ability twice per day to establish a magical conduit between yourself and a single animal you touch (including your familiar companion). For each use of this class feature, a spell you cast whose range is touch or great can originate from the animal instead of from you, provided that you have line of sight and line of effect to the animal. The spell's line of effect then extends from the animal to the target based on the senses of the animal, not you.

You can also use this power to deliver touch spells through the animal. Once you cast the spell, the animal is considered to be holding the charge for the spell.

Starting at 8th level, you gain two additional uses of this ability each day.

Channel Plant (Sp): Starting at 6th level, you gain the ability to establish a magical conduit between yourself and a natural, nonaminated plant (but not creatures of the plant type) once per day. This ability functions like the channel animal class feature except that the line of effect from the plant to the target is based on your senses.

You can use this power to deliver touch spells through the plant. Once you cast the spell, the plant is considered to be holding the charge for the spell, except at the spell is delivered to the first creature or object that can receive the spell when the subject touches the plant.

At 10th level you can a second daily use of your channel plant ability.

The Arcane Hierophant						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Companion familiar, ignore arcane spell failure, wild shape	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	-	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	-	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Channel Animal 2/day	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	-	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
6th	+4	+2	+2	+5	Channel Plant 1/day	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
7th	+5	+2	+2	+5	-	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
8th	+6	+2	+2	+6	Channel Animal 4/day	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	-	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
10th	+7	+3	+3	+7	Channel Plant 2/day	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class

BEASTMASTER

(from Complete Adventurer)

A beastmaster feels more at home among the animals of nature than fellow sentient beings. Over time, these wanderers befriend a wide variety of animals, from mighty dire lions to tiny weasels. Eventually, a beastmaster takes on aspects of her animal companions, becoming almost as much animal as humanoid.

Druids and rangers are the most common beastmasters, thanks to those characters' natural link with the animal world. Some barbarians, fighters or scouts also become beastmasters, particularly those with a strong affinity for nature (such as elves or Halflings). Characters of other classes rarely pursue this path.

NPC beastmasters are typically loners, relying on their animal companions for friendship on their travels. Good-aligned beastmasters might use their powers to right injustices, eve allying themselves with rural villages for a time. Evil-aligned beastmasters are often openly hostile to civilization, becoming reclusive xenophobes.

Adaptation: Beastmasters could belong to a widespread organization of like-minded individuals, each one dedicated to the bond between humanoid and animal. Rival factions might arise along alignment lines, or be divided by the choice of animal companion.

Hit Die: d10.

Requirements

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

Skills: Handle Animal 8 ranks, Survival 4 ranks.

Feats: Skill Focus (Handle Animal).

Class Skills

The beastmaster's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the beastmaster prestige class.

Weapon and Armor Proficiency: Beastmasters gain no proficiency with any weapon or armor.

Animal Companion (Ex): A beastmaster gains the service of a loyal animal companion. See the druid class feature, pages 35-36 of the *Player's Handbook*. Treat the beastmaster as a druid whose level is equal to the beastmaster's class level +3. A beastmaster can select one of the animals available to a 1st-level druid and then apply the modifications as appropriate for a 4th-level druid's animal companion, or she can select a typical version of one of the animals available to a 4th-level druid.

As a beastmaster gains class levels, her animal companion gains Hit Dice and other special abilities just as a druid's animal companion does. Use the beastmaster's class level + 3 to determine the animal companion's special abilities.

If a beastmaster already has an animal companion from another class, her beastmaster class levels stack with class levels from all other classes that grant an animal companion. For example, a 5th-level druid/2nd-level beastmaster would be treated as a 10th-level druid for the purpose of improving the statistics of her animal companion (and which alternative animal companions she could select).

Wild Empathy (Ex): A beastmaster can improve the attitude of an animal. See the druid class feature, page 35 of the *Player's Handbook*. If a beastmaster has a wild empathy from another class, her levels stack for determining the bonus.

Alertness: A beastmaster's senses grow keen as she learns of the tricks of the animal kingdom. Accordingly, she gains Alertness as a bonus feat at 2nd Level.

Speak with Animals (Sp): Starting at 3rd level, a beastmaster can use *speak with animals* once per day as the spell cast by a caster of her class level. She can use this ability twice per day at 6th level and three times per day at 9th level.

Extra Animal Companion (Ex): At 4th level, a beastmaster gains a second animal companion, chosen from the list of animal companions available to a 1st-level druid. Treat the beastmaster as a druid whose level is equal to the beastmaster's class level -3 for the purpose of improving the animal companion's statistics (or of selecting an alternative companion at higher levels).

At 7th level, a beastmaster gains a third animal companion, chosen from the list of animal companions available to a 1st-level druid. Treat the beastmaster as a druid whose level is equal to the beastmaster's class level -6 for the purpose of improving the animal companion's statistics (or of selecting an alternative companion at higher levels).

At 10th level, a beastmaster gains a third animal companion, chosen from the list of animal companions available to a 1st-level druid. Treat the beastmaster as a druid whose level is equal to the beastmaster's class level -9 for the purpose of improving the animal companion's statistics (or of selecting an alternative companion at higher levels).

Other class levels in classes that offer an animal companion do not stack for the purpose of determining the power of a beastmaster's additional animal companions, nor do they allow her to choose additional animal companions from alternative lists.

Low-Light Vision (Ex): At 5th level, a beastmaster gains low-light vision, allowing her to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. She retains the ability to distinguish color and detail under these conditions.

If she already has low-light vision from another source (such as her race), her low-light vision improves, allowing her to see three times as far as a human in conditions of shadowy illumination.

Scent (Ex): At 8th level, a beastmaster gains the scent ability (see page 314 of the *Monster Manual*).

The Beastmaster					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Animal Companion, wild empathy
2nd	+2	+3	+3	+0	Alertness
3rd	+3	+3	+3	+1	Speak with animals 1/day
4th	+4	+4	+4	+1	Extra animal companion (-3)
5th	+5	+4	+4	+1	Low-light vision
6th	+6	+5	+5	+2	Speak with animals 2/day
7th	+7	+5	+5	+2	Extra animal companion (-6)
8th	+8	+6	+6	+2	Scent
9th	+9	+6	+6	+3	Speak with animals 3/day
10th	+10	+7	+7	+3	Extra animal companion (-9)

WARSHAPER

(From Complete Warrior)

Most martial characters rely on manufactured gear such as a sword and a shield or natural endowments such as teeth and claws to survive on the battlefield. The warshaper finds those options sadly limiting, instead growing and evolving her own weapons and armor to suit the threat at hand. Blessed with the ability to change form at a moment's notice, warshapers delight in surprising their foes by growing massive claws, armored skin, or other unpleasant surprises.

Warshapers must have some ability to change their form, and many are shapechangers such as doppelgangers and lycanthropes. Wizards and sorcerers who know the *polymorph* spell can take levels in the prestige class, as can druids who have mastered the wild shape class feature. Most warshapers can change their outward appearance in the blink of an eye, so they do not stand out among the ranks of their allies. It's not until the soldier you're fighting grows a tentacle and fangs that you know you have met a warshaper.

Hit Die: d8.

Requirements

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

Race: Any (but see below).

Base Attack Bonus: +4.

Special: Must be able to change shape in one of the following five ways:

- Change shape supernatural ability (aranea, hound archon, barghest, doppelganger, rakshasa, slaad).
- Shapechanger subtype (lycanthropes, phasm).
- *Polymorph* as a spell-like ability (astral deva, planetar, solar, couatl, marilith, bronze dragon, gold dragon, silver dragon, Efreeti, leonal guardinal, night hag, ogre mage, pixie).
- Able to cast the *polymorph* spell.
- Wild shape or similar class feature (bear warrior, druid).

- The alternate form ability (possessed by quasits, vampires, and others) is insufficient to become a warshaper.

Class Skills

The warshaper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Jump (Str), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the warshaper prestige class. The class features function only when the warshaper is in a form other than her own (which for doppelganger and phasm warshapers is most of the time).

Weapon and Armor Proficiency: Warshapers gain no proficiency with any weapon or armor.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage.

If the warshaper's form already has a natural weapon of that type, the weapon deals damage as if it were one category larger. For example, a warshaper who used wild shape to become a dire wolf (Large animal) could grow its jaw and snout, enabling a bite attack that deals 2d6 points of damage (as for a Huge animal), not the normal 1d8.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell or the wild shape

class feature that doesn't allow subsequent changes after the initial transformation.

Morphic Body (Su): At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

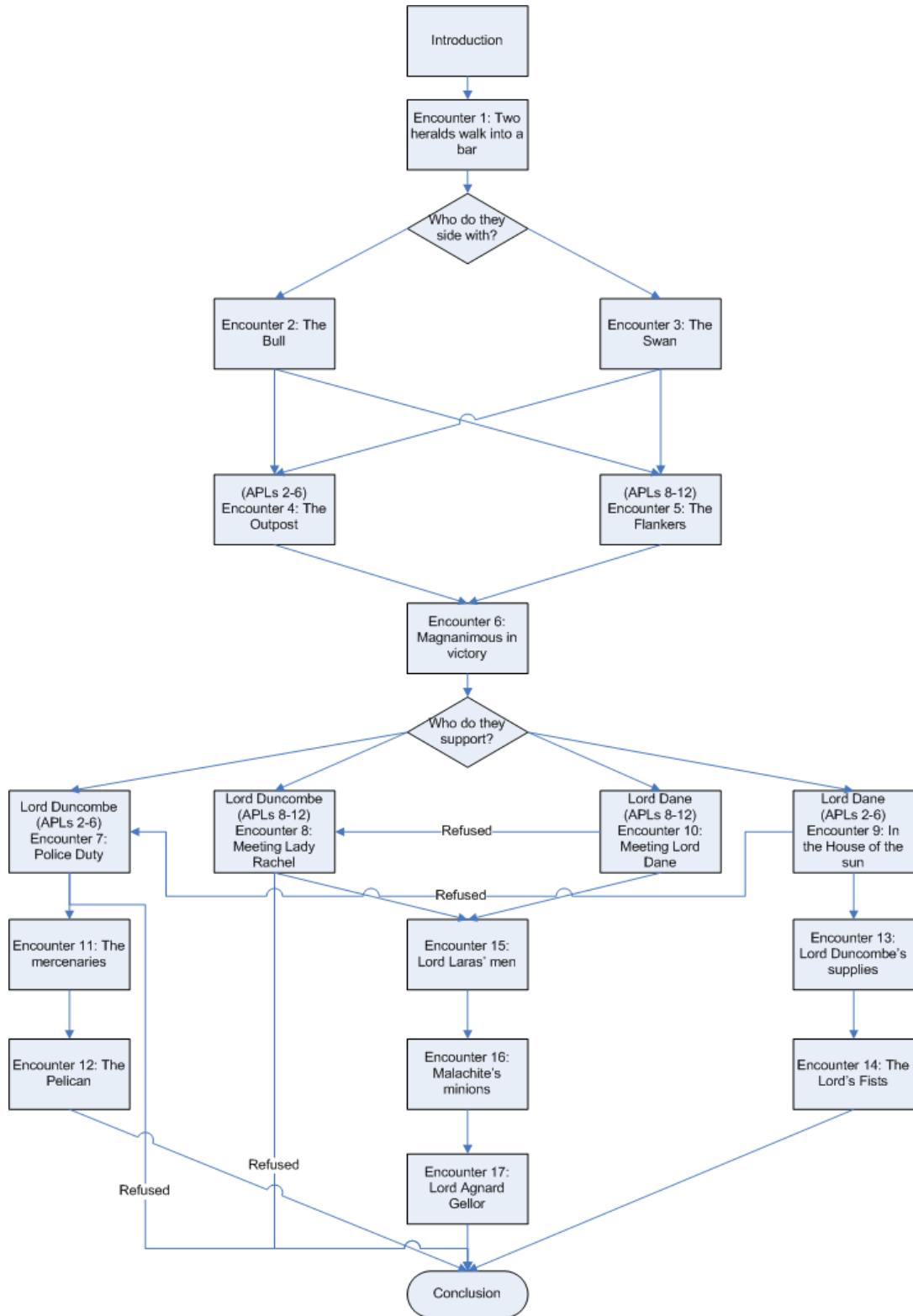
Morphic Reach (Su): A warshaper of 3rd level or higher can suddenly stretch its limbs, neck, or other appendages outward, giving it 5 more feet of reach than the creature it's emulating. Unlike most creatures, warshapers do not appear to have a longer reach until they actually use it.

Morphic Healing (Su): At 4th level, a warshaper becomes able to change its form where wounds appear, creating smooth skin where once were wounds. The warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check (DC equal to the total damage it has sustained), it heals 10 points of damage.

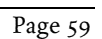
Flashmorph/Multimorph (Su): A 5th level warshaper gains one of two class features. If the warshaper has the ability to change form at will, such as from the change shape ability, the shapechanger subtype, or a *polymorph* spell-like ability, it gains the flashmorph class feature, allowing it to change forms as a move action. If it casts the *polymorph* spell, has *polymorph* as a spell-like ability usable less often than at will, or has the wild shape class feature, it instead gains the multimorph class feature. Multimorph allows a warshaper to change forms multiple times during the duration of the spell, spell-like ability, or class feature that enables her to change form. For example, a wizard/warshaper could *polymorph* into a troll for 2 minutes, then change into a red dragon for 4 minutes, and then spend the rest of the spell's duration in the form of a hill giant. Each change requires a standard action, and only the first transformation heals the warshaper. If the warshaper changes into its natural form, the spell, spell-like ability, or use of wild shape ends.

The Warshaper					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Morphic immunities, morphic weapons
2nd	+1	+3	+0	+0	Morphic body
3rd	+2	+3	+1	+1	Morphic reach
4th	+3	+4	+1	+1	Morphic healing
5th	+3	+4	+1	+1	Flashmorph/multimorph

APPENDIX 3: ENCOUNTER CHART



The Noble Realm of THE COUNTY OF URNST



PLAYER HANDOUT ONE: HERALDRY OF THE COUNTY OF URNST



Shield 1: County of Urnst



Shield 4: House Dane



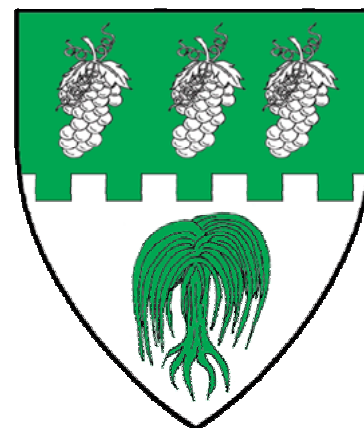
Shield 2: House Gellor



Shield 5: House Underley



Shield 3: House Duncombe



Shield 6: House Torquann



Shield 7: House Yarne



Shield 8 Lady Rachel Duncombe

PLAYER HANDOUT TWO: THE HERALDS

ARMANDO (REPRESENTING LORD DUNCOMBE)

"The Archbaron of Eastmarch has requested that the Council of Lords name a clear successor to prevent a civil war. He has done so many times, even appearing himself before the Council. However, the Council has proven itself incapable of reaching a decision. They have made all sorts of excuses to delay the selection. They have stalled the process to a halt and are bringing the County to the brink of war."

"My Lord has offered to take the regency until a council formed of all the nobles of the County can be convened. My lord has made it known that due to his past, he would NOT accept the title of Count nor would he support one candidate over another."

"The Council of Lords and their lackeys want you to believe they are doing their best to maintain control of the County, but they are dooming it to civil war because of their indecisiveness. Already Nyronnd is massing troops on our border. There have also been forays by humanoids from the Bandit Kingdoms into the County and unrest is spreading."

"Lord Duncombe has promised that EVERY noble in the County would have their say in the choosing of the Count. AND that the Council would be held before the year's end. He has sworn an oath to representatives of the churches of Pelor, Heironeous, Pholtus, St. Cuthbert and entered it in contract at the temple of Zilchus. Now if he does not uphold his promise..."

"If you wish the County to have a new leader selected soon, Lord Duncombe and his Council will bring you the Count the County needs."

GOVEN (REPRESENTING THE COUNCIL OF LORDS)

"The Archbaron of Eastmarch and his illustrious history are known to all. He was possessed by an evil entity and used devils and other fiends against the people of the County. Now that the Contessa is dead, he wishes to take over the County and impose his will upon the County. Going back to the days of Countess Belissica, he plotted for control of the County."

"The Council of Lords is working with the churches of Radigast to find who would succeed the Contessa. The Church of Pelor and Boccob are both working on this day and night. It seems that Lord Duncombe refused to listen to reason. This matter cannot be resolved in a few minutes. It requires much searching and divining."

"The Council of Lords has no wish to see the County fall into civil war. Who is looking for a war? Lord Duncombe's troops are walking towards Radigast City as we speak! The Lord Chamberlain has no choice but to order the armies of Dyvarna to defend and fight to defend Radigast City."

"If you wish the County to have the leader who should rightfully be on the throne, you MUST support the Council of Lords."

PLAYER HANDOUT THREE: THE TERMS OF SURRENDER

- 1- *Lord Terard Duncombe II is to be recognized as Regent of the County of Urnst. He will hold complete authority until a council of all the lords and ladies of the realm can be convened and a new Count chosen.*
- 2- *Hostilities must stop immediately.*
- 3- *The County's Navy must immediately stop all blockades it is currently enforcing on any city in the County.*
- 4- *The Council of Lords must disband itself until recalled by the newly-appointed Count or the Regent*
- 5- *All members of the former Council of Lords are to appear in person before Lord Duncombe at once.*
- 6- *Lord Terard Duncombe II will NOT accept the nomination for the title of Count from the Council of all the Lords and Ladies*
- 7- *Unless they were guilty of heinous war crimes, all the soldiers in the Council's army are given absolution*