

Tainted Passion

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

by Chris Palmberg

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Gossip flies like a brushfire on the plains of the Paynim throughout the County, and when members of two prominent noble houses are speaking of marriage, those rumors spread as if a strong west wind were coming off the hills to fan the flames. Will the two young people approach their vows without incident, or will outside influences cause the romance to sour? A one-round County of Urnst Regional Living Greyhawk module for 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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To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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

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

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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 Characters 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 Characters participating in the adventure.
2. If Characters 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 Characters, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the Characters 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

For centuries, the name Torquann has been synonymous with nobility, prestige, and wealth throughout the Oeridian States. The branch of the family that lives within the County of Urnst is considered by many to be the richest family in the entire Flanaess. One member of this family, Baron Zeli Torquann, has long been enamored of Faun Yarne, the younger sister of Lord Yarne from Didieln.

Although most in the County agree that the marriage of these two houses would be beneficial to all, it is not yet a given. Zeli Torquann is infamous for his gambling addiction, and for the severe strains his gambling debts have put on his household treasury. Skeptics wonder if he will be as efficient at draining the coffers of the Yarne Merchant House as he was in draining those of his Baronial estates.

For the past five years, Faun Yarne has been the object of Zeli Torquann's affections. Faun is an avid socialite who appears at the best and most elite functions and social parties in the County.

Situation in the County

It is fall of 596CY. Lord Terard Duncombe is the Regent of the County of Urnst. His Council of Peers of the Realm will soon take place. In Brotton, the Lord Mayor has announced publicly that he and the city supports the former Lord Chamberlain Darius Alan Dane to the throne.

As the heroes go around Brotton, they can clearly see the black swan of the Danes flying everywhere. The locals all expect Lord Dane will be chosen.

Lord Duncombe has order a County-wide curfew to be in place. This means that only soldiers and Knights of the Swan are to be outside after nightfall. Anyone caught on the street will be detailed and questioned by church inquisitors and justicars (something most people would rather avoid).

An Assassin's Tale

Because of his rather irregular dealings in Nyronnd, as well as his rather substantial gambling debts, Sir Marius Garunius, distant relative of the Baron of Pikemaster, has become somewhat of a *persona non grata* in Nyronnd and many place of the County.

An assassin was dispatched to Pikemaster to "collect" from Sir Marius what is owed. The assassin, Wyola infiltrated the Baron's personal staff, disguised as Tana Blerith. She caught his eye and she became her lover. She manipulated the old man into allowing her to serve him and Sir Marius at the feast.

WHAT ABOUT THE MARK?

Sir Marius Garunius is of Suel descent and a follower of Norebo. He hails from the County of Mowbrenn.

An opportunist who flocked to Sewardt's side when the Imperium was declared, he hoped to capitalize on the opportunities to advance himself and his wealth. The Emperor rewarded him with a commission in the army and a plot of land. In Nyronnd, he has a reputation as a decent man with a particular interest in his own fortunes.

When the Imperium was overthrown, Sir Marius fled to the County where he thought he would be safe. After all, the County was an ally of Sewardt.

Calling upon a favor from a *very* distant relative, he went to his cousin, the Baron of Pikemaster. Since then, Sir Marius has lived idly, taking in the sights of the County, and appreciating his new life in Pikemaster.

ADVENTURE SUMMARY

Introduction: The party is hired by Lord Baron Zeli Torquann to escort his beloved, Faun Yarne, and he to Pikemaster for a gala being hosted by Baron Fennin.

Encounter 1: The party travels across the County enroute to Pikemaster, and are waylaid by a party of bandits.

Encounter 2: The party arrives at their destination, and deliver Lord Zeli into a game of Radigast Hold-it, and the stakes get outrageously high.

Encounter 3: The PCs have a chance to explore Pikemaster.

Encounter 4: Lord Fennin's hospitality is marred by the death of Sir Marius in the midst of dinner.

Encounter 5: The PCs, upon being asked to do so, begin investigating the death of Sir Marius.

Encounter 6: The PCs follow the assassin to an abandoned house near the walls.

Encounter 7: The PCs fight the assassin.

Conclusion: The PCs attend Sir Marius' funeral.

PREPARATION FOR PLAY

As always, prior to attempting to DM this adventure it is recommended that the person running it read through the entire module in its entirety. At the time of mustering, information should be collected to assist you in monitoring player activity, such as saving throws, initiative rolls, ACs, etc., depending on your personal DMing style. Additionally, you will need to know the following information.

- Characters that played URC05-04 *That Which Lurks*, as they will be familiar to Lord Baron Zeli Torquann, Faun Yarne, and other notable members of the Yarne Family.
- Characters that have had the title of Thane bestowed upon them are treated with more respect by the members of the nobility.
- Characters that have played any Regional module that has given the gratitude or thanks of any noble.
- Characters that hold noble titles from other countries of the Flanaess.

INTRODUCTION: A PROPOSAL OF SORTS

The sun shines warmly upon the streets of Bampton as you sit around a table. Despite its valiant efforts, the sun does not fully chase the autumnal air. You are in the Headless Hydra, an inn in the small city where adventurers are always welcome and where adventure seems to find the patrons. Each time the door swings open, bringing with it a breeze heavily scented with the smell of woodsmoke, drying peppers and garlic, and of salted Dyvfish.

Although the fall equinox came and went nearly a month ago, today's weather reminds the folk of Bampton of summer.

Allow the PCs a chance to introduce themselves to each other.

Three men stride into the room, two green and white wearing liveries of House Torquann and the third nattily dressed in a satin jacket over a billowing silk shirt. His face marks him plainly as Oeridian, and the slant of his nose and line of his jaw denote him as a member of House Torquann, the most affluent noble house in all the Flanaess.

Lord Torquann spends a few moments looking about the common room as he settles in at a table. Upon noticing the adventurers, he sends one of his men over to invite the party to his table.

Once they are seated, he introduces himself to them. *"I am Zeli Torquann, Baron of Bampton. I was wondering if you would consider accompanying my party on a mission of the utmost important to me and my house."*

"Allow me to elaborate. My lady dearest and I must needs to travel from here to the city of Pikemaster, along the Stone Road far to the east. The Lord Baron, Fennin Duncombe, has invited my sweet Faun, and I, to attend festivities marking the end of the harvest there, and my love is insistent that we attend.

"What I need, therefore, is a party of folk such as yourselves, adventuring types, to escort us to Pikemaster, and back. It is nearly 100 leagues thence, and although the weather has been fair for some time now, and the roads sound, I fear it may still take nigh on a week each way."

The PCs are welcome to ask any questions of Lord Zeli that they wish, and he answers them with varying degrees of willingness. The following are his answers to some questions:

- **Who is the lady in question?** Lord Zeli's face lights up at this question, and with a beaming smile as full of adoration bordering on sickening, he replies, "Her name is Faun, and she is of the Yarne Merchant House."
- **Where is Faun now?** She is at my manor.
- **What will we be paid?** With a nervous smile, Lord Zeli tells the party that he will reward them in a manner fitting an adventurer. If questioned about the meaning of the statement, he appears to become insulted, as he states, "I am a man who knows how to handsomely pay those who work for him."
- **What problems do you expect along the way?** I expect no problem but with the current state of affairs in the County one cannot play it safe enough.
- **Why don't you use some of your house guard?** The troops I have at my disposal have been placed at the disposition of the Regent. Most of them are used to garrison the cities of my Barony and to enforce the curfew. The rest have been sent to fortify the Nyrond border.
- **Who does your family support in the succession to the throne?** My family supports Lady Rachel, so

I'd have to say, Lady Rachel. (The Baron isn't interested in politics very much at this time, his mind is on Faun.)

- **When did Faun agree to marry Zeli, and when is the wedding planned for?** The gods smiled down shortly after the ominous events at Richfest, and Faun finally consented to marry me. However, all of the details concerning dowry and the like have yet to be worked out, and thus I cannot say exactly when we shall be married.

PCs who wish to do so may make Knowledge (local/NMR) or (nobility) checks to learn more of the Yarne family and of Faun specifically. The results of such a check are indicated below. Alternately, a Gather Information or Bardic Knowledge check made in Bampton turns up the same information with the following caveats:

- **DC10:** The Yarne family is a minor noble house whose wealth comes from their mercantile dealings.
- **DC12:** The Yarnes are a Flannish house.
- **DC15:** The house is headed up by Hardin Yarne, although his brother Terrel manages the family business, a winery.
- **DC18:** Faun Yarne is the youngest of the ruling Yarne family. She is known as a social butterfly and is only seen at the best of functions. Many people wonder what she sees in Zeli Torquann.
- **DC20:** Terrel Yarne's business is extremely profitable, especially considering that many of his peers are suffering setbacks.

ENCOUNTER 1: THE PATH TO PIKEMASTER

The road to Pikemaster, as so many others, begins with a single step. Lord Zeli appears late in the morning looking somewhat disheveled and possibly more than a little hung over. In contrast, Faun Yarne is radiant and smiling.

He is unwilling to say much of anything during the first several hours of the journey and rides with a dreamy look on his face. Occasionally, he answers questions with distracted, one or two word answers, and resists any attempts to start a conversation. He travels alone or at least alone with your party having left his liegemen in Bampton at his home.

As the sun begins to sink towards the west, he asks that a halt be called at the "first place that looks appropriate." Finding a meadow a short distance later, he halts his horse, and dismounts, in better spirits than he did previously. Pointing to one of his pack animals, a black gelding with a white star between his eyes, he tells you that there is a tent large enough for all of you packed in Starburst's pack. He then goes to the palomino pack horse, and begins extracting the amenities necessary to fix a hearty meal.

Faun stands around, not doing much. You can take the girl out of the city, but you don't take the city out of the girl.

After dinner, Lord Zeli offers each person a cup of very fine Torquann Brandy. PCs who do not specifically mention that they refuse to drink are assumed to do so, and any that do refuse are asked by the baron if they wish to insult his hospitality, and his family's honor, which, he claims, is tied directly to the quality of their vintage.

The trip from Bampton to Pikemaster is just shy of 400 miles, and takes approximately 7 days. Each evening upon making camp, after the evening meal, Lord Zeli again offers the players each a drink of brandy, with the same chiding about insulting his honor if they refuse. Faun isn't seen much, except when mounting the carriage in the morning, and for meals.

Their route is to take the Great Road to Brotton, which they pass during the 2nd day of the trip, then north to Jedbridge, which takes three additional days, then east to Pikemaster, for two more days, with arrival being in the evening of the 7th day.

The Bandits

The following encounter should occur at your discretion, somewhere after passing Jedbridge. Should any of the PCs have the means to transport the entire party via magic, such as a *teleport*-type spell, it should be permitted, however, when calculating the XP/Gold for the module, exclude the rewards for this encounter.

As the PCs are about to make camp for the night, they are approached by a group of bandits. From the copse of pines, a Gnome mounted on a warhorse comes out. Behind him, four horsemen, drawing their longswords, form into a line.

"Greetings to you gentlemen (and ladies)! My men and I are here to collect the toll for the road. This is a baronial order and we have a writ to that effect."

Obviously, the Baron has been raising no such toll. If the PCs are willing to pay the 20xAPL nobles per person (remember to count Faun and Zeli) the bandits demand, they can avoid a fight. If the bandits are informed the PCs are escorting the Baron, they attack, hoping to hold the baron for ransom.

There is no surprise here.

APL 2 (EL 4)

☛ **Orthenol:** Male Rock Gnome Brd2; hp14, see Appendix One

☛ **Thugs (4):** Male/Female Human War1; hp13 each, see Appendix One

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

APL 4 (EL 6)

☛ **Orthenol:** Male Rock Gnome Brd4; hp26, see Appendix One

☛ **Thugs (4):** Male/Female Human Ftr1/War1; hp21 each, see Appendix One

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

APL 6 (EL 8)

➤ **Orthenol:** Male Rock Gnome Brd6; hp44, see Appendix One

➤ **Thugs (4):** Male/Female Human Ftr2/War1; hp32 each, see Appendix One

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

APL 8 (EL 10)

➤ **Orthenol:** Male Rock Gnome Brd8; hp58, see Appendix One

➤ **Thugs (4):** Male/Female Human Ftr4/War1; hp50 each, see Appendix One

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

APL 10 (EL 12)

➤ **Orthenol:** Male Rock Gnome Brd10; hp72, see Appendix One

➤ **Thugs (4):** Male/Female Human Ftr6/War1; hp68 each, see Appendix One

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

APL 12 (EL 14)

➤ **Orthenol:** Male Rock Gnome Brd12; hp98, see Appendix One

➤ **Thugs (4):** Male/Female Human Ftr8/War1; hp86 each, see Appendix One

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

Tactics: The bandits are ready to start a fight. And they expect it. Any hostile action starts combat, roll for initiative.

If a fight breaks out, Orthenol uses his bardic music to buff his allies then switches to spells to best hinder the characters or cancel the characters' spells that hinder his friends. He avoids hand to hand combat as best he can. The thugs use their mount to maximum effect, taking full advantage of their riding feats.

Development: The characters find Player Handout One on Orthenol.

ENCOUNTER 2: A GAME OF CARDS

The rest of the night passes uneventfully and the party arrives at Pikemaster late the next afternoon.

Pikemaster comes into view. The city itself seems to be falling apart. The walls, made of stone, are breached in many places. The streets are dirty and overcrowded. Most of the population here is of Suel descent, though Halflings are fairly common.

The Baron's keep, located in the center of town, is in no better shape than the rest of the city. The walls are covered in ivy, and large cracks can be seen. The guards snap to attention as the heroes approach

the gates. Upon hearing of Lord Zeli's arrival trumpets blare and announce the Baron's arrival.

The chamberlain leads you into the fortress to a small reading room where two men are sitting listening at the window. The first man stands, his Suel heritage is obvious. He sports a well-trimmed handle bar blonde moustache. His hair is sandy-blond with traces of platinum. "Welcome to Pikemaster, I am Lord Fennin Duncombe." The other, a charming-looking Suel man in his mid-30s with a long reddish-blond ponytail stands. "Sir Marius" he says with a quick bow.

Pleasantries are exchanged between the nobles and a quick meal is arranged. At the end of which, Sir Marius produces a deck of cards. The plates are barely finished removed from the table that Sir Marius and Lord Zeli are playing Radigast Hold-it.

At this point, if you are playing in a setting without time constraints, you can play a few hands of Radigast Hold-it (the rules are the same as for Texas Hold'em).

Ask which of the PCs wish to stay and who wishes to leave. Lord Fennin stands and leaves, to return to his study. Faun yawns and retires for the night. Tonight is obviously Zeli's night. He is winning left and right, while Sir Marius is loosing big time.

In the end, Sir Marius bets "his titles and estates, some 25 miles west of Paducah, along the western borders of Eventide, some 50 square miles in all." Sir Marius loses that final hand, leaving him with nothing.

THE NEXT DAY

In the morning, a young page informs the PCs that they are invited to a feast given by the Baron.

Lord Zeli and Faun spend most of the day either sleeping or walking in the garden. They have no need for the PCs and invite them to visit the town.

You can now proceed to Encounter 3 if they wish to visit Pikemaster OR proceed to Encounter 4 when they are ready to attend the dinner.

ENCOUNTER 3: PIKEMASTER

This encounter gives a series of mini-encounter the PCs can have while in town. If they have do not return to the Keep by mid-day, a baronial page finds them, and reminds them that they must be presentable and prepared for the banquet in no more than 3 hours.

WORD ON THE STREET

In this section, the PCs 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** Pikemaster is the key and central point of the defense for the eastern County.
- **DC6** The two biggest temples in Pikemaster are Pelor and Pholtus, but the temple of Zilchus is used by all. If you're looking for some action, the gambling hall or the Old Cellar are good places.

- **DC7** the Nyronde better not show their faces here, after they killed our Contessa.
- **DC8** the Baron is a good man. He gives to the churches. Just a few months ago, he gave a number of treasures to the College of the Divine.
- **DC9** the Baron's son has left on adventure two years ago and hasn't been seen since.
- **DC10** the Baron is eccentric and often goes on whims for weeks at a time. Those who cross him often end up in jail.
- **DC11** Lady Daneris Yoro, the local constable and Sir Karl Whittenbock got into a heated argument a month ago at the Knight of the Swan barracks.
- **DC12** Most people here are surprised that Lord Duncombe hasn't taken the throne for himself when he conquered Radigast. It's those politicians in the West who forced him into refusing it.
- **DC13** the Baron has been known to jail people for no reason.
- **DC14** our Baron received a few very important people from the western County.
- **DC15** Sir Marius has a lot of gambling debts. He used to attend many of the gambling halls in town, but he now rarely leaves the Baron's keep.
- **DC16** I heard the Baron laughed at an ambassador from the Pale. Since then, the Church of Pholtus has been very unfriendly towards him.
- **DC16** (only to members of the Underley Network) Talk to Jonas the blacksmith.
- **DC17** Lady Rachel should be elected to the title of Countess at the Council of Peers, she's the only valid choice!
- **DC18** I wonder how long our Baron will host this no-good-for-nothing Sir Marius. He owes money to everyone.
- **DC19** I would never leave town; there are bandits, devils and undead roaming everywhere in the County.
- **DC20** Sir Karl Whittenbock wanted to camp his "Army of the East" around Pikemaster, but Lady Yoro refused. They don't talk to each other nowadays.
- **DC21** Since Starkwall was annexed by the County, the Temple of Pholtus has seen more and more worshippers
- **DC23** I heard an adventurer saying the Contessa was murdered because she allied with the Duergar!
- **DC25** the troops of the East Wall have been patrolling the barony of Starkwall more than the rest of the border.
- **DC27** Nyronde troops and forces loyal to the County have skirmished more than once along the border.
- **DC30** Relations between the County and Nyronde are not too good since the fall of the Imperium. The King wants the lands his brother gave to the County, but the Contessa has refused outright.

- **DC35** I heard that Nyronde is building an army to wage war upon the County in order to retake their lands and punish the County for allying with the Dark Prince.

THE CONSTABLE

The local constable, Lady Daneris Yoro is a Knight of the Swan and a Paladin of Zodal. Getting to meet her is very easy; the heroes simply need to ask one of the guards. She is the daughter of Beltha Yoro, who was a priestess of Zodal. (She died at the hand of a drow raiding party in *URC4-06 Restoration Part 2*).

Her office is filled with reports of all kind. When portraying her, show her as resourceful and efficient but a little overwhelmed. Have the heroes' interview with her be interrupted periodically by couriers bringing in messages and status reports.

- She can confirm that the Baron is not very interested in the current situation about the Nyronde border.
- She can confirm that the Baron often goes on wild whims and focuses on a single issue at a time.
- Lady Daneris is extremely angry and opposed to Sir Karl Whittenbock and anyone following him. It is her opinion that they are warmonger and that they only seek to force the County into a war with Nyronde.
- She DID have an argument with him and she has sent a number of letters to the Citadel asking for his removal as Knight Exemplar.
- She is very anxious for a new Count to be elected but refuses to involve herself in the politics surrounding the election.
- She has had numerous reports that Sir Marius has unpaid debts.

SHRINE OF OLIDAMMARA/OLD CELLAR

The old cellar is the local hang of worshippers of Olidammara. The folks here are extremely friendly, wine is readily available and purses aren't safe. The place is as close as it gets to a thieves' guild in Pikemaster. The locals don't mind fellow-minded individuals, but shy away from the "lawful" or "knightly" types.

Symbol of the Laughing Rogue can be seen everywhere. Starting trouble here would be a BAD idea. However, the locals would usually beat up the offenders, steal all their money and have their head shaved before dropping them outside the city walls.

Unless the party includes a divine caster of Olidammara, they have to pay the "information tax". The "tax" is set at 10xAPL gold nobles, this is non-negotiable. However, anyone paying rounds for everyone (which comes to the same amount as the "tax") can avoid paying taxes. The PCs can learn the following information, however they must ask in a broad sense. The "tax" must be paid each time information is asked.

- **Assassins/thieves:** (Only after Sir Marius' death) Some out-of-towners have set up shop nearby. They believe to be from Brotton. The address of their "base" is known to all.

- **Sir Marius:** Almost everyone here hates his guts because he is but a small-time crook. He owes money to almost everyone here.
- **Lord Fennin:** He leaves them alone, they leave him alone.
- **Politics:** They are worried about a Nyronde invasion. They don't really care about who should be Count as long as they are left alone.

SHRINE OF NOREBO/GAMBLING HALL

The local gambling hall has a shrine to Norebo. It is kept nice and clean. Two huge guards stand outside. Inside, all matters of games of chance are being played.

The current caretaker and the local priest of Norebo is a man of mixed heritage. He is personable but has a little sleazy on the sides.

For every question the PCs ask of him, he asks they play high roller. This is a simple game that involves rolling two eight-sided dice and seeing whoever rolls higher by totaling the rolls. He only plays once for each question, but as long as the PCs formulate their questions differently, he is willing to play.

- **Assassins/thieves:** (Only after Sir Marius' death) Out-of-towners have set up shop nearby. They believe to be from Brotton. The address of their "base" is known to all.
- **Sir Marius:** A devout worshipper of the God of Gambles. However, he has made many, many enemies everywhere he has gone.
- **Lord Fennin:** Sir Fennin used to come here when he was younger. Now he doesn't attend the Hall anymore, and his sons are too busy being out on adventure. Every year, the Baron makes a small donation to keep the Gambling Hall open.
- **Politics:** He would like Sir Dane to become Count, but he doubts anyone in Radigast would care about Pikemaster either way.

TEMPLE OF PELOR

The priests of Pelor have little to add.

TEMPLE OF PHOLTUS

The Temple of Pholtus is a tower made of white bricks. There are many people here that come and go. The priests can share the following (with anyone not following a chaotic or evil deity):

- Lord Fennin insulted a guest in his own house (yes, he was a priest of Pholtus)
- Sir Marius is a follower of Chaos and a bad influence on the Baron. Since he arrived following the fall of Sewardndt, the Baron has been acting even more strangely
- Sir Marius is a no good bum. He owes money to everyone.
- It was after great pressure from the Church that Lord Fennin gave the documents to the College of the Divine, where they are being studied and analyzed.

TEMPLE OF ZILCHUS

Guards in half-plate armor carrying halberds with the traditional plumed helmet patrol the perimeter of the enclave. While not the most important temple in Pikemaster, the Temple of Zilchus sees a lot of coming and going.

Purchaser Azumel, a half-elf runs the Temple of the Money Changer in Pikemaster. He is the only ordained priest in town and serves as everyone's banker. Azumel is friendly and informal.

Azumel can confirm the following if the heroes ask him.

- Azumel refused a number of loan requests on behalf of Sir Marius.
- Azumel contacted his brothers in Nyronde who confirmed Sir Marius currently has an unpaid debt to the temple in Mowbrenn.

JONAS THE BLACKSMITH

Jonas is an informant of the Underley Network, and he only speaks to fellow members, privately. Jonas is a Suel man who looks like all blacksmiths: large, powerfully built and covered in sweat and soot. He is quite competent at his job and is loved by all.

- Nyronde is building up its forces all along the border of the County.
- Lord Underley has been very busy these days, and left the running of the network to his daughter Melnie.
- Lord Underley has asked that all members of the Network be aware and pass any information about any activity and rumors of treasure in the Fennelmore without delay.
- (Only after Sir Marius' death) Jona's thinks he knows where the assassin may be holing up. He points the PCs to a row of houses close to the outer walls of Pikemaster.

ENCOUNTER 4: THE BARON'S BANQUET

Lord Zeli Torquann, Lady Faun, and a score or so of additional noble folk from places such as Starkwall, Rothberry, the Citadel at Jedbridge, and Dryburgh all stand chatting idly. Their one topic: Lord Duncombe's Council of Peers. Who plans on going? Who will support who? What are Lord Duncombe's real intentions? Who would make the best Count? Are all hotly debated topics.

You can, if you want allow the PCs to debate with the nobles. There are many who support all three contenders: the former Lord Chamberlain Lord Darius Alan Dane, the second in command of the Knights of the Swan Lady Rachel Duncombe, or the Archbaron of Fennelmore Lord Agnard Gellor. All sort of weird rumors and scenarios can be heard.

Shortly after your arrival, and a quarter hour or so rubbing elbows with the minor lords and ladies

present, Lord Fennin's chamberlain announces the seating of guests. You are ushered into the grand banquet hall, with dozens of tables sitting perpendicular to a large, raised dais where rests a large oak table. Lord Zeli –despite high rank– Faun and you are seated at the far end of the banquet hall.

Shortly after the mass of people in the foyer have been seated, Baron Fennin Duncombe makes his entrance, followed by Sir Marius, Purchaser Azumel the head cleric from Pikemaster's Temple of Zilchus, and a trio of tavern wenches, trying desperately to look like proper ladies. The Baron remains standing as his guests take their seats. Finally, he addresses the assembled guests.

“Welcome, honored guests, to this feast in honor of the ascension of the sun towards it's equinox, and the beginning of spring.” Sir Marius tugs at his sleeve, and whispers to him briefly. “Ah yes! The harvest! Thank you! We are here to celebrate the harvest.”

Lord Zeli smiles behind his hand, and whispers, “It would seem that the Mad Baron is as confused as ever. I am the Lord Baron of Bampton, and should be seated next to Fennin, instead of at the most lowly side of the table. I suppose this is Marius's way of avoiding me since I discovered his underhanded treachery during our little game last night.”

If the PCs ask him what he means, Faun interrupts, saying that such conversation should take place after the feast. Mix this into the conversation with Lord Zeli

- Upon meeting Lord Zeli to break their fast this morning, she discovered that Sir Marius had lost everything of value he had with him, and then bet his lands and titles as well.
- When learning of this wager that Lord Zeli won, she informed him that the land in question sits at the bottom of a mosquito-infested swamp which has been sold and resold to unsuspecting marks for decades by shysters and confidence men in Rel Mord.
- She also informed him that Sir Marius, is the 8th son of a petty lord, his inheritance was limited to a purse of silver coins and a broken down nag for a mount.

If the PCs ask Zeli about his reaction to all of this, his face darkens with anger, and he mutters, “I will have justice.”

The meal served is a little unorthodox. Although each dish was succulent and well-prepared, the mint jelly would have been better served with lamb than with pheasant, and the sausages with peppers and onions rather than turnips. As the final course is cleared away, exquisite crystal goblets are placed before each guest. Faun smiles, and winks in your direction and whispers, “This is my contribution to the banquet.”

Each glass is filled with a blushing lavender wine with a bouquet that hints of sourberries, mulberries, and several other rare fruits. A glance at the bottle it comes out of shows the Yarne family crest, with a unique name, Satyr's Passion.

As the last table's glasses are filled, Lord Fennin stands once more. Looking over his assembled guests, he raises his glass, and speaks. “A toast, my friends, May the fruits of our labors always be unhindered by the parasites who would destroy it. To a bountiful harvest!”

His toast echoes through the room, as each guest raises his glass and drinks deeply. The sound of shattering crystal draws your attention to the head table. Sir Marius collapses to the floor, his goblet in pieces at his feet.

The whole room stands shocked, allowing the PCs a chance to cross the room to reach Sir Marius. However, unfortunately, Sir Marius succumbs to the poison, which massive amounts of Constitution damage. A *heal*, *neutralize poison* or *restoration* spell has no effect on him, because he is dead before the PCs can reach him.

ENCOUNTER 5: SEEKING THE TRUTH

After the chaos surrounding the death of Sir Marius, the party is called off by Lord Fennin who asks the guests to leave. Lord Fennin orders the heroes who are “adventuring types, used to dealing with these things” to look into the death of Sir Marius and bring the culprit to him.

SIR MARIUS' BODY

Sir Marius does not oppose *speak with dead*, but refused to come back to life. Sir Marius knows very little. You can refer to the Adventure Background for information Sir Marius might say. Obviously, he doesn't know who killed him.

Examining the body with a *Heal* check DC15 reveals that Sir Marius was poisoned by a Con-draining poison.

SIR MARIUS' GOBLET

Sir Marius's goblet has the inside covered with a black viscous substance. A *Craft* (Alchemy), Profession (Herbalist or Poisonmaker) DC15 reveals the substances as Black lotus extract, a particularly potent poison, generally fatal.

BARON FENNIN DUNCOMBE

If the PCs choose to question Baron Fennin Duncombe, he gives the following information.

- Lord Fennin is quite angry that Sir Marius would “ruin his feast”.
- He denies knowing anything about the murder.
- If asked, Lord Fennin admits having asked for the maid to serve wine personally. Being a gentleman, he won't admit out loud to sleeping with her, but smiles and winks. (Yes, he did)

BARON ZELI TORQUANN

If the PCs choose to question Baron Zeli Torquann, he states the following.

- He denies having anything to do with the fate of Sir Marius.
- He admits he was angered to learn of Sir Marius's deception in attempting to win back his losses at the gambling table, but states that considering that he couldn't blame the man, considering his own gambling "problems."
- He did profess a desire to have him killed but would not have gone so far as to do it!
- He claims to have gone directly to his chamber with a bottle of Brandy that he brought along, to have drunk himself into unconsciousness. This is a true statement.

FAUN YARNE

Faun's information may or may not be incriminating, depending on the questions asked. A Sense Motive check reveals that while she answers all questions truthfully, she is not very forthcoming or interested in the whole affair.

- She has heard about Sir Marius' reputation as a gambler and she avoided him.
- She had also heard of Sir Marius's scheme, and told Zeli of it as soon as she heard.
- She is also familiar with his heritage, his gambling problem, and that he fled Brotton with members of the vipers on his heels.
- Only under magical compulsion does she admit the following. The reason Faun came was to investigate claims she heard through the grapevine that Sir Marius might be able to smuggle wine (avoiding taxes and raising profits) across the border and into Nyron. These rumors proved false, so Faun cares little about Sir Marius now.

SHURAK BENYON, CHAMBERLAIN OF

The chamberlain has little information to offer, but does impart two bits of knowledge.

- Sir Marius apparently was funneling funds from the Baron's personal treasury, and making poor investments with local merchants. These include funding a shyster wizard who claimed to be close to creating a spell that would cause mass amnesia.
- The maid, Tana, served the head table only been employed by the Baron for a matter of ten days or so. However the Baron had taken quite a fancy to her. (He hints they had an affair.) The Baron himself demanded she served him his meal.

THE STAFF

As a point of interest, all the staff members are or mostly Suel descent. Questioning them reveals the following:

- The new maid, Tana Blerith was sleeping in the Baron's bed.
- She's been hired about 10 days ago.
- She left shortly before the end of the feast.
- She was the one who served the Baron's table.

- The other maids laugh that she might be pregnant with Lord Fennin's bastard child. They giggle that Lord Fennin may have simply turned her away when she told him.
- They don't know where she lived as she wasn't from Pikemaster.
- One of the maids tell the PCs that if you are looking for someone in Pikemaster that the Old Cellar is the place to find information.

IN TOWN

The PCs may decide to go to town to gather some information. There is no additional information to find. However, refer to Encounter 3 for information avenues the PCs may follow. Everyone expresses some degree of happiness at Sir Marius's death.

DIVINATION

Use of divinatory magic can greatly help the PCs in locating the assassin. Since the assassin hasn't taken any precaution to ward herself against that, yet.

There are two ways to find a snake.

Find its lair or find its sibling's hangout

This should lead the PCs to the Old Cellar or the Gambling Hall. Refer to Encounter 3.

WHERE DO WE GO FROM HERE?

After a little investigation, the PCs should manage to find that the assassins are in the house by the wall. When they finally head there, proceed to Encounter 6.

TROUBLESHOOTING: ACCUSING SOMEONE

ELSE

In the case that the party decides that Zeli, Faun, or some other party other than the *actual* perpetrators, this encounter, as well as the final encounter should be skipped, and Conclusion B should be played.

ENCOUNTER 6: THE LAIR

The safehouse is located in a rundown section of Pikemaster, against the south wall. The house is a single story, and measures 30 feet wide, by 45 feet deep, the back wall abuts the wall of the city. There is a small alcove in the front of the building, approximately 10 feet square, centered on the building. Within the alcove is a trap, type dependent on APL.

APL 2 (EL 3)

↗ **Deeper Pit Trap:** CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23

↗ **Spear Trap:** CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20.

↗ **Wall Blade Trap:** CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); *The blade can hit anyone in the alcove.*

APL 4 (EL 5)

↗ **Spiked Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20.

↗ **Stone Blocks from Ceiling:** CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

The stone blocks are designed to fall on those in the pit. Roll randomly to see which of the 2 squares

APL 6 (EL 7)

↗ **Spiked Pit Trap:** CR 5; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 20.

↗ **Ungol Dust Vapor Trap:** CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

The bottom of the pit has the Ungol dust vapor trap.

APL 8 (EL 9)

↗ **Burnt Othur Vapor Trap:** CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

↗ **Well-Camouflaged Pit Trap:** CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18.

The bottom of the pit has the burnt othur vapor trap.

APL 10 (EL 11)

↗ **Wail of the Banshee Trap:** CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34. *This trap is set in such a way that it goes off as soon as someone gets next to the doors.*

↗ **Well-Camouflaged Pit Trap:** CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18.

APL 12 (EL 13)

↗ **Energy Drain Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged

touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. This activates as the first PC enters the square adjacent to the door.

↗ **Forcecage and Summon Monster VII trap:** CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons a hamatula p.51 MM); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, hamatula); Search DC 32; Disable Device DC 32.

Note: The *forcecage* and *summon monster VII* trap is really one CR 8 trap that creates a *forcecage* and a second CR 8 trap that *summons* a hamatula in the same area. If both succeed, the hamatula appears inside the *forcecage*. These effects are independent of each other.

↗ **Wail of the Banshee Trap:** CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34. *This trap is set in such a way that it goes off as soon as someone gets next to the doors.*

ENCOUNTER 7: INSIDE THE LAIR

When the door swings inward, the poor lighting within conceals much of what the room contains. The rooms are furnished spartanly and show signs of decay over several years. The floor is littered with broken furniture, piles of rubbish, and impedes movement.

If all the traps were bypassed AND the PCs ALL beat her Listen with Move Silently then they surprise Wyola. Otherwise, Wyola is ready for them. Wyola knows she is cornered and she has nowhere to run. Wyola is in the bedroom (see the map in Appendix 3). Consider all the doors are closed when the PCs enter the house.

If she is not surprised, use Wyola's power-up suite.

APL 2 (EL5)

☛ **Wyola:** Female Human Ftr2/Rog3, hp36. Appendix One.

APL 4 (EL7)

☛ **Wyola:** Female Human Ftr2/Rog5, hp55. Appendix One.

APL 6 (EL9)

☛ **Wyola:** Female Human Ftr4/Rog5, hp73. Appendix One.

APL 8 (EL11)

☛ **Wyola:** Female Human Ftr6/Rog5, hp91. Appendix One.

APL 10 (EL13)

☛ **Wyola:** Female Human Ftr8/Rog5, hp122.
Appendix One.

APL 12 (EL 15)

☛ **Wyola:** Female Human Ftr4/Rog5, hp142.
Appendix One.

Tactics: Wyola fights dirty. She feints and otherwise takes every opportunity to maximize her rogue skills. She tries to go for those PCs who are weaker to take them down first.

Should the PCs give her an opening (by retreating or by using poor deployment) she heads to the secret door at the back of the house. It opens on a maze that eventually leads beyond the walls of Pikemaster. Should she be given one round head start, she escapes (that's one round where the PCs aren't in the maze with her or they don't pursue).

SURRENDER

If the party manages to take her alive and question her, she is very forthcoming and tells them the following. Her ultimate desire here is to get them to let her go.

- Wyola is willing to give the party the documents she is carrying. She lets them know that she has important information that would be useful to them, but only gives it up if they promise to let her go.
- If the documents are not important enough, she resorts to bribery. She is willing to offer them 500 gp x APL and her equipment if they release her.
- Her real name is Wyola Rothbald. She works for the Vipers in Brotton to eliminate Sir Marius as an example to people of the County of what happens to people who welsh on their debts to the Guild.
- She hired on as a serving girl in the house 10 days ago, to survey her target so that she could figure out how best to eliminate the entire family.
- In addition to killing Sir Marius, she was also supposed to pilfer any easily stolen valuables from his possessions, and that of his families, in order to allow the Vipers to recompense some of the debt that he owed. Unfortunately, save a few loose coins, he apparently had nothing of value, (mainly because he lost it all at cards to Lord Zeli.)
- She tells the PCs that if she fails to return to her superiors they will investigate her disappearance, and likely won't have any difficulty figuring out who was responsible for her capture. She promises that the Viper's leaders would be MORE than grateful.

Development: Whether she died, escaped or was captured

CONCLUSION

CAPTURED ASSASSIN

Back at the decrepit keep, Lord Fennin is fencing with Lord Zeli. Faun Yarne looks them wearily. Faun is the first to signal your return.

"Why have you tied up Tana this way?" asks Baron with a stern look on his face. A short explanation later, he sentences her to be beheaded publicly for her crimes.

"Now, I believe we were doing some fencing, concludes Lord Fennin."
Proceed to "The Funeral".

DEAD ASSASSIN

Back at the decrepit keep, Lord Fennin is fencing with Lord Zeli. Faun Yarne looks them wearily. Faun is the first to signal your return.

"Poor Tana! You killed her!!!" asks Baron with a stern look on his face. A short explanation later, Lord Fennin has regained his smile, as if nothing ever happened.

"Now, I believe we were doing some fencing, concludes Lord Fennin."
Proceed to "The Funeral".

THE FUNERAL

Four days later, after a wake attended only by Lord Fennin, Sir Marius' funerals are held in the temple of Pelor in town.

In the meantime, a number of important people have gathered in Pikemaster. Priests from every local faith have sent representatives.

The Regent of the County, Lord Terard Duncombe II has sent his third son, Sir Rotham and an escort of Knights of the Swan to represent him.

Sir Karl Whittenbock and a number of his knights, many of whom don't look like typical knights also attend.

Faun and Lord Zeli go about hand-in-hand greeting the guests announcing their engagement.

You guess that most of the other guests present are here simply to ensure Sir Marius is dead. He does leave behind a large amount of debts. But then again you can't help but wonder... Was it all a big gamble on Sir Marius' part?

Lord Zeli pays the PCs their due.

Treasure:

APL2: L: ogp; C: 50gp; M: ogp;
APL4: L: ogp; C: 75gp; M: ogp;
APL6: L: ogp; C: 100gp; M: ogp;
APL8: L: ogp; C: 150gp; M: ogp;
APL10: L: ogp; C: 200gp; M: ogp;
APL12: L: ogp; C: 300gp; M: ogp;
Proceed to "AR Rewards".

AR REWARDS

- If the PCs have found Wyola (whether they brought her back or not), they receive the “Gratitude of Baron Zeli Torquann” and “Gratitude of Baron Fennin Duncombe” AR Reward.
- If the PCs have brought back Wyola either dead or alive, they receive the “Baron Fennin’s Library” AR Reward.
- If the PCs either fail to bring back Wyola or if they struck a bargain with her to let her go, they earn the “Favor of the Vipers” AR Reward.

The End

EXPERIENCE POINT SUMMARY

Encounter 1: The Path to Pikemaster

Defeat the bandits

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter 6: The Lair

Surviving the traps

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp

Encounter 7: Inside the lair

Defeat OR strike a deal with Wyola (half if she escapes without cutting a deal)

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Story Award

APL2	90 xp
APL4	115 xp
APL6	180 xp
APL8	225 xp
APL 10	270 xp
APL 12	315 xp

Total possible experience:

APL2	450 xp
APL4	675 xp
APL6	900 xp
APL8	1,125 xp
APL 10	1,350 xp
APL 12	1,175 xp

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 1: Path to Pikemaster

APL 2: L: 65 gp each; C: 0 gp each; M: 0 gp each

APL 4: L: 60 gp each; C: 0 gp each; M: *longsword* +1 (386 gp each)

APL 6: L: 55 gp each; C: 0 gp each; M: *longsword* +1 (386 gp each); *chain shirt* +1 (208 gp each)

APL 8: L: 196 gp each; C: 0 gp each; M: *longsword* +1 (386 gp each); *chain shirt* +1 (208 gp each); *shortbow* +1 (387 gp each); *cloak of charisma* +2 (667 gp each)

APL 10: L: 0 gp each; C: 0 gp each; M: *longsword* +1 (1,929 gp each); *chain shirt* +1 (1,042 gp each); *shortbow* +1 (387 gp each); *cloak of charisma* +2 (667 gp each); *vest of*

resistance +1 (167 gp each); heavy wooden shield +1(771 gp each)

APL 12: L: 0 gp each; C: 0 gp each; M: longsword +1 (1,929 gp each); chain shirt +1 (1,042 gp each); shortbow +1(387 gp each); cloak of charisma +4 (2,667 gp each); vest of resistance +2 (667 gp each); heavy wooden shield +1 (771 gp each); amulet of health +2 (667 gp each)

Encounter 7: Inside the lair

APL2: L: 18gp; C: 0gp; M: +1 mithral shirt (104gp); +1 rapier (193gp); hat of disguise (150gp); potion of blur (25gp); potion of invisibility (25gp);

APL4: L: 5gp; C: 0gp; M: +1 buckler (97gp); +1 mithral shirt (104gp); +1 rapier (193gp); amulet of health +2 (333gp); hat of disguise (150gp); potion of blur (25gp); potion of invisibility (25gp); vest of resistance +1 (83gp);

APL6: L: 5gp; C: 0gp; M: +1 buckler (97gp); +1 unholy rapier (1526gp); +2 mithral shirt (354gp); amulet of health +2 (333gp); gauntlets of ogre power (333gp); hat of disguise (150gp); potion of blur (25gp); potion of invisibility (25gp); vest of resistance +1 (83gp);

APL8: L: 5gp; C: 0gp; M: +1 buckler (97gp); +1 unholy rapier (1526gp); +2 mithral shirt (354gp); amulet of health +2 (333gp); gauntlets of ogre power (333gp); hat of disguise (150gp); potion of blur (25gp); potion of greater invisibility (117gp); potion of invisibility (25gp); vest of resistance +2 (333gp);

APL10: L: 5gp; C: 0gp; M: +1 buckler (97gp); +1 unholy frost rapier (2693gp); +2 mithral shirt (354gp); amulet of health +4 (1333gp); gauntlets of ogre power (333gp); hat of disguise (150gp); potion of blur (25gp); potion of greater invisibility (117gp); potion of invisibility (25gp); vest of resistance +2 (333gp);

APL12: L: 5gp; C: 0gp; M: +1 unholy flaming frost rapier (4193gp); +2 buckler (97gp); +3 mithral shirt (771gp); amulet of health +4 (1333gp); gauntlets of ogre power (333gp); hat of disguise (150gp); potion of blur (25gp); potion of greater invisibility (117gp); potion of invisibility (25gp); vest of resistance +4 (1333gp);

Conclusion

APL2: L: 0gp; C: 50gp; M: 0gp;

APL4: L: 0gp; C: 75gp; M: 0gp;

APL6: L: 0gp; C: 100gp; M: 0gp;

APL8: L: 0gp; C: 150gp; M: 0gp;

APL10: L: 0gp; C: 200gp; M: 0gp;

APL12: L: 0gp; C: 300gp; M: 0gp;

ITEMS FOR THE ADVENTURE RECORD

Special:

Gratitude of Baron Zeli Torquann: This counts as an Influence point with House Torquann. Cross off once used.

Gratitude of Baron Fennin Duncombe: The Baron is thankful for avenging his relative, this counts as an influence point with House Duncombe. Cross off once used.

Gratitude of the Vipers: For letting one of their assassins go (through action or inaction), the Viper's Den

thieves' guild feel they owe you a debt. If you are ever captured by them, spending this influence point means they will spare your life. Cross off once used.

Baron Fennin's Library: The Baron has allowed you to spend time in his library where he owns the famed Grimoire Archanamacha. Doing so requires you to spend 1 TU (2 TUs for Characters not from the County of Urnst), and gives you access to the Suel Archanamach prestige class (CAR pg 63). All other prerequisites must be met before you can join the class. However, his eccentric ways means this is not reliable. When redeeming this favor, there is a 25% chance the Baron does not recognize you and throws you in jail for 1 TU before remembering who you were and giving you access to the Library. Cross this favor off once used.

Item Access

APL 2:

- +1 mithral shirt (Adventure, DMG)
- Hat of disguise (Adventure, DMG)

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

- Vest of resistance +1 (Adventure, CAR)

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

- +1 unholy rapier (Adventure, DMG)
- +2 mithral shirt (Adventure, DMG)

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

- Potion of greater invisibility (CL7th, Adventure, DMG)
- Vest of resistance +2 (Adventure, CAR)

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

- Amulet of health +4 (Adventure, DMG)
- +1 unholy frost rapier (Adventure, DMG)

APL 12: (All of APL 2-10 plus the following)

- +1 unholy flaming frost rapier (Adventure, DMG)
- +2 buckler (Adventure, DMG)
- +3 mithral shirt (Adventure, DMG)
- cloak of charisma +4 (Adventure, DMG)

APPENDIX 1: ALL APLS

ENCOUNTER 1: PATH TO PIKEMASTER

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/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 1: PATH TO PIKEMASTER

Orthenol: Male Gnome(Rock) Brd2; CR 2; Small Humanoid; HD 2d6+4; hp 14; Init +2; Spd 20 ft; AC 17 (+4 armor, +2 dex, +1 size), touch 13, flat-footed 15; Base Atk +1; Grp -4; Atk/Full Atk +2 melee (1d6-1, Masterwork longsword) or +4 ranged (1d4-1, Shortbow) or +1 melee (1d3-1, Dagger); SQ bardic knowledge (1d20+3), bardic music (countersong, fascinate (1 target, 2 rounds), inspire courage), gnome traits, low-light vision; AL CN; SV Fort +2, Ref +5, Will +2; Str 8, Dex 14, Con 14, Int 12, Wis 8, Cha 16;

Skills and Feats: Concentration +9, Escape Artist +5, Perform (Sing) +8, Sense Motive +4, Spellcraft +6, Tumble +5, Use Magic Device +8. Lingering Song**.

Bard Spells Known: (3/1; base DC = 13 + spell level):
0- daze, flare, mage hand; 1st- hideous laughter.

Possessions: masterwork longsword, masterwork chain shirt, shortbow, dagger

Thugs: Male/Female Human War1; CR 1/2; Medium Humanoid; HD 1d8+2; hp 13; Init +3; Spd 30 ft; AC 18 (+3 armor, +2 shield, +3 dex), touch 13, flat-footed 15; Base Atk +1; Grp +4; Ak/Full Atk +4 melee (1d8+3, Longsword) or +4 ranged (1d4+3, Sling) or +4 melee (1d6+3, Club); AL CN; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +3, Ride +7. Power Attack, Toughness.

Possessions: longsword, club, sling, studded leather armor, heavy wooden shield

ENCOUNTER 7: INSIDE THE LAIR

Wyola: Female Human Ftr2/Rog3; CR 5; Medium Humanoid (Human); HD 3d6+2d10+10; hp 36; Init +2; Spd 30ft; AC 18 (+5 armor, +1 shield, +2 dex), touch 12, flat-footed 16; Base Atk +4; Grp+7; Atk/Full Atk +9 melee (1d6+4, +1 Rapier), +7 melee (1d4+3, Dagger); SA Sneak Attack (+2d6); SQ Evasion, Trapfinding, Trap Sense; AL LE; SV Fort +6, Ref +5, Will +1; Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 8;

Skills and Feats: Bluff +6, Climb +10, Diplomacy +5, Disguise +7, Hide +10, Intimidate +6, Jump +10, Knowledge (local) +7, Listen +6, Move Silently +10, Sense Motive +4, Sleight of Hand +6, Tumble +11. Combat Expertise, Dodge, Improved Feint, Mobility, Weapon Focus (Rapier).

Languages: Common, Elven, Infernal

Possessions: *potion of blur*, *potion of invisibility*, +1 mithral shirt, hat of disguise, masterwork buckler, +1 rapier, 2 vials of black adder venom (DC 12 Injury; 1D6 Con/1D6 Con), dagger (2), disguise kit

Power-up suite: SQ Concealment 20%; Spells active: *blur*, *invisibility* (drank both potions)

Power-up suite: SQ Concealment 20%; Spells active: *blur*, *invisibility* (drank both potions)

ENCOUNTER 1: PATH TO PIKEMASTER

Orthenol: Male Gnome(Rock) Brd4; CR 4; Small Humanoid; HD 4d6+8; hp 26; Init +2; Spd 20 ft; AC 17 (+4 armor, +2 dex, +1 size), touch 13, flat-footed 15; Base Atk +3; Grp -2; Atk/Full Atk +4 melee (1d6, +1 Longsword) or +6 ranged (1d4-1, Shortbow) or +4 melee (1d3-1, Dagger); SQ bardic knowledge (1d20+5), bardic music (countersong, fascinate (2 targets, 4 rounds), inspire courage, inspire competence), gnome traits, low-light vision; AL CN; SV Fort +3, Ref +6, Will +3; Str 8, Dex 14, Con 14, Int 12, Wis 8, Cha 17;

Skills and Feats: Concentration +11, Escape Artist +7, Perform (Sing) +10, Sense Motive +6, Spellcraft +8, Tumble +7, Use Magic Device +10. Lingering Song Spell Focus (Enchantment).

Bard Spells Known: (3/2/1; base DC = 13 + spell level): 0- *daze*, *detect magic*, *flare*, *know direction*, *mage hand*, *message*; 1st- *cause fear*, *cure light wounds*, *hideous laughter*; 2nd- *blur*, *hold person*; 2nd- *blur*.

Possessions: +1 longsword, masterwork chain shirt, shortbow, dagger

Thugs: Male/Female Human Ftr1/War1; CR 1; Medium Humanoid; HD 1d8+1d10+4; hp 21; Init +3; Spd 30 ft; AC 18 (+3 armor, +2 shield, +3 dex), touch 13, flat-footed 15; Base Atk +2; Grp +5; Atk/Full Atk +6 melee (1d8+3, Masterwork longsword) or +5 ranged (1d4+3, Sling) or +5 melee (1d6+3, Club); AL CN; SV Fort +6, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +4, Ride +10. Mounted Combat, Power Attack, Toughness.

Possessions: masterwork longsword, club, sling, studded leather armor, heavy wooden shield

ENCOUNTER 7: INSIDE THE LAIR

Wyola: Female Human Ftr2/Rog5; CR 7; Medium Humanoid (Human); HD 5d6+2d10+21; hp 55; Init +6; Spd 30ft; AC 19 (+5 armor, +2 shield, +2 dex), touch 12, flat-footed 19; Base Atk +5; Grp+8; Atk/Full Atk +10 melee (1d6+4, +1 Rapier) or +8 melee (1d4+3, Dagger); SA Sneak Attack (+3d6); SQ Evasion, Trapfinding, Trap Sense, Uncanny Dodge; AL LE; SV Fort +8, Ref +7, Will +2; Str 16, Dex 14, Con 16, Int 14, Wis 10, Cha 8;

Skills and Feats: Bluff +9, Climb +10, Diplomacy +7, Disguise +7, Hide +12, Intimidate +8, Jump +10, Knowledge (local) +7, Listen +6, Move Silently +10, Sense Motive +7, Sleight of Hand +10, Spot +5, Tumble +14. Combat Expertise, Dodge, Improved Feint, Improved Initiative, Mobility, Weapon Focus (Rapier).

Languages: Common, Elven, Infernal

Possessions: *potion of blur*, *potion of invisibility*, *vest of resistance* +1, +1 *mithral shirt*, *hat of disguise*, +1 *buckler*, +1 *rapier*, *amulet of health* +2, 2 vials of black adder venom (DC 12 Injury; 1D6 Con/1D6 Con), dagger (2), disguise kit

ENCOUNTER 1: PATH TO PIKEMASTER

Orthenol: Male Gnome(Rock) Brd6; CR 6; Small Humanoid; HD 6d6+12; hp 44; Init +2; Spd 20 ft; AC 18 (+5 armor, +2 dex, +1 size), touch 13, flat-footed 16; Base Atk/Grapple +4/-1; Atk/Full Atk +5 melee (1d6, +1 Longsword) or +7 ranged (1d4-1, Shortbow) or +4 melee (1d3-1, Dagger); SQ bardic knowledge (1d20+7), bardic music (countersong, fascinate (2 targets, 6 rounds), inspire courage, inspire competence, suggestion (DC16)), gnome traits, low-light vision; AL CN; SV Fort +4, Ref +7, Will +4; Str 8, Dex 14, Con 14, Int 12, Wis 8, Cha 17;

Skills and Feats: Concentration +14; Escape Artist +10, Perform (Sing) +12, Sense Motive +8, Spellcraft +10, Tumble +10, Use Magic Device +12. Improved Toughness Lingering Song Spell Focus (Enchantment).

Bard Spells Known (3/4/3; base DC = 13 + spell level): 0- *daze, detect magic, flare, know direction, mage hand, message*; 1st- *cause fear, cure light wounds, grease, hideous laughter*; 2nd- *blur, hold person, sound burst*.

Possessions: +1 longsword, +1 chain shirt, shortbow, dagger

Thugs: Male/Female Human Ftr2/War1; CR 2; Medium Humanoid; HD 1d8+2d10+6; hp 32; nit +3; Spd 30 ft; AC 19 (+4 armor, +2 shield, +3 dex), touch 13, flat-footed 16; Base Atk +3; Grp +6; Atk/Full Atk +8 melee (1d8+3, Masterwork longsword) or +6 ranged (1d4+3, Sling) or +6 melee (1d6+3, Club); AL CN; SV Fort +7, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +5, Ride +11. Improved Toughness Mounted Combat, Power Attack, Toughness, Weapon Focus (Longsword).

Possessions: masterwork longsword, club, sling, masterwork chain shirt, heavy wooden shield

ENCOUNTER 7: INSIDE THE LAIR

Wyola: Female Human Ftr4/Rog5; CR 9; Medium Humanoid (Human); HD 5d6+4d10+27; hp 73; Init +6; Spd 30ft; AC 20 (+6 armor, +2 shield, +2 dex), touch 12, flat-footed 20; Base Atk +7; Grp+11; Atk +13 melee (1d6+7, +1 unholy rapier), +11 melee (1d4+4, Dagger); Full Atk +13/+8 melee (1d6+7, +1 unholy rapier), +11/+6 melee (1d4+4, Dagger); SA Sneak Attack (+3d6); SQ Evasion, Trapfinding, Trap Sense, Uncanny Dodge; AL LE; SV Fort +9, Ref +8, Will +3; Str 19, Dex 14, Con 16, Int 14, Wis 10, Cha 8;

Skills and Feats: Bluff +9, Climb +11, Diplomacy +7, Disguise +7, Handle Animal +4, Hide +12, Intimidate +13, Jump +11, Knowledge (local) +7, Listen +6, Move Silently +10, Sense Motive +7, Sleight of Hand +10, Spot +5, Tumble +14. Combat Expertise, Dodge, Elusive Target**, Improved Feint, Improved Initiative, Mobility, Weapon Focus (Rapier), Weapon Specialization (Rapier).

Languages: Common, Elven, Infernal

Possessions: *potion of blur, potion of invisibility, vest of resistance +1, +2 mithral shirt, hat of disguise, +1 buckler, +1 unholy rapier, amulet of health +2, gauntlets of ogre power, 2 vials of black adder venom* (DC 12 Injury; 1D6 Con/1D6 Con), dagger (2), disguise kit

Power-up suite: SQ Concealment 20%; Spells active: *blur, invisibility* (drank both potions)

ENCOUNTER 1: PATH TO PIKEMASTER

Orthenol: Male Gnome(Rock) Brd8; CR 8; Small Humanoid; HD 8d6+16; hp 58; Init +2; Spd 20 ft; AC 18 (+5 armor, +2 dex, +1 size), touch 13, flat-footed 16; Base Atk +6; Grp +1; Atk +7 melee (1d6, +1 Longsword) or +10 ranged (1d4, +1 Shortbow) or +6 melee (1d3-1, Dagger); Full Atk +7/+2 melee (1d6, +1 Longsword) or +10/+5 ranged (1d4, +1 Shortbow) or +6/+1 melee (1d3-1, Dagger); SQ bardic knowledge (1d20+9), bardic music (countersong, fascinate (3 targets, 8 rounds), inspire courage, inspire competence, suggestion (DC19)), gnome traits, low-light vision; AL CN; SV Fort +4, Ref +8, Will +5; Str 8, Dex 14, Con 14, Int 12, Wis 8, Cha 20;

Bard Spells Known (DC 15 + spell level; 3/5/4/2): *o-daze, detect magic, flare, know direction, mage hand, message; 1st- cause fear, cure light wounds, grease, hideous laughter; 2nd- blindness/deafness, blur, hold person, sound burst; 2nd-confusion, dispel magic, good hope.*

Skills and Feats: Concentration +16, Escape Artist +12, Perform (Sing) +17, Sense Motive +10, Spellcraft +12, Tumble +12, Use Magic Device +17. Improved Toughness Lingered Song Spell Focus (Enchantment).

Possessions: +1 longsword, +1 chain shirt, +1 shortbow, cloak of charisma +2, dagger

Thugs: Male/Female Human Ftr4/War1; CR 4; Medium Humanoid; HD 1d8+4d10+10; hp 50; Init +3; Spd 30 ft; AC 20 (+5 armor, +2 shield, +3 dex), touch 13, flat-footed 17; Base Atk +5; Grp +8; Atk/Full Atk +10 melee (1d8+6, +1 Longsword) or +8 ranged (1d4+3, Sling) or +8 melee (1d6+3, Club); AL CN; SV Fort +8, Ref +4, Will +1; Str 17, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +7, Ride +13. Improved Toughness Mounted Combat, Power Attack, Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +1 longsword, club, sling, +1 chain shirt, heavy wooden shield

ENCOUNTER 7: INSIDE THE LAIR

Wyola: Female Human Ftr6/Rog5; CR 11; Medium Humanoid (Human); HD 5d6+6d10+33; hp 91; Init +6; Spd 30ft; AC 20 (+6 armor, +2 shield, +2 dex), touch 12, flat-footed 20; Base Atk +9; Grp+13; Atk +15 melee (1d6+7;15-20/x2, +1 unholy rapier), +13 melee (1d4+4, Dagger); Full Atk +15/+10 melee (1d6+7;15-20/x2, +1 unholy rapier), +13/+8 melee (1d4+4, Dagger);

SA Sneak Attack (+3d6); SQ Evasion, Trapfinding, Trap Sense, Uncanny Dodge; AL LE; SV Fort +11, Ref +10, Will +5; Str 19, Dex 14, Con 16, Int 14, Wis 10, Cha 8;

Skills and Feats: Bluff +9, Climb +11, Diplomacy +7, Disguise +7, Handle Animal +7, Hide +12, Intimidate +15, Jump +11, Knowledge (local) +7, Listen +6, Move Silently +10, Ride +9, Sense Motive +7, Sleight of Hand

+10, Spot +5, Tumble +14. Combat Expertise, Dodge, Elusive Target**, Improved Critical (Rapier), Improved Feint, Improved Initiative, Mobility, Weapon Focus (Rapier), Weapon Specialization (Rapier).

Languages: Common, Elven, Infernal

Possessions: *potion of blur, potion of invisibility, potion of greater invisibility, +2 mithral shirt, hat of disguise, +1 buckler, +1 unholy rapier, amulet of health +2, gauntlets of ogre power, vest of resistance +2, 2 vials of black adder venom* (DC 12 Injury; 1D6 Con/1D6 Con), dagger (2), disguise kit

Power-up suite: SQ Concealment 20%; Spells active: *blur, greater invisibility* (drank both potions)

APL 10

ENCOUNTER 1: PATH TO PIKEMASTER

Orthenol: Male Gnome(Rock) Brd10; CR 10; Small Humanoid; HD 10d6+20; hp 72; Init +2; Spd 20 ft; AC 18 (+5 armor, +2 dex, +1 size), touch 13, flat-footed 16; Base Atk +7; Grp +2; Atk +8 melee (1d6, +1 Longsword) or +11 ranged (1d4, +1 Shortbow) or +7 melee (1d3-1, Dagger); Full Atk +8/+3 melee (1d6, +1 Longsword) or +11/+6 ranged (1d4, +1 Shortbow) or +7/+2 melee (1d3-1, Dagger); SQ bardic knowledge (1d20+11), bardic music (countersong, fascinate (4 targets, 10 rounds), inspire courage, inspire competence, suggestion (DC20)), gnome traits, low-light vision; AL CN; SV Fort +6, Ref +10, Will +7; Str 8, Dex 14, Con 14, Int 12, Wis 8, Cha 20;

Skills and Feats: Concentration +16, Diplomacy +15, Escape Artist +14, Perform (Sing) +18, Sense Motive +10, Spellcraft +12, Tumble +14, Use Magic Device +16. Greater Spell Focus (Enchantment), Improved Toughness Lingerling Song Spell Focus (Enchantment).

Bard Spells Known (3/5/4/3/1; base DC = 15 + spell level): 0- daze, detect magic, flare, know direction, mage hand, message; 1st- cause fear, cure light wounds, grease, hideous laughter; 2nd- blindness/deafness, blur, hold person, sound burst; 2nd- confusion, cure serious wounds, dispel magic, good hope; 2nd- dimension door, freedom of movement.

Possessions: +1 longsword, +1 chain shirt, +1 shortbow, cloak of charisma +2, vest of resistance +1, dagger

Thugs: Male/Female Human Ftr6/War1; CR 6; Medium Humanoid; HD 1d8+6d10+14; hp 68; Init +3; Spd 30 ft;

AC 21 (+5 armor, +3 shield, +3 dex), touch 13, flat-footed 18; Base Atk +7; Grp +10;

Atk +12 melee (1d8+6, +1 Longsword) or +10 ranged (1d4+3, Sling) or +10 melee (1d6+3, Club);

Full Atk +12/+7 melee (1d8+6, +1 Longsword) or +10/+5 ranged (1d4+3, Sling) or +10/+5 melee (1d6+3, Club);

AL CN; SV Fort +9, Ref +5, Will +2; Str 17, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +9, Ride +15. Improved Toughness Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +1 longsword, club, sling, +1 chain shirt, +1 heavy wooden shield

ENCOUNTER 7: INSIDE THE LAIR

Wyola: Female Human Ftr8/Rog5; CR 13; Medium Humanoid (Human); HD 5d6+8d10+52; hp 122; Init +6; Spd 30ft; AC 20 (+6 armor, +2 shield, +2 dex), touch 12, flat-footed 20; Base Atk +11; Grp+16; Atk +19 melee (1d6+8;15-20/x2, +1 unholy frost rapier), +16 melee (1d4+5, Dagger); Full Atk +19/+14/+9 melee (1d6+8;15-

20/x2, +1 unholy frost rapier), +16/+11/+6 melee (1d4+5, Dagger); SA Sneak Attack (+3d6); SQ Evasion, Trapfinding, Trap Sense, Uncanny Dodge; AL LE; SV Fort +13, Ref +10, Will +5; Str 20, Dex 14, Con 18, Int 14, Wis 10, Cha 8;

Skills and Feats: Bluff +9, Climb +15, Diplomacy +7, Disguise +7, Handle Animal +7, Hide +12, Intimidate +17, Jump +12, Knowledge (local) +7, Listen +6, Move Silently +10, Ride +14, Sense Motive +7, Sleight of Hand +10, Spot +5, Tumble +14. Close-Quarters Fighting**, Combat Expertise, Dodge, Elusive Target**, Greater Weapon Focus (Rapier), Improved Critical (Rapier), Improved Feint, Improved Initiative, Mobility, Weapon Focus (Rapier), Weapon Specialization (Rapier).

Languages: Common, Elven, Infernal

Possessions: potion of blur, potion of invisibility, potion of greater invisibility, +2 mithral shirt, hat of disguise, +1 buckler, +1 unholy frost rapier, amulet of health +4, gauntlets of ogre power, vest of resistance +2, 2 vials of black adder venom (DC 12 Injury; 1D6 Con/1D6 Con), dagger (2), disguise kit

Power-up suite: SQ Concealment 20%; Spells active: blur, greater invisibility (drank both potions)

ENCOUNTER 1: PATH TO PIKEMASTER

Orthenol: Male Gnome(Rock) Brd12; CR 12; Small Humanoid; HD 12d6+36; hp 98; Init +2; Spd 20 ft; AC 18 (+5 armor, +2 dex, +1 size), touch 13, flat-footed 16; Base Atk +9; Grp +4; Atk +10 melee (1d6, +1 Longsword) or +13 ranged (1d4, +1 Shortbow) or +9 melee (1d3-1, Dagger); Full Atk +10/+5 melee (1d6, +1 Longsword) or +13/+8 ranged (1d4, +1 Shortbow) or +9/+4 melee (1d3-1, Dagger); SQ bardic knowledge (1d20+13), bardic music (countersong, fascinate (4 targets, 12 rounds), inspire courage, inspire competence, inspire greatness (2 targets), song of freedom, suggestion (DC22)), gnome traits, low-light vision; AL CN; SV Fort +9, Ref +12, Will +9; Str 8, Dex 14, Con 16, Int 12, Wis 8, Cha 23;

Skills and Feats: Concentration +17, Bluff +8, Diplomacy +22, Escape Artist +16, Perform (Sing) +21, Sense Motive +10, Spellcraft +12, Tumble +16, Use Magic Device +17. Greater Spell Focus (Enchantment), Heighten Spell, Improved Toughness Lingering Song Spell Focus (Enchantment).

Bard Spells Known (3/5/5/4/3; base DC = 16 + spell level): 0- daze, detect magic, flare, know direction, mage hand, message; 1st- cause fear, cure light wounds, grease, hideous laughter; 2nd- blindness/deafness, blur, hold person, sound burst; 2nd- confusion, cure serious wounds, dispel magic, good hope; 2nd- dimension door, freedom of movement, shout.

Possessions: +1 longsword, +1 chain shirt, +1 shortbow, cloak of charisma +4 vest of resistance +2, amulet of health +2, dagger

Thugs: Male/Female Human Ftr8/War1; CR 8; Medium Humanoid; HD 1d8+8d10+18; hp 86; Init +3; Spd 30 ft;

AC 21 (+5 armor, +3 shield, +3 dex), touch 13, flat-footed 18; Base Atk +9; Grp +13;

Atk +16 melee (1d8+7;17-20/x2, +1 Longsword) or +12 ranged (1d4+4, Sling) or +13 melee (1d6+4, Club);

Full Atk +16/+11 melee (1d8+7;17-20/x2, +1 Longsword) or +12/+7 ranged (1d4+4, Sling) or +13/+8 melee (1d6+4, Club);

AL CN; SV Fort +10, Ref +5, Will +2; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +11, Ride +17. Greater Weapon Focus (Longsword), Improved Critical (Longsword), Improved Toughness Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +1 longsword, club, sling, +1 chain shirt, +1 heavy wooden shield

ENCOUNTER 7: INSIDE THE LAIR

Wyola: Female Human Ftr10/Rog5; CR 15; Medium Humanoid (Human); HD 5d6+10d10+60; hp 142; Init +6; Spd 30ft; AC 22 (+7 armor, +3 shield, +2 dex), touch

12, flat-footed 22; Base Atk +13; Grp+18; Atk +21 melee (1d6+8;15-20/x2, +1 unholy frost flaming rapier), +18 melee (1d4+5, Dagger); Full Atk +21/+16/+11 melee (1d6+8;15-20/x2, +1 unholy frost flaming rapier), +18/+13/+8 melee (1d4+5, Dagger); SA Sneak Attack (+3d6); SQ Evasion, Trapfinding, Trap Sense, Uncanny Dodge; AL LE; SV Fort +16, Ref +13, Will +8; Str 20, Dex 14, Con 18, Int 14, Wis 10, Cha 8;

Skills and Feats: Bluff +9, Climb +20, Diplomacy +7, Disguise +7, Handle Animal +8, Hide +12, Intimidate +19, Jump +12, Knowledge (local) +7, Listen +6, Move Silently +10, Ride +16, Sense Motive +7, Sleight of Hand +10, Spot +5, Tumble +14. Close-Quarters Fighting**, Combat Expertise, Dodge, Elusive Target**, Greater Weapon Focus (Rapier), Improved Critical (Rapier), Improved Feint, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (Rapier), Weapon Specialization (Rapier).

Languages: Common, Elven, Infernal

Possessions: *potion of blur, potion of invisibility, potion of greater invisibility, +3 mithral shirt, hat of disguise, +2 buckler, +1 unholy frost flaming rapier, amulet of health +4, gauntlets of ogre power, vest of resistance +4, 2 vials of black adder venom (DC 12 Injury; 1D6 Con/1D6 Con), dagger (2), disguise kit*

Power-up suite: SQ Concealment 20%; Spells active: *blur, greater invisibility* (drank both potions)

APPENDIX TWO: NEW RULES – NEW FEATS

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.

ELUSIVE TARGET [TACTICAL]

(from Complete Warrior)

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

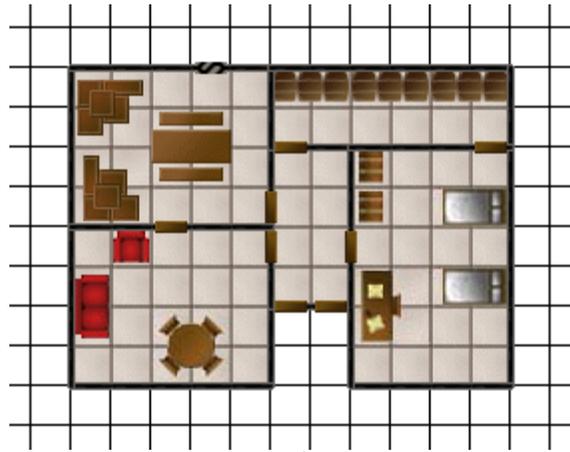
Benefit: The Elusive Target feat enables the use of these tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be effected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no benefit on the damage roll but still takes the corresponding penalty on the attack role.

Diverting Defense: To use this maneuver, you must designate one of the flanking attackers affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally. And its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not gain a chance to trip you if your attempt fails.

APPENDIX 3: DM'S MAP



Map 1 The Lair

PLAYER HANDOUT #1

Don't let gambler get away. He has avoided payment too long.

