

URD4-01

Feudal Dispositions

A One-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Adventure

Version 1

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The village of Regensdorf is twice blessed as it celebrates the marriage of a favorite son and the opening of a profitable merchant venture. Yet not all merchant ventures start peacefully in these troubled political times. An adventure 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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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Time Units and Upkeep

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

Adventure Background

House Meissel has gotten permission from Lord Urvar Okken of House Maunvin (a client house to House Baercol) to build a warehouse in the town of Regensdorf, which sits on his land. Regensdorf is not far from

Leukish and Meissel, strapped for cash, has selected it as both convenient to the capitol and much cheaper than building or renting inside the city. Additionally, they have timed the opening of the warehouse with a festival surrounding the marriage of one of the local "luminaries", Azur Provaine. They hope to use the festival to promote some free good will for their house.

Vorsk Provaine, the half-orc councillor of Regensdorf, is not happy about Lord Okken's decision and Meissel's presence in the town. A number of the Provaine family have earned Meissel's enmity on various occasions and have painted the house in less than favorable terms at home. He opposed Lord Okken's plan but capitulated when it was clear the Lord had made up his mind.

House Burlondin, still angry over the kidnapping of one of their own by House Meissel agents (URD2-05 *Theft of a Flower*), has authorized two of their number to carry out a campaign of embarrassment against Meissel.

These two, Winrad and Elgaeb, are actually planning to murder House Meissel's local representative, Heinrich

Meissel. They have built two devices that are ostensibly intended to generate foul smells, offensive slogans, and rude graffiti on and around Meissel's warehouse. They had hoped their first, less destructive, device would do the trick and held their "masterpiece" in reserve.

The adventure starts as the first of their devices destroys the warehouse in an explosion, nearly killing its intended target. As the PCs carry out rescues and investigate, the gnomes set their backup device in motion, this time to ensure Heinrich Meissel dies, no matter what the cost to the village of Regensdorf.

Adventure Summary

The party arrives in Regensdorf for the wedding festival of Azur Provaine and Alein Morrl. House Meissel has taken this opportunity to stage the grand opening of their warehouse; however no one pays much attention to the ceremony until the warehouse explodes. In Encounter One, the party has the opportunity to rescue several victims of the explosion.

If the party sits around and does nothing, the adventure is over. Otherwise, in Encounter Two, the party is asked by Vorsk Provaine to investigate the explosion.

There are several leads the party may investigate: the ruins of the warehouse in Encounter Three; the villagers

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	

in Encounter Four; Gravin Varzig, a member of House Szabo, in Encounter Five; Vorsk Provaine and the other members of the village council in Encounter Six; and Heinrich Meissel in Encounter Seven.

The party should learn that gnomes planted a contraption in the warehouse. They can track the gnomes in Encounter Eight. In Encounter Nine, they meet by Rorran Telmor, a cleric of St. Cuthbert, who can give them directions to the gnomes if they do not have a good tracker. Rorran also offers to heal injured PCs at standard rates.

In Encounter Ten, the party arrives at the abandoned farmhouse where the gnomes have taken up residence. They must determine if the gnomes are merely incompetent or represent a graver threat.

Finally, Encounter Eleven gives them the chance to save the day yet again by fighting the gnomes' second contraption. Awards, favors, and disfavor are awarded in the Conclusion.

Introduction

Most of the time, the small village of Regensdorf is a sleepy backwater. But for the past few days it has been bustling with activity. Azur Provaine, one of the village's founders, is getting married tomorrow and his family has spared no expense for the celebration. A grand festival is in full swing. It seems most of the Duchy's adventurers have shown up to celebrate.

Even if you did not plan to attend the wedding, as you passed through Regensdorf you were practically dragged from your mount, a leg of lamb thrust into one hand, and a large mug of what appears to be Lofrhiane lager pressed into the other.

Do not stop for character introductions. PCs who know each other may be traveling together but otherwise run the party as strangers. The intent is to get the adventure moving quickly and go right into the action. The DM is encouraged to pre-draw the map for *Encounter One*, as it is fairly complex (though be sure not to draw the outlines of burned buildings as such).

PCs may in Regensdorf for any number of reasons, including being part of a caravan, being in the employ of a passing noble, carrying a message to someone, or whatever reasonable excuse they may have.

PCs who hold merchant charters with House Meissel are invited to come, and have Rich lifestyle covered for the duration of this adventure. PCs with any other merchant charter are invited to come, but do not have lifestyle paid for them.

Encounter One: An Unexpected Explosion

One local tradition, the wedding procession, has the bride and groom parade through town on finely-bedecked horses, tossing out flowers, candies, and small gifts. A large crowd has gathered today, as Azur Provaine and Alein Morrl ride by. Small children dart back and forth behind the horses, picking up any gifts that have not been caught.

House Meissel has just built a warehouse on the outskirts of the village, and has scheduled the building's grand opening to coincide with the parade, in an obvious attempt to maximize publicity. This strategy appears to have backfired, as the crowd blithely ignores Heinrich Meissel's expansive speech in favor of the happy couple.

Just as Azur and Alein pass by, Meissel finishes his speech with a grand flourish and a finely-dressed half-orc steps forward to cut the ribbon, marking the warehouse's official opening. As he snips the ribbon, an explosion levels the warehouse, knocking spectators to the ground and sending burning debris into the nearby buildings.

As you climb to your feet, Alein's horse speeds off with her limp in its saddle, Heinrich Meissel lies pinned beneath a fallen beam, a baby cries from a nearby burning building, and you hear a shout for help from beneath a pile of rubble. Villagers are already busily organizing a bucket brigade to put out numerous other fires.

The PCs may now respond to any of the situations arising from the warehouse explosion. If the PCs seem inclined to stick together, point out that there is a lot happening and little time to deal with the various emergencies. Time is of the essence.

Although each event will have to be adjudicated separately, they are actually taking place at the same time. Thus, for those emergencies with a time limit, the clock is running. If no PC addresses these situations right away, the results will be as listed in each encounter for PC failure, though the villagers will not blame the PCs for the results.

Note: Each event is designed to be handled by one or two PCs appropriate to the APL. Try to keep things moving quickly – shoot for a cinematic feeling and give everyone who wishes it a chance to play the hero.

Saving Heinrich Meissel

Heinrich Meissel groans as you approach, proving that he still lives. The beam lies heavily across his chest and he is clearly having trouble breathing. Blood seeps from between his lips, indicating internal damage.

Trap: Heinrich Meissel is trapped under a heavy beam which fell on him during the explosion. Lifting the beam requires a STR check (DC 15). However, this will dislodge other rubble, injuring the PC(s) doing the lifting. If it is found, a Disable Device check is needed to avoid the danger. PCs with stonecunning can use that ability instead of Search.

APL 2

↗ **Fallen Beam Trap:** CR 1; +6 melee (1d6/x2); Search (DC 16); Disable Device (DC 16).

APL 4

↗ **Fallen Beam Trap:** CR 3; +8 melee (3d6/x2); Search (DC 18); Disable Device (DC 18).

APL 6

↗ **Fallen Beam Trap:** CR 4; +10 melee (5d6/x2); Search (DC 20); Disable Device (DC 20).

APL 8

↗ **Fallen Beam Trap:** CR 5; +12 melee (7d6/x2); Search (DC 22); Disable Device (DC 22).

APL 10

↗ **Fallen Beam Trap:** CR 6; +14 melee (9d6/x2); Search (DC 24); Disable Device (DC 24).

APL 12

↗ **Fallen Beam Trap:** CR 8; +16 melee (11d6/x2); Search (DC 24); Disable Device (DC 24).

Saving the Trapped Villager

The voice you hear comes from the basement of a collapsed building. The house's fall has uncovered the entrance to a root cellar. Large amounts of unstable-looking debris surround the hole.

Trap: A villager is trapped in an air pocket under a nearby collapsed building. His wife, who escaped, is screaming hysterically for aid.

The man is about 35 years old, well muscled, brown hair and green eyes. His wife is 5'9" tall, blond hair, light blue eyes, and is wearing a typical country frock.

Getting onto the rubble safely requires a Balance check, with failure resulting in damage as shown below (success results in no damage).

APL	Damage	Balance Check
2	1d6	14
4	2d6	16
6	3d6	18
8	4d6	20
10	5d6	22

12	6d6	24
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Once on top, the PC has five rounds before the rubble collapses, killing the villager and causing damage to the PC(s) as show below.

APL	Damage	Reflex Save
2	1d6	12
4	2d6	14
6	3d6	16
8	4d6	18
10	5d6	20
12	6d6	22

The PC will need to lower a rope to the villager and either talk the villager up (Diplomacy or Bluff, DC 15) or climb down (DC 15, 10 with a knotted rope) and escort the villager up (requiring another climb check).

Saving the Baby

The baby's cries continue as you approach. The entire front of the house is a roaring inferno.

Trap: The PCs have five rounds (starting with their first action after the explosion) to get the baby and its parents (who are unconscious from smoke) out of the house.

Entering the house via the closest door requires going through the fire, which deals each PC doing so 1d6/APL damage. Entering the house via its far door allows the PC to avoid the fire damage, but requires an additional round to locate (basically time spent moving to the far side of the house). Once inside, PCs spot and can use the far door regardless of which one they used to enter.

While PCs are inside the house, use the following smoke inhalation rules as found in the DUNGEON MASTER'S GUIDE, p. 304. For each round, the PC must make a Fortitude save (DC 15, +1 per previous check), or spend the round coughing and choking. Coughing for two successive rounds causes 1d6 points of nonlethal damage. Small characters receive a +2 circumstance bonus to the Fortitude saves as they are below most of the smoke.

Taking any reasonable precautions, such as covering the face with a cloth, or crawling, adds one round to the PCs' time and gives a +4 bonus to the saving throw. Multiple precautions do not increase this bonus, nor (for simplicity's sake), do they increase the time spent.

A single PC can carry/drag out two of the three villagers in one round. Returning to the house for additional victims requires one round.

The PCs can speed things up by resuscitating one of the adults (any magical healing or a Heal check DC 20) and having them assist in the rescue.

After five rounds, the house collapses at which time any villagers still inside die. Any PCs inside take damage (half fire, half physical) as shown below but manage to escape if they are still conscious after the damage. If they succeed on the Reflex save, they get half damage.

APL	Damage	Reflex DC
2	2d4	14
4	4d4	16
6	6d4	18
8	8d4	20
10	10d4	22
12	12d4	24

Note that the time limit is sufficient for a single PC to either find the far door or take one precaution against the smoke and still get everyone out.

Injured Rider

Alein's horse gallops past you, its reins flopping loosely. Alein is still in the saddle, but is unconscious and bleeding.

Trap: Shrapnel hit Alein Morrl during the explosion. She is at -1 hit points, still in the saddle. The horse is spooked and about to bolt.

PCs can reach the horse with one move action, leaving one standard action to save the rider. There is any number of methods a PC could use to save the rider; some are detailed below.

- Magical healing – anything that gets Alein to at least 1 hit point will be sufficient, as she can then gain control of her horse. At full health, she has 5 hit points.
- Remove rider from horse – STR check DC 14.
- Calm horse – Handle Animal (or Wild Empathy) check DC 13+APL, or any appropriate spell.
- Mount horse and bring it under control – Ride (DC 12+APL).
- Grapple horse – as per normal grapple rules. A successful grapple will hold the horse in place.

If the PC fails, the horse will start to run off but the PC can automatically grab its reins and go with the horse. Each round of this will cause 1d6 points of nonlethal damage; the PC can try any of the above actions again, but anything with a DC has its difficulty increased by 2 points, and spellcasting will require a Concentration check at DC 15 plus the spell level.

Building on Fire

The villagers have formed a bucket brigade to put out fires. They are especially concentrating on a nearby building that is at risk. Each PC who joins the brigade can increase its effectiveness by 5 gallons per round, or may choose to use spells.

Once PCs have assisted for a total of 25 gallons, the building has been saved. PCs have 6 rounds, before the building collapses with no loss of life.

A *create water* spell, or similar effect, can be used to make water as well. *Create Water* makes 2 gallons per level of the caster.

Encounter Two: Job Offer

This encounter should only be run if at least one party member helped in Encounter One, even if it was only assisting the bucket brigade. Otherwise, fill out Adventure Records; the adventure is over.

Read the following if Heinrich Meissel was rescued by the party; otherwise, adjust the text so that only Vorsk is present. (If the party doesn't rescue Heinrich Meissel, he was saved by someone else).

Once the situation is under control, the half-orc who cut the ribbon on the warehouse approaches you, accompanied by Heinrich Meissel. He introduces himself as Vorsk Provaine, a member of the town council.

"We need someone to find out who blew up the warehouse. Lord Meissel here is grateful for your aid and impressed by your quick thinking. Are you interested?"

Councillor Vorsk knows the following:

- Regensdorf can offer 25 gold per PC per APL; it cannot afford more.
- Vorsk doesn't think anyone in the village would do this.
- He knows some Provaines have had less than stellar dealings with Meissel, but he's positive none of them were involved.
- He asks the party to be diplomatic in their actions, as the situation is delicate.
- Vorsk is acting on behalf of the Council in this matter. If the party is stuck, he can suggest courses of action (checking out the warehouse, asking around the village about unusual occurrences, etc.). Even if they aren't stuck, he mentions that he will be at their disposal during the investigation should they need assistance.

Heinrich Meissel knows the following:

- If any PCs have Enmity of House Meissel, Heinrich hints that it could be canceled. He mentions that a

representative of House Szabo has been seen around Regensdorf recently.

- Heinrich also stresses the delicacy of the situation.
- He tells the party that Meissel and Szabo have been at odds lately. From his viewpoint, Meissel has done nothing wrong, and he will paint Szabo as being at fault.

Encounter Three: In the Warehouse Ruins

Go to this encounter if the party chooses to search the remains of the warehouse. The party encounters one or two magmins who were bound by the gnomes to power their initial contraption. They are tormenting a grig who had taken up residence in the warehouse after it was built over his meadow.

Once the magmins are dealt with, the party has a chance to learn about recent goings-on in the warehouse from the grig and search for clues.

As you enter the remains of the warehouse, you hear an extremely high-pitched screaming followed by hoarse laughter. Near the middle of the ruins, [a humanoid-shaped fiery creature is / two humanoid-shaped fiery creatures are taking turns] inflicting minor burns on what appears to be a foot-long grasshopper.

Creatures:

APL 2 (EL 3)

☛ **Magmin:** hp 11; see *Appendix 2*.

APL 4 (EL 4)

☛ **Magmin Advanced:** hp 45; see *Appendix 2*.

APL 6 (EL 6)

☛ **Magmin, advanced (2):** hp 45,45; see *Appendix 2*.

APL 8 (EL 8)

☛ **Magmins, advanced (2):** hp 45, 45; see *Appendix 2*.

☛ **Salamander:** hp 58; see *Appendix 2*.

APL 10 (EL 9)

☛ **Magmins, advanced (2):** hp 45, 45; see *Appendix 2*.

☛ **Salamander (2):** hp 58, 58; see *Appendix 2*.

APL 12 (EL 10)

☛ **Magmins, advanced (2):** hp 45, 45; see *Appendix 2*.

☛ **Noble Salamander:** hp 112; see *Appendix 2*.

Tactics: The magmins are basically enraged at their current situation. First they were enslaved, now they are freezing. They are noisily tormenting the grig and will not surprise the party. As soon as they see the party, they will move to take advantage of these new playthings.

Note: The magmins are still under a residual *dimensional anchor* effect and gain a +8 bonus to any saves against effects that would dispel them or otherwise remove them from the area.

Also, they have voluntarily suppressed their fiery aura in order to avoid killing the grig (too quickly). They will need to spend a standard action to turn it back on.

Grig

After the magmin(s) are dealt with, the party can check on the grig. He goes by the name of Grig (what else?). Grig's wings are burnt beyond use. If the party treats him nicely, and especially if they heal him, he will talk to them. This is a Diplomacy check, DC 15+APL.

Modifiers:

- Party heals Grig – Automatic success
- Herbalism check DC 15 (requires herbs), to give Grig first aid - +5
- Party points out that they killed/removed the magmin(s), who presumably burnt his wings - +2

While Grig talks, be sure to intersperse his useful information with many complaints. His attitude is similar to that of a wet cat.

☛ **Grig:** hp 2 (0 currently); see *Monster Manual*, page 235.

Grig knows:

- He used to live in the tall grass that was here before the warehouse. He didn't want to move, so he made his home in the warehouse.
- Last night, he saw a yellow-haired human poking around in the warehouse. If questioned further about this, Grig says the human dropped something over there (indicating a section of the rubble), and that the human looked in some boxes, but he didn't see it take anything.
- Also last night, two gnomes came in and set up something strange – a big metal ball. If asked, Grig says it was after the human was there.
- If asked about livery or insignia for either the human or the gnomes, Grig does not understand at first. If the party comes up with a good description of what they're looking for, he says the gnomes were not in livery; the yellow-haired human was wearing a symbol that included four gold cups on a green background (House Szabo's emblem, DC 5 Knowledge (Nobility) to recognize).

- There was a box that smelled funny. Grig doesn't know what was in it, but he hasn't smelled that odor before. It was a pungent smell. The box was completely destroyed in the explosion. If asked whether the box had any markings, Grig describes four gold ups on a green background (House Szabo's emblem, Knowledge (Nobility) DC 5 to recognize). In addition, he mentions smaller mark of a pair of crossed swords (actually daggers, but when you're a foot tall they look like swords). A DC 20 Knowledge (local – Metaregion IV) check reveals that this is a mark used by the Rogues of Seltaren. Anyone who is a member of the Rogues of Seltaren metaorg or has influence with the Rogues automatically recognizes the symbol as well (the influence is *not* used up for this). [**Note to DM:** this is a red herring which has nothing to do with the situation at hand. Keep track of whether the party tells anyone about it, though, as it can affect which favors are awarded.]

Searching the Warehouse

The party finds numerous metal gears scattered throughout the rubble. If they have encountered modrons or can make a DC 15 Knowledge (Planes) check, they can tell that some (not all) of the parts they found are modron parts. [**Note to DM:** this is another red herring – the gnomes bought the parts cheap from a market in northern Aerdy after the events of COR3-14 – *Hunt for the Rogue.*]

On a DC 15+APL (5+APL if Grig mentioned a human dropping something) Search check, the party finds a pin in the shape of a gold cup (House Szabo's emblem).

If the party searches for tracks near the warehouse, see *Encounter Eight*.

Encounter Four: Talking to Villagers

Use this encounter if the party attempts to gather information in Regensdorf. You may also refer to *Appendix One* for a more detailed description of the village and some of its leading citizens.

On a DC 15+APL Gather Information check the villagers relate the following:

- A pair of gnomes went through town on a wagon about a week ago, heading east. If asked, the villagers did not notice any house insignia.
- Improvise comments about wedding preparations, a mixture of excitement and discussion of how everything has been at sixes and sevens what with making sure everything is perfect.
- A few villagers were concerned about the warehouse project because of Meissel's reputation (the Provaines don't think very highly of House Meissel), but most support it because they expect it will bring

money into the village. Not much money has been seen yet though.

- Vorsk Provaine initially opposed the warehouse project.
- There is an agent of House Szabo in town. His name is Gravin Varzig and he stays at the *Inn of the Silver Arrow*, in a Rich upkeep room.

Modifiers:

- Each villager saved in *Encounter One* (this does not include Heinrich Meissel): +2
- If at least one party member helped with the bucket brigade: +2
- Alaric Provaine is with the party: +2

Encounter Five: House Szabo

Use this encounter if the party talks to Gravin Varzig, the House Szabo agent who stays at the *Inn of the Silver Arrow*, in a Rich upkeep room.

Gravin starts out by saying that he is completely innocent. If asked about the pin from the warehouse, he admits that he looked around in the warehouse but didn't tamper with anything, and certainly didn't sabotage the warehouse.

Gravin will also mention that House Meissel had insurance on the warehouse and that it is quite possible that they destroyed it themselves.

If asked about the funny-smelling crate in the warehouse, he denies knowing anything about its contents – House Szabo must have needed to rent some warehouse space from Meissel for one of its many shipments.

His bluff check is +7 plus APL. A successful Sense Motive check against his initial claim of innocence would detect that it is mostly true, but he isn't saying everything. The statement he makes after being confronted with the pin is completely true. The statement about the crate is a lie. While the insurance claim could be true, Gravin doesn't feel strongly about it either way.

Gravin is also affiliated with the Rogues of Seltaren. He passes information for them and ships cargo underneath the Szabo name occasionally. If any of the party is a member of a cover organization for the Rogues, he will attempt to use key words in his speech that would cause any member of the Rogues to pass secret messages, as per that use of the Bluff skill. This opening message has a DC of 20 because of its use of seemingly innocent words.

If someone who is a member of the Rogues of Seltaren successfully passes a message back to him about their membership (or intercepts the message and makes a Bluff check about being a member of the Rogues), he will pass a message back saying that the crate is a delivery for

the Rogues and shouldn't be discussed further with anyone else.

If magically compelled to tell the truth about the crate, Gravin will admit that he was asked to confirm that the crate was in the warehouse, which he did last night. However, he really doesn't know anything about the contents.

🔮 **Gravin Varzig:** Male Suel human Exp3; Bluff +7, Sense Motive +8.

Encounter Six: The Regensdorf Council

Use this encounter if the party goes back to question Vorsk or the other Council members about the warehouse, the feud between Szabo and Meissel, or gnomes.

🔮 **Vorsk Provaine:** Male half-orc Com5

🔮 **Wells Scorth:** Male human Com10

🔮 **Ales Mangalen:** Female human Com4

Vorsk will freely share any of the following information, but only if the party asks about the appropriate topic.

- Vorsk admits that he opposed the warehouse's construction, by which he means that he talked to Lord Urvar Okken stating his concerns.
- He had heard uncomplimentary descriptions of House Meissel's behavior from the other Provaines, who've tangled with them in various adventures (URD2-05 *Theft of a Flower* and URD2-06 *A Current Affair*). As such, he thought letting them establish a business presence in Regensdorf was a bad idea. However, once Lord Okken had made his decision, Vorsk did not act to oppose it.
- Vorsk also knows the villagers' attitude towards the warehouse, which is the same as is listed in Encounter Four: a few are concerned because of the Provaines' tales of Meissel's reputation, but most support it because it is hoped it will provide a boost to the local economy.
- Vorsk can also provide the following background information on the feud between Meissel and Szabo, from a different viewpoint than Heinrich Meissel offered in Encounter Two:
- Szabo and Meissel both bet heavily on the Great Lukala River Race two years ago, and Meissel lost.
- The houses are antagonistic to each other.
- **Only if** the party mentions gnomes, Vorsk comments that there was an incident involving Burlondin and Meissel where Meissel took action against Burlondin due to the latter's association with Szabo.

If the party speaks with Wells Scorth or Ales Mangalen, the other members of the Regensdorf Council, they know the same information that Vorsk knows as listed above. They do not share Vorsk's concerns about House Meissel, but they do know about his meeting with Lord Okken on the subject.

Encounter Seven: House Meissel

Use this encounter if the party goes to talk to Heinrich Meissel.

Heinrich's initial attitude is that the explosion must have been set by House Szabo. To get anything more out of him, a DC 10 + APL Diplomacy check is required.

Modifiers:

- Party saved Heinrich – no check needed.
- Anyone present has Enmity of House Meissel - -1 per enmity.
- Anyone present has Favor of House Meissel - +1 per favor.
- Anyone present is a member of House Meissel - +5.
- Anyone present is a member of House Szabo - -5.

Heinrich doesn't know much, but he can provide a detailed inventory of the warehouse's contents. Nothing in the list would have gears, and nothing is illegal or dangerous.

If asked about insurance, he says that the warehouse was insured. He reacts negatively to any suggestion that House Meissel destroyed the warehouse in order to collect insurance money and Sense Motive at best reveals that he is truthful about this.

Encounter Eight: Tracking the Gnomes

Use this encounter when the party starts searching for gnomes.

If the party starts to look for tracks near the warehouse without stating what they are looking for, state that there are a large number of tracks in the area, and ask if they are looking for anything in particular. (If they don't know to look for gnome tracks, they won't stand out in all the traffic from the festival and from using the warehouse).

If the party has not yet encountered the grig, it will show up when they start looking around the outside of the warehouse. See *Encounter Three* for details.

Once the party is looking for gnomes, a DC 16 Track check will show the tracks of two small humanoids leading to where the warehouse's side door was, along with tracks from wheels spaced about a foot apart. (**Note to DM:** the gnomes wheeled the contraption to the warehouse. It was four feet high, two feet long, and one

foot wide, and set on four wheels. The tracker would be able to tell it was on four wheels, and heavy.)

Backtracking, the trail comes from the east. After a little while, a DC 17 Track check is needed to follow the tracks the rest of the way to the farmhouse. The tracks are on the road, until they get close to the farmhouse.

If the party is doing a wide area search, or making a noticeable effort to find things well away from the road, they have a reasonable chance to encounter the contraption before they make it to the farmhouse. Refer to *Encounter Twelve* and adjust as needed.

Encounter Nine: St. Cuthbert is with You

If the party is stuck, fails a track check, or has no one capable of tracking, then you can use this encounter to help them get back on track, but in any event, run it while the party is on the way to the farmhouse.

The party is hailed by Rorran Telmor, a cleric of St. Cuthbert, as he is coming home from helping a family at an outlying farm in delivering a baby.

If the party is stuck, he notices that they look confused and offers to help. If they explain their task, he says that he noticed the old abandoned Lundy farmhouse had smoke coming out of the chimney, as he came home this morning. He also saw the gnomes a week ago, the same as the villagers in *Encounter Four*. He gives directions to the farmhouse, which lies outside the village to the east.

If the party is injured, he will offer to heal them, for a donation (standard rates). If the party asks, he will also cast any other spells he has prepared, at standard rates.

He will also talk to any of the PCs who are willing to listen about the virtues of St. Cuthbert. He will list off such virtues as: being dependable, being kind, being unforgiving to those who do wrong, and so on.

◆ **Rorran Telmor:** Male human Cleric 3 of St. Cuthbert; Wis 16.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—[guidance, light, mending, resistance]; 1st—[sanctuary*, bless water, protection from evil, shield of faith]; 2nd—[calm emotions*, brambles, lesser restoration]. *Domain spell.

Deity: St. Cuthbert; Domains: [Law (casts Law spells at +1 caster level); Protection (can generate a protective ward as a supernatural ability, once per day)].

Encounter Ten: Gnomish Confusion

Use this encounter when the party reaches the farmhouse where the gnomes are hiding. Winrad's snake familiar is hidden in the branches of a nearby tree keeping an eye out for anyone approaching, so it is highly unlikely the PCs will surprise the gnomes. The

farmhouse is 20' x 20' and has a barn behind it, which is where they built the construct after having parts shipped in during the week.

As you approach the supposedly-abandoned farmhouse, you see two short figures resting on the porch. They spring to their feet as they notice you, and call out a welcome.

“Well, was it funny? How did it go? Did the letters come out in the Meissel colors properly?”

This is the moment that the gnomes have been dreading. They figured someone might find out that gnomes were involved and track them down. Fortunately, they have prepared for this eventuality – Winrad will use his Bluff skill to try to pass the events off as a horrible mistake. Elgaeb does his best to just keep his mouth shut.

Their story is that the contraption was supposed to release a horrendous stench and paint the words “Meissel's goods are rotten” on the roof of the warehouse. In reality, the contraption was supposed to be less deadly than it turned out to be and they were hoping to catch Heinrich Meissel as he entered the warehouse after the official ceremony and kill him without causing damage to anything that was not Meissel property.

When the party explains what really happened, the gnomes feign dismay and contrition. Winrad starts to run around in circles panicking and babbling while Elgaeb just stands still with his mouth open in apparent shock.

With a bit of effort, the PCs will be able to “calm” the gnomes. At this point, Winrad will claim that the whole situation is an unfortunate mistake. If asked whether they are working for any House, they will admit that House Burlondin sent them to embarrass Meissel. They even have papers to prove it, though Winrad will pretend that he doesn't want to let the party see them and if “forced” into it will beg the PCs not to let the knowledge go any further. The papers are valid, as House Burlondin did indeed authorize harassment of House Meissel in retaliation for the events of URD2-05 *Theft of a Flower*. However, Winrad and Elgaeb have taken it a step farther than House Burlondin authorized, since the papers indicate only that they are to play pranks on the Meissels, not attempt to kill Heinrich Meissel.

The gnomes avoid combat unless it is clear that their bluff is not working or the PCs insist that they return to Regensdorf to face the music. They both know that their story probably can't hold up under serious questioning (even though they have no intention of confessing what they are really up to). Once it becomes clear they cannot bluff their way out of the situation, they take immediate action.

If the gnomes initiate combat, any PCs who have indicated they are preparing for trouble are automatically allowed to act in the surprise round. Other PCs may make a Sense Motive check opposed by the gnomes' Bluff checks as well. Only those who fail this last check are surprised as the gnomes swing into combat mode.

Creatures:

APL 2 (EL 4)

- ☛ Winrad (Wiz3): hp 17; see Appendix 2.
- ☛ Elgaeb (Ftr2): hp 24; see Appendix 2.

APL 4 (EL 6)

- ☛ Winrad (Wiz5): hp 29; see Appendix 2.
- ☛ Elgaeb (Ftr4): hp 43; see Appendix 2.

APL 6 (EL 8)

- ☛ Winrad (Wiz7): hp 40; see Appendix 2.
- ☛ Elgaeb (Ftr6): hp 62; see Appendix 2.

APL 8 (EL 10)

- ☛ Winrad (Wiz9): hp 51; see Appendix 2.
- ☛ Elgaeb (Ftr8): hp 81; see Appendix 2.

APL 10 (EL 12)

- ☛ Winrad (Wiz11): hp 62; see Appendix 2.
- ☛ Elgaeb (Ftr10): hp 100; see Appendix 2.

APL 12 (EL 14)

- ☛ Winrad (Wiz13): hp 73; see Appendix 2.
- ☛ Elgaeb (Ftr12): hp 119; see Appendix 2.

Tactics: The gnomes' primary interest at this point is to get away but they do not hold back from using lethal damage. Elgaeb attempts to keep the PCs away from Winrad, who works to subvert some PCs and kill or disable the others with his spells. If they can create a situation where they can reasonably escape, they will do so.

Treasure:

APL 2: L: 47 gp; C: 0 gp; M: wand of color spray (50 charges) (1.25 gp per charge, maximum 63 gp), ring of protection +1 (167 gp).

APL 4: L: 47 gp; C: 0 gp; M: ring of protection +1 (167 gp), +1 leather armor (96 gp), potion of cure moderate wounds (25 gp), amulet of natural armor +1 (167 gp).

APL 6: L: 54 gp; C: 0 gp; M: ring of protection +1 (167 gp), +1 leather armor (96 gp), potion of cure moderate wounds (25 gp), amulet of natural armor +1 (167 gp), gauntlets of ogre power (333 gp).

APL 8: L: 54 gp; C: 0 gp; M: ring of protection +1 (167 gp), headband of intellect +2 (333 gp), +1 leather armor (96 gp), potion of cure serious wounds (62 gp), potion of enlarge (21 gp), amulet of natural armor +1 (167 gp), gauntlets of ogre power (333 gp).

APL 10: L: 54 gp; C: 0 gp; M: ring of protection +1 (167 gp), headband of intellect +2 (333 gp), +2 leather armor (346 gp), 3 potion of cure serious wounds (62 gp each), potion of enlarge (21 gp), 2 amulet of natural armor +1 (167 gp each), gauntlets of ogre power (333 gp), bead of force (250 gp).

APL 12: L: 54 gp; C: 0 gp; M: ring of protection +2 (667 gp), headband of intellect +2 (333 gp), +2 leather armor (346 gp), 4 potion of cure serious wounds (62 gp each), potion of enlarge (21 gp), 2 amulet of natural armor +1 (167 gp each), gauntlets of ogre power (333 gp), bead of force (250 gp), 10 +1 shuriken (38 gp each, maximum 383 gp).

Development: If the gnomes are defeated but not killed, they will warn the PCs to keep Burlondin's involvement quiet; making numerous threats of retribution should the PCs blab anything to Meissel.

The gnomes know all of the details about the contraption's construction and therefore they can tell the PCs as much or as little information as you'd like. The PCs can get the following information out of the gnomes through diplomacy or intimidation checks:

- It will explode after a certain amount of time that they had calculated it would take it to reach the Meissel warehouse.
- There is a counter on the back that shows how long until it has left to explode
- They didn't have time to cover all of the inputs and power conduits, so there is a chance that someone daring could disable it.

It is also important to note that the PCs may fight and capture or kill the gnomes without ever discovering the truth of their plans (that they intend to kill Heinrich Meissel). This may come into play during the conclusion.

It should take approximately twenty minutes to return to town from the farmhouse if the PCs are walking at a movement rate of 30'. If the PCs move faster, they may reduce this time to 5 minutes, however they will always arrive in Regensdorf just in time to catch the second contraption as it bears down on Heinrich Meissel's position.

Encounter Eleven: Madcap Machinery

Note: If the PCs have not learned of the second contraption's existence, adjust the following to reflect their surprise at its presence.

Approximately a hundred yards from town, you come out of the woods, and ahead, you see what can only be the gnomes' misbegotten brainchild.

Two short, thick, mechanical legs support a large grey metal ball, with a shallow bowl-shaped depression near the front, and two long, gangly arms, one of which flails a silver lantern about wildly, sprout from the top. They flank a crude, leering head. The surface of the ball is rough, with numerous protrusions and scratches, and oil seeps from joints in the arm and legs. A small pipe sticking out of the side near the bottom occasionally emits a puff of greasy orange smoke. There appears

to be a clock face embedded in the back of the construct. The minute hand is at 11 and as you watch, it ticks towards 10. An inhuman voice periodically shouts out things such as, "Meissel buys high, sells low... I think I'll go steal some flowers... Slightly used, rusty, broken longsword – only 99 gold!"

You realize that the monstrosity is heading towards the remains of the Meissel warehouse in a wild zig-zag pattern. Within the ruins, you can see Heinrich Meissel directing a group of villagers who are working to clear out the rubble.

As you prepare to give chase, the thing veers back towards you and a thin beam of green light discharges from the indentation, shooting out towards you. The beam hits a nearby tree which disappears in a cloud of brown ash and a spark emits from the contraption.

Feel free to add other rude slogans to the contraption's repertoire.

A successful DC 5 Knowledge (nobility) check will reveal that the silver lantern is a reference to House Meissel, while a successful check at DC 10 reveals that the contraption is a rude caricature of Urman Meissel, the head of the House.

Generally, the PCs are trailing the contraption and come out of the woods. In this case, you can reuse the map from Encounter One with some trees just behind the party on the north end of the map. Regensdorf keeps the forest away from the village for security reasons, so there is no cover in between. The PCs are 90 feet away from the construct and the construct is approximately 100 feet away from the warehouse.

If the PCs did not know about the second contraption and just wandered back into town, you can start them at the east end of the map along the road or anywhere that seems reasonable based on their actions, but at least a good distance from both the warehouse and the contraption.

If there are any rogues in the party, and they do not think of disabling the contraption within the first round or two of combat, give them an intelligence check (DC 15) to think of it.

Creatures:

APL 2 (EL 4)

☛ **Contraption:** hp 52; see *Appendix Two*.

APL 4 (EL 6)

☛ **Contraption:** hp 84; see *Appendix Two*.

APL 6 (EL 8)

☛ **Contraption:** hp 148; see *Appendix Two*.

APL 8 (EL 10)

☛ **Contraption:** hp 256; see *Appendix Two*.

APL 10 (EL 12)

☛ **Contraption:** hp 256; see *Appendix Two*.

APL 12 (EL 14)

☛ **Contraption:** hp 256; see *Appendix Two*.

Tactics: The construct must be at the warehouse at the end of the 10th round, no matter how it arrives there. This is its first priority. It will primarily target anyone who prevents it from getting there. It will shoot ray attacks at anyone approaching it, but will not stop to engage in melee combat unless it is within a double move of reaching the warehouse. With either ray or slam attack, it will target the nearest PC. Note that the ray attack cannot target a PC that is on the contraption. It will not use its trample feat unless there are people between it and the warehouse or if it is stationary at the front of the warehouse.

During the combat, villagers are running around screaming, panicking, trying to get children out of the path of the contraption, and so forth. One or two villagers, likely militia, are trying to coordinate an impromptu defense force.

The contraption may also be disabled, using the Disable Device skill. The rogue must make an attack roll to grab the contraption, and a climb roll to get onto it. Grabbing and climbing take one round between them. The grab is a touch attack that, in this case, does not provoke an attack of opportunity. Climb check DC 10+APL. Each round thereafter, the PC must first make a Balance check to stay on (DC 12+APL), then if they don't fall, they may make a Disable Device check (DC 17+APL) to attempt to shut down the machine. If the PC fails the balance check, they may make a Reflex save DC 12+APL to grab onto a part of the contraption. The following round, they must make the balance check, a climb check as stated above, and then may make a disable device check. The PC must make three successful checks to disable the contraption, but they need not be successive. While on the machine, the PC is not in range of the beam attack, unless they explicitly state that they are directly on top of the depression, in which case they are automatically the beam's target.

Tactics: The animated object can make one flailing attack per round, and it also has its beam attack as shown above, with which it targets a random PC within range. If no one is in range, it fires wildly, for cinematic effect.

Development: If ten rounds go by and the contraption is still mobile, it reaches the warehouse and explodes. The explosion does damage according to the following table to everyone within 10 feet of it, half that from 10 to 40 feet away, and nothing beyond that. If a character makes a DC 19 Fortitude save, they take half damage within 10 feet of it and quarter damage from 10 to 40. The damage is half fire damage and half blunt damage. It also causes massive damage to inanimate

objects within the radius. Inanimate objects do not receive a save against the damage.

APL	Damage
2	4d6
4	8d6
6	12d6
8	16d6
10	20d6
12	24d6

If the contraption explodes, it kills a number of villagers as well as both Heinrich Meissel, who heroically (and foolishly) stood his ground and Rorran Telmor, who was attempting to get people out of harm's way.

If the contraption is destroyed or disabled before it explodes, the party can recover the magic item it was using for its ray attack. This is reflected as loot in the treasure summary. Do not award this treasure if the contraption explodes.

Conclusion

If the party defeated the contraption, go to Conclusion A. If they didn't defeat the contraption, go to Conclusion B.

Conclusion A

As the contraption is finally brought down, a cheer erupts from the nearby villagers. That night, a celebration is held in your honor, and you are proclaimed Heroes of Regensdorf. The entire village turns out, and the Village Council presents you each with a generous reward and a fine jeweled dagger emblazoned with the emblem of the Shield Lands.

During the party, the PCs are contacted by many merchants who want to have the honor of having their weapons and items used by the PCs. This item access is reflected on the AR.

The next day, the party is contacted by the Village Council and by Heinrich Meissel, who wish to find out what the PCs learned during their investigation. They meet with the party together, in the Council Hall.

Basic information sought includes: Who built the devices, was House Szabo behind it, was any other house behind it, why did they do it, is it likely to happen again. If told about the gnomes, what did the party do with the gnomes?

Award favors and enmities based on the party's response to these questions.

- The PCs get the Favor of House Meissel for doing any of the following (unless they contradict themselves):
 - Claim House Szabo caused the trouble. In this case, House Meissel also pays them 100gp each and they receive the Enmity of House Szabo.
 - Tell about House Szabo's interest in the contents of the warehouse.
 - Turn over the gnomes (or their bodies) to House Meissel.
 - Reveal that there was a plot on Heinrich Meissel's life.
- If the PCs claim that House Burlondin was behind the attempt on Heinrich Meissel (which they cannot prove) they also gain the Enmity of House Burlondin. Note that they do *not* get this enmity just for turning over the gnomes, if they either leave House Burlondin out of it altogether or say that the trouble was all a big mistake (whether they believe this or not).
- If the party learned about the funny-smelling crate from the warehouse, and does not mention it to anyone except Gravin Varzig, they get a Favor of the Rogues of Seltaren.

Conclusion B

As the smoke clears from the explosion and you pick yourselves out of the rubble you find that, tragically, a number of villagers perished including Heinrich Meissel and Rorran Telmor. The mood that evening is somber as the villagers clean up the wreckage, though many come to thank you for your efforts.

The next day, the party is contacted by the Village Council, who wish to find out what the PCs learned during their investigation. They meet with the party together, in the Council Hall.

Basic information sought includes: Who built the devices, was House Szabo behind it, was any other house behind it, why did they do it, is it likely to happen again. If told about the gnomes, what did the party do with the gnomes?

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- Reveal that there was a plot on Heinrich Meissel's life.
- If the PCs claim that House Burlondin was behind the attempt on Heinrich Meissel (which they cannot prove) they also gain the Enmity of House Burlondin. Note that they do *not* get this enmity just for turning over the gnomes, if they either leave House Burlondin out of it altogether or say that the trouble was all a big mistake (whether they believe this or not).
- If the party learned about the funny-smelling crate from the warehouse, and does not mention it to anyone except Gravin Varzig, they get a Favor of the Rogues of Seltaren.

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 Two

Successfully complete at least three of the five rescue missions.

APL2	60 xp
APL4	90 xp
APL6	120 xp
APL8	150 xp
APL10	180 xp
APL12	210 xp

Encounter Three

Defeat the magmin(s).

APL2	90 xp
APL4	120 xp
APL6	180 xp
APL8	210 xp
APL10	270 xp
APL12	300 xp

Encounter Ten

Defeat the gnomes (if the gnomes did not escape, they were defeated, regardless of what the PCs do with them).

APL2	90 xp
APL4	150 xp
APL6	180 xp
APL8	240 xp
APL10	270 xp
APL12	325 xp

Encounter Twelve

Defeat or disable the construct.

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

Story Award

Agree to help investigate the explosion.

APL2	45 xp
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APL4	65 xp
APL6	90 xp
APL8	110 xp
APL10	135 xp
APL12	160 xp

Discretionary roleplaying award

APL2	45 xp
APL4	70 xp
APL6	90 xp
APL8	115 xp
APL10	135 xp
APL12	160 xp

Total possible experience:

APL2	450 xp
APL4	675 xp
APL6	900 xp
APL8	1125 xp
APL10	1350 xp
APL12	1575 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item

blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

If the party agrees to investigate the explosion.

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

APL 4: L: 0 gp; C: 88 gp; M: 0 gp

APL 6: L: 0 gp; C: 88 gp; M: 0 gp

APL 8: L: 0 gp; C: 94 gp; M: 0 gp

APL 10: L: 0 gp; C: 250 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

Encounter Ten:

If the party defeats the gnomes.

APL 2: L: 47 gp; C: 0 gp; M: 230 gp

APL 4: L: 47 gp; C: 0 gp; M: 455 gp

APL 6: L: 54 gp; C: 0 gp; M: 788 gp

APL 8: L: 54 gp; C: 0 gp; M: 1180 gp

APL 10: L: 54 gp; C: 0 gp; M: 2048 gp

APL 12: L: 54 gp; C: 0 gp; M: 2811 gp

Conclusion:

If the party accuses House Szabo of the explosion:

All APLs: L: 0 gp; C: 60 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 47 gp; C: 110 gp; M: 293 gp - Total: 450 gp

APL 4: L: 47 gp; C: 148 gp; M: 455 gp - Total: 650 gp

APL 6: L: 54 gp; C: 148 gp; M: 788 gp - Total: 988 gp (cap 900 gp)

APL 8: L: 54 gp; C: 154 gp; M: 1180 gp - Total: 1388 gp (cap 1300 gp)

APL 10: L: 54 gp; C: 310 gp; M: 1970 gp - Total: 2331 gp (cap 2300 gp)

APL 12: L: 54 gp; C: 360 gp; M: 2921 gp - Total: 3335 gp (3300 gp)

Special

Favor of House Meissel

For your assistance in dealing with the attack on Heinrich Meissel and their warehouse in Regensdorf, House Meissel is in your debt.

This favor can be used to cancel up to two existing enmities or disfavours with House Meissel. House Meissel, will allow you to purchase one of the following from them by expending this favor. If you hold a merchant contract with House Meissel you may purchase two items instead of one.

- Upgrade any weapon, shield or armor to +2 (APL 2-4), +3 (APL 6-10) or +4 (APL 12)
- Upgrade a weapon to add one of the following special abilities: Defending, Ki Focus, or Merciful.
- Upgrade a suit of armor or a shield to add one of the following special abilities: Light Fortification or Spell Resistance 13.
- Purchase one of the following: Immovable Rod, Chime of Opening, Pipes of Pain, Pipes of the Sewers, or Ring of Protection +3.

Enmity of House Szabo

For falsely accusing them of causing the destruction of the Meissel warehouse in Regensdorf, you have earned the wrath of House Szabo.

For one game year, the cost of any item purchases you make within the Duchy of Urnst that is not made through the favor or influence of another house is increased by 10%. This does not affect the purchase of spells cast on you nor does it affect lifestyle costs. This penalty can be offset for a single item by spending one TU to overcome House Szabo's efforts.

Enmity of House Burlondin

For fingering them as the root cause for the attempt on Heinrich Meissel's life, House Burlondin now considers you an enemy. This takes one of two forms.

If you have any influence or favors with House Burlondin, those are canceled along with this enmity. Thanks for your help – watch your back.

If you do not have any influence or favors with House Burlondin, you gain a –4 circumstance penalty to all Charisma checks and Charisma-based skill checks when dealing with members of House Burlondin. This effect lasts for two calendar years.

Favor of the Rogues of Seltaren

For some unknown reason, the rogues of Seltaren appear to consider themselves in your debt. Until the end of CY 594, you receive the benefits of free adventurer's standard lifestyle for events that start or take place primarily in Seltaren. Alternatively, you may expend this favor to join the Rogues of Seltaren metaorg.

Items for the Adventure Record

Item Access

APL 2:

Wand of Color Spray (Adventure; DMG)

Wand of Ray of Enfeeblement (Adventure; DMG)

APL 4:

(All of APL 2 plus the following)

Wand of cure moderate wounds (Adventure; DMG)

Stone of Alarm (Adventure; DMG)

APL 6

(All of APLs 2-4 plus the following)

Pearl of Power (2nd) (Adventure; DMG)

Circlet of Persuasion (Adventure; DMG)

APL 8:

(All of APLs 2-6 plus the following)

Amulet of Mighty Fists +1 (Adventure; DMG)

Potion of Cure Serious Wounds (Adventure; DMG)

APL 10:

(All of APLs 2-8 plus the following)

Bead of Force (Adventure; DMG)

+2 *Leather Armor* (small) (Adventure; DMG; 4,160 gp)

APL 12:

(All of APLs 2-10 plus the following)

Ring of Protection +2 (Adventure; DMG)

Pearl of Power (3rd) (Adventure; DMG)

Appendix One – The Village of Regensdorf

(This information is also available at <http://www.kermanenterprises.com/cavenerds/regensdorf.html>).

Composed of about 450 immigrants and their children from the Shield Lands that traveled south with the Provaines, Regensdorf looks very much like any other farming community. The people work the land and celebrate from time to time, but there is always a suspicion of strangers (especially orcs and half-orcs) and the town is well-patrolled.

Situated approximately 20 miles east of Leukish, Regensdorf is an area of mostly fertile farmland near a vast marsh and small wood. It is rumored that lizard men inhabit the marsh nearby, but that rumor has yet to prove true (and in any event would be a problem for the military forces of the County of Urnst).

The Village Government

Regensdorf is ruled nominally by a village council of three people:

- Vorsk Provaine, a 35 year old half-orc farmer from the Shield Lands (5th level Commoner)
- Wells Scorth, a 57 year old farmer and former guardsman from the Shield Lands (10th level Commoner)
- Ales Mangalen, a 47 year old widow from the Shield Lands (4th level Commoner)

Lord Urvar Okken (6th level Fighter) of House Maunvin (a client house to House Baercol) is the local lord, but a few years ago he decided not to interfere too much in the goings-on in Regensdorf when he saw that the village council had firm control and that the residents all worked together quietly and peacefully. Lady Adriamo Maunvin is usually involved elsewhere in political and economic matters, leaving her husband to manage the estates. Lord Urvar, of course, enjoys hunting in his retirement more than the dull duty of managing lands, so he is more than glad to let a quiet village run itself so long as taxes are paid and profits are up.

Lord Urvar is an old warrior who retired to help manage his wife's properties after long service in the Ducal Guard; consequently, he respects other warriors. Lord Urvar and his soldiers, a company of fairly well trained medium cavalry in the employ of House Maunvin, are familiar with the Provaines, especially with Azur; Azur trains many of Lord Urvar's soldiers in archery.

The Village Economy

Most of the people of the village are farmers, but there is a sizable inn to support the large number of travelers that come through on the roads between the Duchy and the County. Spargus the bowmaker and Angus the

smith typically produce some weapons to sell to Lord Urvar's forces as well. Finally, several people in the village are directly on the payroll of House Maunvin in various capacities.

In addition, there is a shop and a small boatyard to support the nearby Ducal Navy outpost on the Nesser River. Lord Urvar himself is distantly related to House Kaste and ostensibly has some authority with the local forces of the Ducal Navy.

Notable NPCs

Spargus the bowmaker (Exp 10) maintains a small shop in Regensdorf. He sells bows and arrows, but not crossbows or bolts. Spargus has made arrows for years and occasionally produces masterwork arrows upon request.

Angus the smith is an accomplished blacksmith (Exp 7) who also knows a thing or two about making weapons. He turns out three or four shortswords every month; most of his products wind up in the hands of the local militia and farmers. Angus is capable of repairing most metal armors, but crafting armor is beyond his capabilities.

Rogr and Azur Provaine (although not NPCs) carry considerable weight in the town, but they are often away on various causes. They earned the respect of these people when they organized and escorted them here from the Shield Lands, often at great risk to themselves and their family.

Rorran Telmor (Cleric 3, St. Cuthbert) also carries some weight in the village. He is a native of Furyondy who chose to settle here with these refugees some years back. Since then, he has earned the respect of the community. Rorran is close to 40, but he has the energy of a young man when he works with families to bring in the harvest.

There is no one of known low moral character in the village; the population is composed of survivors from the Shield Lands who had to depend on each other to reach a new home safely. Shady characters who arrive are "encouraged" to leave town by the town militia soon after they arrive. Most follow suit without too much trouble, but a few have had to be dealt with more forcibly. Of these, most fled rather than face the combined wrath of the village. Visitors who cause no trouble are welcome, although the shops do charge them a bit more.

New settlers are almost unheard of in Regensdorf. Consequently, strangers in the village cannot escape notice.

The Town Militia

A squad of five 1st level warriors patrols the village at any given time of the day; they can summon an additional five 2nd level warriors and 10 1st level commoners in less than three hours time. Within a day, the village can muster a force of some 100 able combatants (1st-4th level commoners, with a four 3rd-6th higher level warriors who served in the wars in the Shield Lands) armed with spear and bow.

To encourage a martial mentality, contests of sport and combat are held on the last day of each month in the village. Winners often receive a prize of a few gold coins and are treated as heroes for the day. Professional soldiers are excluded from these contests. Each villager of age 10 or older is required to practice archery or spears at least two hours each week by decree of the Village Council.

Once per year, on the anniversary of the founding of the village, the village council holds a grand tournament at which all residents of the village, including adventurers, are entitled to participate, at which contests of archery and spears are held. Winners of these contest might receive quality weapons (twice normal PH value, but not masterwork) crafted by the Spargus, the village bowmaker, and Angus, the town smith.

Breaking the Law in Regensdorf

The law in Regensdorf is enforced rigidly. The village militia handles petty crimes. One or two of Lord Urvar's soldiers are usually about as well; if a serious offense is committed, they will take charge of the situation and work to apprehend the offender(s).

Petty Crimes

Those who cause trouble or attempt a petty crime (the total value of theft or property damages less than 50 gp) in the village will be confronted by a patrol of 5 guards (1st-level warriors armed with shortsword, longbow, and leather armor) within 30 minutes; the guards will not hesitate to kill offenders who resist violently, although they prefer for offenders to come along peacefully. Non-resident offenders are banished from the town without any of the proceeds from their crime and having paid a fine of at least 10gp. If the fine cannot be paid, the offender is put to work under guard until the fine is judged to have been paid off.

Residents who commit petty crimes (which hasn't happened yet) are fined for their crime and are given a sentence of labor providing improvements to the town (i.e., work on whichever farm needs the most help at present). The first incident is then forgotten. A second incident results in banishment from the town for a period of one year.

Minor Crimes

Those who commit a major theft or act causing major damage (total value of 50 or more gp) are forced to repay the proceeds of their crime (or the damages, as the case were). In addition, the victim is entitled to a repayment (for the trouble encountered) of half again the amount stolen or required to repair damages.

If the offender is unable to pay the costs and fine, the victim is entitled by law to have the offender work for him in any capacity until said debt is paid off (typically considered to be three months of time per 50gp of theft or damage). If the victim does not want the offender present, the offender is jailed for three months and then banished from the town for a period of two years.

Major (Violent) Crimes

Violent crimes in Regensdorf are almost unheard of, but the laws for dealing with them are quite strict. There are two types of violent crimes, those resulting in injury and those resulting in death. In all cases, Lord Urvar has the final judgment, but traditionally these types of punishments are handed down.

For crimes resulting in injury, the offender is typically fined at least 100gp and must also pay for the cost of having the village priest treat the injured party. In addition, the offender is jailed for one full year. After that amount of time is up, the offender is banished from the village for life.

For crimes resulting in death, the entire personal property of the offender is seized immediately and awarded to the victim's family. In addition, the offender is taken into custody and executed at the earliest possible opportunity.

Unless the situation is dire, the Village Council prefers for Lord Urvar's soldiers to deal with any violence in the village. But, if the Village Council deems it necessary quickly, the full village patrol (some 20 1st and 2nd level warriors) will attempt to apprehend the offenders. If the offender(s) fight and defeats the patrol and Lord Urvar's forces still have not arrived, the full militia (over 100 men and women armed with spear and longbow) will be mustered and the village council will send another request to Lord Urvar requesting help.

If the offender(s) flees the village, the Lord Urvar and his troops will hunt him down unless he magically transports himself away by more than 50 miles or flees across the river into the County of Urnst. If an offender escapes and later returns to the village, the process repeats itself.

Resisting arrest by the village guard or by Lord Urvar's troops is in itself considered a violent crime.

Places of Interest

The Council Hall

More an open-air pavilion than a hall, the Council Hall is large enough to seat 100 villagers comfortably on benches and can pack in the entire village (albeit with many people standing) in time of need. The Council Hall is the location of all open council meetings (private meetings are held in a private room of the Inn of the Silver Arrow reserved for that purpose) and all trials for petty crimes. In addition, Lord Urvar uses it to dispense justice locally when necessary.

The Inn of the Silver Arrow

The Inn of the Silver Arrow is the local inn. It can house up to 20 people in the common room and also lets eight private rooms of no great luxury. Baths are available, as are hot meals and the local ales and meads. Occasionally, imported liquors from Greyhawk are available. The proprietor is Shel Morrl (7th level Commoner), a 58 year old human of mixed ancestry, is up on all the latest gossip and is also a fair shot with a bow and a decent tracker. Azur Provaine saved Shel's life during the flight from the Shield Lands and Shel has never forgotten it, always treating Azur to a hot meal and a drink or two whenever he's at home. Shel's daughter Alein (1st level Commoner) is engaged to Azur Provaine, and Shel himself thinks that she could do far worse for a husband than Azur.

PCs who flirt with the barmaid (if they can find her – she's quite busy just now) will be told in no uncertain terms that she's promised/married to someone else; PCs who continue their offensive behaviour after receiving a warning are considered guilty of a petty crime and will suffer the consequences described above for petty crimes. They won't earn the disfavor of the village, but if they carry any influence points in the village those influence points should be voided.

The Militia Grounds

The town militia has its own training ground and archery range, complete with wooden sword dummies that are used for practice. The training facilities are often in use and are in good repair. The grounds are also used to host the contests of arms during festivals.

APPENDIX 2: COMBAT STATISTICS

APL 2

Encounter 3

Magmin: Small Elemental (Fire, Extraplanar); CR 3; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk/Grp +1/-1; Atk +4 melee touch (1d8 fire plus combustion, Burning Touch); Full Atk+4 melee touch (1d8 fire plus combustion, Burning Touch) or +4 melee (1d3+3 plus combustion, slam); Space/Reach 5 ft./5 ft.; SA combustion, fiery aura; SQ DR 5/Magic, Darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold; AL CN; SV Fort +3, Ref +3, Will +0; Str 15, Dex 11, Con 13, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +4, Spot +3, Great Fortitude, Combat Reflexes.

Combustion (Ex): Anyone a magmin touches must succeed on a DC 12 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 20 feet of a magmin must succeed on a DC 12 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 12 Fortitude save or melt away into slag. The save DC is Constitution-based.

Physical Description: Medium, human-shaped beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames.

Encounter 10

Winrad: male gnome Wiz3; CR 3; Small humanoid(gnome); HD 3d4+9; hp 17; Init +2; Spd 20 ft.; AC 14 (+1 size, +2 Dex, +1 deflection), touch 14, flat-footed 12; Base Atk/Grp +1/-3; Atk +1 melee (1d4-1, quarterstaff) or +4 ranged (1d3-1, dagger); Full Atk +1 melee (1d4-1, quarterstaff) or +4 ranged (1d3-1, dagger); SA spells; SQ low-light vision, gnome abilities; AL NE; SV Fort +4, Ref +3, Will +4; Str 8, Dex 14, Con 16, Int 16, Wis 12, Cha 8.

Skills and Feats: Bluff +8, Concentration +9, Knowledge (Arcana) +9, Knowledge (Nobility and Royalty) +5, Knowledge (Planes) +5, Spellcraft +9;

Persuasive, Heighten Spell, Scribe Scroll, Skill Focus (bluff).

Equipment: spell component pouch, dagger, quarterstaff, wand of *color spray* (50 charges), *ring of protection* +1, familiar (snake)

Spells Prepared (4/3/2; DC 13+spell level): oth—*Acid Splash*, *Daze*, *Ghost Sound*, *Touch of Fatigue*; 1st—*Charm Person*, *Ray of Enfeeblement*, *Shield*; 2nd—*Invisibility*, *Tasha's Hideous Laughter*.

Physical Description: Winrad is short, thin, and balding. He wears normal clothing and aside from the spell component pouch hanging from his belt there is no outward sign of his magical abilities. Slither, his familiar, is currently coiled around a branch in a nearby tree keeping an eye out for anyone approaching the farm.

Elgaeb: male gnome Ftr2; CR 2; Small humanoid (gnome); HD 2d10+8; hp 24; Init +3; Spd 20 ft.; AC 16 (+2 armor, +1 size, +3 Dex), touch 14, flat-footed 13; Base Atk/Grp +2/-1; Atk +5 melee (1d4+1, quarterstaff) or +6 ranged (special, net or thunderstone or smokestick or tanglefoot bag) or +6 ranged (1d6, alchemist's fire); Full Atk +5 melee (1d4+1, quarterstaff) or +6 ranged (special, net or thunderstone or smokestick or tanglefoot bag) or +6 ranged (1d6, alchemist's fire); SQ low-light vision, gnome abilities; AL NE; SV Fort +7, Ref +3, Will +0; Str 12, Dex 16, Con 18, Int 8, Wis 10, Cha 8.

Skills and Feats: Tumble +5, Ride +4; Exotic Weapon Proficiency (net), Point Blank Shot, Quick Draw.

Equipment: leather armor, masterwork quarterstaff, net, 4 flasks of alchemist's fire, 2 smokesticks, tanglefoot bag, 2 thunderstones

Physical Description: Elgaeb is rather tall for a gnome but thin and wiry. He is quiet – almost sullen – and keeps a close eye on everyone and everything.

Encounter 11

Contraption: Advanced Large animated object; CR 4; Large Construct; HD 4d10+30; hp 52; Init +0; Spd 30 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; Base Atk/Grp +3/+10; Atk +5 melee (1d8+4, slam) or +2 ranged touch (1d6+1 str, *ray of enfeeblement*); Full Atk +5 melee (1d8+4, slam) or +2 ranged touch (1d6+1 str, *ray*

of *enfeeblement*); Space/Reach 10 ft./10 ft.; SA *ray of enfeeblement*; SQ construct traits, darkvision 60 ft., low-light vision, hardness 4; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1.

Ray attack (Su): Can cast *ray of enfeeblement* once every other round as a standard action, as a 2nd-level sorcerer, thus applying a 1d6+1 strength penalty.

Physical Description: Two short, thick, mechanical legs support a large grey metal ball, with a shallow bowl-shaped depression near the front, and two long, gangly arms, one of which flails a silver lantern about wildly, sprout from the top. They flank a crude, leering head. The surface of the ball is rough, with numerous protrusions and scratches, and oil seeps from joints in the arm and legs. A small pipe sticking out of the side near the bottom occasionally emits a puff of greasy orange smoke. When using its ray attack, a small thin beam of green light emits from the indentation, shooting out towards its target.

APL 4

Encounter 3

Magmin (Advanced): Medium Elemental (Fire, Extraplanar); CR 4; HD 6d8+18; hp 45; Init +0; Spd 30 ft.; AC 17 (+8 natural, -1 dex), touch 9, flat-footed 17; Base Atk/Grp +3/+7; Atk +7 melee touch (1d8 fire plus combustion, Burning Touch); Full Atk+7 melee touch (1d8 fire plus combustion, Burning Touch) or +7 melee touch (1d3+3 plus combustion, slam); Space/Reach 5 ft./5 ft.; SA combustion, fiery aura; SQ DR 5/Magic, Darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold; AL CN; SV Fort +6, Ref +2, Will +1; Str 19, Dex 9, Con 17, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +4, Spot +3, Great Fortitude, Combat Reflexes.

Combustion (Ex): Anyone a magmin touches must succeed on a DC 14 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 20 feet of a magmin must succeed on a DC 14 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 14 Fortitude save or melt away into slag. The save DC is Constitution-based.

Physical Description: Medium, human-shaped beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames.

Encounter 10

Winrad: Male gnome wiz5; CR 5; Small humanoid (gnome); HD 5d4+15; hp 29; Init +2; Spd 20 ft.; AC 14(+1 size, +2 Dex, +1 deflection), touch 14, flat-footed 12; Base Atk/Grp +2/-3; Atk +2 melee (1d4-1, quarterstaff) or +5 ranged (1d3-1, dagger); Full Atk +2 melee (1d4-1, quarterstaff) or +5 ranged (1d3-1, dagger); SA spells; SQ low-light vision, gnome abilities; AL NE; SV Fort +4, Ref +3, Will +5; Str 8, Dex 14, Con 16, Int 16, Wis 12, Cha 8.

Skills and Feats: Bluff +8, Concentration +11, Knowledge (Arcana) +11, Knowledge (Nobility and Royalty) +6, Spellcraft +13; Persuasive, Heighten Spell,

Scribe Scroll, Skill Focus (bluff), Spell Focus (Enchantment).

Equipment: spell component pouch, dagger, quarterstaff, familiar (snake), ring of protection +1

Spells Prepared (4/4/3/2; DC 13+spell level, 14+spell level for Enchantment): oth—Acid Splash, Daze[†], Ghost Sound, Touch of Fatigue; 1st—Charm Person[†], Expeditious Retreat, Ray of Enfeeblement, Shield; 2nd—Invisibility, Scare, Tasha's Hideous Laughter[†]; 3rd—Hold Person[†], Suggestion[†].

[†]Enchantment Spell

Physical Description: Winrad is short, thin, and balding. He wears normal clothing and aside from the spell component pouch hanging from his belt there is no outward sign of his magical abilities. Slither, his familiar, is currently coiled around a branch in a nearby tree keeping an eye out for anyone approaching the farm.

Elgaeb: Male gnome Ftr 4; CR 4; Small humanoid (gnome); HD 4d10+16; hp 43; Init +3; Spd 20 ft.; AC 18(+3 armor, +1 size, +3 Dex, +1 natural armor), touch 14, flat-footed 15; Base Atk/Grp +4/+1; Atk +7 melee (1d4+1, quarterstaff) or +8 ranged (special, net or thunderstone or smokestick or tanglefoot bag) or +8 ranged (1d6, alchemist's fire); Full Atk +7 melee (1d4+1, quarterstaff) or +8 (+6/+6 rapid shot) ranged (special, net or thunderstone or smokestick or tanglefoot bag) or +8 (+6/+6 rapid shot) ranged (1d6, alchemist's fire); SQ low-light vision, gnome abilities; AL NE; SV Fort +8, Ref +4, Will +1; Str 12, Dex 16, Con 18, Int 8, Wis 10, Cha 8.

Skills and Feats: Tumble +6; Exotic Weapon Proficiency (net), Point Blank Shot, Precise Shot, Rapid Shot, Quick Draw.

Equipment: +1 leather armor, masterwork quarterstaff, net, 4 flasks of alchemist's fire, 2 smokesticks, tanglefoot bag, 2 thunderstones, potion of cure moderate wounds, amulet of natural armor +1

Physical Description: Elgaeb is rather tall for a gnome but thin and wiry. He is quiet – almost sullen – and keeps a close eye on everyone and everything.

Encounter 11

Contraption: Advanced Huge animated object; CR 6; Huge Construct; HD 8d10+40; hp 84; Init -1; Spd 30 ft.; AC 13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13; Base Atk/Grp +6/+19; Atk +9 melee (2d6+7, slam)

or +3 ranged touch (*ray of enfeeblement*); Full Atk +9 melee (2d6+7, slam) or +3 ranged touch (1d6+2 str, *ray of enfeeblement*); Space/Reach 15 ft./15 ft.; SA *ray of enfeeblement*; SQ construct traits, darkvision 60 ft., low-light vision, hardness 6; AL N; SV Fort +2, Ref +1, Will -3; Str 20, Dex 8, Con -, Int -, Wis 1, Cha 1.

Ray attack (Su): Can cast *ray of enfeeblement* once per round as a standard action, as a 5th-level sorcerer, thus applying a 1d6+2 strength penalty. This penalty does not stack, but can overlap.

Physical Description: Two short, thick, mechanical legs support a large grey metal ball, with a shallow bowl-shaped depression near the front, and two long, gangly arms, one of which flails a silver lantern about wildly, sprout from the top. They flank a crude, leering head. The surface of the ball is rough, with numerous protrusions and scratches, and oil seeps from joints in the arm and legs. A small pipe sticking out of the side near the bottom occasionally emits a puff of greasy orange smoke. When using its ray attack, a small thin beam of green light emits from the indentation, shooting out towards its target.

APL 6

Encounter 3

Magmin (Advanced) (2): Medium Elemental (Fire, Extraplanar); CR 4; HD 6d8+18; hp 45; Init +0; Spd 30 ft.; AC 17 (+8 natural, -1 dex), touch 9, flat-footed 17; Base Atk/Grp +3/+7; Atk +7 melee touch (1d8 fire plus combustion, Burning Touch); Full Atk+7 melee touch (1d8 fire plus combustion, Burning Touch) or +7 melee touch (1d3+3 plus combustion, slam); Space/Reach 5 ft./5 ft.; SA combustion, fiery aura; SQ DR 5/Magic, Darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold; AL CN; SV Fort +6, Ref +2, Will +1; Str 19, Dex 9, Con 17, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +4, Spot +3, Great Fortitude, Combat Reflexes.

Combustion (Ex): Anyone a magmin touches must succeed on a DC 14 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 20 feet of a magmin must succeed on a DC 14 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 14 Fortitude save or melt away into slag. The save DC is Constitution-based.

Physical Description: Medium, human-shaped beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames.

Encounter 10

Winrad: Male gnome Wiz7; CR 7; Small humanoid (gnome); HD 7d4+21; hp 40; Init +2; Spd 20 ft.; AC 14(+1 size, +2 Dex, +1 deflection), touch 14, flat-footed 12; Base Atk/Grp +3/-2; Atk +3 melee (1d4-1, quarterstaff) or +6 ranged (1d3-1, dagger); Full Atk +3 melee (1d4-1, quarterstaff) or +6 ranged (1d3-1, dagger); SA spells; SQ low-light vision, gnome abilities; AL NE; SV Fort +5, Ref +4, Will +6; Str 8, Dex 14, Con 16, Int 17, Wis 12, Cha 8.

Skills and Feats: Bluff +9, Concentration +13, Knowledge (Arcana) +13, Knowledge (Nobility and

Royalty) +7, Spellcraft +13; Persuasive, Heighten Spell, Scribe Scroll, Skill Focus (bluff), Spell Focus (enchantment).

Equipment: spell component pouch, dagger, quarterstaff, familiar (snake), ring of protection +1

Spells Prepared (4/5/4/3/1; DC 13+spell level, 14+spell level for Enchantment): oth—*Acid Splash*, *Daze*[†], *Ghost Sound*, *Touch of Fatigue*; 1st—*Charm Person*[†], *Expeditious Retreat*, *Mage Armor*, *Ray of Enfeeblement*, *Shield*; 2nd—*Invisibility*, *Mirror Image*, *Scare*, *Tasha's Hideous Laughter*[†]; 3rd—*Hold Person*[†], *Ray of Exhaustion*, *Suggestion*[†]; 4th—*Charm Monster*[†].

[†]Enchantment Spell

Physical Description: Winrad is short, thin, and balding. He wears normal clothing and aside from the spell component pouch hanging from his belt there is no outward sign of his magical abilities. Slither, his familiar, is currently coiled around a branch in a nearby tree keeping an eye out for anyone approaching the farm.

Elgaeb: Male gnome Ftr6; CR 6; Small humanoid (gnome); HD 6d10+24; hp 62; Init +7; Spd 20 ft.; AC 18(+3 armor, +1 size, +3 Dex, +1 natural armor), touch 14, flat-footed 15; Base Atk/Grp +6/+3; Atk +9 melee (1d4+1, quarterstaff) or +10 ranged (special, thunderstone or smokestick or tanglefoot bag) or +10 ranged (1d6, alchemist's fire) or +11 ranged (special, net); Full Atk +9/+4 melee (1d4+1, quarterstaff) or +10/+5 (+8/+8/+3 rapid shot) ranged (special, thunderstone or smokestick or tanglefoot bag) or +10/+5 (+8/+8/+3 rapid shot) ranged (1d6, alchemist's fire) or +11/6 (+9/+9/+4 rapid shot) ranged (special, net); SQ low-light vision, gnome abilities; AL NE; SV Fort +9, Ref +6, Will +2; Str 12, Dex 17, Con 18, Int 8, Wis 10, Cha 8.

Skills and Feats: Tumble +7; Exotic Weapon Proficiency (net), Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Quick Draw, Weapon Focus (net).

Equipment: +1 leather armor, masterwork quarterstaff, net, 5 flasks of alchemist's fire, 2 smokesticks, tanglefoot bag, 4 thunderstones, potion of cure moderate wounds, gloves of dexterity +2, amulet of natural armor +1

Physical Description: Elgaeb is rather tall for a gnome but thin and wiry. He is quiet – almost sullen – and keeps a close eye on everyone and everything.

Encounter 11

Contraption: Advanced Gargantuan animated object; CR 8; Gargantuan construct; HD 16d10+60; hp 148; Init -2; Spd 20 ft.; AC 12 (-4 size, -2 dex, +8 natural), touch 2, flat-footed 12; Base Atk/Grp +12/+31; Atk +15 melee (2d8+10, slam) or +6 ranged touch (1d6+3 str, *ray of enfeeblement*); Full Atk +15 melee (2d8+10, slam) or +6 ranged touch (1d6+3 str, *ray of enfeeblement*); Space/Reach 20 ft./20 ft.; SA *ray of enfeeblement*; SQ construct traits, darkvision 60 ft., low-light vision, hardness 8; AL N; SV Fort +5, Ref +3, Will +0; Str 24, Dex 6, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: Trample.

Ray attack (Su): Can cast *ray of enfeeblement* once per round as a standard action, as a 7th-level sorcerer, thus applying a 1d6+3 strength penalty. This penalty does not stack, but can overlap.

Trample: The contraption can trample up to 40', going over creatures two or more sizes smaller than itself, and dealing 2d8+15 damage. Opponents who do not make attacks of opportunity against the contraption can attempt a Reflex save DC 25 to halve the damage.

Physical Description: Two short, thick, mechanical legs support a large grey metal ball, with a shallow bowl-shaped depression near the front, and two long, gangly arms, one of which flails a silver lantern about wildly, sprout from the top. They flank a crude, leering head. The surface of the ball is rough, with numerous protrusions and scratches, and oil seeps from joints in the arm and legs. A small pipe sticking out of the side near the bottom occasionally emits a puff of greasy orange smoke. When using its ray attack, a small thin beam of green light emits from the indentation, shooting out towards its target.

APL 8

Encounter 3

Magmin (Advanced) (2): Medium Elemental (Fire, Extraplanar); CR 4; HD 6d8+18; hp 45; Init +0; Spd 30 ft.; AC 17 (+8 natural, -1 dex), touch 9, flat-footed 17; Base Atk/Grp +3/+7; Atk +7 melee touch (1d8 fire plus combustion, Burning Touch); Full Atk+7 melee touch (1d8 fire plus combustion, Burning Touch) or +7 melee touch (1d3+3 plus combustion, slam); Space/Reach 5 ft./5 ft.; SA combustion, fiery aura; SQ DR 5/Magic, Darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold; AL CN; SV Fort +8, Ref +2, Will +1; Str 19, Dex 9, Con 17, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +4, Spot +3, Great Fortitude, Combat Reflexes.

Combustion (Ex): Anyone a magmin touches must succeed on a DC 14 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 20 feet of a magmin must succeed on a DC 14 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 14 Fortitude save or melt away into slag. The save DC is Constitution-based.

Physical Description: Medium, human-shaped beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames.

Salamander: Medium Outsider (Fire, Extraplanar); CR 6; HD 9d8+18; hp 58; Init +0; Spd 20 ft.; AC 18 (+7 natural, +1 dex), touch 11, flat-footed 17; Base Atk/Grp +9/+11; Atk +11 melee (1d8+3/x3, Spear); Full +11/+5 melee (1d8+3/x3, Spear) and +18 melee (2d8+3 + 1d8 fire, tail slap); Space/Reach 5 ft./5 ft. (10 ft. reach with tail); SA Constrict 2d6+1 plus 1d6 fire, heat, improved grab; SQ DR 10/Magic, Darkvision 60 ft., immunity to fire, vulnerability to cold; AL CE; SV Fort +8, Ref +7, Will +8; Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8, Alertness, Multiattack, Power Attack.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap 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, it establishes a hold and can constrict.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

Encounter 10

Winrad: Male gnome Wiz9; CR 9; Small humanoid (gnome); HD 9d4+27; hp 51; Init +2; Spd 20 ft.; AC 14, touch 14, flat-footed 12 (+1 size, +2 Dex, +1 deflection); Base Atk/Grp +4/-1; Atk +4 melee (1d4-1, quarterstaff) or +7 ranged (1d3-1, dagger); Full Atk +4 melee (1d4-1, quarterstaff) or +7 ranged (1d3-1, dagger); Space/Reach 5 ft./5 ft.; SA spells; SQ low-light vision, gnome abilities; AL NE; SV Fort +6, Ref +5, Will +7; Str 8, Dex 14, Con 16, Int 20, Wis 12, Cha 8.

Skills and Feats: Bluff +10, Concentration +15, Knowledge (Arcana) +17, Knowledge (Local — Metaregion IV) +10, Knowledge (Nobility and Royalty) +11, Knowledge (Planes) +10, Spellcraft +17; Persuasive, Greater Spell Focus (enchantment), Heighten Spell, Scribe Scroll, Skill Focus (bluff), Spell Focus (enchantment).

Equipment: spell component pouch, dagger, quarterstaff, familiar (snake), *headband of intellect* +2, *ring of protection* +1.

Spells Prepared (4/6/5/4/3/2; DC 15+spell level, 17+spell level for Enchantment): oth—*Acid Splash*, *Daze*[†], *Ghost Sound*, *Touch of Fatigue*; 1st—*Charm Person*[†] x2, *Expeditious Retreat*, *Mage Armor*, *Ray of Enfeeblement*, *Shield*; 2nd—*Invisibility*, *Mirror Image*, *Scare*, *Tasha's Hideous Laughter*[†], *Web*; 3rd—*Hold Person*[†], *Ray of Exhaustion*, *Slow*, *Suggestion*[†]; 4th—*Charm Monster*[†], *Otiluke's Resilient Sphere*, *Shout*; 5th—*Dominate Person*[†], *Teleport*.

[†]Enchantment Spell

Physical Description: Winrad is short, thin, and balding. He wears normal clothing and aside from the spell component pouch hanging from his belt there is no outward sign of his magical abilities. Slither, his familiar, is currently coiled around a branch in a nearby tree keeping an eye out for anyone approaching the farm.

Elgaeb: Male gnome Ftr8; CR 8; Small humanoid (gnome); HD 8d10+32; hp 81; Init +9; Spd 20 ft.; AC 20(+3 armor, +1 size, +5 Dex, +1 natural armor), touch 16, flat-footed 15; Base Atk/Grp +8/+5; Atk +11 melee (1d4+1, quarterstaff) or +14 ranged (special, thunderstone or smokestick or tanglefoot bag) or +14 ranged (1d6, alchemist's fire) or +16 ranged (special, net); Full Atk +11/+6 melee (1d4+1, quarterstaff) or +14/+9 (+12/+12/+7 rapid shot) ranged (special, thunderstone or smokestick or tanglefoot bag) or +14/+9 (+12/+12/+7 rapid shot) ranged (1d6, alchemist's fire) or +16/+11 (+15/+15/+10 rapid shot) ranged (special, net); SQ low-light vision, gnome abilities; AL NE; SV Fort +10, Ref +6, Will +2; Str 12, Dex 20, Con 18, Int 8, Wis 10, Cha 8.

Skills and Feats: Tumble +10; Exotic Weapon Proficiency (net), Greater Weapon Focus (net), Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Quick Draw, Weapon Focus (net).

Equipment: +1 leather armor, masterwork quarterstaff, net, 5 flasks of alchemist's fire, 2 smokesticks, tanglefoot bag, 4 thunderstones, potion of enlarge, gloves of dexterity +2, potion of cure serious wounds, amulet of natural armor +1

Physical Description: Elgaeb is rather tall for a gnome but thin and wiry. He is quiet – almost sullen – and keeps a close eye on everyone and everything.

Encounter 11

Contraption: Advanced Gargantuan animated object; CR 10; Gargantuan construct; HD 24d10+60; hp 192; Init -2; Spd 20 ft.; AC 12 (-4 size, -2 dex, +8 natural), touch 2, flat-footed 12; Base Atk/Grp +12/+31; Atk +15 melee (2d8+10, slam) or +6 ranged touch (1d6+3 str, ray of enfeeblement); Full Atk +15 melee (2d8+10, slam) or +6 ranged touch (1d6+3 str, ray of enfeeblement); Space/Reach 20 ft./20 ft.; SA ray of enfeeblement; SQ construct traits, darkvision 60 ft., low-light vision, hardness 8; AL N; SV Fort +5, Ref +3, Will +0; Str 24, Dex 6, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: Trample.

Ray attack (Su): Can cast ray of enfeeblement once per round as a standard action, as a 9th-level sorcerer, thus applying a 1d6+4 strength penalty. This penalty does not stack, but can overlap.

Trample: The contraption can trample up to 40', going over creatures two or more sizes smaller than itself, and dealing 2d8+15 damage. Opponents who do not make attacks of opportunity against the contraption can attempt a Reflex save DC 29 to halve the damage.

Physical Description: Two short, thick, mechanical legs support a large grey metal ball, with a shallow bowl-shaped depression near the front, and two long, gangly arms, one of which flails a silver lantern about wildly, sprout from the top. They flank a crude, leering head. The surface of the ball is rough, with numerous protrusions and scratches, and oil seeps from joints in the arm and legs. A small pipe sticking out of the side near the bottom occasionally emits a puff of greasy orange smoke. When using its ray attack, a small thin beam of green light emits from the indentation, shooting out towards its target.

APL 10

Encounter 3

Magmin (Advanced) (2): Medium Elemental (Fire, Extraplanar); CR 4; HD 6d8+18; hp 45; Init +0; Spd 30 ft.; AC 17 (+8 natural, -1 dex), touch 9, flat-footed 17; Base Atk/Grp +3/+7; Atk +7 melee touch (1d8 fire plus combustion, Burning Touch); Full Atk+7 melee touch (1d8 fire plus combustion, Burning Touch) or +7 melee touch (1d3+3 plus combustion, slam); Space/Reach 5 ft./5 ft.; SA combustion, fiery aura; SQ DR 5/Magic, Darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold; AL CN; SV Fort +6, Ref +2, Will +1; Str 19, Dex 9, Con 17, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +4, Spot +3, Great Fortitude, Combat Reflexes.

Combustion (Ex): Anyone a magmin touches must succeed on a DC 14 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 20 feet of a magmin must succeed on a DC 14 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 14 Fortitude save or melt away into slag. The save DC is Constitution-based.

Physical Description: Medium, human-shaped beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames.

Salamanders (2): Medium Outsider (Fire, Extraplanar); CR 6; HD 9d8+18; hp 58; Init +0; Spd 20 ft.; AC 18 (+7 natural, +1 dex), touch 11, flat-footed 17; Base Atk/Grp +9/+11; Atk +11 melee (1d8+3/x3, Spear); Full +11/+5 melee (1d8+3/x3, Spear) and +18 melee (2d8+3 + 1d8 fire, tail slap); Space/Reach 5 ft./5 ft. (10 ft. reach with tail); SA Constrict 2d6+1 plus 1d6 fire, heat, improved grab; SQ DR 10/Magic, Darkvision 60 ft., immunity to fire, vulnerability to cold; AL CE; SV Fort +8, Ref +7, Will +8; Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8, Alertness, Multiattack, Power Attack.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap 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, it establishes a hold and can constrict.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

Encounter 10

Winrad: Male gnome WIZ11; CR 11; Small humanoid (gnome); HD 11d4+33; hp 62; Init +2; Spd 20 ft.; AC 15(+1 size, +2 Dex, +1 deflection, +1 natural), touch 14, flat-footed 13; Base Atk/Grp +5/+0; Atk +5 melee (1d4-1, quarterstaff) or +8 ranged (1d3-1, dagger); Full Atk +5 melee (1d4-1, quarterstaff) or +8 ranged (1d3-1, dagger); Space/Reach 5 ft./5 ft.; SA spells; SQ low-light vision, gnome abilities; AL NE; SV Fort +6, Ref +5, Will +8; Str 8, Dex 14, Con 16, Int 20, Wis 12, Cha 8.

Skills and Feats: Bluff +11, Concentration +17, Knowledge (Arcana) +19, Knowledge (Geography) +11, Knowledge (Local — Metaregion IV) +11, Knowledge (Nobility and Royalty) +11, Knowledge (Planes) +11, Spellcraft +21; Persuasive, Greater Spell Focus (enchantment), Heighten Spell, Quicken Spell, Scribe Scroll, Skill Focus (bluff), Spell Focus (enchantment).

Equipment: spell component pouch, dagger, quarterstaff, familiar (snake), headband of intellect +2, ring of protection +1, amulet of natural armor +1, potion of cure serious wounds

Spells Prepared (4/6/5/5/4/3/1; DC 15+spell level, 17+spell level for Enchantment): oth—Acid Splash, Daze[†], Ghost Sound, Touch of Fatigue; 1st—Charm Person[†] x2, Expeditious Retreat, Mage Armor, Ray of Enfeeblement, Shield; 2nd—Invisibility, Mirror Image, Scare, Tasha's Hideous Laughter[†], Web; 3rd—Heightened Charm Person[†], Hold Person[†], Ray of Exhaustion, Slow, Suggestion[†]; 4th—Charm Monster[†], Confusion[†], Otiluke's Resilient Sphere,

Shout; 5th—Dominate Person[†], *Quickened Charm Person*[†], *Teleport*; 6th—*Repulsion*.

[†]Enchantment Spell

Physical Description: Winrad is short, thin, and balding. He wears normal clothing and aside from the spell component pouch hanging from his belt there is no outward sign of his magical abilities. Slither, his familiar, is currently coiled around a branch in a nearby tree keeping an eye out for anyone approaching the farm.

Elgaeb: Male gnome Ftr10; CR 10; Small humanoid (gnome); HD 10d10+40; hp 100; Init +8; Spd 20 ft.; AC 20(+3 armor, +1 size, +5 Dex, +1 natural), touch 16, flat-footed 15; Base Atk/Grp +10/+7; Atk +13 melee (1d4+1, quarterstaff) or +16 ranged (special, thunderstone or smokestick or shuriken or tanglefoot bag) or +16 ranged (1d6, alchemist's fire) or +18 ranged (special, net) or +17 ranged (5, shuriken); Full Atk +13/+8 melee (1d4+1, quarterstaff) or +16/+11 (+14/+14/+9 rapid shot) ranged (special, thunderstone or shuriken smokestick or tanglefoot bag) or +16/+11 (+14/+14/+9 rapid shot) ranged (1d6, alchemist's fire) or +18/+13 (+16/+16/+11 rapid shot) ranged (special, net) or +17/+12 (+15/+15/+10 rapid shot) ranged (5, shuriken); SQ low-light vision, gnome abilities; AL NE; SV Fort +11, Ref +8, Will +3; Str 12, Dex 20, Con 18, Int 8, Wis 10, Cha 8.

Skills and Feats: Tumble +11; Exotic Weapon Proficiency (net), Exotic Weapon Proficiency (shuriken), Greater Weapon Focus (net), Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Quick Draw, Weapon Focus (net), Weapon Focus (shuriken).

Equipment: +2 leather armor, masterwork quarterstaff, net, 5 flasks of alchemist's fire, 2 smokesticks, tanglefoot bag, 4 thunderstones, potion of enlarge, gloves of dexterity +2, 2 potions of cure serious wounds, 20 shuriken, amulet of natural armor +1, bead of force.

Physical Description: Elgaeb is rather tall for a gnome but thin and wiry. He is quiet – almost sullen – and keeps a close eye on everyone and everything.

Encounter 11

Contraption: Advanced Colossal animated object; CR 12; Colossal construct; HD 32d10+80; hp 256; Init -3; Spd 20 ft.; AC 13, (-8 size, -3 dex, +14 natural) touch 1, flat-footed 13; Base Atk/Grp +24/+49; Atk +25 melee (4d6+13, slam) or +13 ranged touch (*ray of enfeeblement*);

Full Atk +21 melee (4d6+13, slam) or +13 ranged touch (*ray of enfeeblement*); Space/Reach 30 ft./30 ft.; SA *ray of enfeeblement*; SQ construct traits, darkvision 60 ft., low-light vision, hardness 10; AL N; SV Fort +10, Ref +9, Will +5; Str 28, Dex 4, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: Trample.

Ray attack (Su): Can cast *empowered ray of enfeeblement* once every three rounds as a standard action, as a 14th-level sorcerer, thus applying a 1d6+5 times 1.5 strength penalty (9-16 str). Can cast *ray of enfeeblement* once every round as a standard action, as a 14th-level sorcerer, thus applying a 1d6+5 strength penalty. This penalty does not stack, but can overlap.

Trample: The contraption can trample up to 40', going over creatures two or more sizes smaller than itself, and dealing 4d6+19 damage. Opponents who do not make attacks of opportunity against the contraption can attempt a Reflex save DC 34 to halve the damage.

Physical Description: Two short, thick, mechanical legs support a large grey metal ball, with a shallow bowl-shaped depression near the front, and two long, gangly arms, one of which flails a silver lantern about wildly, sprout from the top. They flank a crude, leering head. The surface of the ball is rough, with numerous protrusions and scratches, and oil seeps from joints in the arm and legs. A small pipe sticking out of the side near the bottom occasionally emits a puff of greasy orange smoke. When using its ray attack, a small thin beam of green light emits from the indentation, shooting out towards its target.

APL 12

Encounter 3

Magmin (Advanced) (2): Medium Elemental (Fire, Extraplanar); CR 4; HD 6d8+18; hp 45; Init +0; Spd 30 ft.; AC 17 (+8 natural, -1 dex), touch 9, flat-footed 17; Base Atk/Grp +3/+7; Atk +7 melee touch (1d8 fire plus combustion, Burning Touch); Full Atk+7 melee touch (1d8 fire plus combustion, Burning Touch) or +7 melee touch (1d3+3 plus combustion, slam); Space/Reach 5 ft./5 ft.; SA combustion, fiery aura; SQ DR 5/Magic, Darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold; AL CN; SV Fort +6, Ref +2, Will +1; Str 19, Dex 9, Con 17, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +4, Spot +3, Great Fortitude, Combat Reflexes.

Combustion (Ex): Anyone a magmin touches must succeed on a DC 14 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 20 feet of a magmin must succeed on a DC 14 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 14 Fortitude save or melt away into slag. The save DC is Constitution-based.

Physical Description: Medium, human-shaped beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames.

Noble Salamander: Large Outsider (Fire, Extraplanar); CR 10; HD 15d8+45; hp 112; Init +1; Spd 20 ft.; AC 18 (+8 natural, +1 dex, -1 size), touch 10, flat-footed 17; Base Atk/Grp +15/+25; Atk +23 melee (1d8+9/x3 plus 1d8 fire, +3 Longspear); Full +23/+18/+13 melee (1d8+9/x3 plus 1d8 fire, +3 Longspear) and +18 melee (2d8+3 + 1d8 fire, tail slap); Space/Reach 10 ft./10 ft. (20 ft. reach with tail); SA Constrict 2d8+3 plus 1d8 fire, heat, improved grab, spell-like abilities; SQ DR 15/Magic, Darkvision 60 ft., immunity to fire, vulnerability to cold; AL CE; SV Fort +12, Ref +10, Will +11; Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15.

Skills and Feats: Bluff +19, Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, spot +13, Alertness, Cleave, Great Cleave, Power Attack, Skill Focus (Craft [blacksmithing]).

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Spell-Like Abilities: (Noble salamanders only) 3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16); 1/day—*dispel magic*, *summon monster VII* (Huge fire elemental). Caster level 15th. The save DCs are Charisma-based.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap 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, it establishes a hold and can constrict.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

Encounter 10

Winrad: Male gnome Wiz13; CR 13; Small humanoid (gnome); HD 13d4+39; hp 73; Init +6; Spd 20 ft.; AC 16 (+1 size, +2 deflection, +2 Dex, +1 natural armor), touch 15, flat-footed 14; Base Atk/Grp +6/+1; Atk +6 melee (1d4-1, quarterstaff) or +9 ranged (1d3-1, dagger); Full Atk +6/+1 melee (1d4-1, quarterstaff) or +9/+4 ranged (1d3-1, dagger); SA spells; SQ low-light vision, gnome abilities; AL NE; SV Fort +7, Ref +6, Will +9; Str 8, Dex 14, Con 16, Int 21, Wis 12, Cha 8.

Skills and Feats: Bluff +12, Concentration +19, Knowledge (Arcana) +21, Knowledge (Local — Metaregion IV) +12, Knowledge (Nobility and Royalty) +12, Knowledge (Planes) +13, Spellcraft +23; Persuasive, Improved Initiative, Greater Spell Focus (enchantment), Heighten Spell, Quicken Spell, Scribe Scroll, Skill Focus (bluff), Spell Focus (enchantment).

Equipment: spell component pouch, dagger, quarterstaff, familiar (snake), *headband of intellect* +2, 2

potions of cure serious wounds, ring of protection +2, amulet of natural armor +1

Spells Prepared (4/6/5/5/5/4/2/1; DC 15+spell level, 17+spell level for Enchantment): oth—*Acid Splash*, **Daze**[†], *Ghost Sound*, *Touch of Fatigue*; 1st—*Charm Person*[†] x2, *Expeditious Retreat*, *Mage Armor*, *Ray of Enfeeblement*, *Shield*; 2nd—*Invisibility*, *Mirror Image*, *Scare*, *Tasha's Hideous Laughter*[†], *Web*; 3rd—*Heightened Charm Person*[†], *Hold Person*[†], *Ray of Exhaustion*, *Slow*, *Suggestion*[†]; 4th—*Charm Monster*[†] x2, *Confusion*[†], *Otiluke's Resilient Sphere*, *Shout*; 5th—*Dominate Person*[†], *Feeblemind*[†], *Quickened Charm Person*[†], *Teleport*; 6th—*Repulsion*, *Empowered Shout*; 7th—*Mass Hold Person*[†].

[†]Enchantment Spell

Physical Description: Winrad is short, thin, and balding. He wears normal clothing and aside from the spell component pouch hanging from his belt there is no outward sign of his magical abilities. Slither, his familiar, is currently coiled around a branch in a nearby tree keeping an eye out for anyone approaching the farm.

Elgaeb: Male gnome Ftr12; CR 12; Small humanoid (gnome); HD 12d10+48; hp 119; Init +9; Spd 20 ft.; AC 21(+1 size, +4 armor, +5 Dex, +1 natural armor), touch 16, flat-footed 16; Base Atk/Grp +12/+9; Atk +15 melee (1d4+1, quarterstaff) or +18 ranged (special, thunderstone or smokestick or tanglefoot bag) or +18 ranged (1d6, alchemist's fire) or +20 ranged (special, net) or +20 ranged (6, shuriken); Full Atk +15/+10/+5 melee (1d4+1, quarterstaff) or +18/+13/+8 (+16/+16/+11/+6 rapid shot) ranged (special, thunderstone or smokestick or tanglefoot bag) or +18/+13/+8 (+16/+16/+11/+6 rapid shot) ranged (1d6, alchemist's fire) or +20/+15/+10 (+18/+18/+13/+8 rapid shot) ranged (6, shuriken) or +20/+15/+10 (+18/+18/+13/+8 rapid shot) ranged (special, net); SQ low-light vision, gnome abilities; AL NE; SV Fort +12, Ref +9, Will +4; Str 12, Dex 21, Con 18, Int 8, Wis 10, Cha 8.

Skills and Feats: Tumble +12; Exotic Weapon Proficiency (net), Exotic Weapon Proficiency (shuriken), Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Quick Draw, Weapon Focus (net), Weapon Focus (shuriken), Weapon Specialization (shuriken), Greater Weapon Focus (net), Greater Weapon Focus (shuriken).

Equipment: +2 leather armor, masterwork quarterstaff, net, 5 flasks of alchemist's fire, 2 smokesticks, tanglefoot bag, 4 thunderstones, potion of enlarge, gloves of dexterity +2, 2 potions of cure serious wounds, 10 +1 shuriken, amulet of natural armor +1, bead of force.

Physical Description: Elgaeb is rather tall for a gnome but thin and wiry. He is quiet – almost sullen – and keeps a close eye on everyone and everything.

Encounter 11

Contraption: Advanced Colossal animated object; CR 14; Colossal construct; HD 36d10+80; hp 278; Init -3; Spd 20 ft.; AC 17, (-8 size, -3 dex, +18 natural) touch 1, flat-footed 17; Base Atk/Grp +24/+49; Atk +25 melee (4d6+13, slam) or +13 ranged touch (*ray of enfeeblement*); Full Atk +25 melee (4d6+13, slam) or +13 ranged touch (*ray of enfeeblement*); Space/Reach 30 ft./30 ft.; SA *ray of enfeeblement*; SQ construct traits, darkvision 60 ft., low-light vision, hardness 10; AL N; SV Fort +10, Ref +11, Will +5; Str 28, Dex 4, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: Trample.

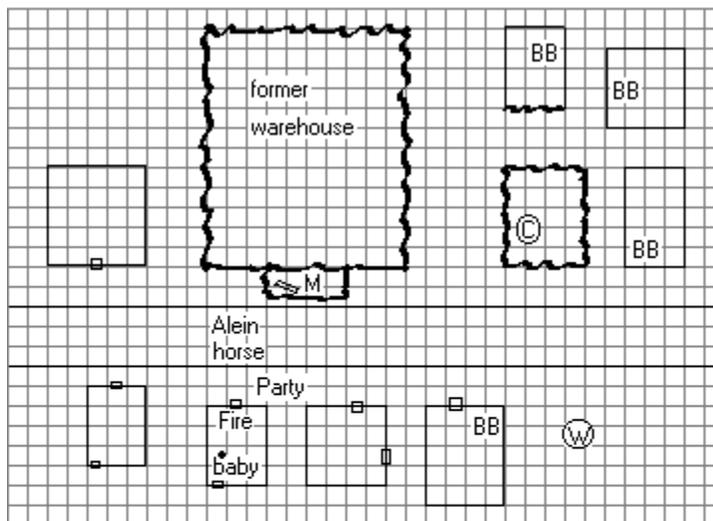
Ray attack (Su): Can cast *empowered ray of enfeeblement* once every other round as a standard action, as an 18th-level sorcerer, thus applying a 1d6+5 times 1.5 strength penalty (9-16 str). Can cast *ray of enfeeblement* once every round as a standard action, as an 18th-level sorcerer, thus applying a 1d6+5 strength penalty. This penalty does not stack, but can overlap.

Trample: The contraption can trample up to 40', going over creatures two or more sizes smaller than itself, and dealing 4d6+19 damage. Opponents who do not make attacks of opportunity against the contraption can attempt a Reflex save DC 37 to halve the damage.

Physical Description: Two short, thick, mechanical legs support a large grey metal ball, with a shallow bowl-shaped depression near the front, and two long, gangly arms, one of which flails a silver lantern about wildly, sprout from the top. They flank a crude, leering head. The surface of the ball is rough, with numerous protrusions and scratches, and oil seeps from joints in the arm and legs. A small pipe sticking out of the side near the bottom occasionally emits a puff of greasy orange smoke. When using its ray attack, a small thin beam of green light emits from the indentation, shooting out towards its target.

DM Aid One

Map for Encounter One



1 square = 5 feet

- M - Meissel
- C - Cellar
- BB - Bucket brigade targets
- W - Well

Note: North is to the top of the map.