

Desperate Measures

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

Version 1.0

by Kathy Ice

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When a Duchy noble turns to necromancy, everybody has a stake in the outcome. But of politics and necromancy, which is the more dangerous? A one-round Regional adventure set in The Vale for characters level 1-14 (APLs 2-12). Recommended for characters with connections to the Vale, House Kaste, or a faction. Ducal Guards, Scarlet Bears, and White Bears assigned to the Duchy may use this adventure for banked time units.

Part 3 of the “To Save the Vale” series (included URD6-02 and URD6-102)

Resources for this adventure [and the authors of those works] include URD6-02 *Forged in the Vale* [Kathy Ice], URD6-102 *The Vale Be Saved* [David Thompson & Brad Street], URD4-101 *The Siege of the Vale*, URD2-110 *From Earth Arisen*, *Dungeon Master's Guide II* [Jesse Decker et al], and *Spell Compendium* [Matthew Sernett et al.].

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

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

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

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

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

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

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

Living Greyhawk LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Vale. Characters from the Duchy of Urnst pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

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

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

ADVENTURE BACKGROUND

The Vale is a fertile stretch of land to the northwest of the Duchy. Traditionally, its Halfling residents have been allies of the Duchy. In CY 593, Orcs invaded the Vale, pouring from their hiding places in the Cairn Hills. In CY 594, Lord Ellis Lorinar broke the back of the main orcish force with the help of a group of adventurers.

Orcs remained in the Vale, however, and earlier this year (URD 6-02 *Forged in the Vale*) another group of adventurers was sent to assess the situation. They found that although the larger cities had been reclaimed, the smaller towns and even some of the roads remained in Orcish control, especially in the Western Vale. At the request of Deputy Warder Cinda Finel, the adventurers went out and recovered a shipment of weapons that had been hidden before the orcs invaded. As they were returning with the weapons, the adventurers were accosted by the Halfling bandit Hawthorne Bittle. Bittle was either captured or killed (reports vary), and the weapons were delivered safely.

The adventurers reported to Lord Ellis. Even though some of them argued that the Vale needed only support and assistance, Lord Ellis believed that the Halflings would never be able to properly defend themselves. Accordingly, he authorized military action, and the Ducal Guard moved against the orcs. At the same time, the Duchy formally annexed the Vale (URD6-101).

Soon after the annexation, Lord Governor Tauris Pontirun held a celebration to commemorate the liberation of the Vale from the orcs. Many adventurers were on hand for the festivities (URDI6-02 *The Vale Be Saved*). During that eventful week, a newly-formed Halfling resistance, led by Rowan Bittle (brother to Hawthorne), attacked a Ducal Guard supply caravan. Ironically, both sides of the fight were aided by adventurers. The resistance kept their attacks non-lethal, but the Guard responded with deadly force and several Halflings were killed. Despite this, a group of adventurers was able to persuade Bittle to seek a peaceful solution to his problems. Meanwhile, yet another group of adventurers escorted a delegation of Halflings to testify before the Honorable Chamber. Unfortunately, they were not allowed before the Chamber, and had to settle for an extremely unsatisfactory trade agreement with House Meissel.

It has been two months since the celebration, and tensions in the Vale have not abated. The Halflings have had a taste of Duchy-style justice, in which the nobility and the common folk are treated differently, and they don't seem to care for it. Rowan Bittle, although still committed to finding a peaceful way to thwart the Duchy, is under pressure from his own followers to retaliate for the Halfling deaths.

In the Duchy, a young woman named Lady Zikka Kaste had been making good progress in her study of magic. Her House, however, had decided it was time for Lady Zikka to stop "playing about" with magic and assume the responsibilities of her House. Lady Zikka rebelled. With logic typical for a teenager, she decided to run away and become an evil necromancer, "and then they'll be sorry!" [She had a little help with this decision. The exact nature of that help may be revealed in a future module.]

Lady Zikka made her way to the Vale, where there is a plentiful supply of corpses, and began raising the dead. (Using scrolls and/or a *Wand of Animate Dead* to accomplish this.) She could not control all of the undead

she raised, and those she could not control began rampaging through the countryside.

Concerned for their families, the Vale Halflings asked their new trading partners to supply them with weapons. House Meissel declined. The Halflings then asked permission to pursue a weapons purchase with another source, but House Meissel refused to allow that, either. Desperate to protect themselves and their families, a group of Halflings has decided to take matters into their own hands...

ADVENTURE SUMMARY

Introduction: the PCs are contacted by various individuals, factions, and meta-orgs. They are asked either to recover Lady Zikka, or stop the scourge of undead, depending on where the request comes from. All of this is handled through player handouts.

Encounter 1: Traveling along Longpenny Road, the PCs encounter a group of undead.

Encounter 2: The PCs confront Lady Zikka and another group of her undead.

Encounter 3: The PCs return to Atherlea and discover that their mission is more complicated than they had thought. A group of Halflings has been arrested for attempting to smuggle weapons into the Vale, and the common folk of Atherlea are very unhappy about it.

Encounter 4: The group encounters Cinda Finel, who asks their opinion of whether she should continue to cooperate with the Duchy forces. The PCs are informed that Lord Governor Pontirun is expected to arrive shortly and adjudicate the two cases himself. The PCs also learn that they are to testify before the Governor.

Encounter 5: Over the next 24 hours, the PCs are contacted by representatives from various groups, who each ask the PCs to attempt to sway the Governor one way or another.

Encounter 6: The PCs speak to Cinda Finel and Governor Pontirun, and have an opportunity to express their opinion on recent events.

Encounter 7: The Governor announces his decision in the two cases (which can be influenced by the PCs' arguments). The Governor's decision is not a popular one, and the people of Atherlea revolt. During the riot, the PCs can choose to help in various ways.

Conclusion: The results of the PCs' actions are laid out.

PREPARATION FOR PLAY

Be sure to prepare multiple copies of Player Handouts 1-4. Ideally, each player should get his or her own copy of the correct handout.

It is recommended that you use the Tracker in **Appendix 8** to keep track of the PCs and what happens in the module. It will have a bearing on what favors/enmities they receive at the end.

Judge's note: **Allow time at the end.** It is very likely that each PC will receive a different set of favors/enmities, so the ARs will need to be customized when they are filled out. This will take a little extra time; plan accordingly.

Each player should get one handout before you begin. Players qualifying for more than one handout must decide whose call they want to receive before any handouts are distributed. Player handouts go out as follows:

- Player Handout 1 goes to members of the **Strong Harts** faction.
- Player Handout 2 goes to members of the **White Harts** faction.
- Player Handout 3 goes to members of the **Duchy Loyalists** faction.
- Player Handout 4 goes to members of any of the following **meta-orgs**: Ducal Guard, Ducal Navy, Ducal Diplomatic Corps, College of Sages and Sorcery, Church of Wee Jas, Church of Kord, Church of Lydia (if released), Houses of the Duchy (member or employee of House Kaste, House Saevil, or House Schrie), The Leukish School of the Rapier, Sete Roughriders, and/or Temple of the Suel Pantheon.
- Player Handout 5 goes to **Halflings of the Vale**, **Friends of the Vale**, members of the **Keepers of the Vale** meta-org, and to PCs with the **Favor of Cinda Finel from URD6-02** Forged in the Vale.
- Player Handout 6 goes to **all other PCs**.

INTRODUCTION

The player handouts will serve as the introduction to this adventure. Distribute the handouts as described in "Preparation for Play" and give the players enough time to read them. All player handouts are written to segue into the box text for Encounter 1 below.

ENCOUNTER 1: IN MEDIAS RES

So it is that you find yourself traveling along Longpenny Road late one sunny morning, looking for undead. You are accompanied by several others.

Have players make character introductions.

You met up with your companions in Atherlea, so you have had time to speak with them. They seem to be on a similar mission, although possibly not for the same reason.

Allow the PCs to decide how much of their information they shared with each other.

Judge's note: this opening is meant to keep the Introduction from taking too long. It is not intended to circumvent player choice. Therefore, any PC who wants to say "What was I thinking?" and leave the adventure at this point should be allowed to do so. Give the player an AR and continue with the remaining players.

It is late summer, and although sunset comes a little earlier each night, the weather is still hot. The air is heavy and still as you travel along the road; there is not even a hint of a breeze to ease the sweltering heat as the sunlight streams down from a cloudless sky.

Your passage is stirring up a cloud of fine dust from the road. Most of it settles behind you, but still, dust has wormed its way into your hair and clothing. It has created a constant itching on the back of your neck, and a nasty, dry taste in the back of your throat.

As you come over a little rise, you see vultures circling overhead. As you get closer, you see that their attention is on a spot about 40 feet off the road. Because of the tall grasses, you can't see what has caught their notice. You can, however, smell it. Something over there is very dead.

If the PCs remain on the road, allow them to make Spot checks to see the undead approaching (see below). Otherwise, continue with the following.

You find the remains of a group of three Halflings. Shovels and pitchforks nearby suggest that they were farmers. Now they are corpses.

The bodies have been picked at by carrion beasts, and have begun to decompose in the heat. It is therefore a DC 40 Heal check to determine how they died. They were killed by undead (if any PCs make the check, use details appropriate to the undead at this APL). PCs with any kind of military background or knowledge can make a knowledge or Intelligence check (DC 15) to deduce that the Halflings tried to defend themselves with the farm implements.

There is a group of undead headed up the road (the opposite direction the PCs were traveling), toward the PCs. Because the PCs' own dust cloud makes it difficult to see, it is a DC 20 Spot check to see the following.

It would seem you are not the only travelers on this road. Through a shimmering haze of heat, you see another cloud of dust, headed in your direction. Whatever is creating it is just out of sight around a bend in the road.

Because of the bend in the road, the undead will be out of sight to the PCs until they are about 30 feet away. If the PCs spot the dust cloud before this happens, they have 1 round to prepare and cast spells.

At APL 2-8, read the following as the undead approach:

Now that you can see them, you realize that these are undead Halflings, their once-bright eyes now gleaming with animal cunning, their little hands clenched into claws. The women still wear battered caps and aprons; the men still wear work boots and carry pitchforks. But they are no longer simple farm folk; now, they are grotesque mockeries of life.*

*Arm 2-3 of the undead Halflings with pitchforks at a typical table. Judges are free to fine-tune the difficulty of this encounter for stronger or weaker tables by adjusting the number of Halflings who attack with pitchforks rather than a slam or claw attack. At APL 2, the pitchfork-wielding zombies are the more challenging; at APL 4-8, the undead with pitchforks are slightly less challenging (since their special attacks would not apply).

Set up the combat on a road about 20 feet wide. Areas off the road are uneven and thick with waist high weeds; treat them as difficult terrain.

Once the PCs have had 1 round to prepare, roll initiative and begin combat. Start the undead about 30 feet from the party.

Creatures:

APL 2 (EL 4)

☠ **Halfling Zombies (6):** hp 16; Appendix 1.

APL 4 (EL 6)

☠ **Halfling Ghouls (6):** hp 13; Appendix 2.

APL 6 (EL 8)

☠ **Halfling Ghosts (6):** hp 29; Appendix 3.

APL 8 (EL 10)

☠ **Halfling Mummies (6):** hp 55; Appendix 4.

APL 10 (EL 12)

☠ **Mohrgs (4):** hp 91; Appendix 5.

APL 12 (EL 14)

☠ **Devourers (3):** hp 78; Appendix 6.

Developments: The PCs need to formulate a strategy for how they're going to track down this necromancer. Note that only the PCs who received Handouts 1, 2, 3, 4, and 6 know that the necromancer is a Duchy noble. Only the PCs who received Handouts 2, 3 and 5 know that the necromancer is believed to be in the abandoned village of Badger Springs.

If none of the PCs know where the necromancer can be found, they can track the undead back to the general area (Track DC 11). Alternatively, a DC 35 Knowledge: Local check will enable a PC to recall that the village of Badger Springs, now deserted, was known at one time for its exceptionally fine cemetery.

It is approximately two miles from the first encounter to Badger Springs.

If all else fails, Lady Zikka will eventually bring the fight to them. See Appendix 7.

ENCOUNTER 2: I WAS A TEENAGE NECROMANCER

If the party has a reason to look in Badger Springs (information from their handout, or successful Knowledge or Track rolls), continue with the following:

Following your clues, you leave Longpenny Road at the signpost for the village of Badger Springs. Thankfully, you leave the dust behind as well. The little track leading to Badger Springs is grassy and overgrown, and clearly hasn't seen much traffic in recent years.

After about ten minutes of walking on the track, you see the village up ahead of you. There is some large public building, two stories, made of stone. Around it is a cluster of houses. All of the buildings seem in need of repair; thatched roofs gone, shutters broken, porches leaning. There is no smoke in any of the chimneys, nobody in sight, no sounds save the buzzing insects and yourselves. Clearly, the village is deserted.

On a low hill next to the village is a large cemetery. It an unusually good cemetery for a farming village, boasting a low stone wall, and what appear to be several stone crypts.

As the PCs approach the village, they trigger a silent Alarm spell, alerting Lady Zikka to their presence. If any of the PCs happen to have a Detect Magic or Arcane Sight active as they approach, they can see the Alarmed area. Otherwise, they will have no way of knowing they set it off.

The trail of the undead becomes too muddled here to follow any further, but hopefully the PCs will decide to investigate the cemetery. If they want to investigate the town first, they may do so. Near the center of town, they find signs that several heavy objects had been dragged though the streets, toward the cemetery. PCs with the Track feat can make a DC 15 Survival check to determine that the objects being dragged were likely bodies. Following this with a DC 20 Knowledge (Local) check lets PCs know that, because of the nature of the orc invasion and subsequent battles, there were many orc bodies that were left unburied.

When the group moves on to the cemetery, continue with the following.

Heat lightning flashes in the distance as you climb the hill toward the cemetery. There is still no breeze to be found, so the faint rustling noise you hear is difficult to explain. You note that the slope is covered in tall grasses, and, although there are several shady trees atop the hill, there are no trees or

thick bushes along the slopes. There is probably an excellent view from the top.

The excellent view also means that Lady Zikka can see the adventurers coming and prepare for combat. Over the past few days, she has chipped a small spy-hole in the back of her mausoleum, allowing her to look back at the village while remaining concealed. She moves to this position when the Alarm spell is triggered. She will pre-cast her Power-up Suite when she sees the PCs approaching.

The base DC to spot the spy-hole from this side is 30. Modify for distance.

Up close, you can clearly see that there has been activity in the cemetery. Several graves have been unearthed, and the smell of decay hangs heavy in the sweltering air. The shade trees loom overhead, casting strangely ominous shadows in the afternoon sun.

As you move up to the cemetery, a figure steps from behind one of the crypts. It is a young Suel woman in rich black-and-purple robes. She is short and slender, with light brown hair and green eyes. She looks as if she hasn't yet reached her twentieth birthday.

At APL 8+ if her Lesser Globe of Invulnerability is cast add the following:

In front of the woman is the faint shimmer of some sort of magical affect.

A DC 24 Spellcraft will identify the shimmer as coming from a Lesser Globe of Invulnerability.

If PC's mention her hair color allow a DC 15 Knowledge (Nobility & Royalty) check, or a DC 20 Knowledge (Local-Metaregion IV) check to know that the diplomatic way to describe this lady's hair color is "dark blonde." Suel don't have brown hair, even when they do. (This relates to the physical description of Lady Zikka in some of the player handouts.)

"So!" she says. "You have come to stop me." She seems almost happy about that. "Well, you can't. I'm going to become a powerful evil Necromancer and there's nothing you can do about it. So go away and tell my stupid family to leave me alone!"

If the PCs want to initiate a battle at this point, they can. Roll initiative and proceed.

However, the PCs may be inclined to attempt diplomacy at this juncture, if they know she's a noblewoman, or if they've figured out that the "evil Necromancer" is a teenager in a snit. Unfortunately, Lady Zikka isn't in a mood to listen to reason. On the contrary, she attempts to convince the party to leave her alone. She insists that they not approach her any closer. If they agree to depart, she will let them do so.

If members of the party insist on approaching or it becomes clear that she will not be able to persuade the party, Lady Zikka acts. Read or paraphrase the following.

"Enough talk!" the young woman says. "If you refuse to leave, you must be eliminated!" Striking a dramatic pose, she cries, "Destroy them, my minions!"

From their hiding places among the crypts and headstones, undead move to attack...

At APL 8 and above, add the following:

...and more of the creatures claw their way out of the ground and head toward you.

Creatures:

APL 2 (EL 5)

☛ **Lady Zikka Kaste:** female human wizard 4; hp 16; Appendix 1.

☛ **Orc Skeletons (6):** hp 6; Appendix 1.

APL 4 (EL 7)

☛ **Lady Zikka Kaste:** female human wizard 5; hp 19; Appendix 2.

☛ **Orc Ghosts (2):** hp 29; Appendix 2.

APL 6 (EL 9)

☛ **Lady Zikka Kaste:** female human wizard 7; hp 25; Appendix 3.

☛ **Orc Mummies (2):** hp 55; Appendix 3.

APL 8 (EL 11)

☛ **Lady Zikka Kaste:** female human wizard 10; hp 34; Appendix 4.

☛ **Orc Wraiths (3):** hp 32; Appendix 4.

☛ **Halfling Zombies (6):** hp 16; Appendix 4.

APL 10 (EL 13)

☛ **Lady Zikka Kaste:** female human wizard 10; hp 34; Appendix 5.

☛ **Orc Spectres (6):** hp 45; Appendix 5.

☛ **Halfling Zombies (6):** hp 16; Appendix 5.

APL 12 (EL 15)

☛ **Lady Zikka Kaste:** female human wizard 10; hp 34; Appendix 6.

☛ **Advanced Orc Spectres (5):** hp 91; Appendix 6.

☛ **Halfling Zombies (6):** hp 16; Appendix 6.

At APL 8+ the Halfling Zombies are not counted into the EL.

Tactics: The skeletons and zombies have been ordered to keep themselves between the heroes and Lady Zikka. They are controlled by Zikka through Command Undead

spells (PH 211), and will obey any simple basic commands that she gives them.

The intelligent undead consider Lady Zikka their friend (also through Command Undead spells). They are not under her command, but have held off attacking the intruders on her request. Once told to attack, they will focus on killing the PC intruders. If Lady Zikka is somehow dominated or incapacitated they will attack.

At APL 8+ the Incorporeal undead benefit from the large trees that provide shade within the Cemetery. Their "Daylight Powerlessness" prevents them from venturing outside of the cemetery grounds during the day.

As for Lady Zikka, she may have decided to turn evil, but she's not there yet. She'll do lethal damage to the PCs, but will ignore them after they've gone unconscious. She will not coup-de-grace, nor will she allow her undead to continue attacking an unconscious PC.

As the battle turns against her, Lady Zikka may say things like "No fair!" and "You're wrecking everything!" If all her undead are killed and she herself is reduced to a quarter of her hit points, Lady Zikka surrenders with poor grace.

Note: Keep track of how many hit points Lady Zikka has remaining at the time of her capture. It may be relevant for Encounter 7.

If questioned, she gives her name as Lady Zikka Kaste but gives no other information. After a few minutes in the PCs' custody, she becomes tearful and apprehensive; however, it's easy to see that she's more worried about "getting in trouble" than any harm she may have caused to innocent people.

Lady Zikka's Mausoleum

Lady Zikka has set up her abode in one of the Mausoleum's where she has piled up the best of various Halfling sized beddings from the town. From this side, the spy-hole can be found with a DC 20 Spot or Search check.

Among Lady Zikka's possessions, the PCs find some blank (used) scrolls, her original spell book, and a spell book with necromantic spells in it. At APL 4+ the PCs also find a wand of Animate Dead with 10 charges remaining. A DC 15 Spot check reveals that a seal has been scraped off the cover of the necromantic spell book. With close examination it can be made out that it is a three headed eagle. A DC 9 Knowledge (Nobility & Royalty) or Knowledge (Local-Metaregion) check reveals that the seal belongs to House U'Morael. If they look through the spell book, the PCs can note that the necromantic spells are the most recent additions to it.

Treasure:

APL 2: Loot – 0 gp, Coin – 0 gp, Magic –Bracers of Armor +1 (167 gp each), Wand of Magic Missiles (3rd) (375 gp each), Necromantic Spell book (50gp each), Wand of Animate Dead (10 charges remaining) (700 gp each).

Detect Magic Results: Bracers of Armor +1 (moderate conjuration), Wand of Magic Missiles (3rd) (faint evocation), Wand of Animate Dead (moderate necromancy).

APL 4: Loot – 0 gp, Coin – 0 gp, Magic – Bracers of Armor +1 (167 gp each), Wand of Magic Missiles (3rd) (375 gp each), Pearl of Power (1st-level spell) (167 gp each), Necromantic Spell book (140gp each), Wand of Animate Dead (10 charges remaining) (700 gp each).

Detect Magic Results: Wand of Animate Dead (moderate necromancy), Bracers of Armor +1 (moderate conjuration), Wand of Magic Missiles (3rd), faint evocation, Pearl of Power (1st-level spell) strong transmutation.

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – Pearl of Power (1st-level spell) (167 gp each), Headband of Intellect +2 (667 gp each), Wand of Magic Missiles (3rd) (378) gp each), Necromantic Spell book (140gp each), Wand of Animate Dead (10 charges remaining) (700 gp each).

Detect Magic Results: Pearl of Power (1st-level spell) (strong transmutation), Headband of Intellect +2 (moderate transmutation), Wand of Magic Missiles (3rd) (faint evocation), Wand of Animate Dead (moderate necromancy).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – Headband of Intellect +4 (1667 gp each), Pearl of Power (1st-level spell) (167 gp each), Pearl of Power (2nd-level spell) (667 gp each), Wand of Magic Missiles (5th) (625 gp each), Necromantic Spell book (260gp each), Wand of Animate Dead (10 charges remaining) (700 gp each).

Detect Magic Results: Headband of Intellect +4 (moderate transmutation), Pearl of Power (1st-level spell) (strong transmutation), Pearl of Power (2nd-level spell) (strong transmutation), Wand of Magic Missiles (5th) (moderate evocation), Wand of Animate Dead (moderate necromancy).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – Headband of Intellect +4 (1667 gp each), Pearl of Power (1st-level spell) (167 gp each), Pearl of Power (2nd-level spell) (667 gp each), Wand of Magic Missiles (5th) (625 gp each), Necromantic Spell book (260gp each), Wand of Animate Dead (10 charges remaining) (700 gp each).

Detect Magic Results: Headband of Intellect +4 (moderate transmutation), Pearl of Power (1st-level spell) (strong transmutation), Pearl of Power (2nd-level spell) (strong transmutation), Wand of Magic Missiles (5th) (moderate evocation), Wand of Animate Dead (moderate necromancy).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic – Headband of Intellect +4 (1667 gp each), Pearl of Power (1st-level spell) (167 gp each), Pearl of Power (2nd-level spell) (667 gp each), Wand of Magic Missiles (5th) (625 gp each), Necromantic Spell book (260gp each), Wand of Animate Dead (10 charges remaining) (700 gp each).

Detect Magic Results: Headband of Intellect +4 (moderate transmutation), Pearl of Power (1st-level spell) (strong transmutation), Pearl of Power (2nd-level spell) (strong transmutation), Wand of Magic Missiles (5th) (moderate evocation), Wand of Animate Dead (moderate necromancy).

Development:

Lady Zikka needs to be captured alive. Hopefully, at least some of the players will have this information and will share it with the others. Even if the entire party began with Player Handout 5, they can still figure out that they're dealing with an immature wizard who perhaps ought to be captured rather than killed. If they captured her, it is likely that PCs will head to Atherlea (Encounter 3) to turn her over to authorities.

However, if all else fails and Lady Zikka is killed (either by accident or because the players didn't realize they weren't supposed to), there is a contingency for the rest of the module. See Appendix 7.

After this encounter, the PCs should head toward Atherlea. Even if they eventually want to go elsewhere, Longpenny Road runs in two directions: back to Atherlea or further into the Vale. Therefore, the road to anywhere else they're likely to want to go will lead them through Atherlea. If they head directly to Atherlea, they should arrive this same evening. Whenever they do arrive in Atherlea proceed to Encounter 3.

If the PCs decide to travel cross-country to avoid Atherlea, or if they decide to head deeper into the Vale (without eventually returning to Atherlea), the adventure is over.

ENCOUNTER 3: THE ATHERLEA FIVE

Another successful adventure! Your mission complete, the day nearly over, you return to Atherlea, perhaps looking forward to receiving your reward, or being lauded as heroes, or simply washing off the dust.

Unfortunately, Atherlea doesn't seem ready to cooperate with your end-of-adventure wishes. As you approach the town, you are stopped by a small squad of Ducal Guard.

"State your names and your business in Atherlea," says their leader briskly. She is a Flan woman, wearing a crossed lance insignia.

PCs who are members of the Ducal Guard automatically recognize from her insignia that the woman holds the rank of Petty Sergeant. For all other PCs, this information is a DC 15 Knowledge (Local: NMR) check.

Looking at your group, she adds, "And why have you taken this woman prisoner?"

Allow the PCs to give their answer. If they start trouble, go to Appendix 7. If they give a reasonable account of themselves, continue with the following.

"I see." The sergeant nods at a couple of the foot soldiers near her. "Badret and Giens will accompany you to the jail; you can drop your prisoner off there. I must ask you, for your own safety, to stay with

Badret and Giens and to take your prisoner directly to the jail."

If the PCs propose an alternate plan for the prisoner, the sergeant will insist that the jail is the best place for her, at least for now. She is ready to concede that other arrangements could be made later on, but insists on the jail for now, and says it's for the prisoner's safety.

If the PCs ask her what is going on, all she knows is that a group of Halflings have been arrested, and that the Halflings of Atherlea are very upset about it. She doesn't know what the charges are, or how many Halflings there were, although she has heard that they were "caught red-handed." She has no more details to give them.

Accompanied by the two Ducal Guardsmen, you enter Atherlea proper as the sun begins to set. You remember the town as a prosperous, picturesque place bustling with Halflings and boasting several new construction projects.

But you haven't been in town five minutes before you realize that the mood here has turned ugly. You see few Halflings on the street, but the ones you do see look strangely hostile—toward you, your prisoner, and especially the Ducal Guard accompanying you. A few of the bolder ones send insults and catcalls your way.

For their part, Badret and Giens look noticeably uneasy, and clearly want nothing more than to finish their assignment and return to their squad.

If asked, Badret and Giens have the same information about the arrests that the sergeant had.

You make your way to Government Square, an open area fronted by the Town Hall, the jail, several homes, and the White Rose Inn. A crowd of Halflings has gathered in the square, facing the front of the jail. They are hurling taunts and catcalls—and in some cases, rocks. You are not their target however; their ire seems to be reserved for the jail itself and for the detachment of Ducal Guard fanned along the front of the building.

From time to time, you can hear shouts from the Halflings: "Free the Atherlea Five!" shouts someone near you. "Equal justice for Halflings!" shouts somebody else off to your right. "Fear is not a crime!" comes a shout from behind you.

The PCs may want to stop and talk to people, but the two Ducal Guard with them will make sure they keep moving. If asked why, they reply it's for the party's own safety.

You continue up to the jail, where the line of Ducal Guard is glowering back at the crowd. In the center of the line, right in front of the jail's front door, is a young Suel man who appears crisp and polished despite the wilting heat. His immaculate tunic bears

an insignia with a rampant golden bear. He is speaking with a red-haired Halfling woman.

PCs who are members of the Ducal Guard automatically recognize from his insignia that the man holds the rank of subaltern (the lowest rank among Ducal Guard Officers). For all other PCs, this information is a DC 15 Knowledge (Local: NMR) check.

PCs who have encountered Cinda Finel before will recognize her and the Halfling speaking with the officer.

"I'm sorry, Matron Cinda—" the officer says.

"Just five minutes," Cinda pleads. "Please. You know me, Lord Hartane. You know I won't try to smuggle anything in, or help them escape. I just want to see him."

"I understand, ma'am," Lord Hartane replies, and there is genuine sympathy in his voice, "but my orders are clear. No visitors, no exceptions." He glances up, and notices you for the first time. "What is your business here?" he asks, with considerably less sympathy.

The PCs may have questions for him, too, or for Cinda, but they'll all have to wait until the PCs have answered his question first. Once he's apprised of the situation, continue with the following.

"Necromancy!" Lord Hartane frowns. "That's a serious charge milady," he says sternly to your prisoner. She makes a face at him.

He sighs. "Very well." He nods to a couple of his guards, who take custody of the prisoner and lead her inside the jail. Badret and Giens, looking relieved, begin going back to re-join their squad.

"And what manner of equipment was the prisoner carrying?" asks Lord Hartane.

He asks the PCs to turn over Lady Zikka's gear as evidence. If the PCs express concern about losing the monetary value of the items, Lord Hartane hints that if Lady Zikka is convicted, the items will in all likelihood be seized. As the ones who captured her, the PCs would likely be eligible for some kind of bounty.

"I'm afraid I can't allow you to accompany your prisoner," Lord Hartane continues. "I have strict orders. But we'll make sure she's locked up; have no fears on that score."

The PCs can now ask about what is going on. If the PCs introduce themselves, the subaltern introduces himself as Lord Hartane Tarnel. Cinda introduces herself as Deputy Warder Cinda Finel to any of the PCs who don't know her already.

Role-playing Lord Hartane: Lord Hartane is all about duty. He has little imagination and no sense of humor,

but he is sincere in wanting to do his best by the Duchy and the Vale.

Role-playing Cinda: Cinda is a Lawful character with a strong sense of responsibility. She is worried sick about events in the Vale, and especially about her fiancée.

Both Lord Hartane and Cinda have the following information:

- Earlier today, five Halflings were arrested and charged with conspiring to smuggle weapons into the Vale.
- The specific crime they are charged with is unauthorized trading; that is, conspiring to deprive the duly authorized Merchant Houses from getting their rightful revenue.
- The Halflings claimed to merely be arming themselves in response to the threat of undead in the region.
- The arrest has angered the Halfling population, who feel that the arrest was unfair and the law is unreasonable.

In addition, Lord Hartane knows the names of all five prisoners, but has been told not to divulge them. Getting that information requires a DC 30 Diplomacy check. If any of the PCs make the check, Lord Hartane reveals that the prisoners are Tamber Cloverbrook, merchant; Columbine Bittle, householder; Rilfur Korl, farmer; Brandric Copperfellow, merchant; and Kalpera Wassle, weaver. Only the first two names should mean anything to the PCs: Tamber Cloverbrook is the merchant from URD6-02 Forged in the Vale, and Columbine Bittle is the mother of Hawthorne and Rowan Bittle.

If asked why the Ducal Guard hadn't done anything about the undead, Lord Hartane replies that the Ducal Guard has been occupied with securing the borders, building a new set of forts, and protection their supply lines from raids by Halfling resistors. Problems like the ones described are the responsibility of the House who owns the land.

If asked which House owns that land, he will reply that it has not yet been granted to a House. If pressed, he will comment that the Halflings really shouldn't be resettling the land until it has been allocated to a House. A DC 12 Sense Motive will determine that he is sympathetic to the Halflings plight. If pressed further he will reply that orders are orders. Lord Hartane is telling the truth as he sees it.

Even if the PCs can't get the full list of prisoners from Lord Hartane, Cinda knows that Tamber Cloverbrook, her fiancé, was one of those arrested, and she will confide as much to the PCs.

After a few minutes of conversation, Lord Hartane will politely ask the PCs and Cinda to leave the area in front of the jail. He is not unsympathetic, but he needs to keep the area clear for security reasons.

Whether or not the PC's attempt to get additional information from Cinda she will suggest the following:

"I would like to speak with you," Cinda says to you. "Will you join me for a meal at the White Rose?"

Developments: It is sunset—about 8 pm, since this is summertime. It is definitely time for a meal, although the PCs do not have to join Cinda if they don't want to. If they decline, skip to Lord Hartane's part of Encounter 4. If they accept, start Encounter 4 from the beginning.

ENCOUNTER 4: DUTY

Judge's note: Judges are encouraged to present this encounter in its entirety. However, if you are pressed for time, you may skip the following text and summarize the content, using the bulleted summary below.

DINNER WITH CINDA

Cinda leads you across the square in the waning light. The White Rose Inn is the largest inn in Atherlea, and the only one built to accommodate "big folk." Cinda leads you into the common room, where the tables and chairs are a mixture of sizes. She gestures for you to pick a table while she steps to the bar to order a full meal for your party. She then climbs atop a stool to join you.

"As you may be aware," she says, "I have been cooperating with the Duchy authorities since the annexation, trying through diplomacy to ensure that the local Halflings are treated fairly and that the system of rule we develop will be something both the Duchy and the Halflings can agree to."

"I have been pressured to change my position," she says. "I have met several times—unofficially—with Rowan Bittle, the leader of the Resistance. He would like to see me resist the Duchy, even as we resisted the orcs. I do not agree with his assessment. Or at least, I didn't."

"However," her dark eyes grow fierce, "this latest development is testing my commitment to peaceful cooperation. My fiancé has been arrested for no greater crime than trying to defend himself and his neighbors."

She shakes her head. "The trouble is, I'm too close to the situation. I don't trust my own judgment." She toys absently with her wineglass. "Rowan Bittle has contacted me. He wants another meeting. I know he'll ask me to join him, and I find myself wondering why not."

Summary of Points Above:

- Since the annexation, Cinda has been cooperating with the Duchy authorities.
- Rowan Bittle, the leader of the Halfling resistance, has been pressuring Cinda to change her stance.
- Cinda's fiancé, Tamber Cloverbrook, is one of the Atherlea Five. His arrest has her re-thinking her position.

"And yet, I've put so much time and effort into working with the Duchy authorities, trying for diplomatic solutions to our problems. Can I really abandon all that now?"

She looks at you. "So I'd like to get your opinion. Not now," she puts up a hand as if to forestall you. "Not right away. I need to put some thought into this, and I ask you to do the same. I'd like to meet with you tomorrow evening, before I meet with Rowan. Will you join me again then, give me your opinion?"

What Cinda Wants:

- Outside advice on whether to join Rowan Bittle in rebellion.

Cinda also knows the following:

- The militia she had trained were recently disbanded despite their help against the orcs. The Halflings are supposed to depend for protection upon whatever Lord has been given their land but the area plagued by undead has not yet been granted to a Noble House.
- The Halflings tried to get weapons through House Meissel, their new trading partners, only to be rebuffed.
- House Meissel also refused to allow the Halflings to trade for weapons with any other merchant house.
- Cinda knew what Tamber was attempting and, although she didn't approve, she didn't try to stop him. She is now regretting that decision. (She will not divulge this in the hearing of Lord Hartane or any of the Ducal Guard.)

If the PCs refuse to meet with her later, Cinda accepts their decision with some disappointment. Continue to Lord Hartane. If the PCs agree, continue with the following:

Cinda looks relieved when you agree. "Good," she says. "Thank you. Even being able to talk about it is very helpful. I will see you here again tomorrow evening." With that, she climbs down from her stool and departs, having barely touched her delicious dinner.

LORD HARTANE

You are just finishing your cherry pie and wondering whether to have another drink when you hear a slight commotion near the entrance to the common room and look up to see a uniformed Ducal Guard approaching your table. He is not being kindly received by the other patrons.

He makes his way to your table, a look of grim determination in his eye. You recognize him as Lord

Hartane Tarnel, the young officer who was outside the jail earlier today.

"I'll be brief," he says. "I don't want to cause trouble in here.

"Lady Zikka has been secured in the jail. She should be safe there.

"We have received word that Lord Governor Pontirun is coming himself to adjudicate her case, as well as the cases of the five Halflings arrested earlier today. He will arrive in town tomorrow evening, and hear the cases the following day.

"I've been asked to inform you that you will need to testify in the case of Lady Zikka. I would request that you remain in town long enough to do so."

Summary: The Governor is coming to town and expects to talk with the PCs the day after tomorrow.

Lord Hartane tries to leave as soon as he has delivered this message, obviously uneasy because of the tension in Atherlea. If the PCs ask him what happens if they don't stay to testify, he looks puzzled but says he has no orders to detain them. If pressed, he acknowledges that he might get such orders, but that of course it won't come to that because surely the adventurers will do their civic duty.

If the PCs ask him for more information, use the information outlined in Encounter 3. Other than the Governor's impending visit, Lord Hartane has had no new information since then.

Developments: The White Rose Inn has rooms available for PCs. Small-sized PCs can opt to stay at the Brindle Bulldog instead (the Brindle Bulldog has no accommodations for Medium-sized PCs). Wherever they stay, the night passes uneventfully.

ENCOUNTER 5: INFLUENCE

Judge's note: this "Encounter" is a series of conversations with various people. Note that not all of the following mini-encounters apply to all parties. Read the headers carefully.

When running the mini-encounters, you have two options. You can read the prepared text, or you can role-play your own dialog based on the "what [character] wants" and "role-playing [character]" sections that come after the prepared text. Feel free to use whichever method best suits you and your players, or to switch back and forth in order to keep the tempo lively.

GATHER INFORMATION

If at any time the party wants to Gather Information, they can learn the identities of the Atherlea Five (see Encounter 3). They can also learn that the Halflings wanted weapons to defend themselves from undead, that House Meissel refused to sell them any, and that House Meissel also refused to let them buy from anyone else.

If they try to get a sense of how people feel about all of this, they learn that the vast majority of Halflings feel that the Atherlea Five are being treated unfairly. They also have concern that Lady Zikka, being a Suel noblewoman, will get off lightly for her crime. A small number of Halflings feel that while the Atherlea Five are a sympathetic group, they did, after all, break the law.

The PCs may also seek to contact Rowan Bittle. If none of them has the Favor of Hawthorne Bittle, they do still have a chance to speak to Rowan. As they attempt to Gather Information, some of Rowan's operatives pass the word that the adventurers are looking for him. Whether or not he responds depends on several factors.

If any of the PCs are known to be Ducal Guard, Ducal Navy, or House Meissel, Rowan will not talk to the group (unless someone in the group has the Favor of Hawthorne Bittle; see below). If any of the PCs are known to belong to other groups representing Duchy power (Strong Harts or other noble houses), then Hawthorne will be extremely wary and unlikely to want to meet with the group. He is somewhat less wary of PCs who have the Favor of Cinda Finel. PCs can improve their chances by succeeding at a DC 25 Diplomacy check.

As a judge, use your best judgment to determine whether a wanted man would take the chance of meeting with this group, and proceed accordingly.

FOR ALL CHARACTERS: LORD TREDYK KASTE

This mini-encounter is for all groups.

Ideally, Lord Tredyk Kaste would approach the PCs as they are having breakfast in the morning. If they aren't all together, he would approach the largest group breakfasting together, and ask if they can arrange for the rest of the party to join them.

If the party skips breakfast, or otherwise can't be approached then, Lord Tredyk will approach them later in the day.

A Suel man approaches your table, and addresses each of you by name. "May I sit?" he adds.

The man is in his mid-20s, with blond hair and a short beard. He looks very tired. His clothing, although of good quality, is quite rumpled; his cloak and trousers are splattered with mud. You surmise that he has been riding all night.

"My name is Lord Tredyk Kaste, and I would like to talk to you on behalf of my kinswoman, Lady Zikka."

If the PCs don't want to talk to him he leaves, looking disgruntled. Otherwise continue.

"I don't know whether you've been told the whole story," says Lord Tredyk. "Zikka turned to Necromancy to spite her family. She had been asked to—well, it doesn't matter now. The point is, it was an act of rebellion. It was very foolish of her, but she is young, and headstrong." He looks around at all of

you, and lowers his voice to a whisper. "And, although I have no proof of this, I believe someone put her up to it. You must understand, she does not have an evil nature."

He continues in a normal tone. "I understand you are to testify to the governor before he decides Zikka's fate. I have come to ask you to speak to the governor on Zikka's behalf. We are concerned that the governor may be especially anxious to appease the local populace due to—er, recent events. Such a wish is understandable, but we would hate to see Zikka treated more harshly just because the local Halflings are upset."

He smiles at you. "I know that my House would be most appreciative if you could say a few words on Zikka's behalf. Will you speak up for her?"

What Lord Tredyk Wants: For the PCs to speak to the Governor on behalf of his cousin, Lady Zikka.

Role-playing Lord Tredyk: Lord Tredyk is not the sharpest knife in the Kaste drawer, but he is a really nice guy. His main virtue, in the eyes of House Kaste, is that he happened to be close enough to get here by riding all night, and nice enough to make the attempt just because he was asked to.

Allow the PCs to discuss and ask questions.

Lord Tredyk has left unsaid that a part of Lady Zikka's rebellion was based upon her House's demand that she give up her studies to marry Lord Morin D'Dolch. House Kaste has big hopes for the marriage being the start of an alliance that could create a steady iron supply for the navy and draw D'Dolch and their allies into the Strong Harts faction. A character that seems sympathetic to his House might be able to draw this out of him.

If the PCs argue that Lady Zikka's actions killed people, Lord Tredyk agrees that the deaths were tragic, and says that House Kaste is making restitution to the victims.

If the PCs argue that Lady Zikka deserves a harsh sentence, Lord Tredyk again points out that she is young, impulsive, and headstrong, but not really bad. He also reminds them that House Kaste is in a position to recognize those who have done them a favor.

If asked, Lord Tredyk says that he and Lady Zikka are cousins, that he's spent some time with her, and that the last time he saw her, she was about 15. He takes the opportunity to stress again what a generally good-natured person she is.

If the PCs mention the scroll case with the seal impression, Lord Tredyk is very interested and speaks of hoping to get it back from the authorities (assuming it was confiscated along with the rest of Lady Zikka's gear). Nothing more about the scroll or who might have assisted Lady Zikka will be addressed in this adventure.

If the PCs ask about what kind of favors they may get in return, Lord Tredyk is vague. "I think you'll find us

quite generous,” is all he’ll say. He might also ask the PCs what they want.

Lord Tredyk is not really interested in talking about the Atherlea Five or the Halfling resistance.

THE JAIL

It’s possible the PCs may want to go to the jail, either to speak with the Atherlea Five, or to make sure their prisoner is well-kept. They arrive at the jail to find the situation much as it was last night. There are fewer Halflings milling about the square, but the ones that are there still seem very upset. A squad of Ducal Guard is fanned out across the front of the building. And no visitors are allowed. The PCs will not be allowed in to see the prisoners.

If the PCs scout the jail with an eye to breaking out the prisoners, they find that a squad of 12 Ducal Guard is stationed out front as described in Encounter 3. The only door to the jail is in the front, facing the square, although there are barred windows, too small for a Small creature to fit through, even without the bars. The walls are mortared stone (DC 20 Climb check).

At night, the jail is well-lit and additional Ducal Guard patrol the perimeter.

If, after ascertaining all this, the PCs still want to affect a jailbreak, they can. It will replace their final encounter, as they will have to leave town immediately after making the attempt. Use the Ducal Guard statistics from Encounter 7. Create a map of the inside of the jail, keeping in mind that it is scaled for Halflings. Place each of the Atherlea Five in his or her own cell.

Inside the jail, there are audible *Alarm* spells just inside the main entrance, and just outside each cell holding one of the Atherlea Five (the Ducal Guard know the password). Other than that, there are no magical protections in place.

Whether or not they succeed at the attempt, the PCs will need to leave town immediately afterward, or face the possibility of arrest.

FOR THOSE WITH FAVOR OF HAWTHORNE BITTLE: ROWAN BITTLE

Run this mini-encounter if one or more of the PCs has the Favor of Hawthorne Bittle from URD 6-02, or if the PCs succeed in convincing Hawthorne’s agents that they are worth talking to (see Gather Information above).

If possible, have Rowan approach the party while they are moving about in Atherlea. He will whistle softly to get the attention of the PC(s) with the Favor, and then beckon them to join him in a quiet side street.

If that isn’t possible, Rowan approaches the PCs while they are at an inn. He is in disguise, but reveals his identity to the PC(s) with the Favor.

If the PCs decide to capture Rowan rather than speaking to him, they may try. See Appendix 7.

“For those of you who don’t know who I am,” he says softly, “I am Rowan Bittle, leader of a group of Vale

citizens dedicated to throwing off the yoke of Duchy oppression. I believe you’ve met my brother Hawthorne.

“I have come to ask for your help. Our group is at a crossroads. A few months ago, I made a decision to stop making direct attacks against the Duchy oppressors, and instead seek to gain allies for our struggle. However, many of my people are growing impatient, demanding that we take some kind of action.

“And then,” his eyes grow angry. “And then those Duchy trolls arrested my mother. My mother! Undead running around loose and they decide to arrest a housewife! This outrage mustn’t stand!”

He takes a deep breath, and calms somewhat. “I have two requests to make of you,” he continues. “The first is that when you speak to the Governor, you speak up on behalf of my mother and the rest of the Atherlea Five. Use what influence you may have to stop this injustice. Perhaps even the puppet of Ellis Lorinar can be persuaded to see reason.

“The second thing I would ask is that you speak to Deputy Warder Cinda Finel. I believe some of you know her. I have been trying to get her to join our group, and surely she must see now that working with the oppressors is getting us nowhere. We must oppose them!”

What Rowan Wants:

- For the PCs to speak to the Governor on behalf of the Jailed Halflings.
- For the PCs to convince Cinda Finel to join the rebellion.

Role-playing Rowan: Rowan is a true believer, and uses the vocabulary of a revolutionary. Duchy forces are “oppressors” (or “minions” or “puppets”); Duchy rule is the “yoke of tyranny,” and so on.

Allow the PCs to discuss and ask questions, time permitting.

If the PCs argue that the Atherlea Five broke the law, Rowan counters that it was a stupid law, and anyway they did try to abide by it.

If the PCs argue that Cinda would be better served by continuing to seek a diplomatic solution, Rowan asks the PCs to name one good thing she’s managed to accomplish with it so far.

If the PCs try to persuade Rowan not to take direct action just yet, he reminds them that he’s under pressure from his followers. He hints, though, that if Cinda were to join the group, that would probably make them happy enough for a while that he wouldn’t need to take any direct action. Yet.

Rowan is not really interested in talking about Lady Zikka.

Rowan has no rewards to promise and no retaliation to threaten.

FOR ALL CHARACTERS:

LIDRITH MEISSEL

This mini-encounter is for all groups.

If possible, have Lidrith approach the group while they are moving about in Atherlea, particularly if they go anywhere near the jail. If that won't work, have her approach them at the inn or wherever else works.

"Excuse me," says a voice, and you look up to see a blonde Suel woman of about 30, smiling at you. "My name is Lidrith Meissel, and of course I know who you are," she says. As she speaks, she offers each of you her hand to shake. "I wonder if I might have a moment of your time."

If the PCs agree, continue with the following (but skip the next paragraph if she meets with them at the inn).

She leads you to a building not far from the White Rose Inn. A newly-painted sign out front proclaims this the House Meissel Trade Office.

Lidrith leads the way to a back office. Seating herself behind a large mahogany desk, she gestures toward a group of well-upholstered chairs. "Please, make yourselves comfortable," she says.

"I wanted to speak with you about the present situation," Lidrith begins. "The 'Atherlea Five' as I've heard them called. Tell me, what do you know of the case?"

Allow the PCs to respond. By now they should have the story of how House Meissel refused to supply the Halflings with weapons, and refused to allow them to trade with anyone else.

Lidrith listens for a bit, nodding. "Good. I see you have heard the tale. That saves me some tedious explanation. Yes, they came to us, looking to buy weapons. Since I wasn't born yesterday, I refused. There is, after all, still an active rebellion against the Duchy's rightful rule. A fine idiot I'd be if I sold them the very weapons they would use to cut my throat. Oh, they say the weapons were to protect their families from the alleged undead, but how could we really be sure?"

"I also refused their request to arrange the trade through a third party, for much the same reason," she continues. "Perhaps I should have anticipated what they would do. Next time, be assured, I'll be ready for such a deception. I count myself very lucky that the lying little sneaks were caught. Clearly, you can't trust these people."

"I understand you are seeing the governor tomorrow on another matter. I would like to ask you to speak on behalf of my House, and request that the governor deal appropriately with these smugglers; they sought to undercut my House and the law of the land. If our laws are to mean anything here,

these actions must have consequences. And they must be severe."

She smiles at you. "I am sure my house will feel appreciative towards those of you who support its interests. What say you? Will you speak to the governor for me?"

What Lidrith Meissel Wants: For the PCs to encourage the governor to punish the Halflings harshly.

Role-playing Lidrith: Lidrith is unabashedly ambitious, and doesn't think too highly of Halflings. She expects the PCs to be as ambitious and pragmatic as she is.

Allow the PCs to discuss and ask questions.

Lidrith is suspicious of the Halflings, especially in light of the smuggling operation. It is difficult to even convince her that there were undead, let alone that the undead posed a real risk. Whenever the PCs bring up the undead, she counters with tales of what the Halfling rebellion has been up to.

She also points out that the Halflings' actions were clearly against Duchy law, and that she isn't asking the PCs to do anything except make sure that law is respected.

If the PCs ask what happens if they speak on the Halflings' behalf, Lidrith reminds them that her House is large and influential, and hints that their displeasure could be inconvenient for adventurers.

If the PCs ask what kind of favors they might get if they go along, Lidrith explains that they will be considered a fast friend of her House and that friendship comes with many benefits.

Lidrith is not really interested in talking about Lady Zikka.

FOR WHITE HOUSE FACTION

MEMBERS: DANAEA KRUSKE

Run this mini-encounter only if one or more of the PCs is a member of the White Harts faction (regardless of whether the PC chose to receive Player Handout 2).

This meeting is pre-arranged. A note is delivered to the White Hart PC(s). On the note is the symbol of the White Harts and a notation: Temple of Phyton, 2 pm.

If the PCs skip the meeting, they skip this mini-encounter. If they go, continue with the following:

The Temple of Phyton proves to be a mixed structure like the White Rose Inn, built to accommodate both Small and Medium-sized people. As soon as you enter, you are approached by a middle-aged Suel woman in clerical vestments.

"Thank you for meeting with me," she says. "Please come this way."

She leads you to a small room behind the altar, which has been furnished with a mishmash of chairs and tables. "I am Danaea Kruske," the woman says, seating herself and motioning for you to do the same. "I would like to congratulate you on the

success of your recent endeavor. Everyone in the Vale can rejoice that the undead menace is over.

"Which brings me to my purpose for meeting with you," she says. "I understand that House Kaste is even now attempting to influence you in Lady Zikka's favor—and through you, the governor. I would urge you to resist whatever temptations they offer.

"On the contrary, I would ask that you speak on behalf of a harsh sentence for Lady Zikka. Her actions jeopardized the lives of every man, woman, and child in the Vale."

She continues, "There is one more thing I would ask of you. The Halflings known as the 'Atherlea Five' will also be adjudicated by the governor. I would ask that you also resist any requests to speak on their behalf. Sympathetic though these Halflings may be, the fact remains that they broke the law."

What Danaea Kruske Wants: For the PCs to encourage the Governor to give a harsh punishment to Lady Zikka AND the Atherlea Five.

Role-playing Danaea Kruske: Danaea is the consummate diplomat. She maintains a calm, pleasant demeanor no matter the provocation. She is difficult to read.

Allow the PCs to discuss and ask questions, time permitting.

If the PCs seem to be having trouble connecting the dots, have them make an Intelligence (DC 15) or Sense Motive (DC 25) check to realize that the White Harts want a harsh sentence for Lady Zikka because it will embarrass the Strong Harts, and that they want a harsh sentence for the Atherlea Five because it will make the Halfling population even more angry at the current Strong Hart rule.

If the PCs point out these ulterior motives, Danaea counters with the "noble" argument in favor: i.e., that Lady Zikka's actions were serious and deserve punishment, and that the Atherlea Five broke the law and have to face the consequences. She also points out that, as a political appointee beholden to Lord Ellis, the Governor is likely to be swayed by political motivations, and that the PCs would only be balancing the scales. She doesn't deny the political advantage for the White Harts, but always comes back to stressing her more reasonable arguments.

If it comes up Danaea says that, although she is a cleric of Phyton, this is not her home church. The head priest here graciously agreed to give her a bit of space for this meeting.

Danaea has no rewards to offer and no retaliations to threaten. She merely presents what the White Harts want; the rest is up to the PCs.

Developments: After running as many of these encounters as are relevant, inform the PCs that the day has passed and proceed to Encounter 6.

ENCOUNTER 6: POINTS OF VIEW

In these encounters the PCs have an opportunity to present their take on events to Cinda and the Governor. The positions they take will affect the favors the characters receive and influence future events (if you turn in an adventure summary to the triad).

MEETING WITH CINDA FINEL

That evening, you arrive for your meeting with Cinda Finel. You find her there ahead of you, looking thoughtful and worried.

"I still haven't been allowed in to see Tamber," she says as you seat yourselves. "I'm worried about him. I'm worried about all of us."

She turns to you. "I'm very close to a decision, but I'd like to know your opinion first. Should I continue working with the Duchy authorities, or should I throw in my lot with Rowan and his resistance group?"

Allow the PCs to state their opinions, and make sure each of them gets a chance to speak.

Before the PCs arrive, Cinda has just about decided to withdraw her support from the Duchy and join Rowan—provided Rowan agrees to certain conditions. If the PCs advise her to do something similar, or if they don't give her a clear answer (either because the party is divided or because they themselves are undecided), then this is what she will end up doing.

However, if all or most of the party argues persuasively that she should continue supporting the Duchy, she will reluctantly agree.

"I hate to ask this of you," Cinda says. "You've done so much for us already. But I understand you will be testifying before the governor tomorrow on the Lady Zikka matter. I wonder if you could put in a good word for Tamber and the others. I know they broke the law," she adds, "but I worry that their punishment will be too harsh. The Duchy has not been kind to Halfling lawbreakers in recent months. And I'm afraid they've stopped listening to me."

Allow the PCs to discuss and ask questions. No matter what they say in response to her last request, Cinda remains grateful to them for her help.

AUDIENCES WITH THE GOVERNOR

The next morning, you prepare for your testimony to the Governor. You walk across the square to the Town Hall, and are ushered into a waiting room, which is extremely well-furnished if you happen to

be Halfling-sized. Medium-sized people have to stand, or perch precariously on sofas and hope they hold up.

Already standing in the room, looking uncomfortable, are Lidrith Meissel and Lord Tredyk Kaste. Both give you friendly smiles but do not speak.

One by one, you are ushered into an adjoining office. In the office is a Suel man in his mid-40s with short hair and a neatly-trimmed blond beard. He introduces himself as Lord Governor Tauris Pontirun, thanks you for coming, and asks you to tell him what happened when you captured Lady Zikka.

What Lord Governor Pontirun Wants:

- Opinions on Lady Zikka's innocence or guilt
- This is also the opportunity for PCs to speak up about the Atherlea Five (the Governor will not mention this, but, if needed, remind the PCs that this is their only opportunity to do so).

Role-playing Lord Governor Pontirun: The Governor has been appointed by the Regent and is a firm supporter of the Strong Harts. He is a political appointee that has little of the sensitivity or wisdom that would be a big help in his line of work. He is very concerned about political fallout from the Lady Zikka affair but not particularly concerned about the Halflings protests. He views the Halflings very paternalistically and sees them as unable to defend of fend for themselves.

Ask each of the PCs in turn what they say to the governor. If it becomes an issue, remind the PCs that they can't hear what any of their companions say in the next room. Each PC gets to decide what to say about Lady Zikka, and what, if anything, to say about the Atherlea Five.

The governor is not expecting the PCs to speak about the Atherlea Five one way or the other, so if they don't mention the Five, the governor doesn't ask.

He will, however, try to elicit some kind of opinion about Lady Zikka. If the PCs gives an opinion about Lady Zikka as part of their account, or gives their account in such a way as their opinion is obvious, that is sufficient.

However, if the PC is trying to be "neutral" and not express an opinion on Lady Zikka, the governor will ask the following questions:

Do you feel that Lady Zikka's actions posed a threat to the residents of the Vale?

Do you feel that Lady Zikka understood what she was doing, and the consequences of her actions?

Do you believe that Lady Zikka represents a threat to others?

The governor will press for answers to these questions. That is, try not to let the PCs get away with being neutral on the matter of Lady Zikka.

PCs may attempt a DC 15 Diplomacy check to exert greater influence on the Governor. Make sure that PCs

apply in appropriate modifiers to this check (Many meta-orgs and Rich or Luxury lifestyle will affect it). Double any Diplomacy modifiers from the Houses of the Duchy Meta-Org*. In addition, PCs with a Grant of Estate in the Vale receive an additional +3 to their roll.

Alternatively, expenditure of an influence with the Strong Harts, a House from their faction (see below), or Lord Ellis results in automatic success on the diplomacy check.

* The Governor is a Strong Hart. For purposes of modifiers, this makes him an "ally" of any Strong Hart houses and an "enemy" of any White Hart ones. At the time of this adventure, **Strong Hart** houses include: Arginar, Baerglund, D'Argin, Durnix, Gaebach, Holomaer, Kaste, Kilbourne, Meissel, Nelaera, Pontirun, Ruen, Saevil, Samaris, Szabo, Tarnel, U'Morael, Vaer, Verana, Verle, Wolfheart, Xiotha. **White Hart** houses: Amelung, Burlondin, Eisener, Fealdon, Gaernot, Kruske, Reede, Sallavarian, and Sidae.

Results

Use the Tracker in Appendix 9, to keep track of the aggregate effect of the party. For each PC that argues for leniency for Lady Zikka, or the Atherlea Five, count -1 for that case. For each PC that argues for a stricter penalty, count +1 for that case. PCs that do not express a position one way or the other count as 0.

If PC successfully used Diplomacy or spent an influence point to increase their influence, that PC's argument counts for +/-2 rather than +/-1.

The aggregate argument of the PCs can have an effect on the governor's decision. He began with sentences in mind for both Lady Zikka and the Five, but the PCs can sway him to harsher or more lenient sentences for either of them. Use the table below, and a different result for each case.

Result	Lady Zikka	Atherlea Five
-3 or less	Restitution to victims, returned to House	Fine, three months in jail
-2 to +2	Restitution to victims, fine, one year house arrest	Fine, 6 months in jail
+3 or more	Restitution to victims, fine, 6 months in jail.	One year in jail, forfeiture of all goods

THANKS

After each of the PCs have spoken with the governor, read or paraphrase the following:

Lord Governor Pontirun follows the last of your companions into the waiting room and briefly addresses all of you.

"Thank you for your observations," he says. "They have been most valuable." He clears his throat, and then continues. "It seems clear, however, that

Lady Zikka was engaged in the practice of Necromancy, and that the Duchy owes you adventurers a debt of gratitude for capturing her. I have therefore decided not to return this gear to her, and instead am awarding it to you for her capture." With that, he holds out the items you took from Lady Zikka yesterday, except for her personal spell book and necromantic wand, which he sets aside, "If you wish, you may copy spells from the book before I return it to her House, but the wand must of course be destroyed."

"I will speak now with Lord Tredyk and Mistress Meissel," the Governor says, nodding to the other two in the room. "Then I will spend some time deliberating on the matter of Lady Zikka and the five Halflings. I plan to announce my decision this afternoon. I will do so publicly, in the square, so as to prevent wild rumors from spreading."

Developments: The Governor will make no effort to keep the PC's positions secret from Lidrith Meissel and Tredyk Kaste. Time passes quickly for the PCs and you should proceed to Encounter 7.

ENCOUNTER 7: THE FINAL STRAW

That afternoon, a crowd gathers in Government Square to hear the results of the governor's adjudication. It is another hot day, and the press of bodies turns the square into an oven. Anticipation builds. Around you, you hear grumbling and speculation. "I'll bet that noblewoman gets away with it." "I wonder of those poor folk will have to go to jail." "—can't take much more of this, I'm telling you."

At last, there is a stir from the front of the Town Hall. A chorus of jeers and booing erupts from the crowd as they recognize Lady Zikka, looking pale and nervous, flanked by two Ducal Guards. A moment later, there is a similar stir over by the jail, and a cheer rises up as five Halflings are led out. Like Lady Zikka, they are escorted by Ducal Guard. Unlike Lady Zikka, they are manacled. Seeing this, the crowd begins to mutter ominously.

Finally, Lord Governor Pontirun emerges from the Town Hall and stands on the front steps. The staging of the scene is subtle but unmistakable: Lady Zikka, the noblewoman, before the seat of government, next to the Governor. The Atherlea Five, the criminals, manacled in front of the jail.

"Citizens of the Vale," the Governor begins, his voice carrying over the suddenly hushed crowd. "I have heard the two cases brought before me today, and carefully considered the evidence. I am now ready to pronounce judgment in these cases.

"First, as to the matter of Lady Zikka Kaste, I find that the accused did engage in the practice of

Necromancy, and that this action did cause the deaths of several people.

"However, I also note that the accused is of noble birth—"

"BOOOO!" yells the crowd.

"—and is furthermore of a young and impetuous nature," the Governor continues, raising his voice to be heard. "She intended no real harm."

"People are still dead!" somebody yells.

"I have therefore decided that Lady Zikka is to pay full restitution to the victims of her crime."

What comes next depends on the results of the PCs' conversation with the governor, above. Choose one of the following:

- ☐ *"She is then to be returned to the custody of her House, who has vouched for her good conduct." (-3 or less)*
- ☐ OR *"In addition, she is fined 5,000 gold pieces and will spend one year under house arrest."*
- ☐ OR *"In addition, she is fined 5,000 gold pieces and will spend 6 months in jail." (+3 or more)*

Judging from the boos and jeering, the crowd is unhappy with this decision. The governor continues. "Next, as to the matter of Columbine Bittle, Tamber Cloverbrook, Brandric Copperfellow, Rilfur Korl, and Kalpera Wessle, I find that the accused did engage in unlawful commerce."

"BOOOO!" yells the crowd. It is becoming difficult to hear the governor, even though he has raised his voice.

"I understand there were extenuating circumstances; however, we cannot simply ignore the law."

"You did for her!" somebody yells.

I therefore sentence the so-called 'Atherlea Five' to—"

Again, what comes next depends on the results of the PCs' conversation with the governor. Choose one of the following:

- ☐ *"—a 1,000 gold-piece fine and three months in jail." (-3 or less)*
- ☐ OR *"— a 2,000 gold-piece fine and 6 months in jail."*
- ☐ OR *"— one year in jail. Further, all their goods and properties are hereby forfeit to the Duchy." (+3 or more)*

The crowd erupts. Screaming, cursing, and shouting, they begin to press forward. A few begin throwing things. The next thing you know, there's a full-scale riot going on all around you. The Governor makes a hasty retreat through the doors of City Hall, directly behind him.

Looking around, you notice several things happening at once. There is a crowd of enraged Halflings surging at Lady Zikka. The two Ducal Guards at her side are doing their best to protect her, but they are in danger of being overwhelmed. They cannot follow the Governor into the building; they are too far away and the crowd has pressed in too far.

Meanwhile, the Ducal Guard who had been guarding the five Halfling prisoners seem distracted by the riot. They are not paying a lot of attention to their prisoners.

Over to one side of the square, you notice that a bottle of flaming oil has gone astray and one of the houses is going up in flames. Alarmed shrieks and cries sound from near the building—or are they inside?

Roll initiative. Each PC has a choice of what he or she wants to do during the riot. PCs can choose to protect Lady Zikka, or rescue the Halflings in the burning building, or take the opportunity to help the Atherlea Five escape. Run all of the following “combats” simultaneously, and use the Tracker in Appendix 9 to keep track of which PCs took which actions.

The crowd will not listen to reason.

Note that movement through the square is at half-speed due to the presence of the crowd.

Notes on party conflict: This encounter is set up to minimize the possibility of inter-party conflict. Each PC is free to choose what would be most important to them, and none of the tasks call for interfering with anything the other PCs might be attempting. Point this out as needed.

However, if you have one or more PCs who are also trying to affect the actions of other PCs, here are some things to keep in mind.

- 1) You are the judge. Maintain control of the table, and conflicts will be easier to resolve.
- 2) It is often useful to discuss character motivations, and how they may differ from player motivations. This keeps conflicts from getting too personal. It can also lead to helping a player to figure out a different way her character can react and still be in character.
- 3) For in-character resolution, remind the PCs that there really isn't a lot of time to stand around arguing. If the PCs stand around arguing anyway, feel free to rule that 15 rounds have elapsed and all the negative outcomes have happened.
- 4) Out of character, remind players that if they take direct actions against other PCs, their character can be taken away from them. Explain if needed that this WILL happen if a character attacks another player character for lethal damage.

PROTECTING LADY ZIKKA

The Halflings are enraged and trying to attack Lady Zikka.

Lady Zikka is unarmed, and her spell component pouch has not been returned to her. There is little she can do to defend herself. She has had enough rest over the last two nights to heal twice her level in hit points, but she has not had the attentions of a healer. Her armor class is now 13, as she has no magic items and no spells pre-cast.

Note that in this encounter, the PCs and the Ducal Guard are on the same side (unlike the Freeing the Atherlea Five encounter below) The EL has been reduced to take into account the tactics of the Rioters, so please be sure to read (and use) the tactics section (below).

APL 2 (EL 3)

👤 **Ducal Guard (2):** male human ftr 2; hp 19; Appendix 1.

👤 **Lady Zikka Kaste:** female human wizard 4; hp ?; Appendix 1.

👤 **Rioters (6):** male or female Halfling commoner 1, hp3, Appendix 1.

APL 4 (EL 5)

👤 **Ducal Guard (2):** male human ftr 4; hp 38; Appendix 2.

👤 **Lady Zikka Kaste:** female human wizard 5; hp ?; Appendix 2.

👤 **Rioters (12):** male or female Halfling commoner 1, hp3, Appendix 1.

APL 6 (EL 7)

👤 **Ducal Guard (2):** male human ftr 6; hp 57; Appendix 3.

👤 **Lady Zikka Kaste:** female human wizard 7; hp ?; Appendix 3.

👤 **Riot:** mob of Halflings; hp 120; Appendix 4

APL 8 (EL 9)

👤 **Elite Ducal Guard (2):** male human ftr 8; hp 76; Appendix 4.

👤 **Lady Zikka Kaste:** female human wizard 10; hp ?; Appendix 4.

👤 **Riot:** mob of Halflings (2); hp 120; Appendix 4

APL 10 (EL 11)

👤 **Elite Ducal Guard(2):** male human ftr 10; hp 95; Appendix 5.

👤 **Lady Zikka Kaste:** female human wizard 10; hp ?; Appendix 5.

👤 **Riot:** mob of Halflings (4); hp 120; Appendix 5

APL 12 (EL 13)

👤 **Elite Ducal Guard(2):** male human ftr 12; hp 114; Appendix 6.

👉 **Lady Zikka Kaste:** female human wizard 10; hp 2; Appendix 6.

👉 **Riot:** mob of Halflings (8); hp 120; Appendix 6

Adjusting the Encounter: If 3 or 4 PCs attempt this task, incapacitate one of the Ducal Guards. If 5 or 6 PCs attempt this task, incapacitate both Guards. [EL Calculations have been reduced by one to reflect the mob's focus on Lady Zikka.]

Tactics: The Elite Ducal Guards will move in front of Lady Zikka and attempt to beat back any Halflings that approach. The Guards will attack only for subdual unless attacked for lethal damage. Lady Zikka will cower behind them.

The Halflings' primary target is Lady Zikka, but they will first try to beat down anybody (PC or NPC) who gets in their way.

At APL 6+ you should take the time to carefully read the mob rules.

The Halfling mob(s) are tentative. When they attempt to move through a square occupied by any of the defenders, they provoke an Attack of Opportunity. At APL 6, if the attack succeeds at all, the mob does not enter the square. At APL 8 and higher, if the attack does at least 6 points of damage, the mob stops moving for the round.

On any round that one of the mobs has taken 12 hit points or 6 negative levels (see mob special rules in the Appendix) it will take its first 5 feet of any movement it does away from the damage (before likely surging forward again).

At APL 6 and 8, the mob will only grapple Lady Zikka or the Ducal Guard. They will not attempt to grapple the PCs. When otherwise occupying the squares of opponents, the mob will attempt to grapple any that are not currently grappled. If all are grappled the mob will attempt a grapple check to move 5 feet closer to Lady Zikka.

FREEING THE ATHERLEA FIVE

Assuming 1 or 2 PCs is attempting this task, one of the Ducal Guards watching the prisoners is called away to try to help with the riot. (If 3 or more PCs are attempting this task, see Adjusting the Encounter below) The remaining Guard is distracted, so Spot and Listen checks are at -5. If the PCs attempt to sneak up and free the Atherlea Five, make opposed rolls. If the PCs move in without attempting to sneak, the Guard notices them automatically.

If the PCs successfully sneak up, they can attempt Open Lock checks (see below). Each check must be accompanied by a successful Move Silently check (opposed by the Guard's Listen checks). If the PCs successfully open the locks without alerting the Guard, the Halflings can slip away. The Guard automatically notices the Halflings as they flee, but they are too far away to be caught.

If the PCs successfully sneak up, and then succeed in breaking (rather than opening) the lock, they automatically alert the Guard.

APL 2 (EL 3)

👉 **1* Ducal Guard:** male human ftr 2; hp 19; Appendix 1.

APL 4 (EL 5)

👉 **1* Ducal Guard:** male human ftr 4; hp 38; Appendix 2.

APL 6 (EL 7)

👉 **1* Ducal Guard:** male human ftr 6; hp 57; Appendix 3.

APL 8 (EL 9)

👉 **1* Elite Ducal Guard:** male human ftr 8; hp 76; Appendix 4.

APL 10 (EL 11)

👉 **1* Elite Ducal Guard:** male human ftr 10; hp 95; Appendix 5.

APL 12 (EL 13)

👉 **1* Elite Ducal Guard:** male human ftr 12; hp 114; Appendix 6.

*** Adjusting the encounter:** If 3 or 4 PCs attempt this task, add one Ducal Guard of the appropriate level. If 5 or 6 PCs attempt this task, add an additional Ducal Guard. [ELs are calculated as if 3-4 PCs attempted the task and reduced by one to reflect the distraction of the guard].

Tactics: If the Guard notices the PCs, he tries to stop them with non-lethal attacks. Specifically, he uses his Improved Trip and Improved Disarm abilities to neutralize his opponents, and/or uses his sap to inflict non-lethal damage. If the PCs respond with all-lethal damage, the Guard will switch to lethal when he drops to half their hit points. If the PCs respond with non-lethal, or a mix of lethal and non-lethal, the Guard will continue to use non-lethal tactics on those who are attacking him non-lethally.

👉 **The Manacles:** Once the Guard is dealt with, the PCs must then deal with the manacles. The manacles are all locked via a single chain with a padlock on the end. The Ducal Guard has a key to the padlock [Search DC 12 if the guard is dead or unconscious. Otherwise it requires a Spot DC 20 and a Sleight of Hand (pick pocket) attempt]. Without the key, breaking the manacles is a DC 26 Strength check. Opening the lock without the key depends on APL as follows:

APL 2	Simple Lock	DC 20
APL 4-6	Average Lock	DC 25
APL 8-10	Good Lock	DC 30
APL 12	Superior Lock	DC 40

If the Five are released from their manacles, they take a quick moment to thank the PCs and then flee (unless the PCs have a better plan for them).

Once a total of 15 rounds have passed since the start of the riot, 10 reinforcement Ducal Guards arrive.. Their first priority is to secure the Atherlea Five, which takes 4 Guards. The remaining 6 attempt to question the PCs about what they were doing. If the PCs attempt to flee or fight, the Guards engage them. If the PCs successfully Bluff the Guards, or make a high enough Diplomacy check to turn them Friendly (they begin as Indifferent), then they let the PCs go with a warning. Otherwise, they attempt to arrest the PCs. PCs who are arrested are released the next day, but cannot earn the Favor of any non-Vale groups.

Note that if the PC attempting to free the Five decides to take 20 (for the Search, Strength, or Open Lock check), the reinforcements will show up before the Five are free. PCs can, however, take 10 if no Ducal Guards are present.

FIRE RESCUE

The fire is spreading rapidly through the house. There are [APLx1] Halflings trapped inside when the fire begins (place them randomly). At first, any trapped Halflings will call for help and move toward any rescuers they see, but as the rounds go by, the Halflings become more incapacitated and harder to find.

The fire begins in the marked squares. Each round, it spreads another foot in all directions laterally; thus, every five rounds it spreads to all adjacent five-foot squares on the same floor. It takes twice as long to burn through walls and closed doors. It moves upward somewhat faster, moving one story every three rounds (to a square directly above). Halflings who are conscious will move out of squares that are catching fire.

Any creature moving through a square that is on fire must make a DC 15 Reflex save to avoid catching on fire. If a creature catches fire, it immediately takes 1d6 points fire damage, and must make a DC 15 Reflex save in each subsequent round. If the creature fails the save, it takes an additional 1d6 points of damage. If it makes the save, the flames are extinguished, the creature is no longer on fire, and does not have to make additional reflex saves. Flammable clothing and equipment must also make a DC 15 reflex save or take the same amount of damage as the character (see "Catching on Fire", pages 303-304 of the *Dungeon Masters Guide*).

Any square on fire can be extinguished by dumping 5 gallons of water on the flames in a single round. Note that any buckets, cookpots, etc. that the PCs might find lying around will be Halfling-sized, and therefore unlikely to have a 5-gallon capacity.

Some of the interior doors will be shut and some will be open. Determine randomly, bearing in mind the table's APL.

The consequences of the fire increase as time passes and you will need to track its progression. If you use

initiative cards, inserting a "Fire" card at the end of the round can help with this.

Beginning in **Round 1**, any PCs entering the building must make a Fortitude save (DC 15) or take 1d4 points non-lethal damage (see Heat Dangers, page 303 of the *Dungeon Masters Guide*). This damage is incurred only once.

Because of smoke, visibility is 15 feet. Halflings who need rescue are calling out. Halflings who see rescuers will move toward them, and follow them to exits.

Beginning in **Round 5**, the smoke is heavier. Any PCs in the building must make a Fortitude save each round (DC 15 +1 for each previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of non-lethal damage (see Smoke Effects, page 304 of the *Dungeon Masters Guide*).

Visibility is now 5 feet. The civilian Halflings automatically fail their Fortitude saves and are choking and coughing. They cannot call out, although they are making noise. They must be helped out of the building, but do not need to be carried.

Beginning in **Round 10**, any PCs in the building takes 1d6 points lethal damage (no save). This damage is incurred only once. This damage is in addition to the damage incurred above.

Visibility remains at 5 feet. Any Halflings still in the building are unconscious, and must be found and carried out.

After **Round 15**, there are no living Halflings remaining in the building.

CONCLUSION

It is late afternoon by the time the riot is quelled. Overhead, the sun continues to bake the square. All around is evidence of destruction and mayhem. Windows are broken out, and broken glass lies scattered on the cobbles. Several houses fronting the square have sustained fire damage; at least one is a total loss.

Several Halfling bodies have been laid out, decently covered, near the jail. A teary-eyed cleric of Yondalla moves along the line of bodies, administering last rites. Nearby is another line of Halflings, these ones alive but under arrest, roped together under the watchful eye of several Ducal Guard.

Most of the Halflings, however, fled when the Ducal Guard arrived in force. From the streets around the square, you can hear the Halflings taunting the Guard in their high-pitched voices, daring them to follow into narrow, twisting streets. Most of the Guard are too smart to fall for that.

What comes next depends on the actions the PCs took during the riot. In each case, the first option represents success at the area by the PCs.

“FIRE RESCUE” RESULTS:

- ☐ *The death toll could have been higher, of course. The Halflings you rescued from the burning house are tearfully grateful to you, as are their loved ones.*
- ☐ *OR Some of the Halfling bodies are the charred remains of people trapped in the burning building.*

“PROTECTING LADY ZIKKA” RESULTS:

- ☐ *Lady Zikka is safely back in her cell, having been hustled there by her relieved-looking Guard.*
- ☐ *OR* [if the PCs tried but failed to protect Lady Zikka, summarize the events of the battle]
- ☐ *OR* [if the PCs did not try to protect Lady Zikka] *Lady Zikka has been slain by the rioters, but. One of Lady Zikka’s guards is laid out next to the Halflings, looking oddly oversized. Lady Zikka’s body has been sequestered to be raised by her House.*

“FREEING THE ATHERLEA FIVE” RESULTS:

- ☐ *The Atherlea Five and those who helped them fled with the rest of the crowd. You didn’t see where they went, but given public sentiment today, they won’t have to look too hard to find someone who will take them in.*
- ☐ *OR The Atherlea Five attempted to flee, but were too weighted down by their manacles. They are now back in their cells, where they presumably face additional charges for trying to escape.*

FOR ALL:

The Halflings of the Vale are now in open revolt against the Duchy. [Skip the next sentence if the PCs persuaded Cinda to keep trying]. *And Deputy Warder Finel, who was working so hard to find some accommodation with the Duchy forces, has switched sides and thrown in her lot with the Resistance.*

You don’t know whether you could have done anything different to prevent today’s events, but one thing is clear: things in the Vale will never be the same again.

If there are any wizards in the group, they may copy one spell from Lady Zikka’s spell book before it is returned to her. The PC must pay the cost of the materials. Note that some of the spells are Limited, and can therefore be copied only if the PC buys the scroll.

Favor/Enmity Conditions

Please read this section carefully as many of the enmities and favors will vary for a character depending on the that PC’s actions.

Worked for __ (meta-org/faction) should be filled in for PCs who began with Player Handout 1-5. Fill in the name of the appropriate meta-org or faction (Keepers of the Vale for Handout 5).

- If the player received **handout 1, 2, or 4** from the Strong Harts, White Harts, or a Meta-Org, check Enmity if the character used lethal force against Lady Zikka AND she was killed.
- If the player received **handout 2** from the White Harts: Check influence if Lady Zikka was brought back alive, and the character argued for strict sentences for both Lady Zikka AND the Atherlea Five.
- If the player received **handout 1 or 4** from the Strong Harts or a Meta-Org: Check influence if Lady Zikka was brought back to Atherlea alive.
- If the player received **handout 3** from the Ducal Loyalists: Check influence if the party ended the undead threat, and the character did not argue for a strict sentence for the Atherlea Five nor a lenient sentence for Lady Zikka.
- If the player received **handout 5** from Cinda Finel: Check influence if the party ended the undead threat and the character argued for a lenient sentence for the Atherlea Five.

Enmity of House Kaste is awarded if Lady Zikka is killed and the PC did lethal damage to her OR the PC argued that she should receive a harsher sentence.

Enmity of House Meissel is awarded to PCs who argued for a lenient sentence for the Atherlea Five OR were identified (see below) trying to help the Atherlea Five escape during the riot.

Enmity of the Vale Halflings is awarded to any PC who argued for a strict sentence for the Atherlea Five OR used lethal damage resulting in the death of a Halfling.

Friend of House Meissel is awarded to PCs who argued for strict sentences for the Atherlea Five and were not identified as helping them escape during the riot.

Friend of House Kaste is awarded to PCs who argued for a lenient sentence for Lady Zikka OR tried to protect Lady Zikka during the riot.

Friend of the Vale is awarded to all party members if Lady Zikka was defeated (killed or captured), EXCEPT party members who earned the Enmity of the Vale Halflings.

Favor of the Vale Halflings is awarded to PCs who argued for a strict sentence for Lady Zikka AND either tried to help the Atherlea Five escape during the riot OR tried to rescue Halflings from the burning building.

Favor of the Ducal Guard is awarded to PCs who helped the Ducal Guard troops during the riot.

Wanted by the Duchy is awarded to any PC who is identified as attacking the Ducal Guard (sneaking around behind them does not count) or freeing the Atherlea Five. If the character was disguised, roll the spots of any surviving Ducal Guardsmen and two informants (Spot +1) to see if they were identified. Casting of spells

without obvious affects are unlikely to result in this enmity.

Member of the Vale Resistance is awarded to PCs who tried to help the Atherlea Five escape during the riot.

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 role-playing) to each character.

Encounter 1

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 2

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

Encounter 7

Give XP to PCs who participated in one or more of: stopping the mob, rescuing Halflings from the burning building, or overcoming the Guards protecting the Atherlea Five (through combat or stealth).

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

Story Award

Gained for ending the undead threat by capturing or killing* Lady Zikka.

APL 2	50 XP
APL 4	75 XP
APL 6	100 XP
APL 8	125 XP
APL 10	150 XP
APL 12	175 XP

*PCs who had the capture of Lady Zikka as their mission do not gain the story award if they did lethal damage and she died.

Discretionary role-playing award

Take into account the degree to which the player represented the character's personality and attitude in the position they took with the Governor and Cinda. Those who did not attempt to play their character's reactions should NOT get this reward.

APL 2	40 XP
APL 4	60 XP

APL 6	80 XP
APL 8	100 XP
APL 10	120 XP
APL 12	140 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	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.

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

Encounter 2:

APL 2: Loot – 0 gp, Coin – 0 gp, Magic –Bracers of Armor +1 (167 gp each), Wand of Magic Missiles (3rd) (375 gp each), Necromantic Spell book (50gp each)*.

APL 4: Loot – 0 gp, Coin – 0 gp, Magic –Bracers of Armor +1 (167 gp each), Wand of Magic Missiles (3rd) (375 gp each), Pearl of Power (1st-level spell) (167 gp each), Necromantic Spell book (140gp each)*.

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – Pearl of Power (1st-level spell) (167 gp each), Headband of Intellect +2 (667 gp each), Wand of Magic Missiles (3rd) (378) gp each), Necromantic Spell book (140gp each)*.

APL 8: Loot – 0 gp, Coin – 0 gp, Magic –Headband of Intellect +4 (1667 gp each), Pearl of Power (1st-level spell) (167 gp each), Pearl of Power (2nd-level spell) (667 gp each), Wand of Magic Missiles (5th) (625 gp each), Necromantic Spell book (260gp each)*.

APL 10: Loot – 0 gp, Coin – 0 gp, Magic –Headband of Intellect +4 (1667 gp each), Pearl of Power (1st-level spell) (167 gp each), Pearl of Power (2nd-level spell) (667 gp each), Wand of Magic Missiles (5th) (625 gp each), Necromantic Spell book (260gp each)*.

APL 12: Loot – 0 gp, Coin – 0 gp, Magic –Headband of Intellect +4 (1667 gp each), Pearl of Power (1st-level spell) (167 gp each), Pearl of Power (2nd-level spell) (667 gp each), Wand of Magic Missiles (5th) (625 gp each), Necromantic Spell book (260gp each)*.

Total Possible Treasure

APL 2: Loot – 0 gp, Coin – 0 gp, Magic –Bracers of Armor +1 (167 gp each), Wand of Magic Missiles (3rd) (375 gp each), Necromantic Spell book (50gp each)*.

APL 4: Loot – 0 gp, Coin – 0 gp, Magic –Bracers of Armor +1 (167 gp each), Wand of Magic Missiles (3rd) (375 gp each), Pearl of Power (1st-level spell) (167 gp each), Necromantic Spell book (140gp each)*.

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – Pearl of Power (1st-level spell) (167 gp each), Headband of Intellect +2 (667 gp each), Wand of Magic Missiles (3rd) (378) gp each), Necromantic Spell book (140gp each)*.

APL 8: Loot – 0 gp, Coin – 0 gp, Magic –Headband of Intellect +4 (1667 gp each), Pearl of Power (1st-level spell) (167 gp each), Pearl of Power (2nd-level spell) (667 gp each), Wand of Magic Missiles (5th) (625 gp each), Necromantic Spell book (260gp each)*.

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APL 12: Loot – 0 gp, Coin – 0 gp, Magic –Headband of Intellect +4 (1667 gp each), Pearl of Power (1st-level spell) (167 gp each), Pearl of Power (2nd-level spell) (667 gp each), Wand of Magic Missiles (5th) (625 gp each), Necromantic Spell book (260gp each)*.

* The Wand of Animate Dead from Encounter 2 is not included as it is seized by the Governor in Encounter 7.

If somehow retained: Wand of Animate Dead (10 charges remaining) (700 gp each).

Favor/Enmity Descriptions

Worked for _____ (meta-org/faction).

Check one of:

— **Enmity:** Because you bungled the Lady Zikka affair, you may not use an influence with this faction or gain a rank in this meta-org, until you have removed this enmity with the expenditure of an influence with the org/faction or an allied house.

— **Influence:** Your success has been noted. Used or removed on AR: ____.

Major Enmity of House Kaste: House Kaste will not soon forgive you for your actions against Lady Zikka. You are barred from joining the Ducal Navy or the Strong Harts. You may not spend influence with the Strong Harts nor Lord Ellis until 4 of their influences have been spent to remove this enmity. Removed on AR #: ____.

Enmity of House Meissel: House Meissel is displeased with your support of the Atherlea Five, and is exerting their influence to make trading difficult. For your next two regional purchases of 500+ gp you must either spend an influence or pay an additional 25%. Applied on AR # ____ & ____.

Enmity of the Vale Halflings: You have a -5 to Diplomacy and Charisma with Halflings from the Vale until this is removed by the expenditure of 2 influence that involve Halflings. Removed on AR: ____.

Friend of _ House Meissel and/or, _ House Kaste: See the Houses of the Duchy meta-org for details.

Friend of the Vale: See the Keepers of the Vale meta-org for details.

Favor of the Vale Halflings: The Halflings of the Vale provide regional access to starred items below.

Favor of the Ducal Guard: The assistance you provided the Ducal Guard during the riots has been noted. You gain regional access to the items marked with ^{DC} (below).

Wanted by the Duchy: If this character passes undisguised through Leukish, Nellix, Upper Seltaren, or Splendorril, there is a 50% chance that someone reports them as wanted. They are then captured by a crack team of Shadow Bears (after the adventure) and sentenced, losing 12 TU and 1,000 gp. Disguised characters must make a Disguise check (DC 10 + character level) or are treated as if undisguised (above) Sentence served on AR #: ____

Member of the Vale Resistance: Your effort to help free the Atherlea Five has gained you recognition among the resistance. Adventure Upkeep is free for adventures

that start or end in the Vale and you automatically evade the Wanted by the Duchy consequences while in Splendorril.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Wand of Magic Missiles* (3rd) (Regional; DMG; 2,250 gp).
- *Sashlings* (Adventure*; RW; 10 gp).
- *Honey Leather items* (all) (Adventure*; RW; price varies)
- *Blunt Arrows* (Adventure ^{DC}; AE; 5 sp).
- *Silversheen* (Adventure ^{DC}; DMG; 250 gp).
- *Necromantic Spell book including: Spirit Worm (SpC), Cause Fear, Command Undead, & Ghoul Touch* (Adventure; 300 gp).

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

- *Boots of Striding and Springing* (None*; DMG; 5,500 gp).
- *Horn of Fog* (None ^{DC}; DMG; 2,000 gp).
- *Pearl of Power* (1st-level spell) (Regional; DMG; 1000 gp).
- *Necromantic Spell book including: Incorporeal Enhancement (SpC), Animate Dead, and Fear* (Adventure; 550 gp).

APL 6 (all of APL 4 plus the following):

- *Headband of Intellect +4* (Regional; DMG; 16,000 gp).
- *Amulet of Health +4* (None ^{DC}; DMG; 16,000 gp).
- *Vest of Escape* (None*; DMG; 5,200 gp).

APL 8 (all of APL 6 plus the following):

- *Pearl of Power* (2nd-level spell) (Regional; DMG; 4,000 gp).
- *Wand of Magic Missiles* (5th) (Regional; DMG; 3,750 gp).
- *Scabbard of Keen Edges* (None ^{DC}; DMG; 16,000 gp).
- *Boots of Speed* (None*; DMG; 12,000 gp)
- *Necromantic Spell book including: Contagion, Waves of Fatigue, & Wrack (SpC)* (Adventure; 700 gp).

APL 10 (all of APL 8 plus the following):

- *Stone of Good Luck* (None*; DMG; 20,000 gp).
- *Flame Tongue* (None ^{DC}; DMG; 20,715 gp).

APL 12 (all of APL 10 plus the following):

- *Headband of Intellect +6* (Regional; DMG; 36,000 gp).

APPENDIX 1: APL 2

ENCOUNTER 1: IN MEDIAS RES

Halfling Zombie: CR 1/2; Small Undead Humanoid (Halfling); HD 2d12+3; hp 16; Init +1; Spd 20 ft.; AC 13, touch 12, flat-footed 12; Base Atk +1; Grp -2;

Atk/Full Atk +3 melee (1d4+1, slam; or 1d6+1, pitchfork)

SQ Single Actions Only;

AL NE; SV Fort +0, Ref +1, Will +3; Str 13, Dex 13, Con -, Int 0, Wis 10, Cha 1.

Feats: Toughness

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

ENCOUNTER 2: I WAS A TEENAGE

NECROMANCER

Lady Zikka Kaste: female human (Suel) Wiz 4; CR 4; Medium humanoid (human); HD 4d4+3; hp 16; Init +3; Spd 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +2; Grp +1;

Atk +1 melee (1d6-1, club) or +5 ranged (1d8, light crossbow);

Full Atk +1 melee (1d6-1, club) or +5 ranged (1d8, light crossbow);

AL CN; SV Fort +1, Ref +4, Will +3; Str 8, Dex 16, Con 10, Int 18, Wis 9, Cha 10.

Skills and Feats: Concentration +7 (+11 when casting defensively), Decipher Script +11, Diplomacy +5, Knowledge (Arcana) +11, Knowledge (Local) +11, Knowledge (Nobility & Royalty) +11, Spellcraft +13. Combat Casting, Spell Focus: Evocation, Toughness, Scribe Scroll.

Languages: Common, Ancient Sueloise, Draconic, Orcish, Halfling.

Spells Prepared (4/4/3; base DC = 14 + spell level, or 15 + spell level for **Evocation** spells): 0—[Detect Magic, Light, Prestidigitation, Ray of Frost]; 1st—[Alarm, ~~Alarm~~, **Burning Hands**, Magic Missile, ~~Shield~~]; 2nd—[~~False Life~~, **Flaming Sphere**, Melf's Acid Arrow].

Spell book: 0—[Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue]; 1st—[Alarm, Burning Hands, Cause Fear, Charm Person, Expeditious Retreat, Identify, Magic Missile, Shield, Unseen Servant]; 2nd—[Blindness/Deafness, False Life, Flaming Sphere, Melf's Acid Arrow, Unseen Servant].

Necromantic Spell book: 1st—[Cause Fear, Spirit Worm*]; 2nd—[Command Undead, Ghoul Touch].

* Since this is a limited spell it may only be copied into a character's spell book if the character buys this spell book on their AR.

Possessions: Spell book, Spell Component Pouch, Bracers of Armor +1, Wand of Magic Missiles (3rd), Wand of Animate Dead (10 charges remaining)

Power-Up Suite: (Pre-cast – False Life, Shield); HP 24; AC 18.

Orc Skeleton: CR 1/3; Medium Undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +0; Grp +3;

Atk/Full Atk +3 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin);

SQ Damage reduction 5/bludgeoning; immunity to cold

AL NE; SV Fort +0, Ref +1, Will +2; STR 17, Dex 13, Con -, Int 0, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

ENCOUNTER 7: THE FINAL STRAW

Ducal Guard: male human (Suel) Ftr 2; CR 2; Medium humanoid (human); HD 2d10+4; hp 19; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +2; Grp +5;

Atk +7 melee [+13 melee to disarm] (1d10+4 crit 19-20, masterwork heavy flail) or +6 melee (1d6+3 non-lethal, masterwork sap) or +3 ranged (1d8 crit x3, longbow);

Full Atk +7 melee [+13 melee to disarm] (1d10+4 crit 19-20, masterwork heavy flail) or +6 melee (1d6+3 non-lethal, masterwork sap) or +3 ranged (1d8 crit x3, longbow);

AL LN; SV Fort +5, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Knowledge (local) +3, Profession (soldier) +2. Combat Expertise, Improved Disarm, Improved Trip (, Weapon Focus: Heavy Flail.

Languages: Common, Halfling.

Possessions: full plate armor, masterwork heavy flail, masterwork sap.

Rioter: male or female Halfling commoner 1; CR 1/2; Small humanoid (Halfling); HD 1d4 hp 3; Init 1; Spd 20 ft.; AC 12, touch 12, flat-footed 11; Base Atk +0; Grp -5;

Atk/Full Atk -4 melee (1d4-1, improvised club or 1d2-1 nonlethal, unarmed) or -1 ranged (1d4, improvised missile);

SQ: +2 to saves vs. Fear effects

AL N; SV Fort +1, Ref +2, Will +1; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Profession (Farmer) +4. Improved Unarmed Strike

Languages: Common, Halfling.

APPENDIX 2: APL 4

ENCOUNTER 1: IN MEDIAS RES

Halfling Ghouls: CR 1; Small Undead; HD 2d12; hp 13; Init +3; Spd 20 ft.; AC 16, touch 14, flat-footed 13; Base Atk +1; Grp -3;

Atk +2 melee (1d4 plus paralysis, bite; or 1d6, pitchfork);

Full Atk +2/+0/+0 melee (1d4 plus paralysis, bite/1d2 plus paralysis, claw (2)) or +2 melee (1d6, pitchfork));

SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance;

AL CE; SV Fort +0, Ref +3, Will +5; Str 11, Dex 17, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +7, Climb +4, Hide +11, Jump +4, Move Silently +7, Spot +6. Multiattack.

Languages: Common, Halfling.

Ghoul Fever (Su): Disease – bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of Ghoul Fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

ENCOUNTER 2: I WAS A TEENAGE

NECROMANCER

Lady Zikka Kaste: female human (Suel) Wiz 5; CR 5; Medium humanoid (human); HD 5d4+3; hp 19; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +2; Grp +1;

Atk +1 melee (1d6-1, club) or +5 ranged (1d8, light crossbow);

Full Atk +1 melee (1d6-1, club) or +5 ranged (1d8, light crossbow);

AL CN; SV Fort +1, Ref +4, Will +3; Str 8, Dex 16, Con 10, Int 18, Wis 9, Cha 10.

Skills and Feats: Concentration +8 (+12 when casting defensively), Decipher Script +12, Diplomacy +6, Knowledge (Arcana) +12, Knowledge (Local) +12, Knowledge (Nobility & Royalty) +12, Spellcraft +14. Combat Casting, Craft Wondrous Item, Spell Focus: Evocation, Toughness.

Languages: Common, Ancient Sueloise, Draconic, Orcish, Halfling.

Spells Prepared (4/5/3/2; base DC = 14 + spell level, or 15 + spell level for **Evocation** spells): 0—[Detect Magic, Light, Prestidigitation, Ray of Frost]; 1st—[Alarm,

Burning Hands, Magic Missile, ~~Shield~~]; 2nd—[False Life, **Flaming Sphere**, Melf's Acid Arrow]; 3rd—[Dispel Magic, **Fireball**].

Spell book: 0—[Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue]; 1st—[Alarm, Burning Hands, Charm Person, Expeditious Retreat, Identify, Magic Missile, Shield, Unseen Servant]; 2nd—[Blindness/Deafness, False Life, **Flaming Sphere**, Melf's Acid Arrow]; 3rd—[Dispel Magic, **Fireball**].

Necromantic Spell book: 1st—[Cause Fear, Spirit Worm*]; 2nd—[Command Undead, Ghoul Touch]; 3rd—[Incorporeal Enhancement*]; 4th—[Animate Dead, Fear].

* Since this is a limited spell it may only be copied into a character's spell book if the character buys this spell book on their AR.

Possessions: Spell book, Spell Component Pouch, Bracers of Armor +1, Wand of Magic Missiles (3rd), Pearl of Power (1st-level spell)

Power-Up Suite: (Pre-cast – False Life and Shield); HP 28; AC 17.

Orc Ghast: CR 3; Medium Undead; HD 4d12+3; hp 29; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +2; Grp +7;

Atk +7 melee (1d8+5 plus paralysis, bite);

Full Atk +7/+5/+5 melee (1d8+5 plus paralysis, bite/1d4+2 plus paralysis, claws (2));

SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance;

AL CE; SV Fort +1, Ref +4, Will +5; Str 21, Dex 17, Con -, Int 11, Wis 12, Cha 14.

Skills and Feats: Balance +7, Climb +10, Hide +8, Jump +10, Move Silently +8, Spot +7. Multiattack, Toughness.

Languages: Common, Orc.

Ghoul Fever (Su): Disease – bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of Ghoul Fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 14 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A delay

poison or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

ENCOUNTER 7: THE FINAL STRAW

Ducal Guard: male human (Suel) Ftr 4; CR 4; Medium humanoid (human); HD 4d10+8; hp 38; Init +2; Spd 20 ft.; AC 21, touch 12, flat-footed 19; Base Atk +4; Grp +7;

Atk +9 melee [+15 melee to disarm] (1d10+4 crit 19-20, masterwork heavy flail) or +9 melee (1d6+5 non-lethal, masterwork sap) or +6 ranged (1d8 crit x3, longbow);

Full Atk +9 melee [+15 melee to disarm] (1d10+4 crit 19-20, masterwork heavy flail) or +9 melee (1d6+5 non-lethal, masterwork sap) or +6 ranged (1d8 crit x3, longbow);

AL LN; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +6, Knowledge (local) +4, Profession (soldier) +3. Combat Expertise, Improved Disarm, Improved Trip (, Weapon Focus: Heavy Flail, Weapon Focus: Sap, Weapon Specialization: Sap.

Languages: Common, Halfling.

Possessions: +1 full plate, masterwork heavy flail, masterwork sap

Rioter: male or female Halfling commoner 1; CR 1/2; Small humanoid (Halfling); HD 1d4 hp 3; Init 1; Spd 20 ft.; AC 12, touch 12, flat-footed 11; Base Atk +0; Grp -5;

Atk/Full Atk -4 melee (1d4-1, improvised club or 1d2-1 nonlethal, unarmed) or -1 ranged (1d4, improvised missile);

SQ: +2 to saves vs. Fear effects

AL N; SV Fort +1, Ref +2, Will +1; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Profession (Farmer) +4. Improved Unarmed Strike

Languages: Common, Halfling.

APPENDIX 3: APL 6

ENCOUNTER 1: IN MEDIAS RES

Halfling Ghaists: CR 3; Small Undead; HD 4d12+3; hp 29; Init +4; Spd 20 ft.; AC 19, touch 15, flat-footed 15; Base Atk +2; Grp +0;

Atk +5 melee (1d6+2 plus paralysis, bite; or 1d6+3, pitchfork);

Full Atk +5/+3/+3 melee (1d6+2 plus paralysis, bite/1d3 plus paralysis, claw (2)) or +5 melee (1d6+3, pitchfork));

SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance;

AL CE; SV Fort +1, Ref +5, Will +6; Str 15, Dex 19, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +8, Climb +8, Hide +13, Jump +8, Move Silently +9, Spot +8. Multiattack, Toughness.

Languages: Common, Halfling.

Ghoul Fever (Su): Disease – bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of Ghoul Fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

ENCOUNTER 2: I WAS A TEENAGE

NECROMANCER

Lady Zikka Kaste: female human (Suel) Wiz 7; CR 7; Medium humanoid (human); HD 7d4+3; hp 25; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +3; Grp +2;

Atk +2 melee (1d6-1, club) or +6 ranged (1d8, light crossbow);

Full Atk +2 melee (1d6-1, club) or +6 ranged (1d8, light crossbow);

AL CN; SV Fort +2, Ref +5, Will +4; Str 8, Dex 16, Con 10, Int 20, Wis 9, Cha 10.

Skills and Feats: Concentration +10 (+14 when casting defensively), Decipher Script +15, Diplomacy +7, Knowledge (Arcana) +15, Knowledge (Local) +15, Knowledge (Nobility & Royalty) +15, Spellcraft +17. Combat Casting, Craft Wondrous Item, Greater Spell Focus: Evocation, Spell Focus: Evocation, Toughness.

Languages: Common, Ancient Sueloise, Draconic, Orcish, Halfling.

Spells Prepared (4/6/4/3/2; base DC = 15 + spell level, or 17 + spell level for **Evocation** spells): 0—[Detect Magic, Light, Prestidigitation, Ray of Frost]; 1st—[~~Alarm~~, **Burning Hands**, ~~Expeditious Retreat~~, ~~Mage Armor~~, Magic Missile, ~~Shield~~]; 2nd—[Blindness/Deafness, ~~False Life~~, **Flaming Sphere**, Melf's Acid Arrow]; 3rd—[Dispel Magic, Hold Person, **Fireball**]; 4th—[Fear, **Otiluke's Resilient Sphere**].

Spell book: 0—[Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue]; 1st—[Alarm, Burning Hands, Charm Person, Expeditious Retreat, Identify, Mage Armor, Magic Missile, Shield, Unseen Servant]; 2nd—[Blindness/Deafness, False Life, Flaming Sphere, Melf's Acid Arrow]; 3rd—[Dispel Magic, Hold Person, Fireball, Stinking Cloud]; 4th—[Detect Scrying, Otiluke's Resilient Sphere].

Necromantic Spell book: 1st—[Cause Fear, Spirit Worm*]; 2nd—[Command Undead, Ghoul Touch]; 3rd—[Incorporeal Enhancement*]; 4th—[Animate Dead, Fear].

* Since this is a limited spell it may only be copied into a character's spell book if the character buys this spell book on their AR.

Possessions: Spell book, spell component pouch, Headband of Intellect +2, Wand of Magic Missiles (3rd), Pearl of Power (1st-level spell), Wand of Animate Dead (10 charges remaining)

Power-Up Suite: (Pre-cast – Expeditious Retreat, False Life, Mage Armor, Shield); HP 36; Speed 60 ft., AC 21.

Orc Mummy: CR 5; Medium Undead; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +4; Grp +13;

Atk/Full Atk +13 melee (1d6+13 plus mummy rot);

SA Despair, Mummy Rot; SQ Damage Reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire;

AL LE; SV Fort +4, Ref +2, Will +7; Str 28, Dex 10, Con -, Int 4, Wis 12, Cha 13.

Skills and Feats: Hide +5, Listen +5, Move Silently +5, Spot +6. Alertness, Great Fortitude, Toughness.

Languages: Common, Orc.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 15 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected

again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease – slam, Fortitude save DC 15, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer required to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

ENCOUNTER 7: THE FINAL STRAW

Ducal Guard: male human (Suel) Ftr 6; CR 6; Medium humanoid (human); HD 6d10+12; hp 57; Init +6; Spd 20 ft.; AC 21 [22 vs. Dodge opponent], touch 12, flat-footed 19; Base Atk +6/+1; Grp +9;

Atk +11 melee [+17 melee to disarm] (1d10+5 crit 19-20, +1 *heavy flail*) or +11 melee (1d6+5 non-lethal, masterwork sap) or +8 ranged (1d8 crit x3, longbow);

Full Atk +11/+6 melee [+17/+12 melee to disarm] (1d10+5 crit 19-20, +1 *heavy flail*) or +11/+6 melee (1d6+5 non-lethal, masterwork sap) or +8/+3 ranged (1d8 crit x3, longbow);

AL LN; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +8, Knowledge (local) +5, Profession (soldier) +4, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip (, Weapon Focus: Heavy Flail, Weapon Focus: Sap, Weapon Specialization: Sap.

Languages: Common, Halfling.

Possessions: +1 full plate, +1 *heavy flail*, masterwork sap

Riot: CR 8; Gargantuan humanoid (mob of Small Halflings); HD 30d8; hp 120; Init 0; Spd 10 ft.; AC 7, touch 7, flat-footed 6; Base Atk +22; Grp +33;

Atk/Full Atk: see below;

Space/Reach 20/0; SA Expert Grappler, Mob Attack; SQ Mob Anatomy;

AL N; SV Fort +10, Ref +11, Will +10; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Profession (Farmer) +7, Improved Bull Rush (, Improved Overrun (, Skill Focus (Farmer)

Languages: Common, Halfling.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets. A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex): A mob has no clear front or back and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Reducing a mob to 0 hit points or less causes it to break up. Mobs are never staggered or reduced to dying state by damage.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

If a mob is dispersed by nonlethal tactics, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points.

Mob Attack: Mobs don't make standard attacks. A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. Damage reduction applies.

APPENDIX 4: APL 8

ENCOUNTER 1: IN MEDIAS RES

Halfling Mummy: CR 5; Small Undead; HD 8d12+3; hp 55; Init +1; Spd 15 ft.; AC 22, touch 12, flat-footed 12; Base Atk +4; Grp +6;

Atk/Full Atk +11 melee (1d4+9 plus mummy rot, slam; or 1d6+9 pitchfork);

SA Despair, Mummy Rot; SQ Damage Reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire;

AL LE; SV Fort +4, Ref +3, Will +8; Str 22, Dex 12, Con -, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +12, Listen +8, Move Silently +8, Spot +8, Alertness, Great Fortitude, Toughness.

Languages: Common, Halfling.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease – slam, Fortitude save DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer required to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

ENCOUNTER 2: I WAS A TEENAGE NECROMANCER

Lady Zikka Kaste: female human (Suel) Wiz 10; CR 10; Medium humanoid (human); HD 10d4+3; hp 34; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +5; Grp +4;

Atk +4 melee (1d6-1, club) or +8 ranged (1d8, light crossbow);

Full Atk +4 melee (1d6-1, club) or +8 ranged (1d8, light crossbow);

AL CN; SV Fort +3, Ref +6, Will +7; Str 8, Dex 16, Con 10, Int 22, Wis 10, Cha 10.

Skills and Feats: Concentration +13 (+17 when casting defensively), Decipher Script +19, Diplomacy

+8, Knowledge (Arcana) +19, Knowledge (Local) +19, Knowledge (Nobility & Royalty) +19, Spellcraft +21. Combat Casting, Craft Wand, Craft Wondrous Item (), Greater Spell Focus: Evocation, Spell Focus: Evocation, Spell Focus: Necromancy, Toughness.

Languages: Common, Ancient Sueloise, Draconic, Orcish, Halfling.

Spells Prepared (4/6/6/4/4/3; base DC = 16 + spell level, or 17 + spell level for Necromancy* spells, or 18 + spell level for **Evocation** spells): 0—[~~Detect Magic~~, Light, Prestidigitation, Ray of Frost]; 1st—[~~Alarm~~, **Burning Hands**, ~~Expeditions Retreat~~, Magic Missile, ~~Shield~~, Spirit Worm*~]; 2nd—[Blindness/Deafness*, ~~False Life~~, **Flaming Sphere** (2), Ghoul Touch* Melf's Acid Arrow]; 3rd—[Dispel Magic, Hold Person, ~~Incorporeal Enhancement~~*, **Fireball**]; 4th—[Contagion*, Fear*, ~~Globe of Invulnerability (Lesser)~~, **Otiluke's Resilient Sphere**]; 5th—[**Cone of Cold**, Feeblemind, Wrack*~].

~ From SpC: See Appendix 11

Spell book: 0—[Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue]; 1st—[Alarm, Burning Hands, Charm Person, Expeditions Retreat, Identify, Magic Missile, Shield, Unseen Servant]; 2nd—[Blindness/Deafness, False Life, Flaming Sphere, Melf's Acid Arrow]; 3rd—[Dispel Magic, Hold Person, Fireball, Stinking Cloud]; 4th—[Globe of Invulnerability (Lesser), Otiluke's Resilient Sphere]; 5th—[Cloudkill, Cone of Cold, Feeblemind].

Necromantic Spell book: 1st—[Cause Fear, Spirit Worm*~]; 2nd—[Command Undead, Ghoul Touch]; 3rd—[Incorporeal Enhancement*~]; 4th—[Animate Dead, Contagion, Fear]; 5th—[Waves of Fatigue, Wrack].

* Since this is a limited spell it may only be copied into a character's spell book if the character buys this spell book on their AR.

Possessions: Spell book, spell component pouch, Headband of Intellect +4, Pearl of Power (1st-level spell), Pearl of Power (2nd-level spell), Wand of Magic Missiles (5th), Wand of Animate Dead (10 charges remaining)

Power-Up Suite: (Pre-cast – Expeditions Retreat, False Life, Globe of Invulnerability (Lesser), Incorporeal Enhancement, Shield); HP 48; Speed 60 ft., AC 17.

Orc Wraith: CR 5; Medium Undead (Incorporeal); HD 5d12; hp 32; Init +7; Spd fly 60 ft. (good); AC 14, touch 14, flat-footed 11; Base Atk +2; Grp -;

Atk/Full atk +5 melee touch (1d4 plus 1d6 Constitution drain, incorporeal touch);

SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, +2 turn resistance, incorporeal traits, undead traits, unnatural aura;

AL LE; SV Fort +1, Ref +4, Will +5; Str -, Dex 16, Con -, Int 12, Wis 12, Cha 13.

Skills and Feats: Diplomacy +5 , Hide +9 , Intimidate +8 , Listen +9 , Search +8 , Sense Motive +7, Spot +9 . Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Languages: Common, Orc, Infernal.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 13 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Power-Up Suite: (Pre-cast by Lady Zikka – *Incorporeal Enhancement*); AC 16; HP 41; Atk/Full atk +7 melee touch; Turn Resistance +6.

Halfling Zombie: CR 1/2; Small Undead Humanoid (Halfling); HD 2d12+3; hp 16; Init +1; Spd 20 ft.; AC 13, touch 12, flat-footed 12 ; Base Atk +1; Grp -2;

Atk/Full Atk +3 melee (1d4+1, slam; or 1d6+1, pitchfork)

SQ Single Actions Only;

AL NE; SV Fort +0, Ref +1, Will +3; Str 13, Dex 13, Con -, Int 0, Wis 10, Cha 1.

Feats: Toughness

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

ENCOUNTER 7: THE FINAL STRAW

Elite Ducal Guard: male human (Suel) Ftr 8; CR 8; Medium humanoid (human); HD 8d10+16; hp 76; Init +6; Spd 20 ft.; AC 21 [22 vs. Dodge opponent], touch 12, flat-footed 19 ; Base Atk +8/+3; Grp +12;

Atk +14 melee [+20 melee to disarm] (1d10+7 crit 19-20, +1 *heavy flail*) or +14 melee (1d6+6 non-lethal, masterwork sap) or +10 ranged (1d8 crit x3, longbow) ;

Full Atk +14/+9 melee [+20/+15 melee to disarm] (1d10+7 crit 19-20, +1 *heavy flail*) or +14/+9 melee (1d6+6 non-lethal, masterwork sap) or +10/+5 ranged (1d8 crit x3, longbow);

AL LN; SV Fort +8, Ref +4, Will +2 ; Str 19, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +10, Knowledge (local) +6, Profession (soldier) +5. Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip (, Mobility, Weapon Focus: Heavy Flail, Weapon Focus: Sap, Weapon Specialization: Sap.

Languages: Common, Halfling.

Possessions: +1 full plate, +1 heavy flail, Gauntlets of Ogre Power, masterwork sap

Riot: CR 8; Gargantuan humanoid (mob of Small Halflings); HD 30d8; hp 120; Init 0; Spd 10 ft.; AC 7, touch 7, flat-footed 6 ; Base Atk +22; Grp +33;

Atk/Full Atk: see below;

Space/Reach 20/0; SA Expert Grappler, Mob Attack; SQ Mob Anatomy;

AL N; SV Fort +10, Ref +11, Will +10 ; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Profession (Farmer) +7. Improved Bull Rush (, Improved Overrun (, Skill Focus (Farmer)

Languages: Common, Halfling.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets. A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex): A mob has no clear front or back and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Reducing a mob to 0 hit points or less causes it to break up. Mobs are never staggered or reduced to dying state by damage.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

If a mob is dispersed by nonlethal tactics, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points.

Mob Attack: Mobs don't make standard attacks. A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. Damage reduction applies.

APPENDIX 5: APL 10

ENCOUNTER 1: IN MEDIAS RES

Mohrg: CR 8; Medium Undead; HD 14d12; hp 91; Init +9; Spd 30 ft; AC 23, touch 14, flat-footed 19; Base Atk +7; Grp +12;

Atk/Full Atk +12 melee (1d6+7, slam) or +12 melee touch (paralysis);

SA Create Spawn, Improved Grab, Paralyzing Touch; SQ Darkvision 60 ft., undead traits;

AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con -, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +15, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9. Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility

Languages: Common.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed at a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

ENCOUNTER 2: I WAS A TEENAGE NECROMANCER

Lady Zikka Kaste: female human (Suel) Wiz 10; CR 10; Medium humanoid (human); HD 10d4+3; hp 34; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +5; Grp +4;

Atk +4 melee (1d6-1, club) or +8 ranged (1d8, light crossbow);

Full Atk +4 melee (1d6-1, club) or +8 ranged (1d8, light crossbow);

AL CN; SV Fort +3, Ref +6, Will +7; Str 8, Dex 16, Con 10, Int 22, Wis 10, Cha 10.

Skills and Feats: Concentration +13 (+17 when casting defensively), Decipher Script +19, Diplomacy +8, Knowledge (Arcana) +19, Knowledge (Local) +19, Knowledge (Nobility & Royalty) +19, Spellcraft +21. Combat Casting, Craft Wand, Craft Wondrous Item (), Greater Spell Focus: Evocation, Spell Focus: Evocation, Spell Focus: Necromancy, Toughness.

Languages: Common, Ancient Sueloise, Draconic, Orcish, Halfling.

Spells Prepared (4/6/6/4/4/3; base DC = 16 + spell level, or 17 + spell level for Necromancy* spells, or 18 + spell level for **Evocation** spells): 0—[~~Detect Magic~~, ~~Light~~, ~~Prestidigitation~~, ~~Ray of Frost~~]; 1st—[~~Alarm~~, ~~Burning Hands~~, ~~Expedition's Retreat~~, ~~Magic Missile~~,

~~Shield~~, ~~Spirit Worm~~*~]; 2nd—[~~Blindness/Deafness~~*, ~~False Life~~, ~~Flaming Sphere~~ (2), ~~Ghoul Touch~~* ~~Melf's Acid Arrow~~]; 3rd—[~~Dispel Magic~~, ~~Hold Person~~, ~~Incorporeal Enhancement~~*~, ~~Fireball~~]; 4th—[~~Contagion~~*, ~~Fear~~*, ~~Globe of Invulnerability (Lesser)~~, ~~Otiluke's Resilient Sphere~~]; 5th—[~~Cone of Cold~~, ~~Feeblemind~~, ~~Wrack~~*~].

~ From SpC: See Appendix 11

Spell book: 0—[~~Acid Splash~~, ~~Arcane Mark~~, ~~Dancing Lights~~, ~~Daze~~, ~~Detect Magic~~, ~~Detect Poison~~, ~~Disrupt Undead~~, ~~Flare~~, ~~Ghost Sound~~, ~~Light~~, ~~Mage Hand~~, ~~Mending~~, ~~Message~~, ~~Open/Close~~, ~~Prestidigitation~~, ~~Ray of Frost~~, ~~Resistance~~, ~~Touch of Fatigue~~]; 1st—[~~Alarm~~, ~~Burning Hands~~, ~~Charm Person~~, ~~Expedition's Retreat~~, ~~Identify~~, ~~Magic Missile~~, ~~Shield~~, ~~Unseen Servant~~]; 2nd—[~~Blindness/Deafness~~, ~~False Life~~, ~~Flaming Sphere~~, ~~Melf's Acid Arrow~~]; 3rd—[~~Dispel Magic~~, ~~Hold Person~~, ~~Fireball~~, ~~Stinking Cloud~~]; 4th—[~~Globe of Invulnerability (Lesser)~~, ~~Otiluke's Resilient Sphere~~]; 5th—[~~Cloudkill~~, ~~Cone of Cold~~, ~~Feeblemind~~].

Necromantic Spell book: 1st—[~~Cause Fear~~, ~~Spirit Worm~~*]; 2nd—[~~Command Undead~~, ~~Ghoul Touch~~]; 3rd—[~~Incorporeal Enhancement~~*]; 4th—[~~Animate Dead~~, ~~Contagion~~, ~~Fear~~]; 5th—[~~Waves of Fatigue~~, ~~Wrack~~].

* Since this is a limited spell it may only be copied into a character's spell book if the character buys this spell book on their AR.

Possessions: Spell book, spell component pouch, Headband of Intellect +4, Pearl of Power (1st-level spell), Pearl of Power (2nd-level spell), Wand of Magic Missiles (5th), Wand of Animate Dead (10 charges remaining)

Power-Up Suite: (Pre-cast – Expedition's Retreat, False Life, Globe of Invulnerability (Lesser), Incorporeal Enhancement, Shield); HP 48; Speed 60 ft., AC 17.

Orc Spectre: CR 7; Medium Undead (Incorporeal); HD 7d12; hp 45; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 14, touch 14, flat-footed 11; Base Atk +3; Grp -;

Atk/Full Atk +6 melee touch (1d8 plus energy drain, incorporeal touch);

SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura;

AL LE; SV Fort +2, Ref +5, Will +6; Str -, Dex 16, Con -, Int 12, Wis 12, Cha 13.

Skills and Feats: Hide +11, Intimidate +10, Knowledge (Religion) +10, Listen +11, Search +9, Spot +11. Alertness, Blind-Fight, Improved Initiative

Languages: Common, Orc.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until their death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For

each such negative level bestowed, the spectre gains 5 temporary hit points.

Daylight Powerlessness (Ex): Spectres are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Power-Up Suite: (Pre-cast by Lady Zikka – *Incorporeal Enhancement*); AC 16; HP 54; Atk/Full atk +8 melee touch; Turn Resistance +6.

Halfling Zombie: CR 1/2; Small Undead Humanoid (Halfling); HD 2d12+3; hp 16; Init +1; Spd 20 ft.; AC 13, touch 12, flat-footed 12; Base Atk +1; Grp -2;

Atk/Full Atk +3 melee (1d4+1, slam; or 1d6+1, pitchfork)

SQ Single Actions Only;

AL NE; SV Fort +0, Ref +1, Will +3; Str 13, Dex 13, Con -, Int 0, Wis 10, Cha 1.

Feats: Toughness

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

ENCOUNTER 7: THE FINAL STRAW

Elite Ducal Guard: male human (Suel) Ftr 10; CR 10; Medium humanoid (human); HD 10d10+20; hp 95; Init +6; Spd 20 ft.; AC 21 [22 vs. Dodge opponent], touch 12, flat-footed 19; Base Atk +10/+5; Grp +14;

Atk +16 melee [+22 melee to disarm] (1d10+1d6+7 non-lethal crit 19-20, +1 *merciful heavy flail*) or +16 melee (1d6+6 non-lethal, masterwork sap) or +12 ranged (1d8 crit x3, longbow);

Full Atk +16/+11 melee [+22 melee to disarm] (1d10+1d6+7 non-lethal crit 19-20, +1 *merciful heavy flail*) or +16/+11 melee (1d6+6 non-lethal, masterwork sap) or +12/+7 ranged (1d8 crit x3, longbow);

AL LN; SV Fort +9, Ref +5, Will +3; Str 19, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +12, Knowledge (local) +7, Profession (soldier) +6. Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip (, Mobility, Spring Attack, Weapon Focus: Heavy Flail, Weapon Focus: Sap, Weapon Specialization: Sap, Whirlwind Attack.

Languages: Common, Halfling.

Possessions: +1 full plate, +1 *merciful heavy flail*, Gauntlets of Ogre Power, masterwork sap

Riot: CR 8; Gargantuan humanoid (mob of Small Halflings); HD 30d8; hp 120; Init 0; Spd 10 ft.; AC 7, touch 7, flat-footed 6; Base Atk +22; Grp +33;

Atk/Full Atk: see below;

Space/Reach 20/0; SA Expert Grappler, Mob Attack; SQ Mob Anatomy;

AL N; SV Fort +10, Ref +11, Will +10; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Profession (Farmer) +7, Improved Bull Rush (, Improved Overrun (, Skill Focus (Farmer)

Languages: Common, Halfling.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets. A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex): A mob has no clear front or back and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Reducing a mob to 0 hit points or less causes it to break up. Mobs are never staggered or reduced to dying state by damage.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

If a mob is dispersed by nonlethal tactics, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points.

Mob Attack: Mobs don't make standard attacks. A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. Damage reduction applies.

APPENDIX 6: APL 12

ENCOUNTER 1: IN MEDIAS RES

Devourer: CR 11; Large Undead (Extraplanar); HD 12d12; hp 78; Init +4; Spd 30 ft.; AC 24, touch 9, flat-footed 24; Base Atk +6; Grp +19;

Atk +15 melee (1d6+9, claw);

Full Atk +15/15 melee (1d6+9, claw (2));

Space/Reach 10 ft./10 ft.; SA Energy Drain, Spell-Like Abilities, Trap Essence; SQ Darkvision 60 ft., spell deflection, spell resistance 21, undead traits;

AL NE; SV Fort +4, Ref +4, Will +11; Str 28, Dex 10, Con -, Int 16, Wis 16, Cha 17.

Skills and Feats: Climb +24, Concentration +18 (+22 to cast defensively), Diplomacy +5, Jump +24, Listen +18, Move Silently +15, Search +10, Sense Motive +11, Spot +18, Survival +3. Blind-Fight, Combat Casting, Combat Expertise, Improved Initiative, Weapon Focus (claw).

Languages: Common.

Energy Drain (Su): Living creatures hit by a devourer's claw attack or *spectral hand* ability gain one negative level. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Spell-Like Abilities (Sp): At the start of any encounter, the trapped essence within a devourer (see below) is assumed to have 3d4+3 levels (enough fuel for thirty to seventy-five uses). Once per round, a devourer can use one of the following abilities: *confusion* (DC17), *control undead* (DC20), *ghoul touch* (DC 15), *lesser planar ally*, *ray of enfeeblement* (DC 14), *spectral hand*, *suggestion* (DC 16), *true seeing*. Caster level 18th. The save DCs are Charisma-based.

Spell Deflection (Su): The trapped essence (see below) provides a measure of magical protection. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/holy quest*, *holy word*, *hypnosis*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell (*charming* a trapped essence, for example, is useless). Some of these effects (*banishment*, for example) might eliminate the trapped essence, depriving the devourer of its spell-like abilities until it can consume another victim.

Trap Essence (Su): The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll but deals no damage. The affected creature must succeed

on a DC 19 Fortitude save or die instantly. The save DC is Charisma-based.

A slain creature's essence is trapped within the devourer's ribs, and the tiny figure takes on that victim's features. The trapped essence cannot be raised or resurrected, but a *limited wish*, *miracle*, or *wish* spell frees it, as does destroying the devourer. A devourer can hold only one essence at a time.

The trapped essence provides a devourer with enough power to use five spell-like abilities for each Hit Die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped creature gains one negative level for every five times the devourer uses one of its spell-like abilities. When the essence's number of negative levels equals the creature's total Hit Dice or level, the essence is destroyed. If an essence is freed, the restored creature must succeed on a DC 19 Fortitude save for each negative level or lose that level permanently.

ENCOUNTER 2: I WAS A TEENAGE NECROMANCER

Lady Zikka Kaste: female human (Suel) Wiz 10; CR 10; Medium humanoid (human); HD 10d4+3; hp 34; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +5; Grp +4;

Atk +4 melee (1d6-1, club) or +8 ranged (1d8, light crossbow);

Full Atk +4 melee (1d6-1, club) or +8 ranged (1d8, light crossbow);

AL CN; SV Fort +3, Ref +6, Will +7; Str 8, Dex 16, Con 10, Int 22, Wis 10, Cha 10.

Skills and Feats: Concentration +13 (+17 when casting defensively), Decipher Script +19, Diplomacy +8, Knowledge (Arcana) +19, Knowledge (Local) +19, Knowledge (Nobility & Royalty) +19, Spellcraft +21. Combat Casting, Craft Wand, Craft Wondrous Item (), Greater Spell Focus: Evocation, Spell Focus: Evocation, Spell Focus: Necromancy, Toughness.

Languages: Common, Ancient Sueloise, Draconic, Orcish, Halfling.

Spells Prepared (4/6/6/4/4/3; base DC = 16 + spell level, or 17 + spell level for Necromancy* spells, or 18 + spell level for **Evocation** spells): 0—[*Detect Magic*, *Light*, *Prestidigitation*, *Ray of Frost*]; 1st—[~~Alarm~~, *Burning Hands*, ~~Expeditions~~, ~~Retreat~~, *Magic Missile*, ~~Shield~~, *Spirit Worm**~]; 2nd—[*Blindness/Deafness**, ~~False Life~~, *Flaming Sphere* (2), *Ghoul Touch**, *Melf's Acid Arrow*]; 3rd—[*Dispel Magic*, *Hold Person*, ~~Incorporeal Enhancement~~*~, *Fireball*]; 4th—[*Contagion**, *Fear**, ~~Globe~~

of *Invulnerability* (Lesser), *Otiluke's Resilient Sphere*]; 5th—[*Cone of Cold*, *Feeblemind*, *Wrack**~].

~ From SpC: See Appendix 11

Spell book: 0—[*Acid Splash*, *Arcane Mark*, *Dancing Lights*, *Daze*, *Detect Magic*, *Detect Poison*, *Disrupt Undead*, *Flare*, *Ghost Sound*, *Light*, *Mage Hand*, *Mending*, *Message*, *Open/Close*, *Prestidigitation*, *Ray of Frost*, *Resistance*, *Touch of Fatigue*]; 1st—[*Alarm*, *Burning Hands*, *Charm Person*, *Expeditious Retreat*, *Identify*, *Magic Missile*, *Shield*, *Unseen Servant*]; 2nd—[*Blindness/Deafness*, *False Life*, *Flaming Sphere*, *Melf's Acid Arrow*]; 3rd—[*Dispel Magic*, *Hold Person*, *Fireball*, *Stinking Cloud*]; 4th—[*Globe of Invulnerability* (Lesser), *Otiluke's Resilient Sphere*]; 5th—[*Cloudkill*, *Cone of Cold*, *Feeblemind*].

Necromantic Spell book: 1st—[*Cause Fear*, *Spirit Worm**]; 2nd—[*Command Undead*, *Ghoul Touch*]; 3rd—[*Incorporeal Enhancement**]; 4th—[*Animate Dead*, *Contagion*, *Fear*]; 5th—[*Waves of Fatigue*, *Wrack*].

* Since this is a limited spell it may only be copied into a character's spell book if the character buys this spell book on their AR.

Possessions: Spell book, spell component pouch, Headband of Intellect +4, Pearl of Power (1st-level spell), Pearl of Power (2nd-level spell), Wand of Magic Missiles (5th), Wand of Animate Dead (10 charges remaining)

Power-Up Suite: (Pre-cast – *Expeditious Retreat*, *False Life*, *Globe of Invulnerability* (Lesser), *Incorporeal Enhancement*, *Shield*); HP 48; Speed 60 ft., AC 17.

Advanced Orc Spectre: CR 10; Medium Undead (Incorporeal); HD 14d12; hp 131; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 12; Base Atk +7/+2; Grp -;

Atk +11 melee touch (1d8 plus energy drain, incorporeal touch);

Full Atk +11/+6 melee touch (1d8 plus energy drain, incorporeal touch);

SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura;

AL LE; SV Fort +4, Ref +7, Will +10; Str -, Dex 16, Con -, Int 12, Wis 12, Cha 15.

Skills and Feats: Hide +15, Intimidate +14, Knowledge (Religion) +13, Listen +16, Search +14, Spot +16, Tumble +8 (). Alertness, Blind-Fight, Flyby Attack (note that flyby attack does not prevent attacks of opportunities), Improved Initiative, Weapon Focus: Incorporeal Touch

Languages: Common, Orc.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until their death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Daylight Powerlessness (Ex): Spectres are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Power-Up Suite: (Pre-cast by Lady Zikka – *Incorporeal Enhancement*); AC 17; HP 140; Atk +13 melee touch; Full Atk +13/+8 melee touch; Turn Resistance +6.

Halfling Zombie: CR 1/2; Small Undead Humanoid (Halfling); HD 2d12+3; hp 16; Init +1; Spd 20 ft.; AC 13, touch 12, flat-footed 12; Base Atk +1; Grp -2;

Atk/Full Atk +3 melee (1d4+1, slam; or 1d6+1, pitchfork)

SQ Single Actions Only;

AL NE; SV Fort +0, Ref +1, Will +3; STR 13, Dex 13, Con -, Int 0, Wis 10, Cha 1.

Feats: Toughness

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

ENCOUNTER 7: THE FINAL STRAW

Elite Ducal Guard: male human (Suel) Ftr 12; CR 12; Medium humanoid (human); HD 12d10+24; hp 114; Init +6; Spd 20 ft.; AC 23 [24 vs. Dodge opponent], touch 12, flat-footed 21; Base Atk +12/+7/+2; Grp +17;

Atk +20 melee [+26 melee to disarm] (1d10+1d6+8 non-lethal crit 19-20, +1 *merciful heavy flail*) or +20 melee (1d6+7 non-lethal, masterwork sap) or +14 ranged (1d8 crit x3, longbow);

Full Atk +20/+15/+10 melee [+26/+21/+16 melee to disarm] (1d10+1d6+8 non-lethal crit 19-20, +1 *merciful heavy flail*) or +20/+15/+10 melee (1d6+7 non-lethal, masterwork sap) or +14/+9/+4 ranged (1d8 crit x3, longbow);

AL LN; SV Fort +10, Ref +6, Will +4; Str 20, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +14, Knowledge (local) +8, Profession (soldier) +7. Combat Expertise, Dodge, Greater Weapon Focus: Heavy Flail, Greater Weapon Focus: Sap, Improved Disarm, Improved Initiative, Improved Trip (, Mobility, Spring Attack, Weapon Focus: Heavy Flail, Weapon Focus: Sap, Weapon Specialization: Sap, Whirlwind Attack.

Languages: Common, Halfling.

Possessions: +3 full plate, +1 *merciful heavy flail*, Gauntlets of Ogre Power, masterwork sap

Riot: CR 8; Gargantuan humanoid (mob of Small Halflings); HD 30d8; hp 120; Init 0; Spd 10 ft.; AC 7, touch 7, flat-footed 6; Base Atk +22; Grp +33;

Atk/Full Atk: see below;

Space/Reach 20/0; SA Expert Grappler, Mob Attack; SQ Mob Anatomy;

AL N; SV Fort +10, Ref +11, Will +10; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Profession (Farmer) +7, Improved Bull Rush (), Improved Overrun (), Skill Focus (Farmer)

Languages: Common, Halfling.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets. A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex): A mob has no clear front or back and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Reducing a mob to 0 hit points or less causes it to break up. Mobs are never staggered or reduced to dying state by damage.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

If a mob is dispersed by nonlethal tactics, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points.

Mob Attack: Mobs don't make standard attacks. A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. Damage reduction applies.

APPENDIX 7: ALTERNATE SCENARIOS

This section is to help you keep the adventure on track when the PCs do something unexpected.

IF THE PCS CAN'T FIND LADY ZIKKA:

If none of the PCs gets Handout 3, and if they can't make the Track or Knowledge (Local) checks, they won't know to look in Badger Springs. Let the PCs wander around for a while. If any of them come up with any plausible way of finding Lady Zikka, allow them to use it and proceed with Encounter 2 normally. If they truly are stuck, end the day and tell them it's time to set up camp. Create an appropriate camping sight map, and then continue with the following:

You have finished your evening meal and are preparing to set watches for the night when you hear footsteps approaching your camp.

Lady Zikka is not trying to be stealthy; allow the PCs 1 round to prepare (more if you feel they've done an especially good job of concealing their camp and being on watch). Then continue with the following:

A figure steps out of the surrounding forest and into the light. It is a young Suel woman in rich black-and-purple robes. She is short and slender, with light brown hair and green eyes. She looks as if she hasn't yet reached her twentieth birthday.

A DC 15 Knowledge (Nobility & Royalty) check, or a DC 20 Knowledge (Local) check is enough to know that the diplomatic way to describe this lady's hair color is "dark blonde." Suel don't have brown hair, even when they do. (This relates to the physical description of Lady Zikka in some of the player handouts.) Any incorporeal undead accompanying Lady Zikka will take advantage of parleying to move through the ground to a spot underneath the PCs closest to Lady Zikka.

"So!" she says. "You have come to stop me." She seems almost happy about that. "Well, you can't. I'm going to become a powerful evil Necromancer and there's nothing you can do about it. So go away and tell my stupid family to leave me alone!"

If the PCs want to initiate a battle at this point, they can. Roll initiative and proceed.

However, the PCs may be inclined to attempt diplomacy at this juncture, if they know she's a noblewoman, or if they've figured out that the "evil Necromancer" is a teenager in a snit. Unfortunately, Lady Zikka isn't in a mood to listen to reason. On the contrary, she attempts to use Diplomacy on the party to get them to leave her alone.

When it becomes clear that she will not be able to persuade the party, Lady Zikka acts. Read or paraphrase the following.

"Enough talk!" the young woman says. "If you refuse to leave, you must be eliminated!" Striking a dramatic pose, she cries, "Destroy them, my minions!"

From behind her, undead move to attack...

Use the appropriate opponents and tactics from Encounter 2.

Developments: It is likely the PCs will not find Lady Zikka's Mausoleum and the loot therein. Otherwise, see Encounter 2.

IF THE PCS KILL LADY ZIKKA:

If the PCs can raise Lady Zikka themselves, allow them to do so if they want. Proceed with the rest of the adventure normally. If not, when they arrive back in Atherlea, have the sergeant ask why they have a body with them, rather than why they have a prisoner with them. If they didn't bring the body back, they are still asked what their business is in Atherlea. Have the sergeant elicit the story of the necromancer and what happened to her.

If the PCs have a body with them, the sergeant recognizes Lady Zikka and immediately places the group under arrest.

If they only describe what happened, the sergeant asks the group to come into Atherlea and report the results of their mission. She has Badret and Giens escort the group to the town hall, and during the trip they can notice the tension in Atherlea. They report to a Ducal Guard officer at the town hall, who realizes that the necromancer was Lady Zikka, and places the group under arrest.

In either case, **if the group resists arrest**, use the Ducal Guard statistics from Encounter 6 and have 10 of the Guard fight them, using non-lethal tactics as described in Encounter 6.

If the PCs defeat the Guard, have them encounter Cinda Finel immediately upon entering Atherlea. She elicits from them what happened, and congratulates them on the success of their mission. She also reprimands them for fighting the Ducal Guard, and recommends that they turn themselves in "in light of what's happened." She then informs them of the arrest of the Atherlea Five. If the PCs don't accept her recommendation, the adventure is over. Give the players their ARs.

If the PCs don't bring a body back and then lie about what happened to the necromancer, have them encounter Cinda Finel immediately upon entering Atherlea. She elicits from them what happened, and congratulates them on the success of their mission. She then hesitantly asks them if they would mind recovering the body. It isn't that she doubts their word, but she knows the citizens of the Vale will rest easier if they know for sure the threat has ended. She volunteers to accompany them. On the way, she fills them in on the arrest of the Atherlea Five, and her own dilemma (see Encounter 4). On their return, the group is stopped and questioned again by the Ducal Guard. The sergeant recognizes the body of Lady Zikka and immediately places the group under arrest. (If the PCs also lie to Cinda, the adventure is over. Give the players their ARs.)

If the PCs are arrested (peacefully or otherwise), they have time on their way to lockup to notice the tensions in Atherlea. Almost as soon as they arrive in their cell, they are visited by Cinda Finel.

Cinda introduces herself to PCs that haven't met her, and tells them of the arrest of the Atherlea Five. About the PCs' case, Cinda gives the opinion that their arrest is only a formality, and that they will probably be released the next day. She also speaks of her dilemma about continuing to cooperate with the Duchy forces or joining Rowan's resistance (see Encounter 3 and adapt the text as appropriate). She asks the PCs for their opinion, but before they can reply, Lord Hartane arrives on the scene, also visiting the PCs. Cinda tells the PCs that they will speak later, and leaves.

Lord Hartane tells the PCs that House Kaste has paid to have Lady Zikka raised. Since she was involved in criminal activity at the time of her death, she still must stand trial, and the Lord Governor is coming to adjudicate her case, and will also hear the case of the Atherlea Five. The PCs will be called to testify in the case.

If the PCs give their promise to stay in town until after they testify, Lord Hartane has them released.

From that point, the module can be run as written, except that the PCs cannot earn the Favor of House Kaste, no matter what they do.

IF THE PCS BATTLE THE DUCAL GUARD UPON THEIR RETURN TO ATHERLEA:

Use the Ducal Guard statistics from Encounter 6, and have them fight 10 of the Guard. The Ducal Guard use non-lethal tactics, if possible, and attempt to arrest the PCs.

If the PCs defeat the Guard, have them encounter Cinda Finel immediately upon entering Atherlea. She elicits from them what happened, and congratulates them on the success of their mission. She also reprimands them for fighting the Ducal Guard, and recommends that they turn themselves in "in light of what's happened." She then informs them of the arrest of the Atherlea Five. If the PCs don't accept her recommendation, the adventure is over. Give the players their ARs.

If the PCs are arrested, they have time on their way to lockup to notice the tensions in Atherlea. Almost as soon as they arrive in their cell, they are visited by Cinda Finel.

Cinda introduces herself to PCs that haven't met her, and tells them of the arrest of the "Atherlea Five." About the PCs' case, Cinda gives the opinion that their arrest is only a formality, and that they will probably be released soon. She also speaks of her dilemma about continuing to cooperate with the Duchy forces or joining Rowan's resistance (see Encounter 3 and adapt the text as appropriate). She asks the PCs for their opinion, but before they can reply, Lord Hartane arrives on the scene, also visiting the PCs. Cinda tells the PCs that they will speak later, and leaves.

Lord Hartane gives the PCs the same information he normally gives in Encounter 4. He elicits their promise that they will stay on hand to testify and that they won't cause more trouble, then releases them. Proceed with the rest of the module as written.

IF ROWAN BITTLE FLEES (DURING ENCOUNTER 5):

Rowan has chosen his location well, and has an escape route in mind. If the PCs approach too close, call out, or otherwise threaten him, he takes off running. He is wearing *Boots of Striding and Springing*, so he runs pretty fast. In two rounds, he reaches a building with a crawlspace too small for Medium creatures. He ducks into the crawlspace, which runs under several buildings on the block. He moves to one of these other buildings, and uses a secret door to get up into the building itself. He closes the door behind him, so that even if PCs are still following him, they still need to take the time to search for the door to get it open (DC 25). Going through the door, the PCs encounter a room full of Halflings, all of whom insist they haven't seen Rowan, and demand to know why the PCs have invaded their home.

If any PCs manage to grab Rowan, he uses his *Escape Artist* skill to try to get away and follow the escape route outlined above. If forced into combat he will use subdual attacks until reduced to half hit point. If the PCs manage to capture & defeat Rowan, they can turn him over to the authorities.

Rowan Bittle: male Halfling Rog 8; CR 8; small humanoid (Halfling); HD 8d6+8; hp 44; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 19; Base Atk +6/+1; Grp +3;

Atk +9 melee (1d4+1, crit 18-20, masterwork rapier) or +12 ranged (1d3+2, crit 19-20, masterwork dagger) or +11 ranged (entangle, Tanglefoot bag);

Full Atk +9/+4 melee (1d4+1, crit 18-20, masterwork rapier) or +12/+7 ranged (1d3+2, crit 19-20, masterwork dagger) or +11/+6 ranged (entangle, Tanglefoot bag);

SA Sneak Attack +4d6; SQ +2 morale bonus to saves vs. fear; Evasion, Improved Uncanny Dodge, Uncanny Dodge
AL CN; SV Fort +4, Ref +10, Will +3; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +13, Climb +14, Diplomacy +17, Escape Artist +14, Gather Information +4, Hide +7, Jump +22, Knowledge: Local +13, Listen +13, Move Silently +5, Sense Motive +11, Spot +11, Tumble +16. Combat Expertise, Dodge, Improved Feint.

Languages: Common, Halfling, Gnome, Orcish.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies another rogue the ability to sneak attack the character by flanking him, unless the character has at least four more rogue levels than the target does.

Possessions: Mithral chain shirt, masterwork rapier, masterwork daggers (5), Tanglefoot bags (3), *Boots of Striding and Springing*, *Ring of Protection* +1.

APPENDIX 8: TRACKER SHEET

The results characters receive on their AR are highly dependent on their orders and individual actions. This sheet is provided to assist with the compiling of choices that affect the results.

Character Name	Handout Received	Encounter 6: Audience with the Governor				Encounter 7: Riot Actions			Deaths caused	
		Position on Lady Zikka's Punishment		Position on Atherlea Five's Punishment		Aided Lady Zikka	Fought Fire	Helped Atherlea 5 Escape	Lady Zikka	Any Halfing
	#	Harsh (+)	Soft (-)	Harsh (+)	Soft (-)					

Handout 1 = Strong Harts faction members.

Handout 2 = White Harts faction members.

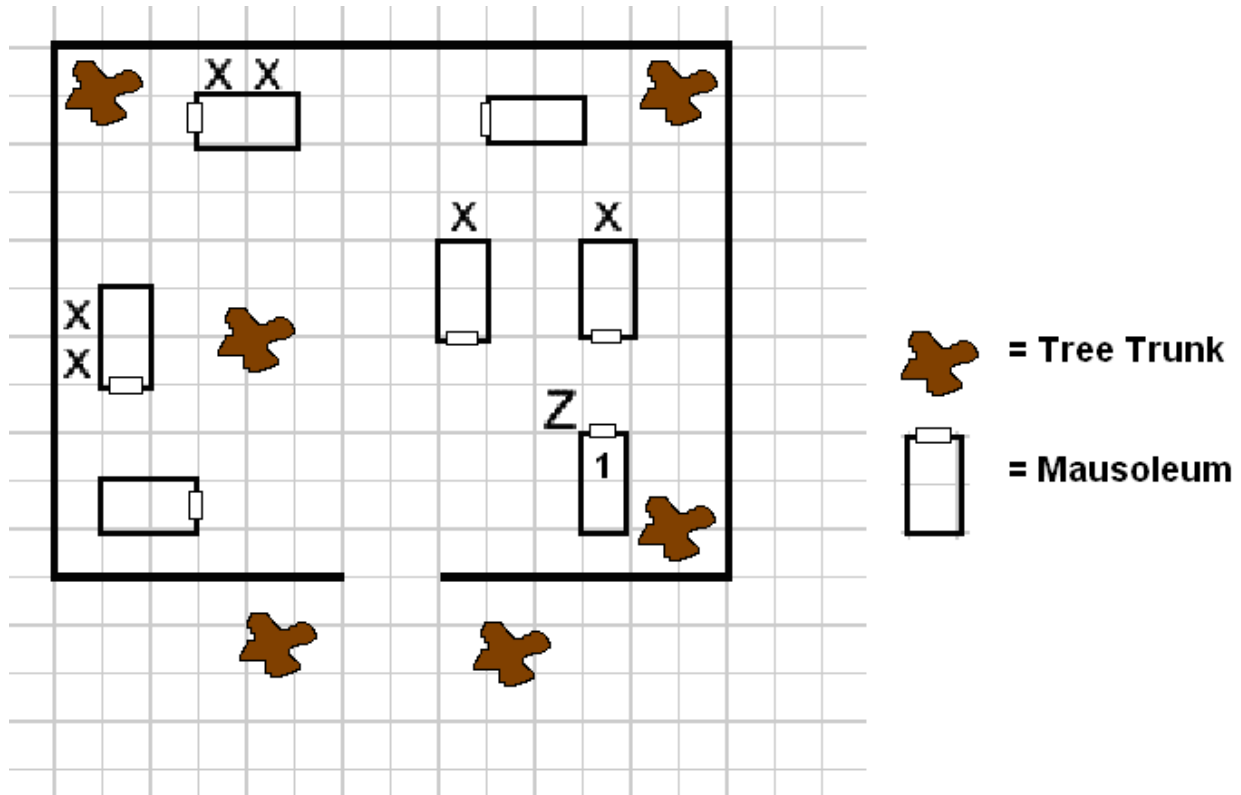
Handout 3 = Duchy Loyalists faction members.

Handout 4 = Ducal Guard, Ducal Navy, Ducal Diplomatic Corps, College of Sages and Sorcery, Church of Wee Jas, Church of Kord, Church of Lydia (if released), Houses of the Duchy (member or employee of House Kaste, House Saevil, or House Schrie), The Leukish School of the Rapier, Sete Roughriders, and/or Temple of the Suel Pantheon.

Handout 5 = Halfings of the Vale, Keepers of the Vale, and/or the Favor of Cinda Finel from URD6-02 Forged in the Vale.

Handout 6 = All other PCs.

APPENDIX 9: CEMETERY MAP

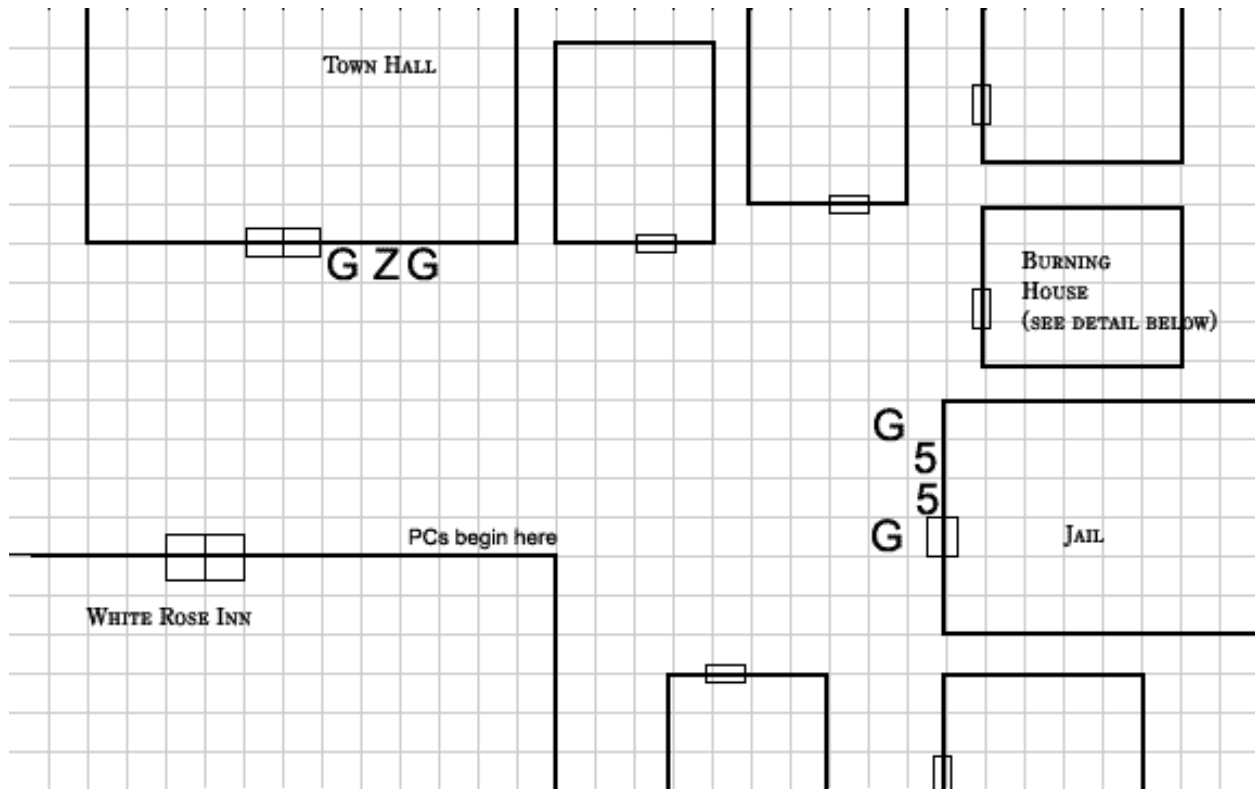


1 = Lady Zikka's Lair.

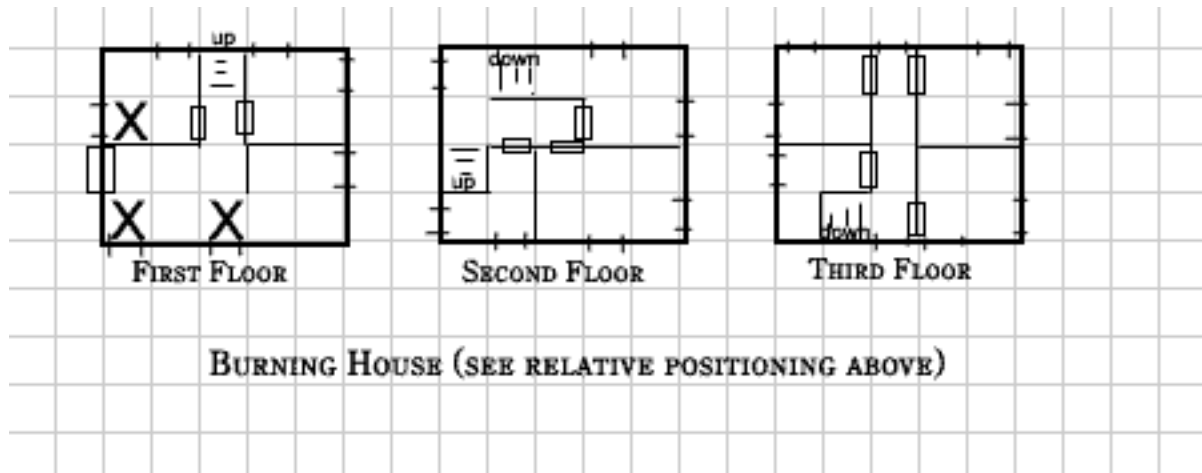
Z = Lady Zikka's starting position

X = Starting position for non-zombie undead (not all APLs have 6) (APLs 8 and above also have zombies that emerge from disturbed ground at the start of combat. They may be placed at the judge's discretion.)

APPENDIX 10: TOWN SQUARE AND BURNING HOUSE



G = Ducal Guard starting position
 Z = Lady Zikka starting position
 5 = Atherlea Five starting position (squeezed)



APPENDIX 11: NEW SPELLS

The Following Spells are from the Spell Compendium (SpC):

Incorporeal Enhancement

Necromancy [Evil]

Level: Sorcerer/wizard3

Components: V, S, M

Casting Time: 1 round

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

Target: One incorporeal undead/level

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The undead affected by this spell gain a +1 deflection bonus to Armor Class, +1d8 bonus hit points, a +1 enhancement bonus on attack rolls, and a +2 bonus to turn resistance. Each of these enhancements improves by the base amount for every five caster levels beyond 5th, so that a 20th-level caster grants undead +4 to AC, +4d8 bonus hit points, +4 on attack rolls, and +8 to turn resistance

Spirit Worm

Necromancy

Level: Sorcerer/wizard1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level up to 5 rounds, see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You create a lingering decay in the spirit and body of the target. If the target fails its saving throw, it takes 1 point of Constitution damage each round while the spell lasts (maximum 5 points). The victim can attempt a Fortitude saving throw each round, and success negates the Constitution damage for that round and ends the spell. Material Component: A piece of fire-blackened ivory or bone carved in the shape of a segmented worm.

Wrack

Necromancy [Evil]

Level: Cleric 4, Sorcerer/wizard5

Components: v. s

Casting Time: 1 standard action

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

Target: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell resistance: Yes

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

PLAYER HANDOUT 1: STRONG HARTS

For members of the Strong Harts faction.

About a week ago, the following letter arrived for you, addressed to you by name.

You have been recommended for a special assignment requiring both discretion and strength of arms. Lady Zikka Kaste, an aspiring wizard, has rebelled against her family and fled, vowing to take up necromancy as a way of defying her House. House Kaste reports that Lady Zikka has fled to the Vale, somewhere near the town of Atherlea, and has already begun raising the dead. The local population is apparently very stirred up over the sudden appearance of undead in the area around their town.

House Kaste are, of course, among the staunchest supporters of our beloved Regent, and Lord Ellis is determined to do all he can to assist. Accordingly, you are instructed to go to the Vale, affect the capture of Lady Zikka, and see that she is well-treated until her case can be adjudicated by the proper authorities. I must stress that Lady Zikka is to be taken alive. Her death at the hands of the adventurers sent to recover her would be an extremely poor reflection on us, and, I predict, very bad for your career.

Lady Zikka is described as 19 years old, short and slender, with dark blonde hair and green eyes. Once you have captured her, you may hand her over to the Duchy authorities in Atherlea. It is not necessary for you to escort her all the way back to Leukish.

We have every confidence of your success in this matter. Good luck.

Sincerely,

Lord Rochard Lorinar.



Shortly after receiving your letter, you set out for the Vale, traveling first to Splendorill by river, then overland to Atherlea.

Once you arrived, you began to hear reports of people being attacked by the walking dead. Several people have been killed, and the townsfolk are upset and fearful. According to local reports, the attacks are centered somewhere out along Longpenny Road.

So it is that you find yourself...

PLAYER HANDOUT 2: WHITE HARTS

For members of the White Harts faction:

About a week ago, the following letter arrived for you, addressed to you by name.

We have received word that a young Suel noblewoman, Lady Zikka Kaste, has rebelled against her family, fled to the Vale, and turned to necromancy. Local reports say that undead are roaming through the countryside near the town of Atherlea and terrifying the peasants.

Unfortunate as these circumstances are, they provide us with an opportunity. To that end, we would like you to travel to the Vale and effect the capture of Lady Zikka. We need her to be captured and not killed—her death could create sympathy for House Kaste and cause trouble for us.

Be sure that her capture is very public—everyone should hear of Lady Zikka's crimes, which will damage the reputation of the Strong Harts. Further, do not allow the Strong Harts, who will be deciding her fate, to let her get away with merely a slap on the wrist. Make sure she is held accountable for her crimes. To that end, it would be best if she were tried in the Vale, where her crimes were committed, rather than being brought straight back to Leukish.

*Lady Zikka is described as 19 years old, short and slender, with dark blonde hair and green eyes.
We have every confidence of your success in this matter. Good luck.*

Sincerely,

Lord Broden Lorinar



Shortly after receiving the letter, you set out for the Vale, traveling first to Splendorill by river, then overland to Atherlea.

Once you arrived, you began to hear reports of people being attacked by the walking dead. Several people have been killed, and the townsfolk are upset and fearful. Although leery of you at first, the Halflings warmed to you somewhat when they realized that you weren't with the Strong Harts that have been causing them so much grief. They inform you that the attacks are happening along the Longpenny Road, and are probably centered on an abandoned village called Badger Springs.

So it is that you find yourself...

PLAYER HANDOUT 3: DUCAL LOYALISTS

For members of the Duchy Loyalists faction:

About a week ago, you attended a meeting in Leukish with several of your fellow Loyalists. You discussed the sad state of the Duchy these days and swapped news of the political infighting going on. About an hour into the meeting, somebody brought up an interesting piece of news.

"I hear that some noble scion of House Kaste has had a falling-out with the House. This young noble, something of a wizard I gather, has fled to the Vale, vowing to take up necromancy."

"That agrees with what I've heard," someone else put in. "Rumor has it the dead walk abroad near the Halfling town of Atherlea, and the common folk are afraid to stir out-of-doors after dark."

"A sad business," someone said, and everyone agreed that it is indeed a sad business.

"And I'll wager that even if the boy is captured, the White Harts and Strong Harts will be too busy pushing their agendas to see justice served" said the man sitting next to you.

"We should send someone!" someone said excitedly. "Someone to find out what's really going on."

More discussion followed, and, eventually, you were selected to travel to the Vale as an unofficial representative of the Ducal Loyalists. You were tasked with making sure that the undead are stopped and the Halflings protected. To the extent that you can, you are also to keep the warring factions from politicizing these terrible events.

So, the next day you set out for the Vale, traveling first to Splendorill by river, then overland to Atherlea.

Once you arrived, you began to hear reports of people being attacked by the walking dead. Several people have been killed, and the townsfolk are upset and fearful. Although leery of you at first, the Halflings warmed to you somewhat when they realized that you weren't with the Strong Harts. They inform you that the attacks are happening along the Longpenny Road, and are probably centered on an abandoned village called Badger Springs.

So it is that you find yourself...

PLAYER HANDOUT 4: META-ORGS

For members of: Ducal Guard[@], Ducal Navy, Ducal Diplomatic Corps[@], College of Sages and Sorcery, Church of Wee Jas, Church of Kord, Church of Lydia (if released), Houses of the Duchy (member or employee of House Kaste*, House Saevil, or House Schrie), The Leukish School of the Rapier, Sete Roughriders, and/or Temple of the Suel Pantheon.

About a week ago, the following letter arrived for you, addressed to you by name.

You have been recommended for a special assignment requiring both discretion and strength of arms. Lady Zikka Kaste, an aspiring wizard, has rebelled against her family and fled, vowing to take up necromancy as revenge against her House. Our reports indicate that Lady Zikka has fled to the Vale, somewhere near the town of Atherlea, and has already begun raising the dead.

House Kaste has called in a number of favors, and requests our aid in retrieving their wayward wizard. Accordingly, you are to travel to the Vale and effect the capture of Lady Zikka and her transport to the Duchy authorities in Atherlea.

Although capturing runaway nobles is hardly the primary function of this organization, I know I need not tell you how useful the gratitude of House Kaste would be to us. I therefore urge you to give this matter all the attention and care you would devote to a more orthodox assignment from us. I most especially must stress that Lady Zikka is to be taken alive. Her death at the hands of the adventurers sent to recover her would be an extremely poor reflection on us, and, I predict, very bad for your career.

Lady Zikka is described as 19 years old, short and slender, with dark blonde hair and green eyes.

We have every confidence of your success in this matter. Good luck.

The letter was signed by your immediate superior in the organization. Shortly after receiving it, you set out for the Vale, traveling first to Splendorill by river, then overland to Atherlea.

Once you arrived, you began to hear reports of people being attacked by the walking dead. Several people have been killed, and the townsfolk are upset and fearful. According to local reports, the attacks are centered somewhere out along Longpenny Road.

So it is that you find yourself...

[@] If you are in the Ducal Guard, a Scarlet Bear, or a White Bear assigned to the Duchy you may spend banked Time Units on this adventure.

^{*} House Kaste members should ignore the first sentence of the 2nd & 3rd paragraph in the letter.

PLAYER HANDOUT 5: FRIENDS OF THE VALE

For Keepers of the Vale, Halflings of the Vale, and PCs with the Favor of Cinda Finel:

About a week ago, the following letter arrived, addressed to you by name.

As you may be aware, the Halflings of the Vale have been unhappy with many aspects of Duchy rule. We are not accustomed to a system where birth and influence are more important than merit and the letter of the law, and I fear that many in the Vale have become disillusioned with Duchy justice. Moreover, there are many who feel that our recent trade arrangement with House Meissel is not advantageous, and that the great Merchant House is merely taking advantage of us.

In recent weeks things have gotten even worse. Undead have been sighted along the Longpenny Road, most likely coming from the abandoned village of Badger Springs. Several people have been killed. The farmers in the area are terrified to set foot outdoors, which is a great pity as the harvest is just weeks away. The Ducal Guard have been informed, but unfortunately they are busy hunting for Rowan Bittle and his resistance fighters.

We have asked House Meissel for assistance in procuring weapons, so that we can at least defend ourselves, but they refused to help us.

Duchy laws and politics may be beyond me, but at least I know someone with the skills to help with the undead. I am therefore requesting that you come here to Atherlea, journey to Badger Springs, and put a stop to whomever or whatever is raising the dead. I can offer you nothing in return but my heartfelt gratitude, but as I know you to be a person of character and compassion, I pray that is enough.

Please come if you are able. I don't know where else we can turn.

Sincerely,

*Matron Cinda Finel
Deputy Warder of the Vale*

And so it is that you find yourself...

PLAYER HANDOUT 6: HIRED

For PCs who do not have the Favor of Cinda Finel, and who are not Ducal Guard, Ducal Navy, Ducal Diplomatic Corps, College of Sages and Sorcery, Church of Wee Jas, Church of Kord, Church of Lydia (if released), Houses of the Duchy (member or employee of House Kaste, House Saevil, or House Schrie), The Leukish School of the Rapier, Sete Roughriders, Temple of the Suel Pantheon, Halflings of the Vale, or Keepers of the Vale.

It was a slow week in Leukish, so when you heard that the Duchy was looking to hire adventurers, you went to hear what they had to say. You passed the initial screening, and found yourself introduced to Lord Rochard Lorinar, a handsome, clean-shaven Suel man who shook your hand and welcomed you with a smile.

"This is what we know," he says. "A young noble from House Kaste has rebelled against her family and fled to the Vale, somewhere near the town of Atherlea. She has reportedly threatened to take up Necromancy as a way of getting back at her House. Her relatives are, naturally, very worried, and the Halflings in Atherlea and the surrounding area are apparently in a state of panic about the undead.

"We need people to travel to the Vale, find Lady Zikka, capture her alive, and turn her over to the Duchy authorities in Atherlea."

He continues. "Lady Zikka is 19, and is described as short and slender, with dark blonde hair and green eyes." He looks intently at you. "I must stress that Lady Zikka is to be captured alive. House Kaste is influential, and I do not want to earn their wrath. As you do not want to earn mine."

Assuming you took the assignment, you pocketed the advance gold, and set out for the Vale, traveling first to Splendorill by river, then overland to Atherlea. According to local reports, there are undead attacking people somewhere out along Longpenny Road.

So it is that you find yourself...

The Leukish Tattletale

Volume 6, Article 5

All the gossip you haven't heard

Harvester, CY 2006

The Latest In Leukish

By Lady Teara Coriner

- The engagement party for Lady Zikka Kaste and Lord Morin D'Dolch has been temporarily put on hold. It seems the Lady was feeling ill and has retired to the countryside for rest and recuperation. SOME say it was not illness that has made her unavailable. Could it have anything to do with her new fiancée's age and temper?
- Lord Rochard Lorinar was seen slumming near the dock district seeking adventurers to venture into the Vale. Perhaps not all of the Vale is as Rosy as its Governor claims?
- Word from the street is that petty crimes are on the rise in Leukish. Leave you valuables at home and keep your eyes on your purse.
- It has been confirmed that the attack on that ill tempered elven delegation was made up of foul fiends from the depths of the Abyss. Perhaps there are demon-ridden Teranors still on the loose?
- This author has heard that there is some dissension on the board of the WFTC. Perhaps

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News from the Vale

By Sandrani Szabo

This author is pleased to be reporting from within the territory of the newly created Vale Low County. Remarkable changes have occurred in the time since the Lord Regent's Annexation of the Vale this spring:

- In an interview with Lord Governor Tauris Pontirun, this author learned that things are looking rosy for the Vale: The last of the orcs are trapped and starving in a narrow valley. Large portions of the Vale have now been parceled out to noble houses and productivity is expected to greatly increase. Several forts are being constructed at the Vale's border. A new dawn has come to this long forsaken land.
- House Meissel has been investing large amounts of money in building trading houses throughout the Vale. It is said the profits from their exclusive trade deal with the Halflings are more than covering the cost. In return the Halflings are gaining the ability to have their goods traded legally outside their Low County.
- A Halfling thief was caught picking the pocket of Lady Kamill Pontirun. He was sentenced to a year hard labor. Protestors have been jailed. It is hoped the small folk will soon learn that they will pay dearly for the robbery of a lord or lady.
- Some say the Halflings aren't happy with the dismissal of their militias. While it is likely their disgruntlement will fade once they see the advantage of House Guard protectors, one has to wonder whether White Hart provocateurs are leading them astray?
- Tales of undead sightings near Atherlea have

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