

URD7-06

Justice

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

Version 0.5

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When Duchy politics leads to an unjustified and unprovoked assault the blood of the Wolfhearts cries out for justice. But who has the right to judge? And who has the right to punish? A journey into the world of unintended consequences in a one-round regional adventure set in Duchy of Urnst for characters level 1 - 11 (APLs 2-8).

Resources for this adventure [and authors for those sources] are *Complete Warrior* [Andy Collins, David Noonan and Ed Stark], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg]

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 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). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Duchy of Urnst. Characters no longer pay Time Units for adventuring, but they must still pay Upkeep, or for other non-adventuring activities.

Adventurer's Standard Upkeep costs 12 gp per round. Rich and Luxury Upkeep costs 75 gp per round. 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

After Duke Karll's departure and Lord Ellis' subsequent coronation as Duke, the Duchy splintered into two primary factions—the Strong Harts and White Harts. The Strong Harts support the new Duke, while the White Harts support Duke Karll's eldest son as regent. Houses have been forced to choose sides and sometimes this comes with heavy consequences, especially when the powers of the Abyss choose to get involved.

ADVENTURE SUMMARY

Summoned to Lady Djenn U'Moraël, adventurers arrive just in time to see a huge explosion consume much of her estate. After defeating the now-released magical beasts and recently-raised undead of the former estate workers, the adventurers rescue the infant child of Lady Djenn and the unconscious body of Kai-chot, a House Wolfheart half-orc guard. Kai-chot describes the treachery of Kethvin Reede and has the adventurers swear to return the infant to her father in Silver Falls, while he returns to warn the Wolfhearts of more treachery and to take revenge upon the Reedes.

Shortly after Kai-chot's departure, the party discovers the body of Kethvin Reede, who describes events from his point of view.

Meanwhile, the Wolfhearts are on the march, headed to the Reede estate to destroy it in revenge for the U'Moraël. En route the Wolfhearts are attacked by demons surreptitiously controlling members of House Reede. If the party does nothing, the Wolfhearts fight and defeat the Reedes, and are then repelled by the dwarfs marching to the Reedes' support from the nearby mines. The adventurers might assist the Wolfhearts, assist the Reedes, or try to find peace among the factions.

PREPARATION FOR PLAY

Prominent in this adventure are the Duchy Factions. It's important to establish whether each character is a White Hart, Strong Hart, Ducal Loyalist, or unaligned.

Some Duchy Houses are also prominent in this adventure. It will be useful to know which characters are associated with House Reede (or its ally Clan Dumadan or its Clients, House Eisener or House Sidæ) and which are associated with House U'Moraël (or its allies the Loyal Brotherhood of Wizards and the Sceptics or its client House Wolfheart or its enemies the Keepers of the Vale or Clan Dumadan).

There are many social interactions in this adventure, so be sure to note the Lifestyle Upkeep choice of each character.

Also, judges should feel free to improvise within the framework of the adventure to accommodate the many potential outcomes.

INTRODUCTION

Each character begins alone (or, if appropriate, with a cohort) in a Duchy location of their choice (if they have no other preference, they are in an inn in Leukish).

White Harts are approached by a Ducal Diplomatic courier and informed that their presence is required at Djenn's tower. They are given instructions on how to arrive there (basically where it is in the Duchy).

Strong Harts are approached by a Ducal Guard Subaltern and are curtly informed that their presence is required at Djenn's tower and handed a perfumed map informing them how to get there.

Ducal Loyalists are approached by a grizzled Ranger who nods to them. If they nod back, he will approach and hand them a scrawled note which says they should go to Djenn's tower quickly as events are unfolding there that require their attention.

Unaligned characters find a tavern posting which has been tossed on the floor and stuffed in a corner. It informs them that there is work for adventurers at Djenn's tower and gives basic instructions on how to get there.

Djenn's tower, the residence of Lady Djenn U'Morael, is in the hills in the south of Upper Eschen. The Verraten is a stream that joins the River Trugen, a small river that joins the River Eschen at the town of Eschen, to the northwest of Nellix. It is a well known place and its location can be easily ascertained.

Some of the party might know of Lady Djenn U'Morael:

Knowledge (nobility and royalty)

- DC 9** The symbol of House U'Morael is a red eagle with 3 heads.
- DC 13** House U'Morael is one of the founding Maure Houses, known for skill at magecraft.
- DC 15** House U'Morael is associated with the Strong Harts faction. They are fiercely served by the half-orcs of House Wolfheart
- DC 20** House U'Morael are the strongest advocates of Suel Purity, and thus have disdain for demihumans, particularly the Defenders of the Vale and the Dumadan Dwarves. The symbol of House Wolfheart is a red wolf's head.
- DC 25** Lady Djenn U'Morael is known as a powerful mage and a personal friend of Duke Karll.
- DC 30** Lady Djenn has isolated herself from her family's politics, concentrating upon her own interests.

A successful Knowledge (nobility and royalty) check will reveal all of the information of the appropriate level and below.

Special Modifiers may be applied as follows:

- +10 to check result if a member or employee of House U'Morael.
- +5 to check result if a friend of House U'Morael or a member or friend of the Skeptics, the Loyal Order of the Lizard, or House Wolfheart

Knowledge (Local – Nyron and Environs) can also provide some information on House U'Morael:

- DC 9** The symbol of House U'Morael is a red eagle with 3 heads.
- DC 13** House U'Morael is one of the founding Maure Houses, known for arcane skill.
- DC 17** House U'Morael patronizes the Loyal Brotherhood of the Lizard and the Skeptics and are served by House Wolfheart; they are

enemies of the Keepers of the Vale and the Dumadan Dwarves.

The PCs find themselves traveling together on the road to Djenn's tower, just west of Eschen. Let the characters introduce themselves.

1: TEST OF METTLE AND DISCRETION

It is what passes for a pleasant day in the eastern Duchy, as you squish over the damp ground under grey skies on the way to D'jenn's tower. As you are headed into the untamed hills you know that it would be wise to travel with a group, as the dangers of the wild are many.

The Tower is two days travel west of the town of Eschen. The first day of travel is an easy stroll through farmland. The village of Dewiss is the last civilized settlement on the Verraten, a hamlet with a single tavern. (It's the only one in town, so it's just "The Tavern"). A DC 10 Gather Information check will reveal that the number of strangers passing through town is greater than usual. Additional information can be garnered with a Gather Information check as well:

- **DC 10:** Sure is a lot o' folks passin' through these days.
- **DC 15:** There was even some noble! Young feller, alone and in a hurry. He had a blue hammer and wuz wearin' yeller and purple. Rode off to the west.
- **DC 20:** Couple of days before, wuz a group of hunters come through. Don't see that much this time o' year. Went off west, into th' hills.

This could lead to more information being had from either Knowledge (Nobility) or Knowledge (Local – Nyron and Environs) checks.

- **DC 12:** The blue hammer on golden lightning bolts over yellow and purple are the symbol and colors of House Reede
- **DC 16:** House Reede is known to be honorable, and closely allied with the Dumadan Dwarves. They are affiliated with the Strong Harts.

Special:

- +10 to check result if a member or employee of House Reede
- +5 to check result if a friend of House Reede or a member or friend of the Dumadan Dwarves, House Eisner, or House Sidae

The next day's travel will be a bit harder, but following the stream is not difficult. If, for some reason, the party chooses not to follow the stream, a DC 15 Survival check is needed to find the Tower.

Lady Djenn sought to judge those who would come to assist her, both in combat prowess and discretion. The magical beasts she left to ambush travelers along the stream are clearly marked with the tricameral red eagle of House U'Morael (Knowledge (Nobility) or a DC 10 Knowledge (Local - Nyrond and Environs) to match the symbol to the House). She had planned to scry upon her creatures, to see if those traveling to answer her summons would have the wit to avoid or capture them. During the encounter, though, she is speaking with Kethvin Reede (who is *dominated* by a demon at the time), so she is not scrying.

Just as the party comes within sight of the top of the Tower (about 1000 feet away), Djenn's beasts attempt to ambush the party:

Creatures:

APL 2 (EL 2)

🦋 **Krenshar (2):** hp 11; *Monster Manual* 163.

APL 4 (EL 4)

🦋 **Krenshar (4):** hp 11; *Monster Manual* 163.

APL 6 (EL 6)

🦉 **Owlbears (2):** hp 52; *Monster Manual* 206.

APL 8 (EL 8)

🦉 **Owlbears (4):** hp 52; *Monster Manual* 206.

Tactics:

The krenshar wait until all of the party is in range for a scare attack (130 ft.). They screech, while the others charge those party members who are not fleeing. Krenshar are fairly smart pack hunters. They avoid reach weapons and work to flank their prey. A DC 14 Spot check reveals the krenshar (though remember that Spot has a penalty of -1 per 10 feet of distance).

The owlbears wait until a party member is within 30 feet, then charge out and attack. If the party hesitates within the senses of an owlbear for more than 5 rounds (without coming within 30 feet), the impatient beasts charge out. Once any owlbear charges, the rest will follow. A DC 7 Spot check reveals them (though remember that Spot has a penalty of -1 per 10 feet of distance).

Treasure: None

Development: These creatures are clearly marked as belonging to House U'Morael. They have been tattooed with the house symbol on their chest. If they are killed, rather than captured or merely disabled, it likely will have an effect on Lady Djenn's later opinion.

2: A LOUD WELCOME

Just as the party finishes subduing (or killing or sneaking past or otherwise outwitting) the magical beasts...

You are now about 1000 feet away from an onion-dome tower, built in the classical Suel style – you can see the top over a small hill when suddenly,

a huge explosion rocks the area and a ball of fire engulfs the tower!

If the party approaches the tower:

Coming around the bend, you can now see the tower clearly. The first floor is completely missing, while the higher floors float in the air. You can barely see some figures fighting at the base of the tower.

Inside the Tower (and unbeknownst to the party), the demon who had been dominating Kethvin Reede was detected by D'jenn, who cast *wall of force* to protect her child, while the demon attacked her, breaking D'jenn's Staff of Power and causing the immense explosion. "Kethvin" was flung from the tower, while Djenn was cast off of the plane by a contingency, and now floats unconscious in the Astral Plane. She will return to Oerth at the end of the adventure.

The party is able to see figures fighting at the base of the tower (the number of figures is based on the EL), but at 900 feet away the check to see details (DC 70 Spot) is somewhat challenging. Djenn's infant half-elven child is also crying, but it is almost impossible to hear until within 40' of the floating tower.

At the tower, Samchovat, a tiefling, is fighting the last of D'jenn's guards, Kai-chot Umorael. As soon as the characters arrive, Samchovat knocks Kai-chot unconscious. Until he notices the characters arriving, he slowly and meticulously begins arranging the bodies and placing black stones in their mouths so that he can turn them into zombies using *animate dead*.

Unless the party is hiding, he does not notice them until they are 450 feet away as he is pre-occupied. As soon as he notices the characters, he commands what minions he has to attack.

If he has the time (and the resources), he animates corpses (for each round the party was approaching he can prepare one zombie).

His plan was to animate the zombies and use them to build a Zombie Pyramid so he could climb up and grab the crying U'Morael infant.

If the party keeps its distance and does not otherwise call attention to themselves, Samchovat is too busy to notice them. The party sees a group of humanoids form a pyramid to reach the (floating) second floor of the tower, then disassemble and leave. After gathering the infant, he heads off to the south. He is easy to track (DC 5 Survival), if desired.

Creatures:

APL 2 (EL 3)

🦋 **Samchovat (male tiefling Adept (Erythnul) 4);** See Appendix

🧟 **Zombie, Human Commoner (1);** *Monster Manual* p. 266.

APL 4 (EL 5)

➤ **Samchovat (male tiefling Adept (Erythnul) 6);**
See Appendix

➤ **Zombies, Human Commoners (3);** Monster Manual p. 266.

APL 6 (EL 7)

➤ **Samchovat (male tiefling Adept (Erythnul) 8);**
See Appendix

➤ **Ghouls (3);** Monster Manual p. 118.

APL 8 (EL 9)

➤ **Samchovat (male tiefling Adept (Erythnul) 10);** See Appendix

➤ **Ghasts (2);** Monster Manual p. 266.

➤ **Ghouls (2);** Monster Manual p. 118.

Tactics:

If the party interferes, Samchovat orders his undead minions to attack and kill the interlopers while using his darkness power to shield himself and then attack with spells. He speaks in Abyssal.

Development:

If somehow captured, he knows only that he was offered the hearts of four innocent children to deliver the infant to a hunting lodge to the south.

Treasure:

Samchovat carries a satchel containing a significant amount of gems (value determined by APL) he received as payment in addition to his gear. Should the PCs receive one of the rewards from House Reede or House U'morael the treasure from Samchovat is taken back by House U'morael as compensation for his treachery.

3: TRUTH IS A MATTER OF PERSPECTIVE

This encounter assumes that the party defeats Samchovat at the tower. If events transpire otherwise, improvise as appropriate.

The explosion seems to have had an unusual effect on D'jenn's 3-story tower. The first floor and much of the second were destroyed, but the third floor and the onion dome above it are now floating, unsupported, in the air. It does not seem stable, though, as pieces are slowly breaking off and falling to the ground. Some of them land close to an injured half-orc lying unconscious on the ground under the tower. From the tower above, you can hear faint cries.

There is a 20-foot vertical gap from the ground to the bottom of the now-floating Tower. Any reasonable plan to get a rope attached to the floating remnants of the tower will work. It is fairly obvious that the crying is coming from a specific window where the infant is on the 3rd floor. It is also fairly obvious that the rest of the tower is on fire and the magic within it is rapidly

dissipating. It will take quick action to reach the child before the whole thing collapses.

Once reaching the now-damaged wall (by jumping or some other means), it requires a DC 20 Climb check to reach the window from which the child can be rescued. Using a grappling hook or other means can make this easier.

Detect magic, if cast upon the tower, finds strong Transmutation magic (the variant of *levitation* that supports the tower) and faint Abjuration magic (D'jenn's alarm spell, which is ineffective as she is currently off the plane) infusing the entire structure. A round of concentration makes it clear that the Transmutation magic is fading.

After 10 more rounds the unstable tower collapses. Before this happens, the exact amount of time left can be predicted with a DC 20 Knowledge (architecture and engineering) or a DC 15 Stonecunning check. It is obvious to any observer that time is of the essence, however.

If the infant is still in the tower when the collapse occurs, she is killed. If Kai-chok is still under the tower when it collapses, he is also killed. Anyone inside during the collapse will suffer 8d6 damage (DC 14 Reflex for half); those nearby (or climbing the walls) face 4d6 damage (DC 14 Reflex negates). If not rescued, the infant is killed.

The infant is terrified, but can be calmed by a DC 15 Diplomacy check. She is a Suel girl of 7 months of age, clearly with some elven blood.

Kai-chok is stable at -2 hit points, if he is not crushed by the falling Tower. Kai-chok is obviously injured but still breathing. A DC 15 Heal check reveals that he has been damaged by fire (the initial explosion) and force (Samchovat's spiritual weapon). He is stable at -3 hp.

If revived before the infant has been rescued, Kai-chok immediately springs into action (unless staggered), helping the PCs however he can if they seem to be currently effective. He has a rope and grapnel and immediately puts it to use if the PCs are not being productive or helpful. He does not listen to anything the PCs have to say until the child is rescued, even to the point of losing his own life in the process. If they try to stop him, he immediately attacks them.

If revived after the infant has been rescued, Kai-chok Wolfheart is suspicious (Unfriendly attitude), and needs to be raised to Friendly through Diplomacy to talk with the party. He is automatically be Friendly to those who can show that they are members or friends of House U'Morael, the Skeptics, the Loyal Order of the Lizard, or House Wolfheart. If the party has rescued the infant, they will gain a +10 bonus to the Diplomacy check.

If made friendly after the infant is rescued, Kai-chok explains what he saw (for a half-orc, Kai-chok is very articulate, though plain-spoken):

"I saw the Reede boy ride up to the tower and enter to speak with My Lady U'Morael. Then there was fire. I saw the servants burn and fall and I saw a

demon walking towards me. I moved to fight him but was felled. Have you seen My Lady?"

The "demon" was the tiefling Samchovat. I am certain that these events were caused by the Reedes.

The treacherous Reedes have stolen My Lady away. I must beg you to bring the girl to safety with her father in Silver Falls. I must gather the Wolfhearts to rescue My Lady."

Kai-chok can draw a crude map to show the way to Silver Falls. Once done, he touches his tricameral eagle scar, which will teleport him away to the Wolfheart compound in Nellix.

If not made friendly, Kai-chok curses the party as "Traacherous Reedes", then touch his scar and teleport away with the infant if he has her.

Searching the area reveals no sign of Djenn, though many of her books and papers are salvageable. There are also the dead bodies of many of her servants. There is also the corpse of a fine white horse, with the livery of House Reede.

It is not too difficult to track this horse (Track feat; DC 12 Survival) as coming from the south-southeast, less than an hour ago.

With more searching, Kethvin Reede is found, about 300 feet beyond the tower, unconscious and groaning (stable at -2 hp).

Once awakened, he tells the truth, as he knows it:

"I was sent as an envoy to Lady D'jenn U'morael, bearing magical gifts and craving Lady U'morael's favor for my House. I was riding up to the tower ... and suddenly I was lying upon the ground. What happened?"

He has no memory of being *dominated* and used as a tool to attack Djenn. Kethvin is horrified to learn of Djenn's disappearance and his possible role in it. He wants to salvage his mission by, at the least, helping to protect the infant, offering to escort the baby to a nearby Reede estate.

If this offer is refused, Kethvin begs to be allowed to escort the party as they return the child.

Kethvin honestly remembers nothing of the time he was dominated. He certainly does not have the skills to engage and defeat a mage of Djenn's power.

Some of the party might also know of Kethvin Reede with a Knowledge (nobility and royalty) or Knowledge (local – Nyron and her Environs) check:

- **DC 12:** The blue hammer is the symbol of House Reede
- **DC 16:** House Reede is known to be honorable, and closely allied with the Dumadan Dwarves. They are affiliated with the Strong Harts.

A DC 30 Knowledge (nobility and royalty) reveals that Kethvin Reede is a young and somewhat idealistic member of the house, known for his skill at negotiation.

Special:

- +10 to check result if a member or employee of House Reede
- +5 to check result if a friend of House Reede or a member or friend of the Dumadan Dwarves, House Eisner, or House Sidae.

Development: At this point, there are many choices:

1. Decide that the politics are too confusing and go home for the day (ending the adventure a bit early; go to **Conclusion B: Just Watching**)
2. Follow Kai-chok's instructions, and return the child to the father in Silver Falls (go to **Encounter 4: On the March**)
3. Follow Kethvin's offer and take the child to the Reede Estate (go to **Encounter 5B: On to the Siege**)

4: ON THE MARCH

It takes 2 days to travel to Silver Falls, a trade town southwest of Nellix and the seat of the Low County of Bessenland.

Silver Falls is abuzz – any passerby who is asked will explain:

Just this morning! There was a demon! And he slayed the Forest Mage! Right here in the town!

It soon becomes apparent that the slain mage is, indeed, the father of Djenn's infant.

Soon after this discovery, a detachment of House Eisner Guards will be running through the streets, calling for all to hide:

"Flee! The orcs are coming! Stay in your homes and close your shutters and they shall soon pass! But delay them not, lest they slay ye where ye stand!"

Shortly thereafter, in good order, a Regiment of Wolfhearts (about 100 troops) marches through Silver Falls, taking the western road into Bessenland.

The officers of the regiment consist of:

- Galrchus Wolfheart, House Champion of U'Morael (male half-orc fighter 3/barbarian 4/suel arcanamach 3)
- Kai-chok Wolfheart, House Captain of U'Morael (male half-orc fighter 3/barbarian 3) now fully healed and armed leading Reaver company: 2 sergeants (half-orc fighter 3/barbarian 1), 48 guards (half-orc fighter 2/barbarian 1)
- Tagrak Wolfheart, House Captain of U'Morael (female half-orc fighter 5/barbarian 1) leading Thrasher company: 2 sergeants (half-orc fighter 2/barbarian 1), 48 guards (half-orc fighter 1/barbarian 1)
- Gaknor the Grim, House Entertainer of U'Morael (male half-orc barbarian 1/bard 5)

The 100 or so troops all bear the crest of House Wolfheart, and are half-orcs wearing breastplates, wielding battle axes and heavy steel shields, with full marching packs. Half of them have trained wolves as pets. All of them are hustling along (Move 40 ft.) to a marching cadence beaten by Gaknor.

The Guards do not speak while marching. The officers do not speak on the march but brusquely declare that they are willing to talk at bivouac:

“We talk at camp. Wait for camp.”

The regiment ignores the party if the party ignores the regiment. If the party does nothing to interfere with the regiment’s march, go to “Just Watching”.

If the party moves to attach the regiment, Kai-Chok intervenes, explaining calmly to the characters that neither he nor his troops will hesitate to convert them to firewood if they want to fight. Surely, their lives are worth more than that. If the party still chooses to attack the regiment, it will fight fiercely, but will attempt to subdue until one of its number actually falls or dies, then the gloves are off. If the regiment takes over 20% casualties (unable to march and fight), or loses 2 of the 4 officers, the remnants will retreat to Nellix. Go to **Conclusion D: Retreat of the Wolfhearts**. Should the PCs attempt to loot the Wolfhearts inform them that stealing from the members of House Wolfheart could result in serious consequences from the nobility. This act earns the PCs the enmity of House U’morael and some jail time.

That evening, the regiment builds a camp, about 10 miles west of Silver Falls (and one day from the Reede Estate).

Convincing Galrchus and Kai-chok that the Reedes are innocent is difficult, and requires a DC 45 Diplomacy check, with the following special modifiers:

- +2 if Kai-chok attests to the honor of the party.
- +5 if Djenn’s infant daughter is still alive and unharmed.
- +10 if Djenn’s infant daughter is still alive and unharmed due to direct party action that Kai-chok witnessed.
- +2 if Kethvin testifies to his capture and imprisonment.
- -2 if Kethvin is unbound and free to act (after all, he is the Reede who killed Djenn U’Morael, or so Kai-chok believes).
- +4 if a member of the party is openly a member or friend of House U’Morael, the Skeptics, the Loyal Order of the Lizard, or House Wolfheart (this bonus can only be claimed once, even if multiple party members qualify).
- -2 for each member of the party who is openly a member or friend of House Reede, the Dumadan dwarves, House Eisner, or House Sidae.
- +2 roleplaying bonus for an effective appeal by the players.

Players can aid another on this check. If Kethvin is present, he may not lead the negotiation (the Wolfhearts do not trust the honeyed words of a Reede), but he may aid another (and, with his bonus of +9, automatically succeeds, if he is allowed). This largely is accomplished by him not saying anything and seeming remorseful for what has transpired.

If the generated result is 45 or above, Galrchus declares that this matter requires further study. He states a willingness to speak with the Reedes and to perhaps not destroy their compound. Go to **Encounter 5A: Marching With the Wolf**.

If the generated result is below 15, the Wolfhearts escort the party away and march on the Reede estate. Go to **Encounter 5B: On to the Siege**.

If the generated result is between 16 and 49, Galrchus offers Trial by Valor.

I can smell that you believe what you say, yet I still smell treachery, So I will test you. One of you may choose the Trial by Valor with the champion of the Wolf Hart. Which of you is not a coward?

If the challenge is accepted, Gaknor explains the rules: No magic is allowed; it is a battle between two persons until one lies fallen. Neither spells nor magic items are permitted. No fighter may leave the ring until the other lies fallen. Pushing the other fighter out of the ring is dishonorable, and will result in the death of the violator. Use of magic is dishonorable, and will result in the death of the violator.

Galrchus will match the chosen party member with a worthy opponent. If the PC is of 4th level or below they will battle Tagrak, while Galrchus personally acts as champion if the chosen party member is 5th level or above.

If the party’s champion wins the battle, Galrchus declares that this matter requires further study. He states a willingness to speak with the Reedes and perhaps not destroy their compound. Go to **Encounter 5A: Marching With the Wolf**.

If the party’s champion loses the battle (or no one is willing to take the Trial by Valor), the Wolfhearts escort the party away and march on the Reede estate. If needed, Gaknor heals the injuries of the fallen combatant. If the party follows, go to **Encounter 5A: Marching With the Wolf**. If the party gives up and goes elsewhere, go to the **Conclusion B: Just Watching**.

5A: MARCHING WITH THE WOLF

This encounter assumes the PCs accompanied House Wolfheart on their trek to confront House Reede.

The following day brings the endless pounding of hobnailed boots on the road and guttural orcish marching cadences. The monotony of an army on

the march seems to suck the beauty from the surrounding countryside.

As midday approaches the army pauses briefly to drink water and rest their weary feat. The respite is broken by what sounds like screams and the clash of weapons from up ahead. It seems as though the advance party has marched into an unpleasant situation.

Read the following text if the PCs hustle or take any other measures to speed their arrival at the conflict:

Ahead you see the last of the ten-soldier-strong advance party fall under the blade of a Suel man wearing the colors of House Reede. As he collapses from a brutal sword thrust, you see several human males also sporting House Reede's house colors intermixed amongst the Wolfheart dead. The man shakes his head as the orc strikes the ground. He appears befuddled, as if waking from a dream. His confusion does not last for long as the front rank of the main column crashes into him, hacking as they charge.

Should the PCs take their sweet time investigating the commotion they find the main body organizing orcish and human dead. Kai-Chok asks the PCs to form up and scout the left flank with two Reavers. He dispatches similar teams to clear his right flank and rear. Kai-Chok explains that he wishes to reduce the chance of further ambushes. He will continue on with the main body at a double time.

If they arrived in time, any PC with Spellcraft can make a DC 25 check to determine that the Reede soldier was dominated.

In the unlikely event that the PCs do not wish to scout the perimeter, move directly to **Encounter 6**. Should they go scouting as directed they are greeted with the following:

It would seem that the ambush was an isolated incident, until you spot the bodies of two livery boys and a soldier bearing the colors of House Reede. The multiple stab wounds and bite marks on their bodies attest to the painful manner of their deaths.

At this point, the PCs encounter the true force behind the ambush. Demons! The livery boys and this soldier resisted possession and domination and were slain outright. The creatures remaining were enjoying a snack before causing more mayhem. The being which dominated the soldiers has since departed.

Creatures:

APL 2 (EL 5)

👉 **Dretch** (2); Monster Manual p. 42

👉 **Quasit** (1); Monster Manual p. 46.

APL 4 (EL 7)

👉 **Babau** (1); Monster Manual p. 40

👉 **Quasit** (1); Monster Manual p. 46

APL 6 (EL 9)

👉 **Vrock** (1); Monster Manual p. 48

APL 8 (EL 11)

👉 **Hezrou** (1); Monster Manual p. 44

Tactics: The orc reavers join the PCs in battle. They flank with each other and rage when appropriate. They fight to the death to avenge their fallen brethren.

The demons fight savagely using tactics appropriate to their type. At APLs 2 and 4, the quasit gloat about how easily they will dispatch the PCs and they would not make fit servants for the "master". The vrock and hezrou gloat at APLs 6 and 8. Judges may draw out the encounter as they wish, as long as it is set in a countryside.

Developments: If they triumph, the PCs can make a DC 15 Heal check to determine that one of the livery boys and the soldier were stabbed before being partially eaten. The other livery boy still clings to life (-8 hp) and can be revived to disclose that his detachment was riding to investigate a Wolfheart army approaching. He remembers some of his comrades acting strangely around the same time he developed a bit of a headache. His headache went away around the same time a longsword slid between his ribs and he fell unconscious. What the PCs decide to do with this information is up to them. The army will continue its march to the Reede compound as previously stated. If the PCs attempt to catch up, go to **Encounter 6**. If they choose to delay, go to **Conclusion A**.

5B: ON TO THE SEIGE

Utilize this encounter only if the PCs choose to travel with Kethvin Reede. Knowing that the Wolfhearts are marching on House Reede's compound, Kethvin wants to get there ahead of them.

Kethvin sets a blistering pace towards the Reede compound. Throughout the day he mutters to himself, worry etched on his face. Just past midday Kethvin sets your group cross country to save a bit of time. Between Kethvin's shortcut and break neck pace, it seems like you might have a chance to beat the Wolfhearts. Those hopes are dashed a short time later as you happen upon a dozen orcish and human bodies and being lorded over by something not of Oerth. The survivor stands, ready to fight, terror etched on his face.

The PCs have stumbled upon a raid on an orcish security patrol covering the main body's flank. The patrol was set upon by a dominated group of Reede soldiers that allowed one orc scout to escape to "warn" the main body.

The demons arrived shortly after to kill the remaining orc survivors.

Creatures:

APL 2 (EL 5)

➤ **Dretch** (2); Monster Manual p. 42

➤ **Quasit** (1); Monster Manual p. 46.

APL 4 (EL 7)

➤ **Babau** (1); Monster Manual p. 40

➤ **Quasit** (1); Monster Manual p. 46

APL 6 (EL 9)

➤ **Vrock** (1); Monster Manual p. 48

APL 8 (EL 11)

➤ **Hezrou** (1); Monster Manual p. 44

Tactics: The orc reaver joins the PCs in battle. He flanks with a PC and rages when appropriate. He fights to half hit points before falling back. Kethvin joins in the fight knowing that this may well aid his cause. Kethvin also fights down to half hit points.

The demons fight savagely, using tactics appropriate to their type. At APLs 2 and 4, the quasit gloats about how easily it will dispatch the PCs and how they would not make fit servants for the “master”. The vrock and hezrou gloat at APLs 6 and 8. Judges may draw the encounter as they wish, as long as it is set in a countryside.

Developments: If the Reaver, Slagnar Wolfheart, survives he reports to the main body that the PCs assisted with his rescue. Further, he tells the PCs that one of the Reede soldiers began acting oddly. Read the following:

“One of the Reede “dogs” confused me. While his comrades fought like savages, he stopped and looked around like he was scared all of a sudden. He even began to cry like a little girl and ask how he got there. It made it very easy to cut him down.” The reaver then demonstrates a girlish cry in a deep orcish baritone while pantomiming the man’s actions. This consists of pretending to drop his sword and hold his hands in front of his face.

Slagnar knows nothing else of interest. He suggests they attempt to reach the main body as soon as possible. Continue on to **Encounter 6**.

6: SEIGE OF RAGE

The Wolfhearts march quickly and intently, burning with the need to rescue Lady U’morael and avenge their honored dead. Arriving at the Reede estate, they ready to exact their revenge.

The angry Wolfhearts arrive at the Reede Estate and destroy it in revenge for the destruction of Djenn’s tower. The Reedes received some advance notice from the

Eisners, so they have been able to evacuate their non-combatants and call for aid from their allies, the dwarves of Dumadan. There are about 40 Reede House Guards present. They will be joined by 60 dwarves, but too late to save the estate.

If the party arrives at the Reede Estate before the Wolfhearts, they find it locked and prepared for a siege. If Kethvin is with them, they are quickly admitted within the walls and asked to aid in the defense. Otherwise, it requires a DC 20 Diplomacy check to gain admittance (with appropriate bonuses and penalties for friends and enemies of House Reede). Lady U’morael, of course, is not present. The nervous Reede Guard Captain has no idea why the Wolfhearts are coming for the estate, but he plans to do his best to defend it. If present, Kethven and Djenn’s infant are sent with the dwarves for safekeeping along with the other noncombatants. The party may choose to join them; if so, go to **“Just Watching”**.

The chronology below describes what happens if the party members take no actions:

- **Round 1:** Galrchus stands before the walls of the Estate, declaring that it must be destroyed. Kai-chok and Tagrak deploy their companies with battering rams. Gaknor begins a war chant (using *inspirational boost* and a masterwork drum)

The huge half-orc stands before the Reede Estate gates, anger clear in his eyes and his stance. “Treachery shall be repaid with the coin of justice! Release Lady U’morael now or prepare to receive what you deserve!” Meanwhile, other Wolfhearts ready battering rams and weapons. The bardbarian half-orc begins to chant.

- **Round 2:** While Galrchus is completing his declaration, one of the Reede archers shoots at him. The Wolfhearts rage and charge the Estate (Reaver company at the main gate, Thrasher company at the wall).

“We w-w-wish no fighting today” yells back a human from atop the gatehouse, but even as he speaks an arrow flies out from the wall striking Galrchus. The Wolfhearts scream in rage and charge!

- **Rounds 3-4:** Reede archers fire at Wolfhearts, drop oil on Reaver company. Wolfhearts attack gate and walls
- **Round 5:** Reede archers fire at Wolfhearts, drop oil on Reaver company. Reaver company breaks through gate. Thrasher Company attacks wall.
- **Round 6:** General melee at Gate area, Thrasher Company attacks wall

- **Round 7:** General melee at Gate area, Thrasher Company attacks wall.
- **Round 8:** General melee at Gate area, Thrasher Company breaks through wall.
- **Round 9:** Reavers fight at Gate area, Thrashers fight through the breach.
- **Round 10:** Both Reavers and Thrashers break through to interior of Estate, begin to use oil and torches to burn the buildings.
- **Round 11:** Remaining Reedes defend central building while Wolfhearts burn outbuildings and attack Reedes.
- **Round 12:** Remaining Reedes defend central building while Wolfhearts burn outbuildings and attack Reedes.
- **Round 13:** Remaining Reedes defend central building while Wolfhearts burn outbuildings and attack Reedes.
- **Round 14:** Remaining Reedes defend central building while Wolfhearts burn outbuildings and attack Reedes.
- **Round 15:** Dwarves arrive through tunnels under central building. Reedes and Dwarves defend central building while Wolfhearts burn outbuildings and attack Reedes.
- **Round 16:** Dwarves and remaining Reedes push out against Wolfhearts. Remaining Wolfhearts try to form lines.
- **Rounds 17-19:** Dwarves and Reedes fight Wolfhearts in center of Estate.
- **Round 20:** Galrchus calls to fall back. Battle continues in center of Estate.
- **Round 21:** Wolfhearts form a defensive line and continue to battle Reedes and Dwarves, while the wounded gather bodies of fallen comrades and withdraw.
- **Round 22:** Remaining Wolfhearts withdraw. Gaknor reads a scroll of *empowered maximized fireball* that destroys the central building.
- The party could try to stop the Wolfhearts through diplomacy (and, possibly, through Trial by Valor) if this has not already been attempted. Use the process described in “On the March”, but increase all diplomacy DCs by 5.
- If the party attacks the Wolfhearts from outside the wall, a detachment of Thrashers (equal to the APL plus two) charges to engage them.
- If the party helps the Wolfhearts attack the estate, each visible PC has a 25% chance of being targeted by a Reede archer each round that they are fighting.
- Galrchus chooses to fall back once most of the buildings have been burned – his goal is revenge for Djenn’s tower, not slaughter.
- Galrchus retreats once more than 30 of the Wolfhearts have fallen.
- The dwarves do not pursue the Wolfhearts (which, given the movement rates of armored dwarves vs. half-orc barbarians, would be somewhat pointless).
- The dwarves arrive on Round 15. If the Wolfheart assault can be slowed, then the estate might be saved
- It is difficult (DC 40 Diplomacy), but not impossible, to convince the Reede guard captain to simply allow the Wolfhearts to destroy the estate. If so, there are no casualties.

There is a very basic map located in the back of the module. Judges may draw whatever they wish as long as it is a small to medium sized castle. If the Wolfhearts fail to burn the estate, go to **Conclusion D: Retreat of the Wolfhearts**”, otherwise, conclude with **Conclusion A: After the Rage**”.

CONCLUSION A: AFTER THE RAGE

The burning remains of the Reede Estate send smoke high into the air. The Wolfhearts march away as their rage cools.

The next day, you are visited by a member of the Wayfarer’s Guild, who carries a note requesting your presence by Lady Djenn U’morael. You are teleported to the U’morael tower at the College of Sages and Sorcery in Nellix.

Injured but returned triumphant from her travails, Lady Djenn explains that Kethvin Reede was controlled and she holds no ill will towards the Reedes. She praises the adventurers if they return her child. She is displeased by the warfare that was

Of course, the party can choose to help one side or the other, which will alter the flow of events, at the discretion of the judge. A few notes:

sparked, and will have sharp words with the Wolfhearts.

- Those who fought to defend the Estate are named Friend of House Reede, unless Kethvin was killed. Members and employees of House Reede receive instead an Influence Point with House Reede.
- if Djenn's infant daughter is returned to her alive and unharmed, all party members receive Favor of Lady Djenn U'Morael, plus payment of [APL treasure limit]
- Those who fought to aid the Wolfhearts are named Friend of House Wolfheart. Members and employees of House Wolfheart receive instead an Influence Point with House Wolfheart.

CONCLUSION B: JUST WATCHING

Over the next week, you hear the story of the "Reaving of the Reedes", as the half-orc Wolfhearts attacked and destroyed a Reede Estate for no apparent reason.

The next day, you are visited by a member of the Wayfarer's Guild, who carries a note requesting your presence by Lady Djenn U'morael. You are teleported to the U'morael tower at the College of Sages and Sorcery in Nellix.

Injured but returned triumphant from her travails, Lady Djenn explains that Kethvin Reede was controlled and she holds no ill will towards the Reedes. She praises the adventurers if they return her child. She is displeased by the warfare that was sparked, and will have sharp words with the Wolfhearts.

- if Djenn's infant daughter is returned to her alive and unharmed, all party members receive Favor of Lady Djenn U'Morael, plus payment of [APL treasure limit]
- if a party member fought and defeated a Wolfheart in the Trial by Valor, that member (only) receives the Acclaim of House Wolfheart

CONCLUSION C: NO WAR TODAY

If the Wolfhearts stand down because of Diplomacy:

Galrchus does not look fully convinced, but he grunts with reluctance. "Your words must be considered. You will come."

If the party refuses to go with the Wolfhearts, they will be denounced as "Traacherous Reedes" and the march continues ... go to **Encounter 6: Siege of Rage**. If the

party goes along, the Wolfheart regiment marches back to Nellix, taking Kethvin and the infant (if present), as well.

Upon returning to Nellix, you are summoned to the U'morael tower, where you finally meet Lady Djenn.

Injured but returned triumphant from her travails, Lady Djenn explains that Kethvin Reede was controlled and she holds no ill will towards the Reedes. She praises the adventurers if they return her child. She is very pleased by the warfare that you prevented.

If the Wolfhearts stand down because of defeat in battle:

The remaining Wolfhearts retreat, marching back towards Nellix. Their anger towards you burns in their eyes.

The next day, you are visited by a member of the Wayfarer's Guild, who carries a note requesting your presence by Lady Djenn U'morael. You are teleported to the U'morael tower at the College of Sages and Sorcery in Nellix.

Injured but returned triumphant from her travails, Lady Djenn explains that Kethvin Reede was controlled and she holds no ill will towards the Reedes. She praises the adventurers if they return her child. She is very pleased by the warfare that you prevented.

- If Djenn's infant daughter is returned to her alive and unharmed, all party members receive Favor of Lady Djenn U'Morael, plus payment of [APL treasure limit]
- if a party member fought and defeated a Wolfheart in the Trial by Valor, that member (only) receives the Acclaim of House Wolfheart
- All party members are named Friend of House Reede, unless Kethvin was killed. Members and employees of House Reede receive instead an Influence Point with House Reede.

CONCLUSION D: RETREAT OF THE WOLFHEARTS

If the Wolfhearts stand down because of defeat in battle:

The remaining Wolfhearts retreat, marching back towards Nellix. Their anger at you burns in their eyes.

The next day, you are visited by a member of the Wayfarer's Guild, who carries a note requesting your presence by Lady Djenn U'morael. You are teleported to the U'morael tower at the College of Sages and Sorcery in Nellix.

Injured but returned triumphant from her travails, Lady Djenn explains that Kethvin Reede was controlled and she holds no ill will towards the

Reedes. She praises the adventurers if they return her child. She is very pleased by the warfare that you prevented.

- If Djenn's infant daughter is returned to her alive and unharmed, all party members receive Favor of Lady Djenn U'Morael, plus payment of [APL treasure limit]
- All party members earn the Enmity of House Wolfheart
- All party members are named Friend of House Reede, unless Kethvin was killed. Members and employees of House Reede receive instead an Influence Point with House Reede.

CAMPAIGN CONSEQUENCES

This module deals with the deteriorating relations between the Strong Harts and White Harts. Events like these may well determine whether or not the Duchy slides in to all out civil war! Please email the outcome of your table to doutriad@yahoogroups.com

EXPERIENCE POINT SUMMARY

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

1: Test of Mettle and Discretion

Defeat the creatures

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

2: A Loud Welcome

Defeat the creatures

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

5A: Marching With the Wolf

Defeat the demons

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

5B: On to the Siege

Defeat the demons

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Discretionary roleplaying award

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP

Total Possible Experience

APL 2	345 XP
APL 4	547 XP
APL 6	750 XP
APL 8	952 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.

2: A Loud Welcome

APL 2: Loot 68 gp; Coin 450; Total 518 gp.

APL 4: Loot 42 gp; Magic 196 gp; +1 longsword (192 gp), *potion of cure light wounds* (4 gp); Coin: 650 gp; Total 888 gp.

APL 6: Magic 461 gp; *potion of cure serious wounds* (62 gp), +1 longsword (192 gp), +1 light steel shield (95 gp); +1 breastplate (112 gp); Coin 900 gp; Total 1361 gp.

APL 8: Magic 836 gp; *potion of cure serious wounds* (62 gp), +1 longsword (192 gp), +1 light steel shield (95 gp); +1 breastplate (112 gp); *wand of inflict moderate wounds* (375 gp); Coin 1300 gp; Total 2136 gp.

6: Siege of Rage

APL 2: Coin: 450 gp.

APL 4: Coin: 650 gp.

APL 6: Coin: 900 gp

APL 8: Coin: 1300 gp

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp
APL 6: 900 gp
APL 8: 1300 gp

Total Possible Treasure

APL 2: 518 gp
APL 4: 888 gp
APL 6: 1361 gp
APL 8: 2136 gp

ADVENTURE RECORD ITEMS

☛ **Friend of House Reede:** For choosing to stand and defend House Reede you have been named a Friend of the House. This grants regional access to a *crystal of arcane steel* (MIC) at full normal price. Members of House Reede receive one influence point with their House. Cross off this favor once used.

☛ **Favor of Lady Djenn U'morael:** For returning Lady Djenn's infant daughter unharmed she grants you regional access to purchase a *ring of wizardry I* (DMG) or a *memento magica* (CM) at full normal cost. Cross out the item selected after it has been purchased.

☛ **Friend of House Wolfheart:** For fighting alongside House Wolfheart during the siege of House Reede you gain regional access to either *bracers of repulsion* (MIC) or *gloves of fortunate striking* (MH). Cross off the item selected after it is purchased.

☛ **Acclaim of House Wolfheart:** For defeating a champion of House Wolfheart in single combat you have earned the acclaim of the house. You are granted regional access to the *belt of battle* (MIC). Only one person in the party may gain this favor. Cross off this favor when the item is purchased.

☛ **Emnity of House U'morael:** For murdering members of House Wolfheart and looting their corpses you have earned the hatred of House U'Moreal. The U'morael's will seek justice from the Honorable Chamber which results in the PCs being arrested and losing 25 TUs. Any looted items will be taken back. Spending two influence points with House U'morael will result in the jail time being waived.

☛ **Emnity of House Reede:** For aiding in the sacking of House Reede's compound you have earned the hatred of the House. You have a -4 to all Bluff and Diplomacy checks with all house members and clients.

ITEM ACCESS

APLs 6-8:

- Wand of inflict moderate wounds (Adventure; DMG)

APPENDIX I: ALL APL

KAI-CHOK WOLFHEART CR 6

Guard Captain of House U'Morael
Male Half-Orc Bbn3/Ftr3
NG Medium Humanoid (orc)
Init +2; **Senses** Darkvision 60 ft., Listen +5, Spot +0
Languages Common, Orc

AC 16, touch 12, flat-footed 14
(+0 size, +2 Dex, +4 masterwork chain shirt)

hp 50 (5 HD)

Fort +7, **Ref** +4, **Will** +1

Speed 40 ft. in masterwork chain shirt (8 squares), base movement 40 ft.

Melee +1 *greataxe* +10 (1d12+4; x3) or

Ranged masterwork heavy crossbow +10 (1d10, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +9

Atk Options alchemist's fire (+8 ranged touch, 1d6/1d6), Power Attack

Special Actions rage 1/day

Combat Gear alchemist's fire (5), *potion of bull's strength* (2), *potion of cure light wounds* (2), lamp oil (10)

Abilities Str 17, Dex 14, Con 13, Int 8, Wis 9, Cha 10

SQ fast movement, illiteracy, trap sense +1, uncanny dodge

Feats Dodge, Mobility, Power Attack^B, Spring Attack^B, Second Wind

Skills Climb +8, Jump +9, Listen +5, Spot^{CC} +0, Survival +2,

Possessions combat gear plus +1 *greataxe*, masterwork chain shirt, masterwork heavy crossbow and 20 bolts, *Wolfheart scar* (*teleport*)

Power-Up Suite: Raging

AC 14, touch 10, flat-footed 12 (+1 vs Dodge opponent; +1 vs traps)

hp 62 (5 HD);

Melee +1 *greataxe* +12 (1d12+6; x3)

Fort +9, **Ref** +4, **Will** +3

Abilities Str 21, Dex 14, Con 17, Int 8, Wis 9, Cha 10

GALRCHUS WOLFHEART CR 10

Champion of House U'Morael
Male Half-Orc Bbn3/Ftr4/Suel Arcanamach 3*
**Complete Arcane* pp.63-65
NG Medium Humanoid (orc)
Init +1; **Senses** Darkvision 60 ft., Listen +8, Spot +0
Languages Ancient Suloise, Common, Orc

AC 17, touch 11, flat-footed 16 (+1 vs traps; +0 size, +1 Dex, +6 *mithral breastplate* +1)

hp 65 (10 HD)

Fort +9, **Ref** +7, **Will** +5

Speed 40 ft. in +1 *mithral breastplate* (8 squares), base movement 40 ft.

Melee +1 *falchion* +13 (2d4+4; 18-20/x2) or

Ranged masterwork heavy crossbow +13 (1d10, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +12

Atk Options alchemist's fire (+8 ranged touch, 1d6/1d6), Power Attack

Special Actions dispelling strike 1/day; rage 1/day

Combat Gear alchemist's fire (5), alchemists spark (3), *potion of bull's strength* (2), *potion of cure light wounds* (2), lamp oil (10)

Suel Arcanamach Spells Known (CL 4th; 5% chance of spell failure):

3rd (1/day)—*dispel magic*

2nd (3/day)—*see invisibility*; *whirling blade* (SpC)

1st (3/day)—*expeditious retreat*, *swift* (SpC), *shield*

Abilities Str 16, Dex 12, Con 10, Int 11, Wis 9, Cha 16

SQ extended spell strength, fast movement, ignore spell failure chance, tenacious spells, trap sense +1, uncanny dodge

Feats Combat Casting, Iron Will, Leadership, Power Attack^B, Weapon Focus (falchion)^B,

Skills Climb +9, Concentration +5, Intimidate +3, Jump +10, Know Language – Ancient Suloise^{CC}, Knowledge (nobility and royalty)^{CC} +2, Listen +8, Spot^{CC} +0, Spellcraft +6, Tumble +4 **Possessions** combat gear plus, +1 *falchion*, +1 *mithral breast plate*, *cloak of charisma* +2, *scroll of dispel magic* (2), *scroll of fly*, *scroll of protection from arrows*, *Wolfheart scar* (*teleport*), 41gp

Ignore Spell Failure Chance (Ex) When casting a Suel Arcanamach spell, arcane spell failure is reduced by 10%.

Tenacious Spells (Ex) Add 6 to the DC required to dispel arcanamach spells.

Dispelling Strike (Su) 1/day, can make a dispelling strike as a normal melee attack. If hit, deal normal damage, and opponent is subjected to a targeted greater dispel magic. Dispel check is d20+10.

Extended Spellstrength (Ex) The duration of any targeted arcanamach spell that is cast on self is doubled, as if with the Extend Spell feat. Spells with multiple targets have extended duration only on caster

Power-Up Suite: Raging

AC 15, touch 19, flat-footed 14 (+1 vs traps)

hp 65 (10 HD)

Fort +11, **Ref** +7, **Will** +7

Melee +1 *falchion* +15 (2d4+6; 18-20/x2)

Abilities Str 20, Dex 12, Con 14, Int 11, Wis 9, Cha 16

TAGRAK WOLFHEART CR 6

Guard Captain of House U'Morael
Male Half-Orc Bbn1/Ftr5
CG Medium Humanoid (Orc)
Init +2; **Senses** Darkvision 60 ft., Listen +5, Spot +2
Languages Common, Orc

AC 16, touch 12, flat-footed 14
(+0 size, +2 Dex, +4 masterwork chain shirt)
hp 48 (6 HD)
Fort +7, **Ref** +3, **Will** +0

Speed 40 ft. in masterwork chain shirt (8 squares), base movement 40 ft.
Melee +1 *battle axe* +7 (1d12+4; x3) and masterwork warhammer +7 (1d8+4; x3) or
Melee +1 *battle axe* +11 (1d12+4; x3) or
Ranged masterwork heavy crossbow +10 (1d10, 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9
Atk Options alchemist's fire (+8 ranged touch, 1d6/1d6), Anvil of Thunder, Improved Sunder, Power Attack
Special Actions rage 1/day
Combat Gear alchemist's fire (5), *potion of cure light wounds*, *potion of longstrider*, lamp oil (10), 255 gp

Abilities Str 17, Dex 15, Con 12, Int 11, Wis 8, Cha 8
SQ fast movement, illiteracy
Feats Anvil of Thunder, Improved Sunder, Power Attack^B, Two-Weapon Fighting^B, Weapon Focus (battleaxe), Weapon Focus (warhammer)^B
Skills Climb +4, Intimidate +8, Listen +5, Spot^{cc} +2, Survival +2,
Possessions combat gear plus +1 battle axe, masterwork chain shirt, masterwork heavy crossbow and 20 bolts, masterwork warhammer *Wolfheart scar* (teleport)

Power-Up Suite: Raging

AC 16, touch 12, flat-footed 14
(+0 size, +2 Dex, +4 masterwork chain shirt)
hp 60 (6 HD)
Fort +7, **Ref** +3, **Will** +2
Melee +1 *battle axe* +9 (1d12+6; x3) and masterwork warhammer +9 (1d8+6; x3) or
Melee +1 *battle axe* +13 (1d12+6; x3) or

Abilities Str 21, Dex 15, Con 16, Int 11, Wis 8, Cha 8

GAKNOR WOLFHEART THE GRIM CR 7

Entertainer of House U'Morael
Male Half-Orc Bbn1/Brd6
CG Medium Humanoid (Orc)
Init +2; **Senses** Darkvision 60 ft., Listen +4, Spot +2
Languages Ancient Suloise, Common, Orc

AC 17, touch 12, flat-footed 15
(+0 size, +2 Dex, +5 *chain shirt* +1)
hp 36 (6 HD)
Fort +7, **Ref** +3, **Will** +0

Speed 40 ft. in masterwork chain shirt (8 squares), base movement 40 ft.
Melee masterwork longsword +8 (1d8+2; 18-20/x2) or
Ranged masterwork heavy crossbow +6 (1d10, 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +9
Atk Options alchemist's fire (+8 ranged touch, 1d6/1d6)

Special Actions *fascinate*, rage 1/day, *suggestion*
Combat Gear alchemist's fire (5), *bag of tricks* (rust), *wand of lesser confusion*, *wand of cure light wounds*, *potion of longstrider*, lamp oil (10), 374 gp
Bard Spells Known (CL 6th; 20% arcane spell failure):
2nd (2/day)—*battle hymn*, *hold person* (DC 15 Will negates), *sting ray* (DC 15 Will partial)
1st (3/day)—*insidious rhythm* (DC 14 Will negates), *inspirational boost*, *joyful noise*, *Tasha's hideous laughter* (DC 14 Will negates)
0 (3/day)—*daze* (DC 13 Will negates), *detect magic*, *flare* (DC 12 Fort negates), *know direction*, *read magic*
‡ Already cast

Abilities Str 15, Dex 10, Con 12, Int 12, Wis 8, Cha 14
SQ bardic music, bardic knowledge, countersong, *fascinate*, fast movement, inspire courage +1, inspire competence, *suggestion*
Feats Negotiator, Skill Focus (Sense Motive), Spell Focus (Enchantment)
Skills Climb +5, Concentration +4, Diplomacy +4, Intimidate +6, Knowledge (arcana) +2, Knowledge (geography) +2, Knowledge (nobility and royalty) +2,, Knowledge (religion) +2, Knowledge (the planes) +2, Listen +4, Perform (percussion) +11,, Perform (oratory) +7, Ride^{cc} +2, Sense Motive +13, Speak Language (Ancient Suloise), Spot^{cc} +2, Survival^{cc} +1,
Knowledge (religion) +3, Knowledge (the planes) +3, Listen +4, Perform (Drums) +12, Perform (Oratory) +7, Ride +2, Sense Motive +13, Spot +2, Survival +2
Possessions combat gear plus +1 *chain shirt*, masterwork heavy crossbow and 20 bolts, masterwork longsword, *Wolfheart scar* (teleport)

Power-Up Suite: Raging

AC 15, touch 10, flat-footed 13
(+0 size, +2 Dex, +5 *chain shirt* +1, -2 rage)
hp 50 (6 HD)
Fort +7, **Ref** +3, **Will** +1

Speed 40 ft. in masterwork chain shirt (8 squares), base movement 40 ft.
Melee masterwork longsword +11 (1d8+2; 18-20/x2)
Abilities Str 19, Dex 10, Con 16, Int 12, Wis 8, Cha 14

REAVER SERGEANT CR 4

House Guard of House U'Morael
Male Half-Orc Bbn1/Ftr3
NG Medium Humanoid (Orc)
Init +1; **Senses** Darkvision 60 ft., Listen +4, Spot +2
Languages Common, Orc

AC 16, touch 12, flat-footed 14
(+0 size, +2 Dex, +4 masterwork chain shirt)
hp 33 (4 HD)
Fort +6, **Ref** +3, **Will** +0

Speed 40 ft. in masterwork chain shirt (8 squares), base movement 40 ft.
Melee +1 *greataxe* +10 (1d12+4; x3) or
Ranged masterwork heavy crossbow +7 (1d10, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +8

Atk Options alchemist's fire (+8 ranged touch, 1d6/1d6), Improved Sunder, Power Attack

Special Actions rage 1/day

Combat Gear alchemist's fire (5), *potion of cure light wounds*, *potion of longstrider*, lamp oil (10), 255 gp

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

SQ fast movement, illiteracy

Feats Improved Sunder, Power Attack, Toughness^B, Weapon Focus (greataxe)^B

Skills Climb +8, Intimidate +6, Listen +4, Spot^{CC} +2, Survival +4,

Possessions combat gear plus +1 *greataxe*, masterwork chain shirt, masterwork heavy crossbow and 20 bolts, *Wolfheart scar (teleport)*

Power-Up Suite: Raging

AC 14, touch 10, flat-footed 14

(+0 size, +2 Dex, +4 masterwork chain shirt, -2 rage)

hp 42 (4 HD)

Fort +8, **Ref** +3, **Will** +2

Melee +1 *greataxe* +12 (1d12+6; x3)

Abilities Str 20, Dex 12, Con 17, Int 13, Wis 8, Cha 8

THRASHER SERGEANT

CR 3

House Guard of House U'Morael

Male Half-Orc Bbn1/Ftr2

NG Medium Humanoid (Orc)

Init +1; **Senses** Darkvision 60 ft., Listen +4, Spot +2

Languages Common, Orc

AC 16, touch 12, flat-footed 14

(+0 size, +2 Dex, +4 masterwork chain shirt)

hp 28 (4 HD)

Fort +6, **Ref** +2, **Will** -1

Speed 40 ft. in masterwork chain shirt (8 squares), base movement 40 ft.

Melee masterwork falchion +8 (2d4+4; x3) or

Ranged masterwork heavy crossbow +5 (1d10, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options alchemist's fire (+8 ranged touch, 1d6/1d6), Power Attack

Special Actions rage 1/day

Combat Gear alchemist's fire (5), *potion of cure light wounds* (2), *potion of bulls strength*, lamp oil (10), 255 gp

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

SQ fast movement, illiteracy

Feats Improved Sunder, Power Attack, Toughness^B, Weapon Focus (greataxe)^B

Skills Climb +7, Intimidate +4, Listen +4, Spot^{CC} +2, Survival +4,

Possessions combat gear plus +1 *greataxe*, masterwork chain shirt, masterwork heavy crossbow and 20 bolts, *Wolfheart scar (teleport)*

Power-Up Suite: Raging

AC 16, touch 12, flat-footed 14

(+0 size, +2 Dex, +4 masterwork chain shirt, -2 rage)

hp 33 (4 HD)

Fort +6, **Ref** +2, **Will** +1

Melee masterwork falchion +10 (2d4+4; x3)

Abilities Str 20, Dex 12, Con 17, Int 13, Wis 8, Cha 8

1: A LOUD NOISE

SAMCHOVAT**CR 5**

Male Tiefling Adept 4

CE Medium Outsider (native)

Init +2; **Senses** Listen +5, Spot +5**Languages** Common, Abyssal**AC** 18, touch 12, flat-footed 16
(+2 Dex, +5 armor, +1 shield)**hp** 14 (4 HD)**Resist** Cold 5, Electricity 5, Fire 5**Fort** +3, **Ref** +3, **Will** +7**Speed** 20ft in medium armor (4 squares), base movement 30 ft.**Melee** masterwork longsword +6 (1d8+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +3**Atk Options** masterwork longsword +6 (1d8+1) or ranged touch +4**Combat Gear** masterwork longsword, masterwork breastplate, masterwork light steel shield**Adept Spells Prepared** (CL 4th):2nd—*scorching ray* (DC 15 Reflex half)1st—*bles*, *burning hands* x 2 (DC 14 Reflex half)0—*cure minor* x 3**Spell-Like Abilities** (CL 4th):1st—*darkness* 1/day**Abilities** Str 13, Dex 14, Con 14, Int 10, Wis 16, Cha 8**SQ** Darkvision, +2 Hide and Bluff**Feats** Combat Casting, Weapon Focus (Longsword)**Skills** Concentration +9 (+12 Combat Casting), Knowledge (religion) +7**Possessions** combat gear plus *potion of cure light wounds***Description:** Samchovat appears to be a handsome Oeridian man with a cruelly pointed beard, until he reveals his curling horns and a pointed tail.

1: A LOUD NOISE**SAMCHOVAT****CR 7**

Male Tiefling Adept 6

CE Medium Outsider (native)

Init +2; **Senses** Listen +5, Spot +5**Languages** Common, Abyssal**AC** 20, touch 12, flat-footed 16

(+2 Dex, +6 armor, +2 shield)

hp 18 (6 HD)**Resist** Cold 5, Electricity 5, Fire 5**Fort** +4, **Ref** +4, **Will** +8**Speed** 20ft in medium armor (4 squares), base movement 30 ft.**Melee** +1 *Longsword* +8 (1d8+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +4**Atk Options** +1 *Longsword* +8 (1d8+2) or ranged touch +5**Combat Gear** +1 *Longsword*, +1 *breastplate*, +1 *light steel shield***Adept Spells Prepared** (CL 6th):2nd— *Scorching ray*, *Enlarged Burning hands* (DC 15 Reflex half)1st— *Bless*, *Burning hands* x 2 (DC 14 Reflex half)0— *Cure minor* x 3**Spell-Like Abilities** (CL 6th):1st— *Darkness* 1/day**Abilities** Str 13, Dex 14, Con 14, Int 10, Wis 16, Cha 8**SQ** Darkvision, +2 Hide and Bluff**Feats** Combat Casting, Weapon Focus (*Longsword*), Enlarge Spell**Skills** Concentration +11 (+15 *Combat Casting*), Knowledge (religion) +9**Possessions** combat gear plus *potion of cure light wounds***Description:** Samchovat appears to be a handsome Oeridian man with a cruelly pointed beard, until he reveals his curling horns and a pointed tail.

1: A LOUD NOISE

SAMCHOVAT

CR 9

Male Tiefling Adept 8

CE Medium Outsider (native)

Init +2; **Senses** Listen +5, Spot +5

Languages Common, Abyssal

AC 20, touch 12, flat-footed 16

(+2 Dex, +6 armor, +2 shield)

hp 22 (8 HD)

Resist Cold 5, Electricity 5, Fire 5

Fort +4, **Ref** +4, **Will** +8

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

Melee +1 *Longsword* +9 (1d8+3)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options +1 *Longsword* +9 (1d8+3) or ranged touch +6

Combat Gear +1 *Longsword*, +1 *breastplate*, +1 *light steel shield*

Adept Spells Prepared (CL 8th):

3rd—*Lightning bolt* (DC 16 Reflex half)

2nd— *Scorching ray*, *Enlarged Burning hands* (DC 15 Reflex half)

1st— *Bless*, *Burning hands* x 2 (DC 14 Reflex half)

0— *Cure minor* x 3

Spell-Like Abilities (CL 8th):

1st— *Darkness* 1/day

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

SQ Darkvision, +2 Hide and Bluff

Feats Combat Casting, Weapon Focus (*Longsword*), Enlarge Spell

Skills Concentration +13 (+17 Combat Casting), Knowledge (religion) +11

Possessions combat gear plus *potion of cure serious wounds*

Description: Samchovat appears to be a handsome Oeridian man with a cruelly pointed beard, until he reveals his curling horns and a pointed tail.

I: A LOUD NOISE

SAMCHOVAT

CR 11

Male Tiefling Adept 10

CE Medium Outsider (native)

Init +2; **Senses** Listen +5, Spot +5

Languages Common, Abyssal

AC 20, touch 12, flat-footed 16
(+2 Dex, +6 armor, +2 shield)

hp 26 (10 HD)

Resist Cold 5, Electricity 5, Fire 5

Fort +5, **Ref** +5, **Will** +10

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

Melee +1 *Longsword* +10 (1d8+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Atk Options +1 *Longsword* +10 (1d8+3) or ranged touch +7

Combat Gear +1 *Longsword*, +1 *breastplate*, +1 *light steel shield*

Adept Spells Prepared (CL 10th):

3rd—*Lightning bolt*, *Empowered Burning hands* (DC 16 Reflex half)

2nd— *Scorching ray* x2, *Enlarged Burning hands* (DC 15 Reflex half)

1st— *Bless*, *Burning hands* x 2 (DC 14 Reflex half)

0— *Cure minor* x 3

Spell-Like Abilities (CL 8th):

1st— *Darkness* 1/day

Abilities Str 14, Dex 14, Con 14, Int 10, Wis 17, Cha 8

SQ Darkvision, +2 Hide and Bluff

Feats Combat Casting, Weapon Focus (*Longsword*), Enlarge Spell

Skills Concentration +15 (+19 Combat Casting), Knowledge (religion) +13

Possessions combat gear plus *potion of cure serious wounds*, *wand of inflict moderate wounds*

Description: Samchovat appears to be a handsome Oeridian man with a cruelly pointed beard, until he reveals his curling horns and a pointed tail.

APPENDIX 6: NEW RULES ITEMS

FEATS

Anvil of Thunder

You have mastered the fighting style with hammer and axe at the same time.

Benefit: If you hit the same creature with both your axe and your hammer in the same round, it must make a Fortitude saving throw (DC₁₀+ ½ character level + str modifier) or be dazed for one round.

Source: *Complete Warrior* 112

Menacing Demeanor

You can tap into your savage heritage to improve your intimidation techniques

Benefit: You gain a +4 bonus on Intimidate checks

Source: *Races of Destiny* 153

Second Wind

You can shrug off minor wounds with ease.

Benefit: Once per day as a free action you can heal yourself of a number of points of damage equal to your constitution modifier, minimum 1

Source: *Miniatures Handbook* 28

SPELLS

Battle Hymn

Spell Compendium

Enchantment (Charm)[Mind Effecting]

Level: Bard 2, sorcerer/wizard 4

Components: V,S

Casting Time: 1 standard action

Range: 30 ft

Targets: all allies within 30 ft

Duration: 1 round per level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell brings forth a stirring martial tune that inspires all creatures within the area who are friendly to you. These creatures can re-roll one will save that they have just made each round for the duration of the spell. The re-roll must be made before the DM declares whether the roll result is a success or failure, and the result of the second roll must be used even if it is a lower result.

Insidious Rhythm

Spell Compendium

Enchantment (Compulsion)[Mind Effecting]

Level: Bard 1,

Components: V,S

Casting Time: 1 immediate action

Range: medium (100ft + 10ft per level)

Targets: one creature

Duration: 1 minute per level

Saving Throw: Will negates

Spell Resistance: Yes

The subject takes a -4 penalty on intelligence based skill checks and concentration checks due to an endlessly recycling melody stuck in its mind. Whenever this subject attempts to cast, concentrate on, or direct a spell, it must succeed on a concentration check (DC equal to Insidious Rhythm save DC + spell level) or fail at the attempt.

Joyful Noise

Spell Compendium

Abjuration

Level: Bard 1

Components: S

Casting Time: 1 standard action

Range: 10ft

Area: 10ft radius emanation centered on you

Duration: concentration; see text

Saving Throw: None

Spell Resistance: No

You create sonic vibrations that negate any magical *silence* effect in the area. This zone of negation moves with you and lasts as long as you continue to concentrate. The *silence* effect is not dispelled but simply held in ambiance; it remains in effect outside the area of the *joyful noise* effect.

Sting Ray

Spell Compendium

Enchantment (Compulsion)[Mind Effecting]

Level: Bard 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25ft + 5ft per two levels)

Effect: Ray

Duration: one round per level

Saving Throw: Will partial

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. When this ray successfully strikes it creates a sensation of many tiny insects biting and crawling on the victim's body. The target can attempt a will save each round to shake off the effect. Until the spell is shrugged off, the victim is hampered by the unsettling feeling of all the stinging and biting, and is able to perform only a single move or standard action each round. The victim also takes a -2 penalty to AC.

In addition, if the victim attempts to cast a spell, he must succeed on a concentration check with a DC equal to the *sting ray's* DC + the level of the spell the subject is attempting to cast.

A successful will save negates the effect restricting the subjects actions to one move or one standard action a round, nor does the subject need to make a concentration check each time it wishes to cast a spell. However the subject still takes the penalty to AC for the duration of the spell with a successful save.

Expeditious Retreat, Swift

Spell Compendium

Transmutation

Level: Bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Duration: 1 round

This spell functions like *expeditious retreat* (PH 228), except as noted above.

Battle Hymn

Spell Compendium

Transmutation

Level: Bard 2, sorcerer/wizard 2

Components: V, S, Focus

Casting Time: 1 standard action

Range: 60ft

Area: 60ft line

Duration: instantaneous

Saving Throw: None

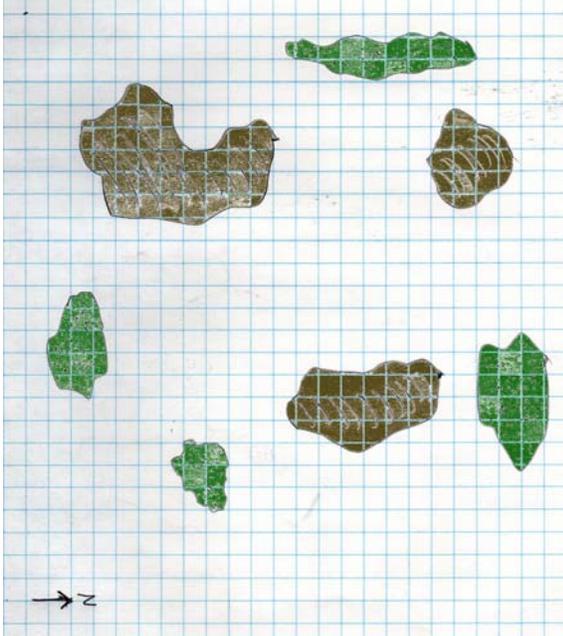
Spell Resistance: No

You hurl a weapon held at the time of casting, and it magically attacks all enemies along a line to the extent of the spells range. You make a normal melee attack, just as if you were attacking with the weapon in melee, against each foe in the weapons path, but you can choose to substitute your intelligence modifier or your charisma modifier (as appropriate for your spellcasting class) for your strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attacks, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee including any bonuses you might have from ability scores or feats.

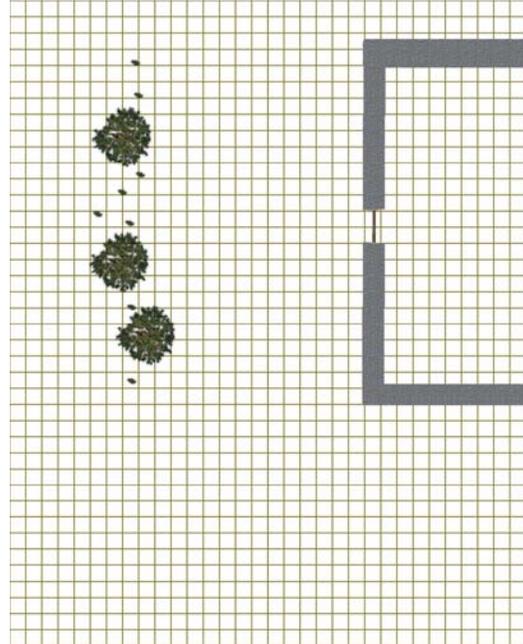
No matter how many targets your weapons hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

APPENDIX 7: DM'S MAPS

ENCOUNTER 1: A TEST OF METTLE AND DISCRETION



ENCOUNTER 6: SIEGE OF RAGE



ENCOUNTER 2: A LOUD WELCOME

