

NYR5-05

Shadows of Insurrection

A One-Round D&D LIVING GREYHAWK®
Nyronde Regional Adventure

Version 1.1

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Renowned Royal General Osmeran of the Second Legion may be in greater danger than he knows with his visit to Duke Finelann Boomgren, known sympathizer with the Imperium. Control of the fertile Womtham Province hangs in jeopardy. For characters of 1st to 14th level (APLs 2-12).

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even

core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

APL also affects the amount of experience and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

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

each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
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

Time Units and Upkeep

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

Adventure Background

This scenario revolves around Royal General Osmeran who has long served the armies of Nyronnd, making a name for himself during the conflict when the North Kingdom of Aerdy invaded Nyronnd through the flinty hills. He is the commander of Nyronnd's Second Legion, sometimes called the Northern Army. The Second Legion is responsible for watching the northeastern border of Nyronnd, from the Harp River through the flinty Hills and along some of the Celadon Forest.

General Osmeran has long been at odds with Duke Finelan Boomgren of house Bastrayne, who is ruler of the fertile and wealthy Womtham province, headquarters of the Second Legion. Womtham is the third largest province in Nyronnd, home to approximately 390,000 people. Full information on the province of Womtham can be found on the Nyronnd Website:

<http://www.nyronnd.org/turbine/page/gazetteer/womtham/>

Because of their mutual dislike of each other, various complaints from the Duke have filtered their way back to Rel Mord, only to be ignored. This dislike also caused General Osmeran to move the Legion's headquarters to an old Flan fortress in 592CY outside the town of Deghulan (see appendix).

With the rise of the Imperium, Sewardt has befriended Duke Boomgren, creating a powerful alliance for both parties. Hoping matters at the capitol would resolve themselves; General Osmeran shuffled the Legion along the borders, claiming rising problems and communication difficulties. Unbeknownst to the General, his delaying tactics have come to an end, as Emperor Sewardt has agreed to replace the General. The Duke was only too happy to summon Osmeran to Womtham City under the pretense of bureaucratic paperwork and a summit meeting between the two.

Osmeran, always suspect of the Duke, was careful in attending the meeting, but anticipated subtle foul play and did not expect to simply be arrested and tried for treason.

Adventure Summary

Scene–1: Hook and Setup

Two hooks are available, depending upon the disposition of the PCs. Those PCs which have established prior contacts with Nyron's loyal parties may be requested through "channels" to intercept the General and warn him of the threat from Duke Boomgren. All other PCs can start with the second hook "a man in need".

In this encounter, the PCs learn the General has been captured and is on his way in a heavily armored convoy to Rel Mord, for sentencing as a traitor to the Imperium. The PCs are able to catch up with the convoy on its way to Rel Mord from Womtham.

Scene–2: Commandant Lestarndt

Arriving at the encampment, the PCs get the opportunity to see Commandant Lestarndt abuse the General. They also realize the convoy is armed to the teeth, and the odds are insurmountable.

Scene–3: Deus ex Machina

While they consider the situation, events proceed without them. Emperor Sewardt has sent another squad of troops to intercept the Duke's convoy and take control of the General. This squad is in possession of a Colossal Scorpion, survivor of a large battle at Barren Keep (it escaped from the 'Battle of the Prophecy' interactive at Gilacon 2005). The Duke's men are commanded by his cousin; a mere lieutenant but calling himself "Commandant" Lestarndt. Because of his ego, Commandant Lestarndt is not willing to relinquish the convoy to Sewardt's men, and the situation escalates to a scuffle causing the Scorpion to become irritated.

All of the troops focus on calming and defending against the enraged beast, and the PCs should take the opportunity and step in to rescue the General before anybody notices. If they do not rescue the General, the Scorpion is calmed and the convoy moves on to the capital city, the scenario is over.

Scene–4: On the Run

Getting the General away seemed to have worked well, but now there is a pursuit. Osmeran recommends heading across country to where he has a manor and loyal people who can help in his defense.

During the flight are a few nights of Role Play where Osmeran explores the PC personalities and trustworthiness.

PCs making an effort to conceal their passage reduce the difficulty of the next combat encounter, because the troops following them are not be able to accurately judge the number of people with the General.

Scene–5: Home Sweet Home

Arriving at Osmeran's manor the group discovers it has been sacked sometime before they arrived. All that remains are the smoldering embers and the bodies of his family and loyal retainers, hung for treason.

Osmeran is distraught, and spends the evening burying their remains. The next day the Duke's squad arrives and attacks.

Scene–6: The Plan

The General explains his plan to retake command of the Second Legion and overthrow the Duke.

Scene–7: Retribution

By the time the group arrives at the Second Legion Headquarters, Commandant Lestarndt has taken full command. But if the PCs are careful and covert, they can get into the Fortress without raising an alarm.

Preparation for Play

1. Before the game begins, provide *Player Handout #1: Character Information*, and ask the PCs to fill out honestly and completely, explaining that anything disclosed will remain secret.
2. This scenario requires judge involvement to adjudicate and balance scenes to provide the best yet challenging situation for the characters. Boxed text and tactics are provided as an initial foundation, and should be used in supplement to regular judge abilities.
3. This scenario includes a decent amount of Role Play between the General and the PCs. It is important to review and understand the General's character prior to running this scenario (he is found in the Appendix).

Scene–1: Hook and Setup

Purpose: setup motivation for PCs to rescue General.

Setting: Womtham Province, roadside

Two hooks are available, depending upon the disposition of the PCs. Those PCs that are "loyal" may be requested through "channels" to intercept the General and warn him of the threat from Duke Boomgren. All other PCs can start with the second hook "a man in need".

Both hooks use the NPC Binibik Goldeneye, a gnome scout from NYR4-06: *Heironeous Conclusions* (his

full name: Binibik Soiltreader Leafchewer Gnolltickler Streamforder Birdspotter Bellywasher Wagonrider Goldeneye Crinik). Binibik assisted the General and PCs as a scout, in NYR4-06. He is a very pale and unusual gnome of average build with icy blond hair and amber eyes, wearing a chain shirt, sword, bow and dressed in earth tones (although most of this is concealed under his travel cloak).

Binibik is quiet and introverted for a gnome, and he chooses his words carefully when he does speak.

Hook–A: Loyalists

Loyalist PCs are any who specify they are Loyal to King Lynwerd (not Sewarndt) and who are in a Royal Meta-org, or who have other “ties” that are appropriate (met the right people, have favors, etc).

For any PC considered Loyal, who would justifiably be commissioned to intercept and warn the General, provide them *Player Handout #2: Loyalist Hook*. If at least one PC meets these criteria and is willing to vouch for the other PCs, they can all use this hook. Otherwise the party needs to start with Hook-B: *A man in Need*.

Explain that Royal Captain Blusedh is a known dwarf commander within the Royal Organizations who is often referred to as “the Blue Captain.” While he does not appreciate the moniker, he is also too proper to say anything, and tolerates it in silence. It is not a commonly known name outside of the Royal organizations.

After the PCs have all considered the first Handout, you need to explain some 'off-stage' actions. Assuming that the PCs followed up on the message, their actions of the past week were roughly as follows: they hastened to the highway as instructed and traveled along the road but never encountered the General.

Heading back towards Womtham City, but before arriving at the city gates, they encounter a lone gnome, who politely approaches and intercepts the PCs:

Good sirs, do you come by recommendation of the “Blue Captain”?

He expects a response, role-play proper innuendo for him to recognize the people who were supposed to intercept the Duke. If he recognizes the PCs, this scene goes much more easily.

I fear poor tidings face you. Great Lord Osmeran made haste to the City, hoping to avoid any surprises by the Duke. But alas, he has been captured! These last few days he was on trial for sedition against the Duke and the Emperor. Just this morning they sent him on a great convoy south to Rel Mord so the Dark Emperor can declare his own sentence upon the General!

You must hurry south. Yes, there must be something you can do!

Binibik answers what questions he can, but he knows little. He traveled here with the General but split off into the city after they arrived, to gather information. When

Osmeran was captured, he inquired with certain contacts and learned of the PCs in the vicinity. He will not accompany them, but wishes to instead go to his friends and family in the Bone March (safety in numbers, now that Nyrond appears to finally be collapsing).

The PCs presumably head down the road to find the Convoy. Adjust *Scene-2: Commandant Lestarndt* to suit the situation..

Hook–B: A Man in Need

The PCs have been traveling up the highway from Rel Mord to Womtham City; the reason can be determined but is not important to the story.

This hook will have to be run off the cuff. Depending upon the makeup of the party, the PCs can visit the Convoy first, or meet Binibik as a trader first. If the party seems sympathetic enough, it is best to just have them encounter the Convoy first, and as they start to leave, the Imperium soldiers and Scorpions arrive.

The Convoy: If the PCs try to talk to the Convoy soldiers, they are tersely told to move on. The soldiers are abrupt, but not rude, and should indicate another area to camp just around the bend. During this exchange, PCs witness Commandant Lestarndt abusing the General and mocking him.

Binibik the Trader: At the camp spot “just around the bend” is Binibik, posing as a merchant, who readily invites the adventurers to his fire and hearty stew, and tries to recruit them to help on behalf of this noble General. This could happen before the PCs encounter the convoy.

IF the PCs happen to have played NYR4-06: *Heironeous Conclusions*, they may recognize the gnome. He will certainly recognize them, and depending upon how they left things, he may break his disguise.

Scene–2: Commandant Lestarnd

Purpose: Introduce Commandant Lestarnd

Setting: Ducal Convoy encampment

A few sections of boxed text are included. These should be used at the judge's discretion and only as appropriate, depending upon the Hooks used to establish this scene.

In either hook, before the PCs approach the encampment you can establish the setting:

Your journey has ventured into a section of wild and woody countryside. A recent afternoon shower has passed, and the fragrant smell of loamy earth, tree sap and forest plants rises from the surrounding area. The sun has started to set, but what would normally be a spectacle on the broad plains of Nyrond is blocked by dark, heavy clouds refusing to disperse.

Ahead, you can just make out a widening in the road, likely one of the common traveler way points.

Give the PCs the opportunity to stealthily approach the encampment, where they can then notice the heraldry for both Womtham and the Imperium.

PCs who simply continue to approach as if nothing were amiss:

But as you approach, you realize this may not be a welcome place to rest.

And anybody surveying the encampment sees:

The clearing is packed with soldiers and wagons. You quickly make out the yellow, purple and black heraldry of the sinister crest of Womtham, and one banner posted in the center of the encampment sports the sable crest of the Imperium.

The large camp boils in the ordered bustle of a military convoy setting up for the night. But over the clacking of poles and low murmur of discussion you hear a meaty thwack and grunt, followed by a simple yet cruel laughter.

Your eyes are drawn to a heavily armored wagon at the center of the camp. To its side is a peacock of a man decked out in every conceivable military medal, pomp and finery possible. This peacock leader is surrounded by a few brooding soldiers and stands over another man who is curled in the mud on the ground, his arms in manacles across his back.

PCs have the opportunity to recognize the General, although he is rather bloodied and worse for wear.

The leader commands in an refined and highly pitched voice, "Ohh, kick him again soldier!"

At his direction, the soldier steps forward and lands another solid kick to the prisoner's midsection. He gasps for a moment, then reclaims his breath and spits some blood and bile onto the ground.

It is possible some less than wise PCs may wish to jump into the fray at this point, please refer to the subsection entitled, *Directly Attacking the Convoy*.

PCs may approach the outer sentries of the convoy, at which time Commandant Lestarndt stops his abuse and moves to his own tent, while a guard tells the PCs to move onto the next camp up the road. Otherwise Lestarndt continues for a few more minutes, exchanging insults with the General until he bores with it. When he is done, the soldiers return Osmeran to the enclosed and armored wagon and chain him to the floor. The door to the wagon is locked (and warded, at higher APLs, varying with Arcane Lock and various Glyph's; the ward's are meaningless after the wagon is smashed). No horses are attached to any wagon.

See DM Aid #1: Map of Encampment for full information on the placement. Throughout the camp are small fires and tents for the soldiers, along with horses and other gear.

Allow the PCs to consider the situation for a few moments, but before they start to act on any rash plan (or before the fully give-up), move onto *Scene-3: Deus ex Machina*.

Directly Attacking the Convoy

The Convoy is large. If the PCs ask how large, reply in simple terms:

Very large.

The Commandant and Duke are fully expecting "Lynwerd's pet Adventurers" to try and rescue the Duke, and they have come prepared. Anyone scanning the encampment for watchers notices more than a few men on guard who appear very skilled and ready to act.

Warn the players of the size of the encampment and their preparedness, and even provide *ONE* wisdom check DC APL+5 (yes, PCs become more cocky with age and experience).

The encounter is an overwhelming encounter because of the number of soldiers. It is not to be played out in any circumstance. If the PCs wade into combat, they are swarmed with opponents (fighters, wizards, clerics, etc) equal to their level or better, and they are overcome.

Take any PCs aside who do attack in this manner and collect their characters. Unless the bodies are recovered later in the adventure, their remains are sent back to Sewardnt who may have future uses for them.

Send the Characters and ARs to the Triad.

Scene-3: Deus ex Scorpio

Purpose: Rescue General Osmeran from captivity

Setting: Ducal Convoy encampment

The Characters are faced with a seemingly insurmountable dilemma. While they debate what to do, allow a listen check. The highest roll is the first to hear the following.

A fast deep treading roll of something very heavy and very large approaching from the south, either quickly or with many feet.

The drama can be heightened by providing a spot check to those with lower listen check results; giving them the opportunity to notice the rain-puddles ripple.

Judges Note: The PCs should be relatively close to the camp when this encounter occurs. If they are somehow viewing from a distance, explain that they must move closer for a better view or otherwise encourage them so they are positioned and able to react to the developing situation. Allow them to feel comfortable that their vantage point is fairly safe from detection, even if they are close.

The Scorpion Arrives

A Colossal scorpion in control of Sewardt's men is causing the noise and disturbance. They are arriving to take possession of the general.

Over the treetops, the setting sun reflects golden highlights off a massive ocher carapace in the shape of a pointed teardrop coming to a spike the size of a large lance. The teardrop is held aloft on a series of additional segmented carapaces forming a tentacle of sorts.

Turning a bend in the road just ahead of the bobbing stinger is a squad of Imperium troopers, followed by a colossal scorpion.

This scorpion was brought from the Bright Desert by the Witches of the Bright, for an assault on Barren Keep (interactive at Gilacon). The scorpion survived the assault and Sewardt has allowed his troops to keep it for the time being.

The PCs can continue to observe the situation from a distance (even just down the road and nobody gives them any bother). Listen check DC 15 to hear what is being spoken.

The Imperium troopers arrive and press their way into the encampment, demanding the wagons are moved to make way for their scorpion, eventually ending with the scorpion in position as it is drawn on the Encampment map.

Commandant Lestarndt is beside himself with indignation, which turns to rage when the imperial troopers demand he turn over command of the convoy to them. The Commandant asks if they know who he is (he has named himself commandant of the Northern Army by this point). They don't care, and instead hold out a writ with the imperial seal. Commandant Lestarndt tries to snatch the document, but the Imperium commander keeps his grip and smiles. A small tug-of-war ensues. The Commandant gets even more upset and grabs the document, pushing the commander at the same time. This escalates the situation to create a minor scuffle, at which point control of the scorpion is lost, roll initiative.

The scorpion has apparently had enough of this wet weather and tight conditions. The minor scuffle was enough for the Imperials to loose control, and the scorpion spins in a circle, toppling men, tents and wagons, then its stinger lashes forward and impales a soldier.

As the camp descends into chaos, you notice the armored wagon was thrown out of the center of the camp and tumbled to the edge. It also appears to have broken open in the flight, and you can just make out an arm under the debris...

Encounter 1: Sneak Away (APL+1)

PCs are easily able to determine that the entire camp is focused on the Scorpion, providing them the opportunity to sneak the General away.

Osmeran's Condition: He is dazed for two rounds from the wagon's flight. Afterward, he begins struggling against the manacles binding his hands and feet. He is not pinned in any way, the PCs just need to break the manacles (DC 28) or pick the locks (DC 35). The manacles have a hardness of 10 and 10 hit points (should the PCs need to resort to weapons to cut through the bindings). Although the cart is smashed, it is not broken enough that they can simply disconnect the manacles from the ruined wagon. If the PCs have difficulty in freeing the General (a possibility at lower APLs), Osmeran will manage to break the manacles free from the wagon on the fifth round after he recovers (seven rounds total).

General Osmeran is happy to accept any help he may get, and at first flees with the PCs in whichever direction they choose.

He is *Exhausted* and hurt, but at lower APLs it is mostly non-lethal damage (102 HPs of damage total, of which 30 is lethal at APL2, APL4 is 40, APL6 is 50, APL8 is 60, APL10 is 70 and APL12 is 80). He is quite beat up, but is running on adrenaline, and is a seasoned warrior. If nobody can heal him, he recovers at a regular rate, and the next day will use his own abilities to heal himself (each day until he is healed to full).

Getting to Osmeran: For every round after the PCs enter the camp, the soldiers of the encampment get a spot check (average spot skill is equal to APL). The PCs get a +15 circumstance bonus to their Hide checks, because of the distraction caused by the Scorpion. This bonus reduces by 2 for every round they are near the camp (i.e. the longer they are there, the more likely it is they are noticed). It can become a negative modifier if they linger too long. If they do not attempt to hide or otherwise draw attention to themselves (singing a bard song), they are noticed.

Development: The camp "at large" continues to fight and defend against the scorpion for 12 rounds. Periodically include descriptions of various spells being cast or soldiers dodging from the stinger.

If or when the PCs are noticed, a group of soldiers gladly breaks away to fight the PCs instead of the scorpion.

If the PCs are out of sight within 12 rounds, general pursuit is slow and the encounter is over. Staying behind to loot the bodies will cause them to be caught (they can make an Int check, and the General is anxious to get going, and will be disparaging to anybody trying to loot a body). If they fail to recover the General the scenario is over.

APL 2 (EL3)

👉 **Soldiers (3):** Male Human Ftr1.

APL 4 (EL5)

👉 **Soldiers (3):** Male Human Ftr2.

APL 6 (EL7)

➤ **Soldiers (3):** Male Human Ftr4.

APL 8 (EL9)

➤ **Soldiers (3):** Male Human Ftr6.

APL 10 (EL11)

Soldiers (3): Male Human Ftr8.

APL 12 (EL 13)

Soldiers (3): Male Human Ftr10.

Scene–4: On the Run

Purpose: Avoid capture; get to Osmeran's Manor

Setting: Womtham Province Countryside

General Osmeran suggests the PCs go to the east where his manor lies. Anybody unwilling to go with him is welcome to part ways (and quit the scenario).

This section is when Osmeran spends some time to get to know the PCs, and the PCs can get to know Osmeran (see the sub-section: *Role-Play* below).

Getting away from the convoy was the easy part. The PCs have the chance to return to their camp and quickly pack and leave, although it doesn't hurt to periodically remind them of the noises from the convoy (combat, yelling, etc).

You leave the chaos behind, and fortunately all those remaining seem to be focused on the scorpion, but your pace is still quickened.

Stopping for a moment to catch your breath and listen for pursuit, the General shouts with a coltish grin, "Wasn't that the bruiser of a bug!"

After a quick chuckle he looks at the lot of you while fingering the torn and bloody rags which are all that remain of his Legionnaire uniform. He runs his hand through his hair and asks, "So does anybody have a solid Longsword they could lend me? And perhaps some armor while we are at it..."

He accepts anything anybody can give him, although not off people's backs unless they strongly insist. He will not use heavy armor, only light armor (he is a Ranger).

Once in flight, it is important if anybody makes an effort to hide their trail (only on the first day). This impacts the tactics in the next Combat encounter. Anybody doing so should make a counter-tracking check DC APL+10 (allowed for PCs without the Tracking feat, at a -5 to the Survival check).

Sometime on the first day, Cadence (Osmeran's Animal Companion) arrives. This can be a feature of Role-Play, or just an event that occurs. Cadence was released by Binibik and has been tailing the convoy since it left the city.

There are roughly three days of travel, as the terrain is mixed, sometimes with trails and sometimes cross-country. It varies with low hills and broad plains holding

farms and homesteads. Small towns appear from time to time, but the General travels around them.

Role-Play

Throughout this scene General Osmeran makes calculated statements and gauges the reaction of the PCs. It is important to review General Osmeran's personality, as explained in the Preparation for Play section. This encounter is designed for role-play, and the General uses the information he learns to decide if he can trust the PCs.

Keep a tally of responses to questions for each PC. Use the d20 rolls and information provided on the character information handout sheet, so the PCs are not aware of how well they are doing (select the d20 rolls randomly, not in order).

His tone quickly changes to become serious, "I thank you for your assistance. Only those noble of heart and for the good of Nyronnd would have stepped forward to help in this manner. I trust you are each interested in removing Sewarndt from his usurped throne?"

This is the first question. As expected, everybody should respond with an affirmative. Osmeran makes a Sense Motive check for the responses. He then continues:

"I can only presume since you have come this far that you may be willing to stay with me further. I recommend we head east for a few days, I have a manor where we can find help and supplies."

The rest of the Role-Play can continue ad-hoc over the next three days.

At a resting point or around a campfire, General Osmeran asks about each PC's background, and is interested in hearing who they are and why they are here (players should also enjoy giving a little history of their characters). Osmeran will not press, however, if a Character is unwilling to explain their background (but this also may go against them becoming a friend of Osmeran). This is also a good time to describe Osmeran, summarizing some of the bullet points (See Appendix) and highlights of his character (things they would just pickup on or learn during the journey).

The Questions

These questions are important in establishing PC personalities and in giving insight into Osmeran's character before the next scene. It is not important to ask *only* these questions, if the Players are willing just wing it for a few nights and have fun with the role play, then use the questions simply as guidelines. They are not necessarily meant to be read verbatim, but just as a general statement or inquiry. Osmeran will make sense motives as needed, and may ask the question to a single player or the entire group, as is appropriate. Feel free to create or add more questions as you feel the situation merits.

Family Land

“My family has long had land in these hills. Granted by King Portillian himself when Nyronnd broke apart from the Great Kingdom, and we’ve been loyal to the King of Nyronnd ever since.”

Does the PC react positively, perhaps with a loyal comment about Kings?

Imperialism

“There are some who feel Nyronnd won the Greyhawk wars. Simply look at all we gained after they ended, they say, while suggesting we should increase our military presence and expand, reclaiming lands once claimed by the old Nyrdy Kings.”

“But they do not count what we lost. My own son was in the Army, until his squad was ambushed by Northern Aerdy forces in their thrust deep into Womtham.”

“Many families were torn during those horrible wars, and thousands of good men lost their lives defending Nyronnd and her rightful King.”

This statement refers to the expansionist and imperialist policies of Sewardnt, something Osmeran is opposed to. Osmeran is content to maintain the borders of Nyronnd. He is fishing for the PC's opinion on imperialistic expansionism.

Sotillon's Day

“Hopefully the weather will stay well; Sotillon's day is not far away. I'm rather looking forward to visiting with my family again. I usually try to make it back home for this holiday, now I can see the family.”

{chuckles}

“I have a grandson, Tamaar, who is into trouble constantly. In her last message, my wife Caegani told of how little Tamaar emptied his room out the upper window, item by item, because he liked to watch them fall!”

“He apparently wrestled most everything he could lift out the window, before anybody noticed! Had the staff up in arms because it made a rightful mess in the garden out back, toys, blankets and clothing strewn everywhere.”

Osmeran is fishing the PC's personality, trying to determine if they are Family friendly or not. Record his determination from the response of the PC or PC's.

Note: Sotillon's day is the 25th of Reaping, and is a time for casual pleasures. Some families use it as a mid-summer gathering time. Osmeran's family has long hosted a celebration on the Manor property for all of his family and even workers (whom are given the day off).

Scene—5: Home Sweet Home

Purpose: Discover burned Manor

Setting: Osmeran's family Estate

The travel today has been rather quiet. This morning General Osmeran jovially announced that you should reach his place by high-noon. But since then all noticed a faint waft of char drifting through the air, and as the road progressed a low hanging cloud of smoke lurked on the horizon. While the General did not speak of it aloud, it was easy to see the malign foreboding building within him.

Approaching another rise in the slowly rolling road the General urges his horse forward, and stops at the crest, his face chiseled in unemotional stone.

The road cuts through broad cultivated fields empty of any workers. Crops gently shudder in an unseen breeze. Further down the road is what remains of his manor, now a blackened and scorched ruin. A few faint ribbons of smoke still rise from the wreckage.

While surveying the situation in silence, your eye is drawn through the trees to the gateway in the low stone fence around the manor. Hanging from ropes in its arch are several bodies, both adult and child.

This is a turning point for the General. He is no longer jovial or care free. His personality from this point forward is terse and hardened.

A quick scan of the area finds no living people (even the workers have fled to nearby homesteads). There are quite a few dead throughout the grounds, left where they fell in defense of the manor. Only the family was hung in the gate. A map of the manor and grounds is provided as DM Aid #2 – Osmeran's Manor.

Osmeran, without speaking, carefully removes the bodies from where they are hung and buries them in the back, at a family graveyard. He accepts any respectful help with a nod.

There are four adults (two women, two men) and two children (one female teenager, and a younger boy). The women are his wife Caegani (55 years old), and his daughter Nymani (32 years old). One of the men is his uncle Roachn [row-kan], Osmeran's only remaining ancestor and who was in charge of the estate in his absence, and his daughter's husband Tagerund (35 years old). The children were his grandchildren. If he is eventually brought into discussion, he mentions that one of his grandchildren (Tamaar, a boy) is missing, and he spends the night searching the ruins for his remains (not to be found).

Speak with dead on any of the adults provides information regarding the attack, but the general will only tolerate it being cast on Roachn or Tagerund.

Summary of events: A company of soldiers arrived and demanded to see the lady of the house. Since she was aware of increased tensions, they refused. The soldiers stormed the house, killing the defending retainers and

servants (they would have done this even if she had presented herself). The rest of the details are inconsequential.

General Osmeran is happy to allow anybody to cast *Raise Dead* (but not *Reincarnate*), but of those hung the only ones that choose to return are *Nymani* and *Tagerund* and the kids. If this occurs, please be sure to report it on the Nyronde Website (<http://www.nyronde.org>).

The manor is completely destroyed. Its outer stone walls are intact, but the upper story has collapsed onto the lower. The manor barn is burnt to the ground, but the one outside the grounds is intact. The guest house in the back appears to be burned, but closer inspection reveals the fire did not take, and the upper floor is partially damaged and has half of the roof burned off, it can be used for a safe place to stay the night.

After his families remains are taken care of, the General spends the entire night sifting through the ruins of his house (looking for “little Tamaar”), unless somebody convinces him otherwise (decent role-play will persuade him to rest for the night). Otherwise, he tires around 5 am and joins the camp, rising in the morning with everybody else. In either case, he retrieves a +1 Longsword, a +1 Shortsword and +2 Chainmail from a hidden lockbox in the guesthouse.

There are no occurrences throughout the night.

Encounter 2: Surprise Visit (APL+2)

Until the next morning Osmeran is very terse and to the point. Allow the PCs to discuss what to do. He continues to be laconic and excuses himself to visit the privy or to resume sifting the ruins (by now nobody should expect anything different).

Do not start this combat until Osmeran is away from the PCs, he is not factored into the EL.

If the PCs made an effort to hide their tracks, there are two less Soldiers in the combat. Otherwise use the full number of soldiers (Unless, at APL2, the table is really a solid APL1, at which point still use two less soldiers). Furthermore, if the PCs made the effort to hide tracks, the squad is not pre-buffed. Otherwise, Pielesna has buffed the soldiers and Sngayvuse.

In either case, the squad has already split in half, with one half attacking General Osmeran (they noticed him leave) and the other half attacking the PCs. The encounter describes only the half attacking the PCs. As the PC combat completes, the General's does as well. He has dispatched two eleventh level fighters, and is reduced to 15 hit points.

APL2 Note: If the table is a solid APL1, remove two of the Soldiers from the combat.

APL 2 (EL4)

- **Pielesna:** Female Gnome Cleric2
- **Sngayvuse:** Male Halforc Ranger1
- **Soldiers (1 or 3):** Male Human Warrior1

APL 4 (EL6)

- **Pielesna:** Female Gnome Cleric3
- **Sngayvuse:** Male Halforc Ranger2
- **Soldiers (2 or 4):** Male Human Warrior2

APL 6 (EL8)

- **Pielesna:** Female Gnome Cleric5
- **Sngayvuse:** Male Halforc Ranger4
- **Soldiers (2 or 4):** Male Human Warrior3

APL 8 (EL10)

- **Pielesna:** Female Gnome Cleric7
- **Sngayvuse:** Male Halforc Ranger6
- **Soldiers (2 or 4):** Male Human Warrior5

APL 10 (EL12)

- Pielesna:** Female Gnome Cleric9
- Sngayvuse:** Male Halforc Ranger8
- Soldiers (2 or 4):** Male Human Warrior7

APL 12 (EL 14)

- Pielesna:** Female Gnome Cleric11
- Sngayvuse:** Male Halforc Ranger10
- Soldiers (2 or 4):** Male Human Warrior9

Tactics: Pielesna begins with a spell to slow the PC's movement, (such as *Soften Earth and Stone*, *Spike Stones*, *Wall of Stone*, or *Blade Barrier*.) If she has quickened spells available, she also uses a quickened spell to improve her defenses.

Sngayvuse begins by firing on enemies from afar, targeting humans first, especially ones that look easy to hurt. If no humans are present he shoots elves, then dwarves. If capable, he casts *Swift Haste* to gain some bonuses for the round.

The soldiers form a scattered line of defense ahead of the other two, and try to block the enemy's approach.

Scene—6: The Plan

Purpose: Explain the next step

Setting: Womtham

Bloodied from combat, Osmeran pulls a stray lock of silvered hair from his face and explains, “I have decided. If you are with me, we will retake the Second Legion. I can only presume Duke Boomgren has already claimed command. I do not know what has happened to my officers, but it is time for the Duke to be reminded that the true Ruler of Nyronde is King Lynwerd. Once I retake the Legion Headquarters in Deghulan, we can march on Womtham City, before he can consolidate his power.”

“Are you with me?”

The General does not speak of his family again, and if pressed simply states, "I must protect all that I have left, the Kingdom of Nyronnd *will* be strong again."

From this point through the end of the scenario he is laconic and replies in terse monosyllable phrases. He fears what has happened to his command structure, people he has campaigned with for years and come to know and love as much as his own family. This fear and retributive anger is reducing his capacity for tactical thoughts, but not his intelligence (he is not a babbling idiot).

Commandant Lestarndt concocted a story to the Duke about a large company of Lynwerd's loyal adventurers that managed to wrestle control of the Scorpion from its Imperium beast master, only to use it to facilitate the escape of the General. Infact, he reported, it was the turncoat General who urged the attacks on, killing many of the loyal troopers who served under him when he was in command. It was only through the valiant efforts of those few troops remaining whereby the Scorpion was brought down. And since the troops remaining are those only most loyal to the Commandant (anybody who wasn't is no longer among the living), the story has stuck.

The Commandant was then sent to the Second Legion Headquarters at Deghulan where he has been wrapping up affairs for the last few days and is preparing to relocate the Legion to Womtham City.

Scene–7: Retribution

Purpose: Retake command of the Legion

Setting: Second Legion HQ at Deghulan

Refer to DM Aid #3 - *Deghulan*, for background information on the Town of Deghulan and the Fortress for the Nyronnd Second Legion's Headquarters.

PCs can spend time in Deghulan before targeting the fortress (the Horses Mouth is a good place to learn things). Simple Gather Information will reveal that the Legion is moving back to Womtham City, and all Legionnaire's have been pulled back to the base. Overt inquiries in town may alert Lestarndt (informants will report).

This part can be approached in three ways: charge, mild stealth, or great stealth. It is important to remember the Legion is not against the PCs, and the General certainly does not condone any attacks on his troopers for any reason but defense. But because he doesn't know who is on watch and how many of his people have been turned, he does not want to just declare himself at the gate.

If the PCs are noticed or discovered in any of the three possibilities, an alarm bell is rung. The alarm is repeated across the base, and alerts the Commandant.

General Osmeran is not aware of the secret chamber or passage in his sleeping quarters.

Charge: The PCs can simply charge the gates, this is not recommended, because it puts the Legion on defense.

Several hundred troops are currently posted here. A direct charge on the gates (without the General's aid, since he refuses) results the same as described in the subsection of Scene-2, *Directly Attacking the Convoy*.

Mild Stealth: The PCs can quietly enter the base by simply talking to the guards on duty and using Diplomacy or Bluff (to explain the situation without directly asking them to be treasonous). The check is a DC 20 with modifiers based on how likely it is they fit the role being portrayed. A plausible story provides a +7 modifier. A weak story is a +3. Players expecting a flat roll with no effort put into a background story get a -5 modifier.

Osmeran assists in the duplicity if requested; otherwise he remains disguised and says nothing, until after the diplomacy is completed.

Great Stealth: PCs can attempt to sneak over the walls and onto base (this includes flying, etc). The palisade walls are well patrolled (which can be noticed with a moment of studying). The Guards get a Spot and Listen check, with circumstance modifiers (if the PCs are trying to sneak through the lighted gatehouse vs. going over the dark wall). Studying the situation and waiting for "the right moment" provides a +5 modifier.

Encounter–3: Clemency Tower (APL+3)

Refer to DM Aid #3 – *Clemency Tower*. Anticipate Teleport and Detect Scrying are in effect on the tower.

Fearing retribution from the legion, the first thing the Commandant did upon arriving was have the Duke's cleric create a trap for the tower with a Glyph of Warding and Teleport (will save DC 19 to avoid the teleport, the General always fails). The trigger is "anybody from the Legion entering the Tower with intent to overthrow Commandant Lestarndt". This triggers when the General (and any Legionnaire PCs) enter the Tower, from any direction (multiple Glyphs as necessary).

If there is a PC from any of Nyronnd's Legions in the party, you have to adjust to suite, playing with things fast and loose. The PCs join the General below (if they fail the save). Just weaken the upstairs combat appropriately and allow the PC to fight along side the general. Taking all of the second "Soldiers" to the dungeons is appropriate, if more PCs go below you can move some of the other combatants below as well.

The trap triggers a Teleport into a locked dungeon cell. However, the General has keys to the cells, which he recovered and brought with some belongings from his Manor. The General unlocks the cell and rampages through the Guards below, all fighters from the Duke's Guard. With no PC assistance, there are five guards below; adjust to suite. The Guards are a challenge for the General, and they focus on the General not PCs unless the PCs are also a threat (although allow unbalanced PCs to still feel as if they are helping and aiding Osmeran).

The various ward's on the tower are likely to alert the Commandant and his men, negating surprise. It is very

difficult to get through the base without being detected (going over the palisade right next to the tower is NOT the best place to hide, as it is well patrolled). If sneaking onto the base, General Osmeran grumbles under his breath about ineffective soldiers, and what he needs to improve upon.

Entering from the main floor: Commandant Lestarndt is located in the main hall (3) of Clemency Tower, the ancient Flan keep. This hall has several large tables placed throughout the room, which has taken on a central administrative role for the Legion. Feel free to use the tables to help spice up combat instead of simply having a brawl in a box.

Entering from the roof: Commandant is located in the parlor of the Lord's chambers (13a), the other NPCs are in the Officer's Parlor (14). The roof has two hatch-doors, bolt-locked from the inside (Open Lock DC 20). Walking on the roof with no move silently checks alerts Commandant and his men.

Tactics: Commandant Lestarndt and his minions engage combat with the PCs, starting with an area Dispel (as available) from Valen. Rhana uses her Halberd to block the entrance and get as many Attacks of Opportunity as possible. The Commandant stays near the back of combat at all times, and flees as described in *Development*.

He should have remained around the southern end of the room, or at least positioned himself not to be cut-off (this is also why the EL is reduced by one).

APL2 Note: If the table is a solid APL1, remove two of the Soldiers from the combat for APL2.

Development: As soon as the combat noticeably turns against Lestarndt (at the latest, when Rhana or Valen fall, or when he takes 50% of his hit points), he attempts to flee.

Then, on his round, he drops the rapier in his hand (he has another at his hip) and shouts (free action) in a shrill voice, "I surrender! Please, don't hurt me!" But at the same time (or whenever convenient), he casts *Obscuring Mist* and flees through the southern door, then upstairs to the lord's chambers (13), into the secret study (14) and down through the escape passage. During this time, when he is safely out of sight, he takes a standard action to drink a Potion of Expeditious Retreat.

He runs as fast as he can, but PCs can try to catch him. The underground passage is not straight, so only provides 50 to 100 feet of visibility at best. It opens near Deghulan, where he then runs into the town and spends every round making Hide checks to blend into the population (he discards his garb and takes other garb as appropriate). His plan is to avoid detection and eventually escape the area, to join Duke Boomgren at Womtham City (of course with another appropriately concocted story).

If the PCs do not detect him in the town within a

few rounds, consider his escape successful. This does not affect the XP outcome.

APL 2 (EL5)

- **Commandant Lestarndt:** Male Human Wiz/Swashbuckler (3)
- **Lieutenant Rhana:** Female Human Fighter2
- **Commander Valen:** Male Human Adept1
- **Soldiers(3 or 1):** Male/Female Human Warrior1

APL 4 (EL7)

- **Commandant Lestarndt:** Male Human Wiz/Swashbuckler (5)
- **Lieutenant Rhana:** Female Human Fighter4
- **Commander Valen:** Male Human Wizard4
- **Soldier:** Female Human Fighter1

APL 6 (EL9)

- **Commandant Lestarndt:** Male Human Wiz/Swashbuckler (7)
- **Lieutenant Rhana:** Female Human Fighter6
- **Commander Valen:** Male Human Wizard6
- **Soldier:** Female Human Fighter3

APL 8 (EL11)

- **Commandant Lestarndt:** Male Human Wiz/Swashbuckler (9)
- **Lieutenant Rhana:** Female Human Fighter8
- **Commander Valen:** Male Human Wizard8
- **Soldier:** Female Human Fighter5

APL 10 (EL13)

- **Commandant Lestarndt:** Male Human Wiz/Swashbuckler (11)
- **Lieutenant Rhana:** Female Human Fighter10
- **Commander Valen:** Male Human Wizard10
- **Soldier:** Female Human Fighter7

APL 12 (EL 14)

- **Commandant Lestarndt:** Male Human Wiz/Swashbuckler (13)
- **Lieutenant Rhana:** Female Human Fighter12
- **Commander Valen:** Male Human Wizard12
- **Soldier:** Female Human Fighter9

Conclusion

The General finishes with his combat when the PCs are finished with theirs. He then releases his commanders, who have been tortured and rather abused and are held in other cells within the dungeon.

Osmeran begins mobilization for a fast march on Womtham City. PC's are thanked and sent packing, unless this event is being run at Comicon 2005, in which case the interactive follows.

Visit the Nyronde website to report your table results.

Review the PC role-play results from the questions Osmeran asked. If things went well enough he trusts them (or they have redeemed themselves in battle), read aloud the following text and the character also becomes a *Friend of Osmeran*.

You have done me a great service, and I shall not forget. We have walked a dark path together, and I am glad to have you as companions. The future of Nyronnd looks dim indeed, but with people such as you helping out; perhaps we can lift this dark mantle from the weary shoulders of our kingdom.

If General Osmeran regains command of the Second Legion, the character also gets the Favor of the Second Legion.

The End

Experience Point Summary

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

Encounter 1: Sneak Away

PCs avoided or defeated Soldiers.

APL2 90 xp
APL4 150 xp
APL6 210 xp
APL8 270 xp
APL10 330 xp
APL12 390 xp

Encounter 2: Surprise Visit

PCs defeated tracking squad.

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

Encounter 3: Clemency Tower

PCs defeated Commandant Lestarndt's cronies.

APL2 150 xp
APL4 210 xp
APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp

Discretionary roleplaying award

Players engaged in active Role Play with General Osmeran.

APL2 90 xp
APL4 135 xp
APL6 180 xp
APL8 225 xp
APL10 270 xp
APL12 315 xp

Total possible experience:

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

Treasure Summary

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

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

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

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

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

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

Note: These encounters offer more gold than is allowed. This is because much of the items may be claimed by the Legion (access is provided to purchase it back). If individual items are destroyed or lost, pay attention to it in providing item access, and regard the sum total. It is likely they may go under the gold cap for the scenario, but probably only at the lower levels.

It is very important to note the items that Lestarndt carries. If Lestarndt is not captured, access to those items is not gained, but there is enough gold in the mix that not

capturing him does not change the total possible treasure.

Encounter 1: Sneak Away

APL 2-12: L: 0 gp; C: 50 gp; M: 0 gp

Encounter 2: Surprise Visit

APL2: L: 267 gp; C: 0 gp; M: 20 gp – 2x scroll of cure light (3 gp each), 2x potion of cure light (7 gp each).

APL4: L: 342 gp; C: 0 gp; M: 119 gp – 2x scroll of cure light (3 gp each), 2x potion of cure light (7 gp each), scroll of cure moderate (25 gp), potion of cure moderate (38 gp), potion of cats grace (38 gp).

APL6: L: 275 gp; C: 0 gp; M: 919 gp – 2x scroll of cure light (3 gp each), 2x potion of cure light (7 gp each), scroll of cure moderate (25 gp), potion of cure moderate (38 gp), potion of cats grace (38 gp), +1 spiked full plate (338 gp), +1 cloak of resistance (125 gp), +1 composite longbow [+3 str] (338 gp).

APL8: L: 227 gp; C: 0 gp; M: 1935 gp – 2x scroll of cure light (3 gp each), 2x potion of cure light (7 gp each), scroll of cure moderate (25 gp), potion of cure moderate (38 gp), potion of cats grace (38 gp), +1 spiked full plate (338 gp), +1 cloak of resistance (125 gp), +1 composite longbow [+3 str] (338 gp), +2 periapt of wisdom (500 gp), +1 chain shirt (138 gp), +1 Buckler (127 gp), +1 longsword (252 gp),

APL10: L: 73 gp; C: 0 gp; M: 3778 gp – 2x scroll of cure light (3 gp each), 2x potion of cure light (7 gp each), scroll of cure moderate (25 gp), potion of cure moderate (38 gp), potion of cats grace (38 gp), +1 spiked full plate (338 gp), +2 cloak of resistance (500 gp), +1 composite longbow [+5 str] (363 gp), +2 periapt of wisdom (500 gp), +1 chain shirt (138 gp), +1 Buckler (127 gp), +1 longsword (252 gp), +1 studded leather barding (128 gp), Gauntlets of Ogre Power (500 gp), +1 Amulet of Natural Armor (250 gp), +1 full plate (313 gp), +1 heavy steel shield (128 gp), +1 cloak of resistance (125 gp), potion of Bull's strength (38 gp), potion of Haste (94 gp).

APL12: L: 73 gp; C: 0 gp; M: 6028 gp – 2x scroll of cure light (3 gp each), 2x potion of cure light (7 gp each), scroll of cure moderate (25 gp), potion of cure moderate (38 gp), potion of cats grace (38 gp), +1 spiked full plate (338 gp), +2 cloak of resistance (500 gp), +1 composite longbow [+5 str] (363 gp), +4 periapt of wisdom (2000 gp), +1 chain shirt (138 gp), +1 Buckler (127 gp), +1 longsword (252 gp), +1 studded leather barding (128 gp), Gauntlets of Ogre Power (500 gp), 2x +1 Amulet of Natural Armor (250 gp each), +1 full plate (313 gp), +1 heavy steel shield (128 gp), +1 cloak of resistance (125 gp), potion of Bull's strength (38 gp), potion of Haste (94 gp), +1 ring of protection (250 gp), +2 Amulet of Health (500 gp),

Encounter 3: Clemency Tower

APL2: L: 249 gp; C: 0 gp; M: 38 gp – Potion of Expeditious Retreat (38 gp).

APL4: L: 100 gp; C: 0 gp; M: 961 gp – Potion of Expeditious Retreat (38 gp), +1 Mithral Chain (263 gp), +1 Halberd (252 gp), +1 Rapier (278 gp), +1 Breastplate (131 gp).

APL6: L: 156 gp; C: 0 gp; M: 2971 gp – Potion of Expeditious Retreat (38 gp), +1 Glamerd Mithral Chain (638 gp), +1 Halberd (252 gp), +1 Rapier (278 gp), +1 mithral Breastplate (256 gp), +1 ring of protection (250 gp), Cape of the Mountebank (1260 gp).

APL8: L: 147 gp; C: 0 gp; M: 5223 gp – Potion of Expeditious Retreat (38 gp), +1 Glamerd Mithral Chain (638 gp), +1 Halberd (252 gp), +1 Keen Rapier (1028 gp), +1 mithral Breastplate (256 gp), +1 ring of protection (250 gp), +2 ring of protection (1000 gp), Cape of the Mountebank (1260 gp), +1 longsword (252 gp), +1 amulet of natural armor (250 gp).

APL10: L: 80 gp; C: 0 gp; M: 7323 gp – Potion of Expeditious Retreat (38 gp), +2 Glamerd Mithral Chain (1263 gp), +1 Halberd (252 gp), +1 Keen Rapier (1028 gp), +1 mithral Breastplate (256 gp), +1 ring of protection (250 gp), +2 ring of protection (1000 gp), Cape of the Mountebank (1260 gp), +1 longsword (252 gp), +1 amulet of natural armor (250 gp), 2x +2 gloves of Dexterity (500 gp each), +1 chainmail (163 gp), +1 composite longbow [+3] (313 gp).

APL12: L: 79 gp; C: 0 gp; M: 9559 gp – Potion of Expeditious Retreat (38 gp), +2 Glamerd Mithral Chain (1263 gp), +1 Halberd (252 gp), +1 Keen Rapier (1028 gp), +1 mithral Breastplate (256 gp), +1 ring of protection (250 gp), +2 ring of protection (1000 gp), Cape of the Mountebank (1260 gp), +1 longsword (252 gp), 2x +1 amulet of natural armor (250 gp each), +2 gloves of Dexterity (500 gp), +4 gloves of Dexterity (2000 gp), +1 chainmail (163 gp), +1 composite longbow [+3] (313 gp), Gauntlets of Ogre Power (500 gp).

Total Possible Treasure

APL2: L: 450 gp; C: 0 gp; M: 0 gp

APL4: L: 442 gp; C: 0 gp; M: 208 gp

APL6: L: 431 gp; C: 0 gp; M: 469 gp

APL8: L: 374 gp; C: 0 gp; M: 926 gp

APL10: L: 153 gp; C: 0 gp; M: 2147 gp

APL12: L: 152 gp; C: 0 gp; M: 3148 gp

Special Rules Appendix

Spells

ARC OF LIGHTNING

Source: Complete Arcane, page 97
Conjuration (Creation) [Electricity]
Level: Druid 4, sorcerer/wizard 5, warmage 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Area: A line between two creatures
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in the range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods.

ARROW MIND

Source: Complete Adventurer, page 143.
Divination
Level: Ranger 1, Sorcerer/Wizard 1
Components: V, S, M
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 minute/level (D)

You sharpen your senses and focus your mind on the use of a bow. While this spell is in effect and you are wielding a longbow, shortbow, greatbow, composite greatbow, composite shortbow, or composite longbow, you threaten all squares within your normal melee reach (5 feet is Small or Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

BURNING BLOOD

Source: Complete Arcane, page 100
Necromancy
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Target: One living creature; see text
Duration: 1 round / level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You taint a living creature's blood with a hot, corrosive infusion, dealing 1d8 points of acid damage and 1d8 points of fire damage per round. The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds. Searing pain limits the subject to a single move action in any round when it fails its Fortitude save.

Burning blood does not affect creatures of the construct, elemental, ooze, plant or undead types.

Material Component: A drop of blood and a pinch of saltpeter.

EXACTING SHOT

Source: Complete Adventurer, page 149
Transmutation
Level: Ranger 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Ranged weapon touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This transmutation makes a ranged weapon strike true against your favored enemies. All rolls made to confirm critical hits by this weapon against favored enemies succeed, so every threat is a critical hit. The affected weapon also ignores any miss chance due to concealment whenever you fire at a favored enemy (unless the target has total concealment, in which case the normal miss chance applies). If the ranged weapon or the projectile fired has any magical effect or property related to critical hits, this spell has no effect upon it.

HASTE, SWIFT

Source: Complete Adventurer, page 151
Transmutation
Level: Ranger 2
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

This spell functions as *haste* (see page 239 of the *Player's Handbook*), except as noted above.

MAGE ARMOR, GREATER

Source: Complete Arcane, page 114
Conjuration (Creation) [Force]
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action

Range: Touch
Target: Creature touched
Duration: 1 hour / level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell functions like mage armor, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

{INSERT: ORB OF FIRE, CA}

RECITATION

Source: Complete Divine, page 176
Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

VITRIOLIC SPHERE

Source: Complete Arcane, page 128
Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 5, wu jen 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft. / level)

Area: 10-ft. radius burst

Duration: Instantaneous; see text

Saving Throw: Reflex negates and Reflex half; see text

Spell Resistance: No

You conjure a sizzling emerald sphere that drenches all within the area with a potent acid. Affected creatures take 1d4 points of acid damage per caster level (maximum 15d4) and must succeed on a Reflex save or risk taking damage in the following 2 rounds (6d4 points of damage in the second round and 3d4 points of damage in the third round). Both rounds of continuing damage are subject to Reflex saves for half damage; if an affected

creature succeeds on its second Reflex save, it takes no acid damage in the third round.

Material Component: A tiny glass vial filled with aqua regia.

WAVE OF GRIEF

Source: Complete Divine, page 188
Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

Feats

ARCANE STRIKE [General] (Complete Warrior)

You can channel arcane energy into your melee attacks.

Prerequisites: Ability to cast 3rd-level arcane spells, base attack bonus +4.

Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

For example, Yarren the bladesinger has a base attack bonus of +11 and the ability to cast 4th-level arcane spells. On his turn, he chooses to sacrifice one of his 4th-level spells for the day, marking it off as if he had cast it. Until his next turn, Yarren gains an extra +4 bonus on his attack rolls and an extra 4d4 points of damage with a single melee weapon of his choice.

CLOSE-QUARTERS FIGHTING [General]

Reference: Complete Warrior, page 97.

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy

fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

DEFT OPPORTUNIST [GENERAL]

Source: Complete Adventurer, page 106

You are prepared for the unexpected.

Prerequisite: Dex 15, Combat Reflexes.

Benefit: You get a +4 bonus on attack rolls when making attacks of opportunity.

ELUSIVE TARGET [Tactical]

Reference: Complete Warrior, page 110.

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

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

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

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

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

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can

make a free trip attempt against this foe, and the foe does not gain a chance to trip you if your attempt fails.

EYES IN THE BACK OF YOUR HEAD [GENERAL]

Source: Complete Warrior, page 98

Your superior battle sense helps minimize the threat of flanking attacks.

Prerequisites: Wis 13, base attack bonus +1.

Benefit: Attackers do not gain the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect whenever you are attacked without the benefit of your Dexterity modifier to Armor Class, such as when you are flat-footed. You may still be sneak attacked when flanked.

Normal: When you are flanked, the flanking opponents receive a +2 bonus on their attack rolls against you.

IMPROVED TOUGHNESS [GENERAL]

Source: Complete Warrior, page 101

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

SPINNING HALBERD [STYLE]

Source: Complete Warrior, page 114

You have mastered the style of fighting with a halberd, and can use all parts of the weapon-blade, spike, hook or butt-to strike devastating blows.

Prerequisites: Combat Reflexes, Two-Weapon Fighting, Weapon Focus(halberd).

Benefit: When you make a full attack with your halberd, you gain a +1 dodge bonus to your Armor Class as well as an additional attack with the weapon at a -5 penalty. This attack deals points of bludgeoning damage equal to 1d6 + ½ your strength modifier.

SUDDEN SILENT [METAMAGIC]

You can cast a spell silently without special preparation.

Benefit: Once per day, you can apply the effect of the Silent Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

Classes

Swashbuckler

Game Rule Information

Swashbucklers have the following game statistics.

Abilities: The lightly armored swashbuckler depends upon a high Dexterity for her Armor Class, as well as for many class skills. High Intelligence and Charisma scores are also hallmarks of a successful swashbuckler. Strength is not as important for a swashbuckler as it is for other melee combatants.

Alignment: Any.

Hit Die: d10.

Class Skills

Class Skills: The Swashbuckler's class skills are Balance, Bluff, Climb, Craft, Diplomacy, Escape Artist, Jump, Profession, Sense Motive, Swim, Tumble, and Use Rope.

Skill Points at 1st Level: (4+ Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier.

Table 1-4: The Swashbuckler

Level	BaB	Fort	Ref	Will	Special
1 st	+1	+2	+0	+0	Weapon Finesse
2 nd	+2	+3	+0	+0	Grace +1
3 rd	+3	+3	+1	+1	Insightful strike
4 th	+4	+4	+1	+1	--
5 th	+5	+4	+1	+1	Dodge bonus +1
6 th	+6/+1	+5	+2	+2	--

Class Features

All of the following are class features of the swashbuckler.

Weapon and Armor Proficiency: Swashbucklers

are proficient with all simple and martial weapons, and with light armor. Some of the swashbuckler's class features, as noted below, rely on her being no more than lightly armored and unencumbered.

Weapon Finesse (Ex): A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength Bonus she may have) with light weapons, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat (if she designates the same target, the bonuses stack).

Combat Appendix – Royal General Osmeran

Osmeran is 47 years old, 6' 1", with a large but mostly trim physique. Although middle age has added a bit to his girth, he still has the walk of a great cat stalking its prey. He has silver flecked black wavy hair, a graying beard and icy blue eyes. Osmeran is a wily, cunning leader who can take in tactical situations very swiftly. He is boisterous and irreverent, believing in enjoying life to the fullest. Osmeran is a distant cousin of the famous Almorian war hero Osson, and has gained a strong reputation in his own right as a powerful but independent leader.

He manages to keep his troops well provisioned and equipped for the most part, by overstating equipment losses and the like in reports. Osmeran gets on well with gnomes in particular, and speaks gnomish fluently. He has excellent information about goblinoid activities from gnome and Adri contacts, and knows how to use it to good effect. He maintains good discipline by his effective, intelligent leadership and his men admire him. He acts by his own lights, acting in what he judges to be the best interests of his men and those he is charged to protect.

Roleplay Notes:

Osmeran, arrived at Womtham City with his good friend Nukirien (Elven Wizard 13), who was also imprisoned and still rots in the dungeons of Duke Boomgren. He begins the game with a personality as described. Some additional features of his personality:

- He is a “half-full” kind of guy, where the world exists to please.
- He has a mild sarcastic streak, but his humor is usually simpler because of the company he often keeps.
- Although he is known to enjoy a good meal or gambling streak, he has a strong moral code and belief in family, not in nightly wenching. Sometimes this results in a “lecture” the troops have come to expect, but nothing more.
- His wife can usually be found at his ancestral estate in Womtham, along with his daughter and her children. He had a son, who unfortunately perished in the Greyhawk wars.
- He is obsessed with protecting the borders of Nyronnd (and indirectly the people), from the Bone March down through the Adri Forest. He still pontificates on the threat of the Northern Kingdom, and reminisces about the battles fought when they invaded Nyronnd.
- Although he has a good friend and ally in the Adri forest (Nukirien), he distrusts Innspa and Ahlissa.
- He is fairly conscientious about his appearance, dressing well and managing to look well kempt even when in the wild.

All of these features should be used and considered when running Osmeran in Role-Play.

Notes on Osmeran's Statblock:

The statblock for Osmeran represents his state immediately after he is recovered from captivity, presuming he can get access to non-magical Longsword and Shortsword, with no armor. If the PCs can equip him differently, update the statblock to suit. His “regular” statblock is available on-line under 'Notable Personalities' in the Nyronnd Gazetteer:

<http://www.nyronnd.org/turbine/page/gazetteer/>

Royal General Osmeran: 13th-level Ranger (11), Flinthill (Wild Plains) Outrider (2); Medium Humanoid; CR 13; HD 13d8+39; hp 107; Init +3; Spd 30 ft/x4; AC 12 (+2 dex), touch 12, flat-footed 10; Base Atk +13; Grapple +17; Full Atk +18/+13/+8 melee (1d8+4; 19-20/x2, Longsword) OR +16/+11/+6 melee (1d8+4; 19-20/x2, Longsword) and +16/+11/+6 melee (1d6+4; 19-20/x2, Short Sword); SQ Animal Companion (5)/Special Mount (7), wild empathy (+15), woodland stride, evasion, favored enemy goblinoid +2, favored enemy gnoll +4, favored enemy orc +4, combat style (two-weapon), swift tracker, ride bonus, Wild Plains Stalker, Wild Plains Swiftiness; AL CG; SV Fort +12, Ref +10, Will +4; Str 18(+4), Dex 14(+2), Con 16(+3), Int 12(+1), Wis 13(+1), Cha 14(+2);

Skills and Feats: Bluff +6, Climb +6, Handle Animal +10 (+12 with mount), Hide +9, Jump +6, Knowledge (geography) +8, Knowledge (nature) +11, Knowledge (nobility) +4, Listen +17, Move Silently +10, Ride +20, Spot +17, Survival +17, Use Rope +5; Endurance, Eyes in the Back of Your Head, Greater Two-weapon Fighting, Improved Two-weapon Fighting, Leadership, Mounted Combat, Power Attack, Track, Two-weapon Fighting, Weapon Focus (Longsword, Short Sword).

Languages Known: Common, Gnomish, Orc

Ranger Spells Prepared (2/1/1): none

Equipment: Longsword, Shortsword.

Cadence (Animal Companion Mount), Heavy Warhorse: CR3; Large animal; HD 8d8+24; hp 60; Init +1; Spd 50ft. (60 ft.); AC 19 (+2 Dex, +7 natural), touch 10, flat-footed 17; Base Atk +7; Grp +14; Atk +10 melee (1d6+5, hoof); Full Atk +10/+10 melee (1d6+5, 2 hooves) and +5 melee (1d4+3, bite); Space/Reach 10 ft./5 ft.; SQ low-light vision, scent; SV Fort +7, Ref +5, Will +2; Str 20, Dex 15, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +12, Listen +5, Spot +4; Endurance, Run.

Combat Appendix – APL2

Encounter 1: Sneak Away (EL3)

Soldiers(3): Human Ftr1; Medium Humanoid; HD 1d10+2; hp 8; Init +1; Spd 20 ft; AC 16 (+5 armor, +1 Dex), touch 11, flat-footed 15; BaB: +1; Grapple +3; Atk +5 melee (2d6+3; 19-20/x2, Mwk Greatsword) or +3 melee (1d8+3; x3, longspear) or +2 ranged (1d8; x3, longbow); AL LN ; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +1, Jump +0, Ride +4; Combat Reflexes, Power Attack, Weapon Focus: Greatsword.

Equipment: Mwk Greatsword, Longspear, Longbow with 20 arrows, Chain mail.

Encounter 2: Surprise Visit (EL4)

Pielesna: Female Gnome Clr 2; CR 2; HD 2d8+6; hp 19; Init +1; Spd 20 ft/x3; AC 22 (+8 armor, +1 dex, +2 shield, +1 size), touch 12, flat-footed 18; BaB +1; Grapple -3; Full Atk: +3 melee (1d6; Morningstar) or -2 melee (1d4, Armor Spikes); AL CE; SV Fort +6, Ref +1, Will +5; Str 10, Dex 13, Con 16, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +11, Knowledge (Religion) +5; Skill Focus (Concentration).

Equipment: Mwk Morningstar, Mwk Full Plate with Armor Spikes, Mwk Heavy Steel Shield, Silver Holy Symbol of Urdlen, Scroll of Cure Light Wounds (2), Potion of Cure Light Wounds.

Spells Prepared (4/3, DC = 12 + Spell Level): 0 – Cure Minor Wounds, Detect Magic, Guidance, Resistance; 1st – Bless, Doom, Shield of Faith.

Domain Spells: Urdlen/Destruction (Once per day may Smite an enemy, at +4 to hit, dealing +2 damage) and Earth (May Rebuke Earth creatures); 1st–Inflict Light Wounds.

Sngayvuse: Male Half-orc Rgr 1; CR 1; HD 1d8+1; hp 9; Init +2; Spd 30 ft/x4; AC 17 (+4 armor, +2 dex, +1 shield, unless using greatsword), touch 12, flat-footed 15; BaB +1; Grapple +4; Atk +4 ranged (1d8+3, mwk Composite Longbow) or +4 melee (2d6+4; 19-20/x2, greatsword); SA Favored Enemy (Human +2); AL CN; SV Fort +3, Ref +4, Will +1; Str 16, Dex 15, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +2, Listen +5, Move Silently +2, Spot +5, Survival +5; Point Blank Shot, Track.

Equipment: Mwk Composite Longbow (+3 Str), Greatsword, Shortsword, Chain Shirt, Buckler, Potion of Cure Light Wounds.

Soldiers (4 or 2): Human War 1; CR 1/2; HD 1d8+3; hp 7; Init +1; Spd 30/x4; AC 17 (+4 armor, +1 dex, +2 shield), touch 11, flat-footed 16; BaB +1; Grapple +2; Atk +2 melee (1d8+1; 19-20/x2, longsword) or +2 ranged (1d6+1, javelin); AL N; SV Fort +2, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +3; Toughness.

Equipment: Longsword, Javelin(3), Chain Shirt, Heavy Steel Shield.

Encounter 3: Clemency Tower (EL5)

Commandant Lestarndt: Male Human(Oeridian) Wiz1/Swashbuckler2; Medium Humanoid; CR 3; HD 1d4+2d10+3; hp 25; Init +2; Spd 30 ft/x4; AC 16 (+4 armor, +2 dex), touch 12, flat-footed 14; BaB +2; Grapple +3; Atk +6 melee (1d6+1; 18-20/x2, Mwk Rapier) OR +5 melee (1d4+1; 19-20/x2, Mwk Dagger) OR +4 ranged touch (ray); AL NE; SV Fort +4, Ref +5, Will +1; Str 13, Dex 14, Con 12, Int 17, Wis 8, Cha 8.

Skills and Feats: Balance +8, Bluff +5, Concentration +7, Hide +5, Jump +4, Knowledge (arcana) +5, Knowledge (nobility) +5, Listen +2, Sense Motive +2, Spellcraft +4, Tumble +8; Combat Reflexes, Weapon Focus(Rapier), Improved Toughness.

Wizard Spells Prepared: (3/2; base DC=13 + spell level) 0–Ray of Frost, Touch of Fatigue(2); 1st–Obscuring Mist, Ray of Enfeeblement.

Languages Known: Common, Draconic, Gnome, Old Oeridian.

Equipment: Mwk Rapier (2), Mwk Dagger, Mithral Chain Shirt, Potion of Expeditious Retreat.

Weasel Familiar: CR -; HD -; hp 12; Init +2; Spd 20 ft/x4, climb 20ft; AC 15 (+2 dex, +2 size, +1 natural), touch 14, flat-footed 13; BaB +2; Grapple -10; Atk +6 melee (1d3-4; 20/x2, bite); AL NE; SQ Agile, Empathic link, Low-light vision, Scent, Share spells; SV Fort +3, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5.

Skills and Feats: Balance +16, Bluff +3, Climb +10, Hide +13, Jump -3, Listen +2, Move Silently +8, Sense Motive +4, Spellcraft -1, Spot +3; Improved Evasion, Weapon Finesse;

Rhana: Female Human (Oeridian) Ftr 2; Medium humanoid; CR 2; HD 2d10+2; hp 16; Init +2; Spd 20 ft. (base 30 ft.); AC 17, touch 12, flat-footed 15; BaB +2; Grapple +4; Atk +6 melee (1d10+3/x3, masterwork halberd); AL: LN; SV: Fort +4, Ref +2, Will +2; Str 14, Dex 15, Con 12, Int 8, Wis 14, Cha 12.

Skills and Feats: Intimidate +6, Jump +4; Combat Reflexes, Deft Opportunist, Dodge, Weapon Focus (halberd).

Equipment: mwk halberd, longsword, 2 daggers, mwk breastplate.

Valen: Male Human (Oeridian) Adp 1; CR 1/2; Medium humanoid; HD 1d6; hp 7; Init +1; Spd 30ft.; AC 11 (+1 dex), touch 11, flat-footed 10; BaB +0; Grapple +0; Atk +0 melee (1d4; 19-20/x2, dagger) or +1 ranged touch (ray); AL NE; SV Fort +0, Ref +1, Wil -1; Str 10, Dex 12, Con 10, Int 12, Wis 8, Cha 8.

Skills and Feats: Concentration +4, Knowledge(Arcane) +5, Spellcraft +4; Toughness.

Wizard Spells Prepared: (3/2; base DC=11 + spell level)

o-Acid Splash (2), Ray of Frost; 1st-Magic Missile, Lesser Orb of Fire.

*Equipment:*Dagger.

Soldiers(1 or 2): Male Human (Oeridian) War 1; CR ½; Medium humanoid; HD 1d8; hp 5; Init +1; Spd 20 ft.; AC 17 (+1 dex, +6 chainmail), touch 11, flat-footed 16; BaB +1; Grapple +2; Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/x3, longbow); AL N; SV: Fort +2, Ref +1, Will -1; Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +5, Intimidate +3, Ride +7; Animal Affinity, Mounted Combat.

Equipment: chainmail, buckler, longsword, longbow, 40 arrows.

Combat Appendix – APL4

Encounter 1: Sneak Away (EL5)

Soldiers(3): Male Human Ftr2; Medium Humanoid; HD 2d10+4; hp 17; Init +1; Spd 20 ft.; AC 17 (+6 armor, +1 Dex), touch 11, flat-footed 16; BaB: +3; Grapple +6; Atk +8 melee (2d6+3; 19-20/x2, greatsword) or +6 melee (1d8+3; x3, longspear) or +3 ranged (1d8+2; x3, longbow); AL LN; SV Fort +5, Ref +1, Will +1; Str 19, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Handle Animal +1, Jump +0, Ride +5; Combat Reflexes, Hold The Line (CW), Power Attack, Weapon Focus: Greatsword.

Equipment: Mwk Greatsword, Longspear, Composite Longbow (+2 Str) with 20 arrows, Banded Mail, ~~Potion of Bull's Strength~~.

Encounter 2: Surprise Visit (EL6)

Pielesna: Female Gnome Clr 3; CR 3; HD 3d8+9; hp 27; Init +2; Spd 20 ft/x3; AC 22 (+8 armor, +1 dex, +2 shield, +1 size), touch 12, flat-footed 21; BaB +2; Grapple -2; Full Atk: +4 melee (1d6; 20/x2, Morningstar) or -1 melee (1d4; 20/x2, Armor Spikes); AL CE; SV Fort +6, Ref +3, Will +6; Str 10, Dex 14, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +12 (+16 when casting defensively), Knowledge (Religion) +5; Spellcraft +2; Skill Focus (Concentration), Combat Casting.

Equipment: Mwk Morning Star, Mwk Full Plate with Armor Spikes, Mwk Heavy Steel Shield, Silver Holy Symbol of Urdlen, Scroll of Cure Light Wounds (2), Scroll of Cure Moderate Wounds, Potion of Cure Light Wounds.

Spells Prepared (4/3/2, DC = 13 + Spell Level): 0 – Cure Minor Wounds, Detect Magic, Guidance, Resistance; 1 – Bless, Doom, Shield of Faith; 2 – Hold Person, Sound Burst.

Domain Spells: Urdlen/Destruction (Once per day may smite an enemy, at +4 to hit, dealing +3 damage) and Earth (May Rebuke Earth creatures); 1st – Inflict Light Wounds, 2nd – Soften Earth and Stone.

Sngayvuse: Male Half-orc Rgr 2; CR 2; HD 2d8+4; hp 17; Init +3; Spd 30 ft/x4; AC 18 (+4 armor, +3 dex, +1 shield), touch 13, flat-footed 15; BaB +2; Grapple +5; Atk +6 ranged (1d8+3; 20/x3, mwk Composite Longbow) or +6 melee (2d6+4; 19-20/x2, mwk greatsword); Full Atk +6 ranged (1d8+3; 20/x3, mwk Composite Longbow) or +4/+4 ranged (1d8+3; 20/x3, mwk Composite Longbow, Rapid Shot) or +6 melee (2d6+4; 19-20/x2, mwk greatsword); SA Favored Enemy (Human +2); AL CN; SV Fort +5, Ref +6, Will +1; Str 16, Dex 16, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +3, Listen +6, Move Silently +6, Spot +6, Survival +6; Point Blank Shot, Track, Rapid Shot.

Equipment: Mwk Composite Longbow (+3 Str), Mwk Greatsword, Mwk Chain Shirt, Mwk Buckler, Potion of

Cure Light Wounds, Potion of Cure Moderate Wounds, Potion of Cat's Grace.

Soldiers (4 or 2): Human War 2; CR 1; HD 2d8+3; hp 12; Init +1; Spd 20/x3; AC 19 (+6 armor, +1 dex, +2 shield), touch 11, flat-footed 18; BaB +2; Grapple +3; Atk +4 melee (1d8+1; 19-20/x2, longsword) or +4 ranged (1d6+1, javelin); AL N; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +4; Toughness.

Equipment: Mwk Longsword, Javelin(3), Banded Mail, Heavy Steel Shield.

Encounter 3: Clemency Tower (EL7)

Commandant Lestarndt: Male Human(Oeridian) Wiz3/Swashbuckler2; Medium Humanoid; CR 5; HD 3d4+2d10+5; hp 35; Init +2; Spd 30 ft/x4; AC 17 (+5 armor, +2 dex), touch 12, flat-footed 15; BaB +3; Grapple +5; Atk +7 melee (1d6+3;18-20/x2, +1 Rapier) OR +6 melee (1d4+2;19-20/x2, Masterwork Dagger) OR +5 ranged touch (ray); AL NE; SV Fort +5, Ref +6, Will +2; Str 14, Dex 14, Con 12, Int 17, Wis 8, Cha 8;

Skills and Feats: Balance +8, Bluff +5, Concentration +9, Hide +5, Jump +5, Knowledge (arcana) +7, Knowledge (nobility) +9, Listen +2, Sense Motive +2, Spellcraft +6, Spot +2, Tumble +8; Combat Reflexes, Weapon Focus(Rapier), Improved Toughness.

Wizard Spells Prepared: (4/3/2; base DC=13 + spell level) 0—Prestidigitation, Ray of Frost, Touch of Fatigue (2); 1st—Obscuring Mist, Ray of Enfeeblement (2); 2nd—Ghoul Touch, Mirror Image.

Languages Known: Common, Draconic, Gnome, Old Oeridian.

Equipment: +1 Rapier, Masterwork Rapier, Masterwork Dagger, +1 Mithral Chain Shirt, Potion of Expeditious Retreat.

Weasel Familiar: Weasel; CR -; HD -; hp 17; Init +2; Spd 20 ft/x4, climb 20ft; AC 16 (+2 dex, +2 size, +2 natural), touch 14, flat-footed 14; BaB +3; Grapple -9; Atk +7 melee (1d3-4;20/x2, bite); AL NE; SQ Agile, Deliver touch spells, Empathic link, Low-light vision, Scent, Share spells; SV Fort +4, Ref +4, Will +4; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5.

Skills and Feats: Balance +16, Bluff +3, Climb +10, Hide +13, Jump -3, Listen +2, Move Silently +8, Sense Motive +4, Spellcraft +1, Spot +3; Improved Evasion, Weapon Finesse;

Rhana: Female Human (Oeridian) Ftr 4; CR 4; Medium humanoid; HD 4d10+4; hp 32; Init +3; Spd 20 ft. (base 30 ft.); AC 19 (+3 dex, +6 armor), touch 13, flat-footed 16; BaB +4; Grapple +6; Atk +8 melee (1d10+6/x3, +1 halberd); AL LN; SV Fort +5, Ref +4, Will +3; Str 14, Dex 16, Con 12, Int 8, Wis 14, Cha 12.

Skills and Feats: Intimidate +8, Jump +6; Combat Reflexes, Deft Opportunist, Dodge, Mobility, Weapon

Focus (halberd), Weapon Specialization (halberd).

Equipment: +1 breastplate, +1 halberd, masterwork longsword, dagger (2).

Precast Spells and Effects: Bull's Strength (if opportunity to Buff).

Precast Modifiers: Atk +8 melee (1d10+9/x3, +1 halberd); Str 16.

Valen: Male Human (Oeridian) Wiz4; CR 4; Medium humanoid; HD 4d4+4; hp 20; Init +1; Spd 30 ft/x4; AC 15 (+1 dex, +4 armor), touch 11, flat-footed 14; BaB +2; Grapple +2; Atk +2 melee (1d4; 19-20/x2, dagger) or +4 ranged touch (ray); AL NE; SV Fort +2, Ref +2, Will +4; Str 11, Dex 13, Con 12, Int 17, Wis 11, Cha 8.

Skills and Feats: Concentration +8, Decipher Script +11, Knowledge (arcana) +11, Knowledge (the planes) +8, Listen +3, Spellcraft +12, Spot +3; Combat Casting, Extra Slot(Wizard), Weapon Focus (ranged touch).

Wizard Spells Prepared (4/5/3; base DC=14 + spell level) 0 – Acid Splash (2), Flare(2); 1st – Burning Hands, ~~Mage Armor~~, Lesser Orb of Fire(2), Shield; 2nd – Bull's Strength, Scorching Ray(2).

Equipment: Dagger.

Precast Spells and Effects: Shield (if opportunity to buff).

Precast Modifiers: AC 18 (+1 dex, +4 armor, +4 shield), touch 11, flat-footed 18.

Tactics: Buff Rhana with Bull's Strength, if opportunity for pre-buff exists. Also Shield. Then boom spells.

Soldier: Female Human (Oeridian) Ftr 1; CR 1; Medium humanoid; HD 1d10; hp 6; Init +1; Spd 20 ft. (base 30 ft.); AC 17, touch 11, flat-footed 16; BaB +1; Grapple +2; Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/x3, longbow); AL N; SV: Fort +2, Ref +1, Will -1; Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +5, Intimidate +3, Ride +7; Animal Affinity, Mounted Combat, Weapon Focus (longsword).

Equipment: chainmail, buckler, longsword, longbow, 40 arrows.

Combat Appendix – APL6

Encounter 1: Sneak Away (EL7)

Soldiers(3): Male Human Ftr4; Medium Humanoid; HD 4d10+8; hp 34; Init +1; Spd 20 ft.; AC 19 (+6 armor, +1 Dex), touch 11, flat-footed 18; BaB: +4; Grapple +9; Atk +11 melee (2d6+9; 19-20/x2, greatsword) or +11 melee (1d8+7; x3, long spear) or +8 ranged (1d8+3; x3, longbow); AL LN; SV Fort +6, Ref +2, Will +2; Str 20, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Handle Animal +1, Jump +2, Ride +7, Spot +2; Combat Reflexes, Hold The Line (CW), Power Attack, Weapon Focus: Greatsword, Weapon Focus: Longspear, Weapon Specialization: Greatsword.

Equipment: Mwk Greatsword, Mwk Longspear, Composite Longbow (+3 Str) with 20 Mwk arrows, Mwk Banded Mail, *Potion of Bull's Strength*.

Encounter 2: Surprise Visit (EL8)

Pielesna: Female Gnome Clr 5; CR 5; HD 5d8+15; hp 43; Init +2; Spd 20 ft/x3; AC 23 (+9 armor, +1 dex, +2 shield, +1 size), touch 12, flat-footed 22; BaB +3; Grapple -1; Full Atk: +5 melee (1d6; 20/x2, Morningstar) or +1 melee (1d4; 20/x2, Armor Spikes); AL CE; SV Fort +8, Ref +4, Will +8; Str 10, Dex 14, Con 16, Int 10, Wis 17, Cha 8.

Skills and Feats: Concentration +14 (+18 when casting defensively), Knowledge (Religion) +5; Spellcraft +4; Skill Focus (Concentration), Combat Casting.

Equipment: Mwk Morningstar, +1 Full Plate with Armor Spikes, Mwk Heavy Steel Shield, Silver Holy Symbol of Urdlen, Scroll of Cure Light Wounds (2), Scroll of Cure Moderate Wounds, Potion of Cure Light Wounds, +1 Cloak of Resistance.

Spells Prepared (5/4/3/2, DC = 13 + Spell Level): 0 – Cure Minor Wounds (2), Detect Magic, Guidance, Resistance; 1 – Bless, Cure Light Wounds, Doom, Shield of Faith; 2 – Hold Person, Sound Burst, Wave of Grief; 3 – Invisibility Purge, Prayer.

Domain Spells: Urdlen/Destruction (Once per day may smite an enemy, at +4 to hit, dealing +5 damage) and Earth (May Rebuke Earth creatures); 1st – Inflict Light Wounds, 2nd – Soften Earth and Stone, 3rd – Contagion.

Sngayvuse: Male Half-orc Rgr 4; CR 4; HD 4d8+8; hp 31; Init +3; Spd 30 ft/x4; AC 18 (+4 armor, +3 dex, +1 shield), touch 13, flat-footed 15; BaB +4; Grapple +7; Atk +8 ranged (1d8+4; 20/x3, mwk Composite Longbow) or +8 melee (2d6+4; 19-20/x2, mwk greatsword); Full Atk +8 ranged (1d8+4; 20/x3, mwk Composite Longbow) or +6/+6 ranged (1d8+4; 20/x3, mwk Composite Longbow, Rapid Shot) or +8 melee (2d6+4; 19-20/x2, mwk greatsword); SA Favored Enemy (Human +2); AL CN; SV Fort +6, Ref +7, Will +2; Str 17, Dex 16, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +5, Listen +8, Move Silently +8, Spot +8, Survival +8; Point Blank Shot, Track,

Rapid Shot, Precise Shot, Endurance.

Equipment: +1 Composite Longbow (+3 Str), Mwk Greatsword, Mwk Chain Shirt, Mwk Buckler, Potion of Cure Light Wounds, Potion of Cure Moderate Wounds, Potion of Cat's Grace.

Spells Prepared (1, DC = 11 + Spell Level): 1 – Arrow Mind.

“Dog” (Animal Companion): Wolf, Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft/x4; AC 17 (+3 armor, +2 dex, +2 natural), touch 13, flat-footed 14; BaB +1; Grapple +2; Atk +3 melee (1d6+1; 20/x2, Bite); SA Trip; SQ Low-light vision, scent, link, share spells; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (Bite).

Equipment: Mwk Studded Leather Barding.

Tricks: Dog knows the following tricks: Attack, Attack Unnatural, Defend, Down, Heel, Stay, Track.

Soldiers (4 or 2): Human War 3; CR 2; HD 3d8+3; hp 16; Init +1; Spd 20/x3; AC 21 (+8 armor, +1 dex, +2 shield), touch 11, flat-footed 20; BaB +3; Grapple +4; Atk: +6 melee (1d8+1; 19-20/x2, longsword) or +6 ranged (1d6+1, javelin); AL N; SV Fort +3, Ref +2, Will +1; Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +5; Toughness, Weapon Focus (Longsword).

Equipment: Mwk Longsword, Javelin(3), Mwk Full Plate, Mwk Heavy Steel Shield.

Encounter 3: Clemency Tower (EL9)

Commandant Lestarndt: Male Human(Oeridian) Wiz4/Swashbuckler3; Medium Humanoid; CR 7; HD 4d4+3d10+7; hp 48; Init +2; Spd 30 ft/x4; AC 17 (+5 armor, +2 dex), touch 12, flat-footed 15; BaB +5; Grapple +7; Atk +9 melee (1d6+3; 18-20/x2, +1 Rapier) OR +8 melee (1d4+2; 19-20/x2, Masterwork Dagger) OR +7 ranged (ray); AL NE; SV Fort +5, Ref +7, Will +4; Str 14, Dex 14, Con 12, Int 17, Wis 8, Cha 8.

Skills and Feats: Balance +12, Bluff +5, Concentration +11, Hide +5, Jump +5, Knowledge (arcana) +7, Knowledge (nobility) +9, Listen +3, Sense Motive +2, Spellcraft +6, Spot +3, Tumble +12; Combat Reflexes, Weapon Focus(Rapier), Close-Quarters Fighting, Improved Toughness.

Wizard Spells Prepared: (4/4/3; base DC=13 + spell level) 0—Prestidigitation, Ray of Frost, Touch of Fatigue(2); 1st – Chill Touch, Obscuring Mist, Ray of Enfeeblement(2); 2nd—Bull's Strength, Ghoul Touch, Mirror Image.

Languages Known: Common, Draconic, Gnome, Old Oeridian.

Equipment: +1 Rapier, Masterwork Rapier, Masterwork Dagger, +1 Glamered Mithral Chain Shirt, Potion of Expedition Retreat.

Precast Spells and Effects: Mirror Image, Bull's Strength (if opportunity to buff).

Precast Modifiers: Atk +11 melee (1d6+5; 18-20/x2, +1 Rapier); Str 16.

Tactics: Casts Mirror Image first. If opportunity to buff exists, casts Bull's Strength. Then engages in combat to deliver necromantic touch attacks either with weasel (shared spell) or self.

Weasel Familiar: Weasel; CR -; HD -; hp 24; Init +2; Spd 20 ft/x4, climb 20ft; AC 16 (+2 dex, +2 size, +2 natural), touch 14, flat-footed 14; BaB +5; Grapple -7; Atk +7 melee (1d3-4; 20/x2, bite); AL NE; SQ Agile, Deliver touch spells, Empathic link, Low-light vision, Scent, Share spells; SV Fort +4, Ref +4, Will +6; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5.

Skills and Feats: Balance +20, Bluff +3, Climb +10, Hide +13, Jump -3, Listen +3, Move Silently +8, Sense Motive +4, Spellcraft +1, Spot +3; Improved Evasion, Weapon Finesse;

Rhana: Female Human (Oeridian) Ftr 6; CR 6; Medium humanoid; HD 6d10+6; hp 46; Init +3; Spd 30 ft.; AC 19*(+3 dex, +6 armor), touch 13*, flat-footed 16*; BaB +6; Grapple +8; Atk +10 melee (1d10+6/x3, +1 halberd); Full Atk +10/+5 melee (1d10+6/x3, +1 halberd) and +5 melee (1d6+4, +1 halberd staff); AL LN; SV Fort +6, Ref +5, Will +4; Str 14, Dex 16, Con 12, Int 8, Wis 14, Cha 12.

Skills and Feats: Intimidate +10, Jump +10; Combat Reflexes, Deft Opportunist, Dodge, Mobility, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (halberd), Weapon Specialization (halberd).

Equipment: +1 mithral breastplate, +1 halberd, masterwork longsword, 2 daggers.

*Note: AC +1 while making full attack.

Precast Spells and Effects: Bull's Strength (if opportunity to Buff).

Precast Modifiers: Atk +12 melee (1d10+9/x3, +1 halberd); Str 16.

Valen: Male Human (Oeridian) Wiz6; Medium Humanoid; CR 6; HD 6d4+6; hp 25; Init +1; Spd 30 ft/x4; AC 18 (+1 dex, +1 deflection, +6 armor), touch 12, flat-footed 17; BaB +3; Grapple +3; Full Atk +3 melee (1d4; 19-20/x2, Dagger) or +4 ranged touch (ray); AL NE; SV Fort +3, Ref +3, Will +5; Str 11, Dex 13, Con 12, Int 18, Wis 11, Cha 8.

Skills and Feats: Concentration +10, Decipher Script +12, Knowledge (arcana) +13, Knowledge (the planes) +10, Listen +4, Spellcraft +15, Spot +4; Combat Casting, Extra Slot (Wizard1), Sudden Maximize, Sudden Silent, Sudden Widen.

Wizard Spells Prepared (4/5/4/3; base DC=14 + spell level) 0 – Acid Splash (2), Flare(2); 1st – Burning Hands, Lesser Orb of Fire(3), Shield; 2nd – Bull's Strength, Scorching Ray(3); 3rd – Dispel Magic, Lightning Bolt, ~~Greater Mage Armor.~~

Equipment: Dagger, Ring of Protection +1, Cape of the Mountebank.

Precast Spells and Effects: Shield (if opportunity to buff).

Precast Modifiers: AC 22 (+1 dex, +1 deflection, +6 armor, +4 shield), touch 12, flat-footed 21.

Tactics: Buff Rhana with Bull's Strength, if opportunity for pre-buff exists, and Shield. Dispel magic as first combat action (Sudden Silent if required targeted to silent effect only), Then boom spells, using Sudden Maximize (Scorching) and Sudden Widen (Lightning Bolt).

Soldier: Female Human (Oeridian) Ftr 3; CR 3; Medium humanoid; HD 3d10; hp 17; Init +1; Spd 20 ft. (base 30 ft.); AC 17 (+1 dex, +6 armor), touch 11, flat-footed 16; BaB +3; Grapple +4; Atk +6 melee (1d8+1/19-20, masterwork longsword) or +6 ranged (1d8+1/x3, masterwork composite longbow); Full Atk +6 melee (1d8+1/19-20, masterwork longsword) or +6 ranged (1d8+1/x3, masterwork composite longbow); AL N; SV Fort +3, Ref +2, Will +0; Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +7, Intimidate +5, Ride +11; Animal Affinity, Mounted Archery, Mounted Combat, Weapon Focus (longbow), Weapon Focus (longsword).

Equipment: masterwork chainmail, buckler, masterwork longsword, masterwork composite longbow [+1 str], 40 arrows.

Combat Appendix – APL8

Encounter 1: Sneak Away (EL9)

Soldiers(3): Male Human Ftr6; Medium Humanoid; HD 6d10+12; hp 50 each; Init +1; Spd 20 ft.; AC 19 (+8 armor, +1 Dex), touch 11, flat-footed 18; BaB +6; Grapple +11; Atk +13 melee (2d6+10; 19-20/x2, +1 greatsword) or +13 melee (1d8+9; x3, longspear) or +8 ranged (1d8+3; x3, longbow); Full Atk +13/+8 melee (2d6+10; 19-20/x2, +1 greatsword) or +13/+8 melee (1d8+9; x3, longspear) or +7/+2 ranged (1d8+3; x3, longbow); AL LN ; SV Fort +7, Ref +3, Will +3; Str 20, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Handle Animal +1, Jump +2, Ride +9, Spot +3; Combat Reflexes, Hold The Line (CW), Power Attack, Quick Draw, Weapon Focus: Greatsword, Weapon Focus: Longspear, Weapon Specialization: Greatsword, Weapon Specialization: Longspear.

Equipment: +1 Greatsword, Mwk Longspear, Composite Longbow (+3 Str) with 20 Mwk arrows, Full plate, ~~Potion of Bull's Strength.~~

Encounter 2: Surprise Visit (EL10)

Pielesna: Female Gnome Clr 7; CR 7; HD 7d8+21; hp 59; Init +6; Spd 20 ft/x3; AC 23 (+9 armor, +1 dex, +2 shield, +1 size), touch 12, flat-footed 22; BaB +5; Grapple +1; Atk +7 melee (1d6; 20/x2, Morningstar) or +3 melee (1d4; 20/x2, Armor Spikes); AL CE; SV Fort +9, Ref +5, Will +10; Str 10, Dex 14, Con 16, Int 10, Wis 19, Cha 8.

Skills and Feats: Concentration +16 (+20 when casting defensively), Knowledge (Religion) +5; Spellcraft +6; Skill Focus (Concentration), Combat Casting, Improved Initiative.

Equipment: Mwk Morningstar, +1 Full Plate with Armor Spikes, Mwk Heavy Steel Shield, Silver Holy Symbol of Urdlen, Sacred Text of Urdlen, +2 Periapt of Wisdom, Scroll of Cure Light Wounds (2), Scroll of Cure Moderate Wounds, Potion of Cure Light Wounds, +1 Cloak of Resistance.

Spells Prepared (6/5/4/3/2, DC = 14 + Spell Level): 0 – Cure Minor Wounds (2), Detect Magic, Guidance (2), Resistance; 1st – Bane, Bless, Cure Light Wounds, Doom, Shield of Faith; 2nd – Hold Person (2), Sound Burst, Wave of Grief; 3rd – Cure Serious Wounds, Invisibility Purge, Prayer; 4th – Freedom of Movement, Recitation.

Domain Spells: Urdlen/Destruction (Once per day may smite an enemy, at +4 to hit, dealing +7 damage) and Earth (May Rebuke Earth creatures); 1st – Inflict Light Wounds, 2nd – Soften Earth and Stone, 3rd – Contagion, 4th – Spike Stones.

Sngayvuse: Male Half-orc Rgr 6; CR 6; HD 6d8+12; hp 45; Init +3; Spd 30 ft/x4; AC 20 (+5 armor, +3 dex, +2 shield), touch 13, flat-footed 18; BaB +6; Grapple +9; Atk +11 ranged (1d8+4; 20/x3, mwk Composite Longbow) or +7 ranged (2d8+8; 20/x3, mwk Composite Longbow

ManysHOT) or +10 melee (2d6+4; 19-20/x2, mwk greatsword); Full Atk +11/+6 ranged (1d8+4; 20/x3, mwk Composite Longbow) or +9/+9/+4 ranged (1d8+4; 20/x3, mwk Composite Longbow Rapid Shot) or +7 ranged (2d8+8; 20/x3, mwk Composite Longbow ManysHOT) or +10/+5 melee (2d6+4; 19-20/x2, mwk greatsword); SA Favored Enemy (Human +4, Elf +2); AL CN; SV Fort +7, Ref +8, Will +3; Str 17, Dex 16, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +7, Listen +10, Move Silently +10, Spot +10, Survival +10; Point Blank Shot, Track, Rapid Shot, Precise Shot, Endurance, Weapon Focus (Longbow), ManysHOT.

Equipment: +1 Composite Longbow (+3 Str), Mwk Greatsword, +1 Chain Shirt, +1 Buckler, Potion of Cure Light Wounds, Potion of Cure Moderate Wounds, Potion of Cat's Grace.

Spells Prepared (2, DC = 11 + Spell Level): 1 – Arrow Mind, Exacting Shot.

'Dog' (Animal Companion): Wolf, Medium Animal; HD 4d8+12; hp 30; Init +3; Spd 30 ft/x4; AC 20 (+3 armor, +3 dex, +4 natural), touch 13, flat-footed 14; BaB +3; Grapple +5; Atk +6 melee (1d8+3; 20/x2, Bite); SA Trip; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +5, Survival +1; Track, Weapon Focus (Bite), Improved Natural Attack (Bite).

Equipment: Mwk Studded Leather Barding.

Tricks: Dog knows the following tricks: Attack, Attack Unnatural, Defend, Down, Heel, Seek, Stay, Track.

Soldiers (4 or 2): Human War 5; CR 4; HD 5d8+8; hp 30; Init +1; Spd 20/x3; AC 21 (+8 armor, +1 dex, +2 shield), touch 11, flat-footed 20; BaB +5; Grapple +6; Atk +8 melee (1d8+2; 19-20/x2, +1 longsword) or +8 ranged (1d6+1, javelin); AL N; SV Fort +5, Ref +2, Will +1; Str 13, Dex 12, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +7; Toughness, Weapon Focus (Longsword).

Equipment: +1 Longsword, Javelin(3), Mwk Full Plate, Mwk Heavy Steel Shield.

Encounter 3: Clemency Tower (EL11)

Commandant Lestarndt: Male Human(Oeridian) Wiz5/Swashbuckler4; Medium Humanoid; CR 9; HD 5d4+4d10+9; hp 61; Init +2; Spd 30 ft/x4; AC 17 (+5 armor, +2 dex), touch 12, flat-footed 15; BaB +6; Grapple +8; Atk +10 melee (1d6+3; 15-20/x2, +1 Keen Rapier) OR +9 melee (1d4+2; 19-20/x2, Masterwork Dagger) OR +8 ranged (ray); Full Atk +10/+5 melee (1d6+3; 15-20/x2, +1 Keen Rapier) OR +9/+4 melee (1d4+2; 19-20/x2, Masterwork Dagger); AL NE; SV Fort +6, Ref +7, Will +4; Str 14, Dex 14, Con 12, Int 18, Wis 8, Cha 8.

Skills and Feats: Balance +14, Bluff +6, Concentration +13, Hide +7, Jump +5, Knowledge (arcana) +9, Knowledge (nobility) +11, Listen +3, Sense Motive +2, Spellcraft +10, Spot +4, Tumble +14; Combat Reflexes, Weapon Focus(Rapier), Arcane Strike, Improved Toughness, Power Attack, Spell Focus (Necromancy).

Wizard Spells Prepared: (4/4/3/2; base DC=14 + spell level) 0—Prestidigitation, Ray of Frost, Touch of Fatigue (2)*; 1st—Chill Touch*, Obscuring Mist, Ray of Enfeeblement (2)*; 2nd—Bull's Strength, Ghoul Touch*, Mirror Image; 3rd—Fly, Vampiric Touch*.

**Spell Focus (Necromancy):* base DC=15 + spell level.

Languages Known: Common, Draconic, Gnome, Old Oeridian.

Equipment: +1 Keen Rapier, Masterwork Rapier, Masterwork Dagger, +1 Glamered Mithral Chain Shirt, Potion of Expeditious Retreat.

Precast Spells and Effects: Mirror Image, Bull's Strength (if opportunity to buff).

Precast Modifiers: Full Atk +12/+7 melee (1d6+5; 15-20/x2, +1 Rapier); Str 16.

Tactics: Casts Mirror Image first. If opportunity to buff exists, casts Bull's Strength. Then engages in combat to deliver necromantic touch attacks either with weasel (shared spell) or self. Use Arcane Strike if going into melee with rapier.

Weasel Familiar: Weasel; CR -; HD -; hp 30; Init +2; Spd 20 ft/x4, climb 20ft; AC 17 (+2 dex, +2 size, +3 natural), touch 14, flat-footed 15; BaB +6; Grapple -6; Atk +10 melee (1d3-4;20/x2, bite); AL NE; SQ Agile, Deliver touch spells, Empathic link, Low-light vision, Scent, Share spells, Speak with Master; SV Fort +5, Ref +4, Will +6; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +22, Bluff +4, Climb +10, Hide +15, Jump -3, Listen +3, Move Silently +8, Sense Motive +4, Spellcraft +3, Spot +4; Improved Evasion, Weapon Finesse;

Rhana: Female Human (Oeridian) Ftr 8; CR 8; Medium humanoid; HD 8d10+8; hp 60; Init +3; Spd 30 ft.; AC 20* (+3 dex, +7 armor), touch 14*, flat-footed 17*; BaB +8; Grapple +10; Atk +12 melee (1d10+6/x3, +1 halberd); Full Atk +12/+7 melee (1d10+6/x3, +1 halberd) and +7 melee (1d6+4, +1 halberd staff); AL: LN; SV: Fort +7, Ref +5, Will +4; Str 14, Dex 17, Con 12, Int 8, Wis 14, Cha 12.

Skills and Feats: Intimidate +12, Jump +12; Combat Reflexes, Deft Opportunist, Dodge, Expert Tactician, Mobility, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (halberd), Weapon Specialization (halberd).

Equipment: +1 ring of protection, +1 mithral breastplate, +1 halberd, masterwork longsword, 2 daggers.

**Note:* AC +1 while making full attack.

Precast Spells and Effects: Bull's Strength (if opportunity to Buff).

Precast Modifiers: Atk +14 melee (1d10+9/x3, +1 halberd); Full Atk +14/+9 melee (1d10+9/x3, +1 halberd); Str 16.

Valen: Male Human(Oeridian) Wiz8; Medium Humanoid; CR 8; HD 8d4+8; hp 33; Init +2; Spd 30 ft/x4; AC 20 (+2 dex, +2 deflection, +6 armor), touch 14, flat-footed 16; BaB +3; Grapple +4; Atk +4 melee (1d4;19-20/x2, Dagger) or +6 melee (Ray); AL NE; SV Fort +3, Ref +4, Will +6; Str 11, Dex 14, Con 12, Int 18, Wis 11, Cha 8;

Skills and Feats: Concentration +12, Decipher Script +14, Knowledge (arcana) +15, Knowledge (the planes) +12, Listen +5, Spellcraft +17, Spot +5; Combat Casting, Extra Slot (Wizard1), Sudden Maximize, Sudden Silent, Sudden Widen.

Wizard Spells Prepared (4/6/4/4/3; base DC=14 + spell level) 0—Acid Splash (2), Flare(2); 1st—Burning Hands, Lesser Orb of Fire(4), Shield; 2nd—Bull's Strength, Scorching Ray(3); 3rd—Dispel Magic(2), Lightning Bolt, ~~Greater Mage Armor~~; 4th—Burning Blood, Enervation, Ice Storm.

Equipment: Dagger, Ring of Protection +2, Cape of the Mountebank.

Precast Spells and Effects: Shield (if opportunity to buff).

Precast Modifiers: AC 24 (+2 dex, +2 deflection, +6 armor, +4 shield), touch 14, flat-footed 20.

Tactics: Buff Rhana with Bull's Strength, if opportunity for pre-buff exists, and Shield. Dispel magic as first combat action (Sudden Silent if required targeted to silent effect only), Then boom spells, using Sudden Maximize and Sudden Widen.

Soldier: Female Human (Oeridian) Ftr 5; CR 5; Medium humanoid; HD 5d10; hp 28; Init +1; Spd 20 ft. (base 30 ft.); AC 18, touch 11, flat-footed 17; Base Atk: +5; Grp: +7; Atk: +9 melee (1d8+3/19-20, +1 longsword) or +8 ranged (1d8+2/x3, masterwork composite longbow); Full Atk: +9 melee (1d8+2/19-20, +1 longsword) or +8 ranged (1d8+2/x3, masterwork composite longbow); SA: -; SQ: -; AL: N; SV: Fort +4, Ref +2, Will +0; Str 14, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +9, Intimidate +7, Ride +13; Animal Affinity, Mounted Archery, Mounted Combat, Point Blank Shot, Weapon Focus (longbow), Weapon Focus (longsword).

Equipment: +1 amulet of natural armor, mwk chainmail, buckler, +1 longsword, mwk composite longbow [+2 str], 40 arrows.

Combat Appendix – APL10

Encounter 1: Sneak Away (EL11)

Soldiers(3): Male Human Ftr8; Medium Humanoid; HD 8d10+16; hp 67; Init +1; Spd 20 ft.; AC 20 (+9 armor, +1 Dex), touch 11, flat-footed 19; BaB +8; Grapple +13; Atk +15 melee (2d6+10; 17-20/x2, +1 greatsword) or +15 melee (1d8+9; x3, longspear) or +10 ranged (1d8+3;x3, longbow); Full Atk +15/+10 melee (2d6+10; 17-20/x2, greatsword) or +15/+10 melee (1d8+9; x3, longspear) or +9/+4 ranged (1d8+4;x3, longbow); AL LN ; SV Fort +8, Ref +3, Will +3; Str 21, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Handle Animal +2, Jump +4, Ride +11, Spot +4; Combat Reflexes, Hold The Line (CW), Improved Critical: Greatsword, Power Attack, Quick Draw, Weapon Focus: Greatsword, Weapon Focus: Longspear, Weapon Specialization: Greatsword, Weapon Specialization: Longspear.

Equipment: +1 full plate, +1 greatsword, mwk longspear, composite longbow (+4 Str) with 20 mwk arrows, ~~potions of bull's strength.~~

Encounter 2: Surprise Visit (EL12)

Pielesna: Female Gnome Clr 9; CR 9; HD 9d8+27; hp 75; Init +6; Spd 20 ft/x3; AC 23 (+9 armor, +1 dex, +2 shield, +1 size), touch 12, flat-footed 21; BaB +6; Grapple +2; Atk +8 ranged (touch) or Atk +8 melee (1d6; 20/x2, Morningstar) or +4 melee (1d4; 20/x2, Armor Spikes); Full Atk +8/+3 melee (1d6; 20/x2, Morningstar) or +4/-1 melee (1d4; 20/x2, Armor Spikes); AL CE; SV Fort +11, Ref +7, Will +13; Str 10, Dex 14, Con 16, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +18 (+22 when casting defensively), Knowledge (Religion) +5; Spellcraft +6; Skill Focus (Concentration), Combat Casting, Improved Initiative, Quicken Spell.

Equipment: Mwk Morningstar, +1 Full Plate with Armor Spikes, Mwk Heavy Steel Shield, Silver Holy Symbol of Urdlen, Sacred Text of Urdlen, +2 Periapt of Wisdom, Scroll of Cure Light Wounds (2), Scroll of Cure Moderate Wounds, Potion of Cure Light Wounds, +2 Cloak of Resistance.

Spells Prepared (6/6/5/4/3/2, DC = 15 + Spell Level): 0 – Cure Minor Wounds (2), Detect Magic, Guidance (2), Resistance; 1 – Bane, Bless, Cure Light Wounds (2), Doom, Shield of Faith; 2 – Hold Person (2), Sound Burst (2), Wave of Grief; 3 – Cure Serious Wounds, Invisibility Purge, ~~Magic Vestments~~, Prayer; 4 – Freedom of Movement, ~~Greater Magic Weapon~~, Recitation; 5 – Flame Strike, Quicken Shield of Faith.

Domain Spells: Urdlen/Destruction (Once per day may smite an enemy, at +4 to hit, dealing +9 damage) and Earth (May Rebuke Earth creatures); 1st – Inflict Light Wounds, 2nd – Soften Earth and Stone, 3rd – Contagion, 4th – Spike Stones, 5th – Wall of Stone.

Precast spells and effects: Magic Vestments (Pielesna's

Heavy Shield becomes +2); Greater Magic Weapon (Sngayvuse's Composite Longbow becomes +2).

Precast Modifiers: AC 25, flat-footed AC 24.

Sngayvuse: Male Half-orc Rgr 8; CR 8; HD 8d8+16; hp 59; Init +3; Spd 30 ft/x4; AC 20 (+5 armor, +3 dex, +2 shield), touch 13, flat-footed 18; BaB +8; Grapple +11; Atk +13 ranged (1d8+6; 20/x3, mwk Composite Longbow) or +9 ranged (2d8+12; 20/x3, mwk Composite Longbow, Manyshot) or +14 melee (2d6+7; 19-20/x2, mwk greatsword); Full Atk +13/+8 ranged (1d8+6; 20/x3, mwk Composite Longbow) or +11/+11/+6 ranged (1d8+6; 20/x3, mwk Composite Longbow, Rapid Shot) or +9 ranged (2d8+12; 20/x3, mwk Composite Longbow, Manyshot) or +14/+9 melee (2d6+7; 19-20/x2, mwk greatsword); SA Favored Enemy (Human +4, Elf +2); AL CN; SV Fort +8, Ref +9, Will +3; Str 20, Dex 16, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +9, Listen +12, Move Silently +12, Spot +12, Survival +12; Point Blank Shot, Track, Rapid Shot, Precise Shot, Endurance, Weapon Focus (Longbow), Manyshot.

Equipment: +1 Composite Longbow (+5 Str), Mwk Greatsword, +1 Chain Shirt, +1 Buckler, +2 Gauntlets of Ogre Power, Potion of Cure Light Wounds, Potion of Cure Moderate Wounds, Potion of Cat's Grace.

Spells Prepared (2, DC = 11 + Spell Level): 1 – Arrow Mind, Exacting Shot.

Precast Modifiers: Full Atk +14/+9 ranged (1d8+7; 20/x3, Composite Longbow) or +12/+12/+7 ranged (1d8+7; 20/x3, Composite Longbow Rapid Shot) or +10 ranged (2d8+14; 20/x3, Composite Longbow Manyshot) or 14/+9 melee (2d6+8; 19-20/x2, greatsword).

'Dog' (Animal Companion): Medium Animal; HD 4d8+12; hp 30; Init +3; Spd 50 ft/x4; AC 22 (+4 armor, +3 dex, +5 natural), touch 13, flat-footed 14; BaB +3; Grapple +5; Atk +6 melee (1d8+3; 20/x2, Bite); SA Trip; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +5, Survival +1; Track, Weapon Focus (Bite), Improved Natural Attack (Bite).

Equipment: +1 Studded Leather Barding, +1 Amulet of Natural Armor.

Tricks: Dog knows the following tricks: Attack, Attack Unnatural, Defend, Down, Heel, Seek, Stay, Track.

Soldiers (4 or 2): Human War 7; CR 6; HD 7d8+17; hp 48; Init +1; Spd 20/x3; AC 23 (+9 armor, +1 dex, +3 shield), touch 11, flat-footed 22; BaB +7; Grapple +8; Atk +10 melee (1d8+2; 19-20/x2, +1 longsword) or +10 melee (1d6+1, javelin); Full Atk +10/+5 melee (1d8+2; 19-20/x2, +1 longsword) or +10/+5 ranged (1d6+1, javelin); AL N; SV Fort +7, Ref +4, Will +3; Str 13, Dex 12, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +9; Toughness, Weapon Focus (Longsword), Improved Toughness.

Equipment: +1 Longsword, Javelin(6), +1 Full Plate, +1 Heavy Steel Shield, +1 Cloak of Resistance, Potion of Bull Strength, Potion of Haste.

Encounter 3: Clemency Tower (EL13)

Commandant Lestardt: Male Human(Oeridian) Wiz6/Swashbuckler5; Medium Humanoid; CR 11; HD 6d4+5d10+11; hp 74; Init +3; Spd 30 ft/x4; AC 19 (+6 armor, +3 dex), touch 13, flat-footed 16; BaB +8; Grapple +10; Atk +13 melee (1d6+3; 15-20/x2, +1 Keen Rapier) OR +12 melee (1d4+2; 19-20/x2, Masterwork Dagger) OR +11 ranged (ray); Full Atk +13/+8 melee (1d6+3; 15-20/x2, +1 Keen Rapier) OR +12/+7 melee (1d4+2; 19-20/x2, Masterwork Dagger); AL NE; SV Fort +7, Ref +9, Will +5; Str 14, Dex 16, Con 12, Int 18, Wis 8, Cha 8.

Skills and Feats: Balance +17, Bluff +5, Climb +3, Concentration +15, Hide +11, Jump +6, Knowledge (arcana) +10, Knowledge (nobility) +11, Listen +3, Sense Motive +2, Spellcraft +12, Spot +4, Tumble +17; Combat Reflexes, Weapon Focus(Rapier), Arcane Strike, Spell Focus(Necromancy), Power Attack, Improved Toughness.

Wizard Spells Prepared: (4/4/4/3; base DC=14 + spell level) 0—Prestidigitation, Ray of Frost, Touch of Fatigue(2)*; 1st—Chill Touch*, Obscuring Mist, Ray of Enfeeblement(2)*; 2nd—Bull's Strength, Ghoul Touch(2)*, Mirror Image; 3rd—Fly, Lightning Bolt, Vampiric Touch*.

**Spell Focus (Necromancy):* base DC=15 + spell level.

Languages Known: Common, Draconic, Gnome, Old Oeridian.

Equipment: +1 Keen Rapier, Masterwork Rapier, Masterwork Dagger, +2 Glamerd Mithral Chain Shirt, Potion of Expeditious Retreat, +2 Gloves of Dexterity.

Precast Spells and Effects: Mirror Image, Bull's Strength (if opportunity to buff).

Precast Modifiers: Full Atk +12/+7 melee (1d6+5; 15-20/x2, +1 Rapier); Str 16.

Tactics: Casts Mirror Image first. If opportunity to buff exists, casts Bull's Strength. Then engages in combat to deliver necromantic touch attacks either with weasel (shared spell) or self. Use Arcane Strike if going into melee with rapier.

Weasel Familiar: Weasel; CR -; HD -; hp 37; Init +2; Spd 20 ft/x4, climb 20ft; AC 17 (+2 dex, +2 size, +3 natural), touch 14, flat-footed 16; BaB +8; Grapple -4; Atk +12 melee (1d3-4; 20/x2, bite); AL NE; SQ Agile, Deliver touch spells, Empathic link, Low-light vision, Scent, Share spells, Speak with Master; SV Fort +6, Ref +5, Will +7; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +24, Bluff +3, Climb +11, Hide +18, Jump -2, Listen +3, Move Silently +8, Sense Motive +4, Spellcraft +5, Spot +4; Improved Evasion, Weapon Finesse;

Rhana: Female Human (Oeridian) Ftr 10; CR 10; Medium humanoid; HD 10d10+10; hp 74; Init +4; Spd 30 ft.; AC 21* (+4 dex, +7 armor), touch 15*, flat-footed 17*; BaB +10; Grapple +12; Atk +14 melee (1d10+6/x3, +1 halberd); Full Atk +14/+9 melee (1d10+6/x3, +1 halberd) and +9 melee (1d6+4, +1 halberd staff); AL LN; SV Fort +8, Ref +7, Will +5; Str 14, Dex 19, Con 12, Int 8, Wis 14, Cha 12.

Skills and Feats: Intimidate +14, Jump +14; Combat Reflexes, Deft Opportunist, Dodge, Elusive Target, Expert Tactician, Eyes in the Back of Your Head, Mobility, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (halberd), Weapon Specialization (halberd).

Equipment: +2 gloves of dexterity, +1 ring of protection, +1 mithral breastplate, +1 halberd, masterwork longsword, 2 daggers.

**Note:* AC +1 while making full attack. *Precast Spells and Effects:* Bull's Strength (if opportunity to Buff).

Precast Modifiers: Atk +16 melee (1d10+9/x3, +1 halberd); Full Atk +16/+11 melee (1d10+9/x3, +1 halberd); Str 16.

Valen: Male Human(Oeridian) Wiz10; Medium Humanoid; CR 10; HD 10d4+10; hp 51; Init +2; Spd 30 ft/x4; AC 20 (+2 dex, +2 deflection, +6 armor), touch 14, flat-footed 18; BaB +5; Grapple +5; Atk +5 melee (1d4; 19-20/x2, Dagger) or +7 ranged touch (Ray); AL NE; SV Fort +4, Ref +5, Will +7; Str 11, Dex 14, Con 12, Int 18, Wis 11, Cha 8.

Skills and Feats: Concentration +14, Decipher Script +16, Knowledge (arcana) +17, Knowledge (the planes) +14, Listen +6, Spellcraft +19, Spot +6; Combat Casting, Improved Toughness, Extra Slot(Wizard1), Sudden Empower, Sudden Maximize, Sudden Silent, Sudden Widen.

Wizard Spells Prepared (4/6/5/4/4/2; base DC=14 + spell level) 0—Acid Splash (2), Flare(2); 1st—Burning Hands, Lesser Orb of Fire(4), Shield; 2nd—Bull's Strength, Scorching Ray(4); 3rd—Dispel Magic(2), Lightning Bolt, ~~Greater Mage Armor~~; 4th—Burning Blood(2) Enervation, Ice Storm; 5th—Baleful Polymorph, Vitriolic Sphere.

Equipment: Dagger, Ring of Protection +2, Cape of the Mountebank.

Precast Spells and Effects: Shield (if opportunity to buff).

Precast Modifiers: AC 24 (+2 dex, +2 deflection, +6 armor, +4 shield), touch 14, flat-footed 22.

Tactics: Buff Rhana with Bull's Strength, if opportunity for pre-buff exists, and Shield. Dispel magic as first combat action (Sudden Silent if required targeted to silent effect only), Then boom spells, using Sudden Maximize and Sudden Widen.

Soldier: Female Human (Oeridian) Ftr 7; CR 7; Medium humanoid; HD 7d10; hp 39; Init +1; Spd 20 ft. (base 30 ft.); AC 19 (+1 dex, +8 armor), touch 11, flat-footed 18; BaB +7; Grapple +9; Atk +11 melee (1d8+3/19-20, +1 longsword) or +10 ranged (1d8+5/x3, +1 composite longbow); Full Atk +11/+6 melee (1d8+2/19-20, +1

longsword) or +10/+5 ranged (1d8+5/x3, +1 composite longbow); AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +11, Intimidate +9, Ride +15; Animal Affinity, Mounted Archery, Mounted Combat, Point Blank Shot, Ride-by Attack, Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longbow).

Equipment: +1 amulet of natural armor, +1 chainmail, buckler, +1 longsword, +1 composite longbow [+2 str], 40 arrows.

Combat Appendix – APL12

Encounter 1: Sneak Away (EL13)

Soldiers: Male Human Ftr10; Medium Humanoid; HD 10d10+20; hp 84; Init +1; Spd 20 ft.; AC 21 (+10 armor, +1 Dex), touch 11, flat-footed 20; BaB +10; Grapple +15; Atk +17 melee (2d6+10; 17-20/x2, +1 greatsword) or +17 melee (1d8+10; x3, +1 longspear) or +12 ranged (1d8+4; x3, longbow); Full Atk +17/+12 melee (2d6+10; 17-20/x2, +1 greatsword) or +17/+12 melee (1d8+10; x3, +1 longspear) or +11/+6 ranged (1d8+3; x3, longbow); AL LN; SV Fort +9, Ref +4, Will +4; Str 21, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Handle Animal +2, Jump +5, Ride +13, Spot +5; Combat Reflexes, Dodge, Expert Tactician (CV), Hold The Line (CW), Improved Critical: Greatsword, Power Attack, Quick Draw, Weapon Focus: Greatsword, Weapon Focus: Longspear, Weapon Specialization: Greatsword, Weapon Specialization: Longspear.

Equipment: +2 full plate, +1 greatsword, +1 longspear, composite longbow (+4 Str) with 20 Mwk arrows, ~~potions of bull's strength~~.

Encounter 2: Surprise Visit (EL14)

Pielesna: Female Gnome Clr 11; CR 11; HD 11d8+44; hp 102; Init +6; Spd 20 ft/x3; AC 23 (+9 armor, +1 dex, +2 shield, +1 size), touch 12, flat-footed 21; BaB +8; Grapple +4; Atk +10 ranged (touch) or +10 melee (1d6; 20/x2, Morningstar) or +6 melee (1d4; 20/x2, Armor Spikes); Atk +10/+5 melee (1d6; 20/x2, Morningstar) or +6/+1 melee (1d4; 20/x2, Armor Spikes); AL CE; SV Fort +12, Ref +7, Will +15; Str 10, Dex 14, Con 16, Int 10, Wis 22, Cha 8.

Skills and Feats: Concentration +20 (+24 when casting defensively), Knowledge (Religion) +5; Spellcraft +6; Skill Focus (Concentration), Combat Casting, Improved Initiative, Quicken Spell, Improved Toughness.

Equipment: Mwk Morningstar, +1 Full Plate with Armor Spikes, Mwk Heavy Steel Shield, Silver Holy Symbol of Urdlen, Sacred Text of Urdlen, +4 *Periapt of Wisdom*, Scroll of Cure Light Wounds (2), Scroll of Cure Moderate Wounds, Potion of Cure Light Wounds, +2 *Cloak of Resistance*.

Spells Prepared (6/7/6/5/4/3/2, DC = 16 + Spell Level): 0 – Cure Minor Wounds (2), Detect Magic, Guidance (2), Resistance; 1 – Bane, Bless, Cure Light Wounds (2), Doom, Shield of Faith (2); 2 – Hold Person (2), Sound Burst (2), Wave of Grief (2); 3 – Cure Serious Wounds, Invisibility Purge, ~~Magic Vestments (2)~~, Prayer; 4 – Freedom of Movement, ~~Greater Magic Weapon~~, Poison (DC 20), Recitation; 5 – Flame Strike (2), Quicken Shield of Faith; 6th – Blade Barrier, Quicken Bear's Endurance.

Domain Spells: Urdlen/Destruction (Once per day may smite an enemy, at +4 to hit, dealing +11 damage)

and Earth (May Rebuke Earth creatures); 1st – Inflict Light Wounds, 2nd – Soften Earth and Stone, 3rd – Contagion, 4th – Spike Stones, 5th – Wall of Stone, 6th – Harm.

Precast spells and effects: Magic Vestments (Pielesna's Heavy Shield becomes +2); Magic Vestments (Pielesna's Full Plate becomes +2); Greater Magic Weapon (Sngayvuse's Composite Longbow becomes +2).

Precast Modifiers: AC 26, flat-footed AC 25.

Sngayvuse: Male Half-orc Rgr 10; CR 10; HD 10d8+30; hp 83; Init +3; Spd 30 ft/x4; AC 21 (+5 armor, +1 def, +3 dex, +2 shield), touch 14, flat-footed 18; BaB +10; Grapple +13; Atk +15 ranged (1d8+6; 19-20/x3, mwk Composite Longbow) or +11 ranged (2d8+12; 19-20/x3, mwk Composite Longbow, Manyshot) or +15 melee (2d6+7; 19-20/x2, mwk greatsword); Full Atk: +15/+10 ranged (1d8+6; 19-20/x3, mwk Composite Longbow) or +13/+13/+8 ranged (1d8+6; 19-20/x3, mwk Composite Longbow, Rapid Shot) or +11 ranged (2d8+12; 19-20/x3, mwk Composite Longbow, Manyshot) or +16/+11 melee (2d6+7; 19-20/x2, mwk greatsword); SA Favored Enemy (Human +6, Elf +2, Dwarf +2); SQ Evasion; AL CN; SV Fort +9, Ref +10, Will +4; Str 20, Dex 16, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +11, Listen +14, Move Silently +14, Spot +14, Survival +14; Point Blank Shot, Track, Rapid Shot, Precise Shot, Endurance, Weapon Focus (Longbow), Manyshot, Improved Critical (Longbow).

Equipment: +1 Composite Longbow (+5 Str), Mwk Greatsword, +1 Chain Shirt, +1 Buckler, +2 Gauntlets of Ogre Power, +2 Amulet of Health, +1 Ring of Protection, Potion of Cure Light Wounds, Potion of Cure Moderate Wounds, Potion of Cat's Grace.

Spells Prepared (2/1, DC = 11 + Spell Level): 1 – Arrow Mind, Exacting Shot, 2 – Swift Haste.

Precast Modifiers: Full Atk: +16/+11 ranged (1d8+7; 19-20/x3, Composite Longbow) or +14/+14/+9 ranged (1d8+7; 19-20/x3, Composite Longbow Rapid Shot) or +12 ranged (2d8+14; 19-20/x3, Composite Longbow Manyshot)

'Dog' (Animal Companion): Medium Animal; HD 6d8+18; hp 45; Init +3; Spd 50 ft/x4; AC 24 (+4 armor, +3 dex, +7 natural), touch 13, flat-footed 16; BaB +4; Grapple +6; Atk +7 melee (1d8+3; 20/x2, Bite); SA Trip; SQ Low-light vision, scent, link, share spells, evasion, devotion; AL N; SV Fort +8, Ref +8, Will +3; Str 15, Dex 17, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +7, Survival +1; Track, Weapon Focus (Bite), Improved Natural Attack (Bite).

Equipment: +1 *Studded Leather Barding*, +1 *Amulet of Natural Armor*.

Tricks: Dog knows the following tricks: Attack, Attack Unnatural, Defend, Down, Heel, Seek, Stay, Track, Work.

Soldiers (4 or 2): Human War 9; CR 8; HD 9d8+21; hp 61; Init +1; Spd 20/x3; AC 25 (+9 armor, +1 def, +1 dex, +1 natural, +3 shield), touch 11, flat-footed 22; BaB +7; Grapple +8; Atk +13 melee (1d8+3; 17-20/x2, +1 longsword) or +13 ranged (1d6+2, javelin); Full Atk +13/+8 melee (1d8+3; 17-20/x2, +1 longsword) or +13/+8 melee (1d8+2, javelin); AL N; SV Fort +8, Ref +5, Will +4; Str 14, Dex 12, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +9; Toughness, Weapon Focus (Longsword), Improved Toughness, Improved Critical (Longsword).

Equipment: +1 Longsword, Javelin(6), +1 Full Plate, +1 Heavy Steel Shield, +1 Cloak of Resistance, +1 Ring of Protection, +1 Amulet of Natural Armor, Potion of Bull Strength, Potion of Haste.

Encounter 3: Clemency Tower (EL15)

Commandant Lestarndt: Male Human(Oeridian) Wiz7/Swashbuckler6; Medium Humanoid; CR 13; HD 7d4+6d10+13; hp 87; Init +4; Spd 30 ft/x4; AC 20 (+6 armor, +4 dex), touch 14, flat-footed 16; BaB +9; Grapple +11; Atk +15 melee (1d6+3; 15-20/x2, +1 Keen Rapier) OR +14 melee (1d4+2; 19-20/x2, Masterwork Dagger) OR +13 ranged (ray); Full Atk +15/+10 melee (1d6+3; 15-20/x2, +1 Keen Rapier) OR +14/+9 melee (1d4+2; 19-20/x2, Masterwork Dagger); AL NE; SV Fort +8, Ref +11, Will +6; Str 14, Dex 18, Con 12, Int 18, Wis 8, Cha 9.

Skills and Feats: Balance +18, Bluff +8, Concentration +17, Hide +15, Jump +6, Knowledge (arcana) +10, Knowledge (nobility) +11, Listen +3, Sense Motive +3, Spellcraft +15, Spot +4, Tumble +20; Combat Reflexes, Spell Focus(Necromancy), Weapon Focus(Rapier), Arcane Strike, Close-Quarters Fighting, Improved Toughness, Power Attack.

Wizard Spells Prepared: (4/5/4/3/2; base DC=14 + spell level) 0-Prestidigitation, Ray of Frost, Touch of Fatigue(2)*; 1st-Chill Touch(2)*, Obscuring Mist, Ray of Enfeeblement(2)*; 2nd-Bull's Strength, Ghoul Touch(2)*, Mirror Image; 3rd-Fly, Lightning Bolt, Vampiric Touch*; 4th-Enervation*, Solid Fog.

*Spell Focus (Necromancy): base DC=15 + spell level.

Languages Known: Common, Draconic, Gnome, Old Oeridian.

Equipment: +1 Keen Rapier, Masterwork Rapier, Masterwork Dagger, +2 Glamerd Mithral Chain Shirt, Potion of Expedition, Retreat, +4 Gloves of Dexterity.

Precast Spells and Effects: Mirror Image, Bull's Strength (if opportunity to buff).

Precast Modifiers: Full Atk +15/+10 melee (1d6+5; 15-20/x2, +1 Rapier); Str 16.

Tactics: Casts Mirror Image first. If opportunity to buff exists, casts Bull's Strength. Then engages in combat to deliver necromantic touch attacks either with weasel (shared spell) or self. Use Arcane Strike if going into melee with rapier.

Weasel Familiar: Weasel; CR -; HD -; hp 43; Init +2; Spd 20 ft/x4, climb 20ft; AC 18 (+2 dex, +2 size, +4 natural), touch 14, flat-footed 16; BaB +9; Grapple -3; Atk +13

melee (1d3-4; 20/x2, bite); AL NE; SQ Agile, Deliver touch spells, Empathic link, Low-light vision, Scent, Share spells, Speak with animals of its kind, Speak with Master; SV Fort +7, Ref +6, Will +8; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5.

Skills and Feats: Balance +24, Bluff +6, Climb +10, Hide +21, Jump -2, Listen +3, Move Silently +8, Sense Motive +5, Spellcraft +8, Spot +4; Improved Evasion, Weapon Finesse.

Rhana: Female Human (Oeridian) Ftr 12; CR 12; Medium humanoid; HD 12d10+12; hp 88; Init +5; Spd 30 ft; AC 23*, touch 16*, flat-footed 18*; Base Atk: +12; Grp: +14; Atk: +17 melee (1d10+6/x3, +1 halberd); Full Atk: +17/+12/+7 melee (1d10+6/x3, +1 halberd) and +12 melee (1d6+4, +1 halberd staff); SA: -; SQ: -; AL: LN; SV: Fort +9, Ref +9, Will +6; Str 14, Dex 20, Con 12, Int 8, Wis 14, Cha 12.

Skills and Feats: Intimidate +16, Jump +16; Close-Quarters Fighting, Combat Reflexes, Deft Opportunist, Dodge, Elusive Target, Expert Tactician, Eyes in the Back of Your Head, Improved Weapon Focus (halberd), Mobility, Spinning Halberd, Two-Weapon Fighting, Weapon Focus (halberd), Weapon Specialization (halberd).

Equipment: +1 amulet of natural armor, +2 gloves of dexterity, +1 ring of protection, +1 mithral breastplate, +1 halberd, mwk longsword, 2 daggers.

*Note: AC +1 while making full attack.

Valen: Male Human(Oeridian) Wiz12; Medium Humanoid; CR 12; HD 12d4+12; hp 61; Init +2; Spd 30 ft/x4; AC 20 (+2 dex, +2 deflection, +6 armor), touch 14, flat-footed 18; BaB +6; Grapple +6; Atk +6 melee (1d4; 19-20/x2, Dagger) or +8 ranged touch (Ray); Full Atk +6/+1 melee (1d4; 19-20/x2, Dagger); AL NE; SV Fort +5, Ref +6, Will +9; Str 11, Dex 14, Con 12, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +16, Decipher Script +18, Knowledge (arcana) +19, Knowledge (the planes) +16, Listen +8, Spellcraft +21, Spot +8; Combat Casting, Improved Toughness, Extra Slot(Wizard1), Sudden Empower, Sudden Maximize, Sudden Silent, Sudden Widen, Repeat Spell.

Wizard Spells Prepared (4/6/5/5/4/3/2; base DC=14 + spell level) 0-Acid Splash (2), Flare(2); 1st-Burning Hands, Lesser Orb of Fire(4), Shield; 2nd-Bull's Strength, Scorching Ray(4); 3rd - Dispel Magic(2), Lightning Bolt(2), ~~Greater Mage Armor~~, 4th - Burning Blood(2), Enervation, Ice Storm; 5th - Arc of Lightning, Baleful Polymorph, Vitriolic Sphere; 6th - Flesh to Stone, Repeated Enervation.

Equipment: Dagger, Ring of Protection +2, Cape of the Mountebank.

Precast Spells and Effects: Shield (if opportunity to buff).

Precast Modifiers: AC 24 (+2 dex, +2 deflection, +6 armor, +4 shield), touch 14, flat-footed 22.

Tactics: Buff Rhana with Bull's Strength, if opportunity for pre-buff exists, and Shield. Dispel magic as first combat action (Sudden Silent if required targeted

to silent effect only), Then boom spells, using Sudden Maximize and Sudden Widen.

Soldier: Female Human (Oeridian) Ftr 9; CR 9; Medium humanoid; HD 9d10+9; hp 59; Init +1; Spd 20 ft. (base 30 ft.); AC 20, touch 11, flat-footed 19; Base Atk: +9; Grp: +12; Atk: +14 melee (1d8+4/19-20, +1 longsword) or +12 ranged (1d8+6/x3, +1 composite longbow); Full Atk: +14/+9 melee (1d8+4/19-20, +1 longsword) or +12/+7 ranged (1d8+6/x3, +1 composite longbow); SA: -; SQ: -; AL: N; SV: Fort +7, Ref +4, Will +2; Str 16, Dex 12, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +13, Intimidate +11,

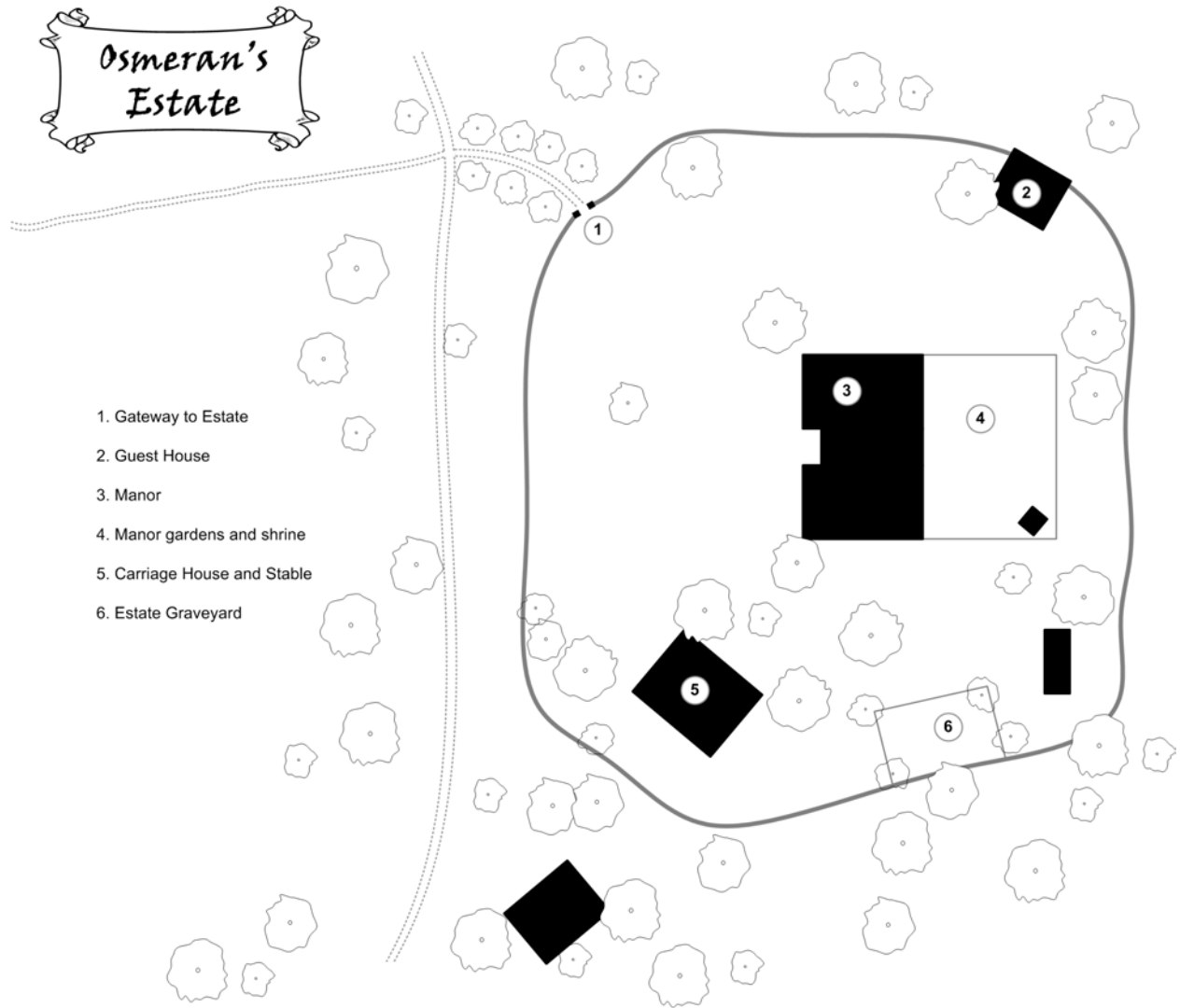
Ride +17; Animal Affinity, Mounted Archery, Mounted Combat, Point Blank Shot, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longbow).

Equipment: gauntlets of ogre power, +1 amulet of natural armor, +1 chainmail, +1 buckler, +1 longsword, +1 composite longbow [+3 str], 40 arrows.

DM Aid #1 – Map of Encampment

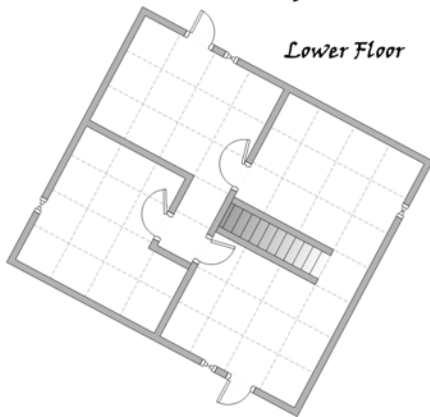


DM Aid #2 – Osmeran’s Manor



- 1. Gateway to Estate
- 2. Guest House
- 3. Manor
- 4. Manor gardens and shrine
- 5. Carriage House and Stable
- 6. Estate Graveyard

Guest House Detail



Lower Floor



Upper Floor

DM Aid #3 – Deghulan

Deghulan is a town steeped with millenia of history. The square keep originally built by the Flan king of the area still stands, and is known with local renown as “Clemency Tower”. Although it has been much repaired and rebuilt, it is still possible to see the faint lines of ancient Flan paintings under layers of soot in the vaults of the main chamber. The Nyrdi King’s assimilated the keep into their own wars, encircling it with a protective wall, and for nearly a millenia Deghulan held its own as a fortified city on the edge of the Flinty Hills. Its population varied from 5,000 to 9,000 at its peak. This ended during the Greyhawk Wars, when the North Kingdom invaded Nyronde deep into Womtham province. The battle of Deghulan was quick but fierce. The Oeridian city walls were pummeled, torn down and the city was burned to its foundations. Those citizens unlucky enough to not escape were slain.

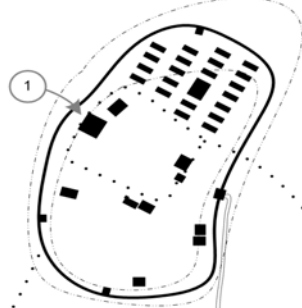
Ten years have passed since the Treaty of Greyhawk. Being at a well traveled highway has its merits, and resettlement continues slowly. What remains of the walls are moss covered. The keep remained vacant, only periodically occupied by Provincial forces. Then the Second Legion of Nyronde (also known as the Northern Army) relocated its headquarters from Womtham City to Deghulan. The original walls of the keep were too small and in such disrepair they were ignored, and a palisade encircling the hilltop has been created. Several new wood buildings have been erected in the Legion’s new fortress, along with quite a few barracks.

Meanwhile the town continues to slowly recover from its grisly and bloody past. Few who live in the town now are from the original inhabitants. Most are opportunists. The largest structure in town is the Inn, a sprawling establishment known as the Horses Mouth. Because of the high amount of traffic on the highway it has expanded several times, and is also used as a local town Hall when required.

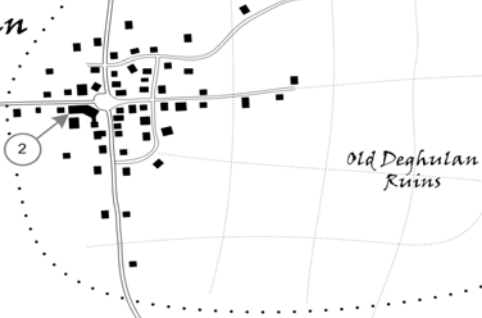
*Town of Deghulan
and Vicinity*

↑
To Schukendale and
the Flinty Hills

*Nyrond Legion I (Drake)
Headquarters
[Northern Army]*



Deghulan



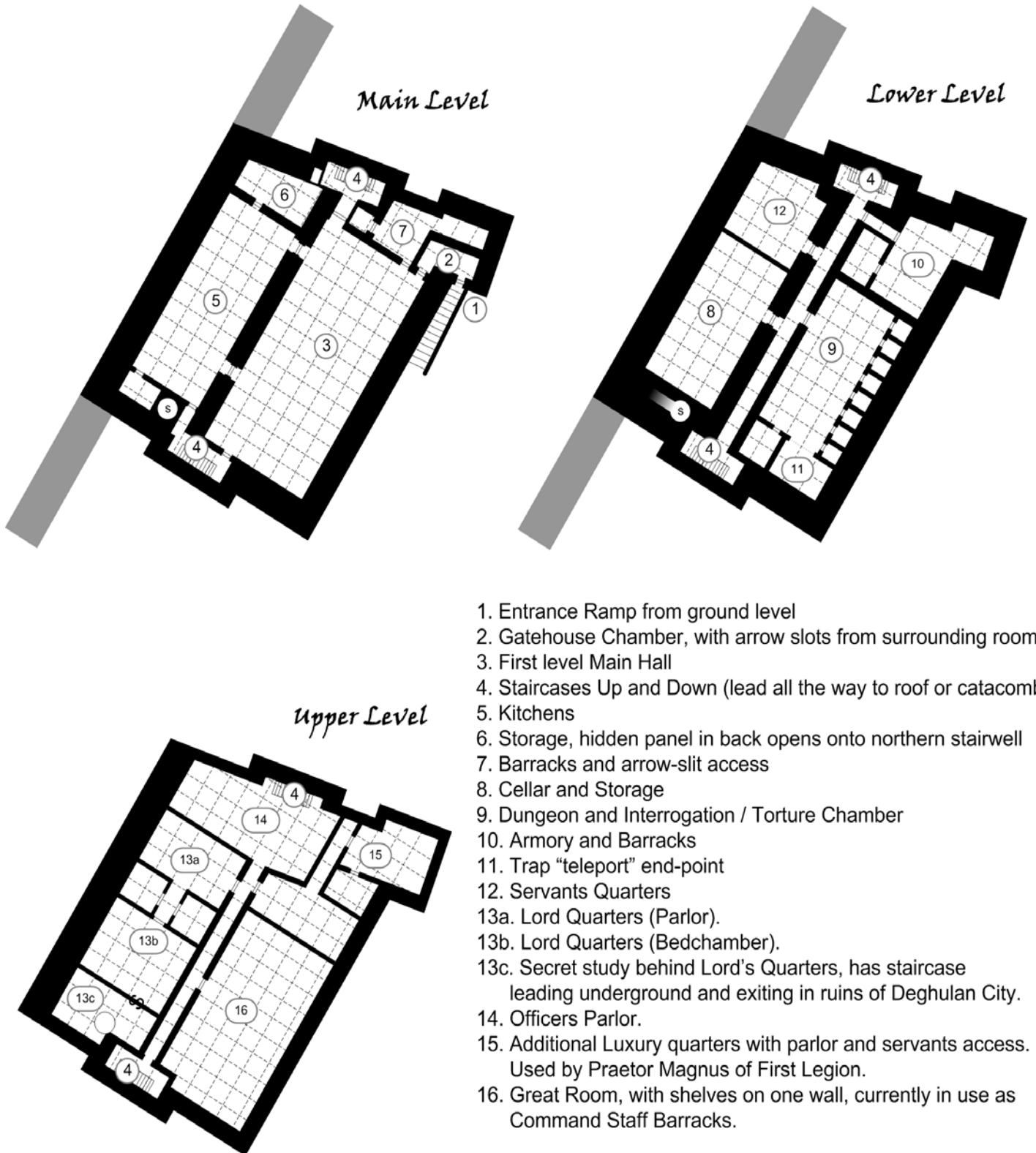
← 87 miles
To Womtham City

↓
To Cordrend and
Kurast's Keep

- ① Clemency Tower
- ② The Horses Mouth, Inn and Tavern

- Paved Highway
- Improved Road
- Pallisade
- Ruined Road
- Ruined City Wall

DM Aid #4 – Clemency Tower



1. Entrance Ramp from ground level
2. Gatehouse Chamber, with arrow slots from surrounding rooms
3. First level Main Hall
4. Staircases Up and Down (lead all the way to roof or catacombs)
5. Kitchens
6. Storage, hidden panel in back opens onto northern stairwell
7. Barracks and arrow-slit access
8. Cellar and Storage
9. Dungeon and Interrogation / Torture Chamber
10. Armory and Barracks
11. Trap "teleport" end-point
12. Servants Quarters
- 13a. Lord Quarters (Parlor).
- 13b. Lord Quarters (Bedchamber).
- 13c. Secret study behind Lord's Quarters, has staircase leading underground and exiting in ruins of Deghulan City.
14. Officers Parlor.
15. Additional Luxury quarters with parlor and servants access. Used by Praetor Magnus of First Legion.
16. Great Room, with shelves on one wall, currently in use as Command Staff Barracks.

Scenario Results

Visit the Nyronde Website and record your table results:

<http://www.nyronde.org/turbine/scenario-results?id=NYR5-05>

The questions which are asked:

Which APL did you play?

Was the General Rescued?

List any PCs who attack the caravan and have their characters removed from Play:

List any of Osmeran's family members who were returned to life:

Did the Commandant Escape?

Player Handout #1 – Character Information

Separate and provide one Handout per Player. Explain to answer honestly, and that the results will remain private.

Player: _____ Character: _____

6 d20 Rolls: ____ Bluff: ____ Spot: ____ Listen: ____ Search: ____

Circle appropriate Loyalty (if any): [Kingdom] (King Lynwerd) [Imperium] (Emperor Sewarndt)

Is the character a member of Nyronnd Royal Meta-Orgs? [yes] [no]; If Yes, which:

Does the character have any 'special' Royal contacts? [yes] [no]; If Yes, explain:

Player: _____ Character: _____

6 d20 Rolls: ____ Bluff: ____ Spot: ____ Listen: ____ Search: ____

Circle appropriate Loyalty (if any): [Kingdom] (King Lynwerd) [Imperium] (Emperor Sewarndt)

Is the character a member of Nyronnd Royal Meta-Orgs? [yes] [no]; If Yes, which:

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Player: _____ Character: _____

6 d20 Rolls: ____ Bluff: ____ Spot: ____ Listen: ____ Search: ____

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Circle appropriate Loyalty (if any): [Kingdom] (King Lynwerd) [Imperium] (Emperor Sewarndt)

Is the character a member of Nyronnd Royal Meta-Orgs? [yes] [no]; If Yes, which:

Does the character have any 'special' Royal contacts? [yes] [no]; If Yes, explain:

This handout is given to PCs deemed to be “Loyalist”.

A matter of great urgency is being requested of you. General Osmeran of Womtham is in grave danger. He is on his way to a meeting with Duke Boomgren, who plans on capturing and turning him over to the Dark Emperor.

It has been determined that of those we can trust, you are in the best location to intercept the General on the north highway between Womtham City and Deghulan, and warn him of the betrayal in his future. He has left his headquarters at Deghulan this day, but we expect him to make it a slow journey. We can only hope this missive reaches you in time, and you are able to intercept the General before he reaches Womtham City.

{signed} *Royal Captain Blusedh*

{with seal}