

NYR5-M01

Of Strife, Solace, and Flame

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

Version 1.0

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Sometimes it is easy to forget the true impact of a sweeping change in leadership. These days, many people in Nyronde are finding that they are without a home. Rumors have spread of a tiny town in the Anodan Hills where those looking to start over can find a home. An adventure of battle and humanitarian aid for characters APL 2 to 10.

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 record-keeping 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 judge), 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 judge) 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 judge 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 bold italics. 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 judge fill out the RPGA Tracking Sheet. The judge 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.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience 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 10.

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.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

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

Time Units and Upkeep

This is a one-round Regional Mini adventure, set in the region of Nyrond. Characters native to Nyrond 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

In this new Imperium, many people of Nyronid suffer a grave plight. There are those, who for whatever reason, can no longer live their previous lives and are displaced and wandering. In the south, refugees have begun to swell remote small villages and towns that have a sympathetic leaning toward the old times.

One such place is Felton, a small town in the Anodan Hills. Imperial changes in Oldred and Wragby have left many at odds with the new government over even everyday matters. Many have lost their business or simply fear oppression and forced servitude. When finally the tax collector, the constable, or the press gang came, they had no choice but to look for someplace new.

One rumor in early summer was of great interest to those looking for a new start. Word had spread that the Lady of Felton, a town well into the Hills, was giving money to those looking to move north. Enough money perhaps to make the long trip and pay a few bribes to get to a new town or city that wouldn't be so unfair.

It was true; Lady Hystander of Felton did hand out 10 gp to each refugee who showed up at Felton. But it wasn't because of some great nobility of spirit—it was out of desperation. Hystander is a member of the secret Sagacious Society, which works to ensure Nyronid is a place of learning and assists the Grey Seer in his work to protect Nyronid. Her work in Felton was tending her ancestral library of arcane and natural texts,

which is one of the four great treasures of knowledge hidden by the Society. In hopes of keeping the attention of the Imperium from falling upon Felton, she thought she could rid herself of refugees with payment.

Unfortunately, this strategy had the opposite affect.

Word quickly spread of Lady Hystander's generosity. Soon, there were more and more refugees coming to Felton, making any hope that Felton would remain a peaceful remote hamlet come to an abrupt end.

Lady Hystander contacted a high-level priest of the Church of Pelor, as her father was a devoted Pelorite and had a number of ties to them. Alas, her father's dear friend had passed away and his son, Father Rathburn, responded. He arrived only a couple days before the start of this adventure and immediately has set his mind to creating a new town here. He has contacted the Bishop of Pelor in Hendrenn Halgood for aid for the camp, hoping to cement the foundation of a new town of Pelor faithful.

Lady Hystander had hoped the Pelorites would help her disperse the people and protect the library she has sworn to defend. Unfortunately, the Pelorites only want to feed and shelter the refugees right here and turn this tent camp into a true town. She has provided much for the refugees, though she feels torn about it. The industry of the town was wool goods from the local sheep herds. She has used everything she had to clothe those who needed clothes and to put simple tents over their heads.

Felton has drawn more than refugee interest, however. Forces in Oldred were keeping an eye on the tiny town through small mercenary groups passing through the hamlet. Now, an unknown noble loyal to Sewardt in Oldred has sent an experienced group of infiltrators to keep watch over Felton and to make sure it doesn't grow too organized or powerful.

Adventure Summary

This adventure is supposed to allow the PCs to see how common people are impacted by the state of affairs in Nyronid. The country has fast formed into polarized armed camps, and the loyalties of those within the Imperium are being tested.

Intro and Encounter 1

The adventurers are called by the neutral Church of Pelor to aid the tiny town of Felton.

Encounter 2: Crossroads at Breezewood

Getting the carts to Felton is not as easy as simply winding south. The PCs face the agents of the Imperium on the road. Likely the outcome is that they don't get all the carts through the checkpoint (at least not initially).

Encounter 3: A Camp of Clutter and Chaos

The PCs arrive in Felton with their wagons, but the end of the journey is just the beginning. The camp needs help getting water, food, healing, and defending itself from unknown creatures burning the hills. All the while, the leaders of Felton appear to be fighting their own political battles, wanting to either disperse the refugees or build homes for them.

Encounter 4: The Needs of the Camp

This encounter details the four-round mechanic of town building. For four rounds, mapped to encounters 5-8, each PC gets a chance to do something to aid the town. At the end of encounter 8, the results of these choices and rolls help the town to some level of success.

Encounter 5: Camp Round 1

In addition to town building, in this round the PCs meet the town leaders, Lady Hystander and Father Rathburn, and also face a strange fiery creature that threatens to burn down the entire town.

Encounter 6: Camp Round 2

Starting in this round, they may choose to train a militia. The young Dewshelle shows that she's liked by the people of town and is something of a leader. Just when things look to be going well, Sewardt deserters show up in town looking for mercy.

Encounter 7: Camp Round 3

This round, some of the militia goes missing. Twice. The first time, they don't show up for training. The second time, they disappear while on patrol. The Lost Patrol encounter can be used to replace the Checkpoint combat if the PCs completely avoid that battle in some way.

Encounter 8: Camp Round 4

This is the last chance for the PCs to improve the town. The round includes two role-playing

encounters that continue to show that the agents of Sewardt are in the camp, as well as a little fun with some talking sheep.

Encounter 9: Battle and Bruises

The day comes when the forces of Sewardt and the Infiltrators attack the town and look to force the PCs from the area.

Conclusion: Dawn of Days Dreamt

At last the PCs can move on, as the Pelorite clergy come in to make this camp into a true town. Depending on the PCs' actions, they can choose to accelerate advancement in some Nyrond meta-orgs by staying behind and making Felton something special.

Judges should keep the PCs from making specific tactical plans to aid the town. The mechanics are laid out so PCs make a choice that assumes smart action on their part and moves the game along. See Judges Aid #1 for the Camp Encounter Tracking sheet, which should help you run encounters 5-8 faster.

Preparation for Play

Things you should know about the PCs before the module starts:

The introduction is based on membership in Nyrond meta-orgs. Any PCs who are from a Pelorite or Call to Arms meta-org should be noted.

Did any of the players play *NYR5-S01 A Tale to Tell in Taverns*? Note if they did, and if they have the favor of Lady Hystander.

It's probably a great idea to note which languages the PCs speak. In particular, *Encounter 5C: Perils of Patrol* has someone speaking Giant in it, and *Encounter 6: Battle and Bruises* has someone speaking Suel.

The PCs' Diplomacy, Heal, and Survival skill modifiers may be useful in some of the town building sections.

Introduction

The following introductions are based on the meta-org memberships of the party. Since people may not want to reveal their allegiances, the introductions are done via player handouts.

Introduction 1A: Priest of Pelor

Highest Ranking Clergy of Pelor – Only one member of the party gets this introduction. The

character needs to be at least a full priest (Tier 2 or higher for Nyronid Meta-orgs.) If there are multiple priests, then the most senior (by date of joining Meta-org) gets the following introduction.

Please do not read the text for any of the introduction handouts aloud. The text is here for your reference, only. Give each player the relevant portion of Player Handout #1.

An acolyte of the Church of Pelor arrives at your location bearing the following missive from the Bishop of Hendrenn Halgood. "My dearest fellow servant of the Radiant Sun: I have heard of your exploits and adventures and I have a task for you. Please come with all haste to Hendrenn Halgood."

Arriving at Hendrenn Halgood, you are quickly taken up to the office of the Bishop. "My dear friend, thank you for coming. As you are aware, Nyronid is divided. War and conflict stalk our land and many are the casualties. As to the King or Emperor, this is not our concern at the moment. Our concern is to the welfare of the people, and many have been displaced by the current conflict. One group of note is the refugees of Felton. We want to send relief supplies, and I would like you to lead that effort. Others are waiting downstairs to join you, but I have something for you."

The Bishop hands you a document with your name, the seal of the Church of Pelor, and the Bishop's signature. "Keep this in a safe place; it is a writ stating you may act with the authority of the Church of Pelor. However, I would recommend using such authority only as a last resort."

Introduction 1B: Other members of the church, or followers, of Pelor

Give this introduction to all other members of the church, including followers of Pelor. This introduction happens individually unless the PCs state they are together.

An acolyte of the Church of Pelor arrives at your location bearing a missive from the Bishop of Hendrenn Halgood. "My dearest brother/sister: I have heard of your exploits and adventures and I have a task for you that would suit you well. Please make all haste to Hendrenn Halgood."

Arriving at Hendrenn Halgood, you are given a chance to rest. "The others will be here shortly, and the Bishop will be with you then."

Introduction 2A: Sewardt's orders

Any and all PCs that are openly a Sewardt supporter or member of any Imperial meta-org will get this intro together:

The tent you are sent to, that of Captain Jerrim Rothfield of the Legion Imperium, is well adorned. After waiting a few minutes, an aide lets you in and you are introduced to an imposing Oeridian officer. He looks up at you as you enter.

"At ease. We received a peculiar request from the priests at Hendrenn Halgood. They are asking for 'assistance in offering humanitarian aid.' I am not exactly sure what they require, but I have been ordered to send some people there so that we may maintain diplomatic relationships with the Pelorites. They have yet to declare their support for our rule, though they also have not come out in favor of the pretender King. However, they can only stay neutral for so long. Once the Imperium is unified, having their blessing will help keep the people in line. Though they are a weak faith, they are numerous, and open conflict with them could bring outside interference.

"You are to go to Hendrenn Halgood and assist in this 'humanitarian aid.' But you are also to verify whether they are truly remaining neutral. This aid should be going to loyal citizens of the Imperium, and not just to open supporters of the pretender King. Do not disrupt the actions of the Pelorites; instead, you are to report back to me when you complete the mission."

If any of these PCs are Rank 4 or higher in the group, Captain Rothfield hands them the proper portion of Player Handout #1 and says the following:

"This may help you on this mission. It is a writ of safe passage. Be sure not to let it fall into the hands of any supporters of the pretender King."

Introduction 2B: Orders from the King

Any member of the Royal Military, Royal Guard, Grey Watch, or Knights of the Realm receives the following summons:

You have been keeping a low profile since the coup. Even though you are still a member of a royal organization, you have relative freedom to move about the countryside. While checking

in with one of your contacts, you are asked to meet with Samson Willis, a Halfling at an inn outside Mowbrenn.

At the inn, you quickly find Samson, as he is not very subtle. The brightly dressed Halfling is chatting up everyone in the bar. While you find a place to sit, he makes his way to you. “No, no, you won’t be staying long. Just a drink and off to the Temple of the Sun for you.” A note is pressed into your hands. “For King and country and all that... off you go.”

The note is addressed to you, and orders you to head to Hendrenn Halgood.

Introduction 3: Everyone else

The following is the only introduction that is not a handout.

Only use this introduction for PCs that are not otherwise ordered to head to Hendrenn Halgood. These characters may require some prodding to take the hook, so it must be role-played out. Munthia has no money to offer the PCs, so she attempts to appeal to their desire to do a good deed. If need be, she will remind them that the Pelor offers his gifts to all, including healing, plus being in the good graces of the church of Pelor is not a bad thing for adventures that tend to get wounded and killed.

While at a sparsely populated inn, a middle-aged woman of mixed descent wearing white robes approaches your table. “Ah, good travelers, I am Munthia Balfor, priestess of Pelor. I see by your gear that you are no stranger to travels and dangers in these trying times. Our church is in need of skilled people for a mission. Do you have the time and a good heart to help the people in this troubled land?”

Encounter One: An Errand of Mercy

You are all called to a sizable room below the main temple. Bishop Guilford Orberend of Hendrenn Halgood, the uncle of Duke Arnon Orberend, enters the room after everyone is seated.

If any PC had intro 1A, then they will be entering the room with the Bishop.

“Thank you all for coming. A group of refugees in the Anodan Hills that was largely displaced from Wragby and Oldred by the recent events

is in need. Over the past month, so many refugees have gathered that an impromptu camp was formed. Conditions are, to say the least, not very comfortable there.

“A member of our clergy, Father Rathburn, is already there, but he needs significant assistance. We have assembled a few carts of supplies that need to be taken to the refugees. Although you will be traveling through various controlled territories, you will be acting on behalf the Church of Pelor. However, such nobility of cause may not be enough to protect you. You will most likely need to resort to your wits and skills to get the supplies safely to the camp.

“Once you get to the camp, we would like you to stay with them and offer any aid you can. The Church of Pelor is in the process of creating a permanent refugee support staff to assist Rathburn, and they should be there in two weeks. Until they arrive, I ask that you keep the people safe.”

Encounter Two: The Crossroads at Breezewood

The purpose of this encounter is to have the party get all three (3) carts of supplies pass the town of Breezewood. This can happen many different ways, though diplomacy, guile, or by trying the “run the blockade.” The goal of the guards is to confiscate as many of the supply carts as possible, or destroy them should the PCs be running. Allow creativity of the PCs adjust the circumstance favorably should they attempt something not covered.

The journey so far has been fortunately uneventful. For the most part, a few questions from the various patrols lead to a few quizzical looks, but otherwise you are left alone. That has been the case until now, but you are now approaching a Sewardt controlled garrison at a little crossroads town named Breezewood.

Let the players know that they have been in Sewardt-controlled territory for a while. Ask them how they appear before continuing.

The town is barely large enough to be called that. It a junction of five roads, an inn, a stable, and a general supply store. The nearby land is very rocky and barren—not particularly suitable for farming. Yet, this little village is now a hive of activity. The Imperial flag flies

atop the inn and many tents are pitched in an orderly fashion in the surrounding area. Easily a platoon or more of troops are stationed here.

Away from the camp, near the stables, are about a dozen different carts. A pair of soldiers systematically unloads each one and takes inventory. Outside the supply store are two more posted guards and a pair of guards walking a patrol.

While taking in this scene, a troop of six Imperial soldiers ride up the road to intercept your caravan. When they get close, the leader of the group pulls forward. "Halt in the name of His August Supremacy, Emperor Sewardt. State your name and business in these parts."

At this point, the PCs will have various options on what to do. A fight is not required to get past this checkpoint, but still could happen. Keep in mind that the PCs' goal is to get the caravan of goods safely to their destination.

The patrol sees no need to start a fight. They feel they have the upper hand since they can call in for reinforcements.

Note: The Sewardt patrol is the same for all APLs. However, they get a circumstance bonus equal to the APL on all Sense Motive checks to represent their growing suspicion with stronger foes.

Initial Attitude of the Patrol: Unfriendly

If there is an obvious Heironean, or other such obvious Lynwerd supporter, move the attitude down one.

If there is an obvious Sewardt loyalist, then move the attitude up by one.

If both are present, the guards are still unfriendly and somewhat confused. Bluff checks are at a +2 circumstance bonus for the players.

Allow the players to make one "free" Diplomacy check to modify the initial reaction as per the PHB table.

Note: If a Lynwerd-supporting character has a Sewardt uniform, that character can make a Bluff check versus the patrol's Sense Motive skill to get the favorable adjustment to the Initial Attitude.

If the adjusted initial attitude of the patrol is Friendly they will allow the party to pass with one cart. If the patrol's attitude is Helpful, then the PCs can get two carts through. Depending on what the

players do, they can get additional carts through as follows:

If the initial attitude is Indifferent or better, the PCs get one extra cart for telling the patrol of its mission (Bluff vs. Sense Motive, if the party makes up a different mission).

The PCs can get extra carts through by "schmoozing" or other social type skill interaction (Bluff, Diplomacy, or Intimidate). A DC of 25 + (APL * 2) gets one additional cart through, and one more for every 5 more above the success.

The PCs can also attempt to bribe the patrol as follows, for every 200*APL gp, the party gets a +5 modifier to the above check.

The players may wish to "Speak with someone in charge." A DC 15 + APL Diplomacy or Intimidate check allows the party to meet with Captain Reins.

At various parts of this encounter, the PCs might have to worry about the carts in a tactical situation. In all cases consider the carts as Large animated objects:

Cart: Move 20 ft. Hardness 5, hp 50.

Carts move on Initiative count 0. Any movement through a square that doesn't include road is considered difficult terrain and doubles the movement cost of the cart. 50 points of damage does not destroy the cart but disables it (kills the mule, driver, or breaks a wheel).

Carts are considered flammable, and spells like *Fireball* and *Lightning* will set the carts on fire, taking 1d6 points of fire damage each round, bypassing hardness. Putting the fires out is a full round action by one character, and the cart does not move that round.

Encounter 2A: Meeting the Captain

Should the PCs make an appropriate check read the following:

The leader of the patrol scoffs and shrugs, "Very well, follow me." He heads in to the village towards the inn and the rest of the patrol escorts your caravan in to the main area of the town. The patrol leader dismounts and leads you inside to the main room of the inn. What used to be the common room of the inn has been converted to a command post for the garrison. "Captain Reins, these people would like to speak with you."

From one of the tables a medium sized man looks up and sighs. He whispers an order to a

nearby aide and then motions you forward. "I am Captain Reins of the Imperial Legion. What seems to be the problem?"

Captain Reins (LN) is a long time career soldier, and one of many officers that converted to the Imperial legions after the abdication of Lynwerd. Reins believes that his duty is to follow the orders of the leader of Nyronnd. At this point in time, Sewardnt is considered the legitimate ruler, and Reins is bound by duty to serve. Although he is not personally sure about Sewardnt and the newfound prominence of the Hextorian faith, he believes it is not the right of the military to decide the country's leadership.

Captain Reins will allow the party to pass up to two carts through. Diplomacy (DC 20+APL) for one additional cart, (DC 25+APL) for two carts. Captain Reins is not as corruptible as the patrol guards, but is more sympathetic to the cause, hence the lower DCs, but he must still end with one cart.

If the party is considerate, Reins will drop clues such as, "My hands are tied" or "I wish I could do more" to let PCs know that he really does regret what he has to do, considering the PCs' mission.

Once the PCs are done, Reins will make an obvious remark to his aide: "With all this traffic, I doubt we will finish processing today's haul before noon tomorrow." A Sense Motive (DC 20) lets the players figure out that the last part was a message for them.

Encounter 2B: Stealing away in the night.

It is highly likely that the garrison will confiscate at least one cart. Even if all carts were obtained, clever/observant PCs might realize that an extra cart of supplies could be gained, if they go back at night.

At all APLs, there are two pairs of guards on watch at any one time. One pair is stationed outside the inn/command post, and the other pair is on roving patrol. At APL 6 and higher, a member of the "Special Force" is also on patrol.

To get the carts, players will need to:

- 1) Get to the stables. (Hide and Move Silently)
 - a) Noticing the patrols: The regular guards are automatically detected. PCs will need to make Spot checks versus the SF's Hide check, to notice the SF on patrol.
 - b) Make one Spot and Listen check for all the regular guards, and one for the SF patrol (if there is one)

- c) Patrol/Guards get a +APL circumstance bonus to their Spot and Listen checks; this represents their training, as well as their coordination and alertness on the patrol.
- d) If the Patrol/Guards notice, they will move to investigate.
 - i) The regular guards will approach to 50 ft (within the illumination of a bull's eye lantern) and challenge the PCs.
 - ii) The SF patrol will close and attempt to hide close to the stable. He will attack the party as they are taking the horse out of the stables.
 - iii) If the PCs can dispatch the investigator quietly and quickly (see below), there will not be sufficient time for an alarm to be raised.
 - iv) PCs could choose to take out the guards before approaching the stables.
 - v) If all guards are knocked out, then the PCs can proceed with out incident.
- 2) Ready the horses and attach them to the carts. (Handle Animal, Ride, or Profession (teamster))
 - a) PCs need to make one check for each cart they are stealing (DC 15+APL, since this is out of combat, they can take 10).
 - b) One PC can attach one pair of horses to one cart per "round"
 - c) After each "round" of attempts, have the patrol/guards make another set of Spot vs. Hide and Listen vs. Move Silently checks.
 - d) If combat begins, a PC can take a full round action to attempt to hitch a pair of horses to the cart, once the horses are next to a cart. If the PCs have already attempted to attach a pair of horses to a cart before combat, then the horses are next to the cart. Otherwise the horses start in the stable, but are ready to hitch to the carts.
- 3) Drive off the carts. (Make it to the "safe area.")

They need to do all of this without raising an alarm. The guards will raise an alarm in the following cases:

- 1) Immediately after being "ambushed."
- 2) Second round of resistance after the regular investigators spot the party.

APL 2 (EL 3)

Imperial Soldiers (4): Male human War2; hp 17; see *Appendix One*.

APL 4 (EL 4)

Imperial Soldiers (6): Male human War2; hp 17; see *Appendix Two*.

APL 6 (EL 7)

Imperial Soldiers (4): Male human War2; hp 17; see *Appendix Three*.

SF Brute: Male Half-fiend Orc Bbn4; hp 52; see *Appendix Three*.

APL 8 (EL 9)

Imperial Soldiers (4): Male human War2; hp 17; see *Appendix Four*.

SF Brute: Male Half-fiend Orc Bbn6; hp 74; see *Appendix Four*.

APL 10 (EL 11)

Imperial Soldiers (4): Male human War2; hp 17; see *Appendix Five*.

SF Brute: Male Half-fiend Orc Bbn8; hp 96; see *Appendix Five*.

Tactics: The intercepting patrols will attempt to stop and detain any PC with whatever means required. The regular soldiers will prefer to attack from range, unless approached by PCs.

At APLs 2 and 4, the alarm calls for more guards. The two stationed at the inn approach immediately, At APL 4, another pair of guards appears at the inn on round 6.

At APL 6, the alarm alerts the guards posted at the inn immediately, and one of the SF Brutes appears outside the inn on round 3.

Encounter 2C: Let loose the dogs of War

Things could go really bad for the players, and a full out combat may occur during the day. Also should things go badly at night, all of the guards may come down on the party while they are stealing any carts.

The guards that approach the party and patrol the grounds at night are the same level 2 Warriors at every APL. For APLs 2 and 4, the party will only deal with these guards. At higher APLs the guards are just fodder for the real threat.

APL 2 (EL 5)

Imperial Soldiers (6): Male human War2; hp 17; see *Appendix One*.

APL 2 Tactics: There are the 6 guards that approach and halt the PCs' caravan. However, they are "green" and not expecting any trouble. So far everyone has submitted to the search and seizure. Should the PCs opt to attack the patrol, they will automatically get a surprise round.

Also these guards will not raise an alarm. So once dispatched, the PCs can "safely" move through the village.

APL 4 (EL 7)

Imperial Soldiers (6+): Male human War2; hp 17; see *Appendix One*.

APL 4 Tactics: There are six guards from the patrol. On the second round, one of the guards will attempt to alert the rest of the camp. He will draw a signal whistle (move action) and use it to signal (move action). A Profession (sailor or soldier) check DC 15 will realize that the first signal is meant to get the attention of others. Another signal would be needed for the "Send Back Up" call.

If the rest of the village is alerted, the pair of guards patrolling will start coming immediately, and the pair of guards dealing with the carts will start coming 3 rounds later; they need to get their equipment ready. The guards at the supply depot will only attack should the PCs charge through town.

APL 6 (EL 8)

Imperial Soldiers (6): Male human War2; hp 17; see *Appendix One*

SF Brute: Male Half-fiend Orc Bbn4; hp 52; see *Appendix Three*.

SF Arcane: Human Wiz6; hp 33; see *Appendix Three*.

APL 8 (EL 11)

Imperial Soldiers (4): Male human War2; hp 17; see *Appendix Four*.

SF Brute: Male Half-fiend Orc Bbn6; hp 74; see *Appendix Four*.

SF Arcane: Human Wiz8; hp 43; see *Appendix Four*.

APL 10 (EL 13)

Imperial Soldiers (4): Male human War2; hp 17; see *Appendix Five*.

SF Brute: Male Half-fiend Orc Bbn8; hp 96; see *Appendix Five*.

SF Arcane: Human Wiz10; hp 53; see *Appendix Five*.

APL 6 to 10 Tactics: On the first round, one of the guards will immediately ready and use a signal whistle for the “Send Back Up” call. Even if the Soldiers are eliminated before they get to act, allow one to signal with a “dieing gasp.” Or have one of the stationed guards notice the conflict and signal the SFs.

Once summoned, the Wizard will cast *Haste* on herself and the Brute. The Brute drinks his *potion of Enlarge*, and then moves outside. He will have 40ft of movement left once he reaches the door to position himself for a charge. While hasted the Brute has an additional +12 to his Jump check.

On the second round, the Wizard will cast *Invisibility* (or *Improved Invisibility*) and *Swift Fly* and fly out of the second story of the inn to the roof of the building closest to the PCs. The brute will rage and charge into battle, attacking the closest lightly armored PC. Any available soldiers will attempt to provide flanks for the brute.

The Goal of the Brute is to damage the PCs as much as possible. The Wizard will take a few rounds to buff (cast *Greater Invisibility*, *Shield*, or other APL appropriate spells). She will let the brute run amok for a while to lure the PCs into thinking there is no other threat. Once buffed or otherwise in position, she will bombard the party. She will realize that the party is guarding the carts and will attempt to destroy carts, as well as PCs, with Area of Effect spells.

Encounter 3: A Camp of Clutter and Chaos

What must be the town of Felton lies ahead of you. The sprawl of buildings, tents, and people covers the entire southern side of a large hill. From here it looks as if a huge caravan has stopped, and is surrounding the smallest of thorps with enough people to start a large town.

There are only a few buildings. In the middle of things is a tavern that is shaped like a big barrel sticking out of the ground. Further up the hill is a small chapel that has a weathervane of a man holding a flagon of frothy ale. Beyond that are a large barn and a house built into the hill.

Then there are the tents. Scores of them are set up in the middle of streets, right on top

of each other, covering every inch except for crude and meandering avenues that are simply clogged narrow gaps that wind through the tent-town. Most of them do not look fit for foul weather. Even if all the tents were military issue and brand new, they would not hold the large number of people milling, squatting, and laying about the town.

You suspect the wagons contain only a fraction of the town’s needs.

As you approach, the situation appears and smells worse. The stench of the town’s latrine is obvious within a couple hundred feet. At the edge of the camp, it is overpowering. The people are in a languor. No one comes to greet you or moves to alert anyone to your arrival.

Weary children dressed in sturdy but utilitarian clothes sit up from lazing on the dry grass of the hillside and approach from all sides. The adults look on from a distance.

One older boy approaches. “Please, do you bring something to eat... food? Or... water? Fresh water? Please tell me you bring supplies? Or tools to build houses? My younger brother is sick but there’s no place he can keep out of the cold night so he’s always shivering.” He is well spoken, dressed in the same woolen shirts and leggings the whole town is wearing, but is lanky, his skin hanging from his bones like a downtrodden beggar.

Let the PCs interact with the young boy. His name is Mirawah. The boy knows that he has not had ample fresh water, nor the proper amount of food, in weeks.

He’s Flannish, age fourteen but looks younger. He has not eaten regularly for the last three weeks.

His mother, Brook, younger brother Kel-lyle, and he left Wragby two months ago. His father Bernard is missing, presumably AWOL from the Imperial Army somewhere.

They used to be fairly well off fish merchants. His father joined the army and his mother was thrown out of their home.

A Heal check DC 15 shows the boy is severely weakened from malnutrition (at 1 hit point, con -2, cha -4).

The back-story here is long and can be found in the appendix. If the PCs take an interest, Mirawah invites them to come and visit with him and his

family that evening – refer to Appendix Eleven, *Mirawah's Misery*, for his story.

As you reach the very edge of the camp and begin to look for where to deliver the wagons, or even how to navigate the wagons further into the tent town, two young men approach holding spears.

“Are those the supplies the Pelorites promised?” one asks. “We will bring them to the supply depot and distribute the various items to the proper people. If you need a place to bed down, there’s room at the depot. Look for the Chapel of Wenta, we’re right behind it.”

Surely the PCs will affirm that they wagons are from the Church of Pelor. Once they do, the boy guards will take the wagons with very little fanfare.

Two young girls appear from the crowd of children trailing the wagons. Though they look to be barely into their teens, there is purpose in their step and a commanding manner to the one in front.

These are Dewshelle and Laurissa from *NYR5-S01, A Tale To Tell in Taverns*. If any of the PCs played this mod, they are immediately recognized and the girls address them directly.

“We desperately need your help in this town, kind adventurers. People are sick, thirsty, hungry, and the threat from Sewarndt already lurks within the camp. We gravely need your help with providing the town with enough water,” she says. “If you want to talk to the leaders at the Undercoat Inn first, we completely understand.” The two walk briskly away.

See Encounter 5a – Too Many Chefs if the PCs go to speak to the Undercoat Inn to speak to the town leaders.

If the PCs wish to aid immediately in helping the town with their water supply, they can do so within the mechanics of the Town Building choices they make. The girls are simply pointing the PCs towards working on the water supply first.

Encounter 4: The Needs of the Camp

The encounter is run in 4 abstract rounds that represent 3 to 4 days of activity each. Use Judges Aid #1 for assistance in tracking the progress that the characters make in each of the activities every round.

During each round, each player determines which of the following activities they wish to do:

- 1) **Tend to the Sick** (Heal)
- 2) **Improve the Water Supply** (Survival)
- 3) **Increase Food Stores** (Survival)
- 4) **Train Militia**
- 5) **Build Shelters**
- 6) **Protect Library**

The first three activities are available in the first round. Activities 4, 5, and 6 are available starting the second of the four rounds. Also the last three activities support one of the three power bases in the camp. The relative success between those activities will determine which power group will hold sway over the camp after the PCs leave.

At the beginning and ending of each round, there are unique events, detailed below. The beginning event sets the tone for the current round, and the ending event presents the PCs with some special encounter. Keep in mind that any spells allotted for the task check are not available during the end round encounter.

Starting Round 1

Tend to the Sick: Any PC can attempt to give aid and comfort to the various refugees in the camp. Each round a PC makes a check and determines the number of deaths prevented.

- Goals: Total number of deaths prevented:
 - Marginal Success: 10 deaths prevented;
 - Success: 25 deaths prevented;
 - Exceptional Success: 50 deaths prevented.
- Each round a PC can make a Heal check (even untrained) to decrease the number of potential deaths. For every 5 full points of the Heal check, one death is prevented.
- The following add the listed bonus to the Heal check (add prior to calculating deaths prevented):
 - +2 per current level of success with Water Supply;
 - Use of Conjunction (Healing) spells: + total Spell levels used.
 - For *Lay on Hands*, divide the points of daily healing by 6 (round up) to determine the modifier.

- **Special:** Any character able to cast *Remove Disease* (at least once a day) that spends three rounds devoted to healing the sick and casting *Remove Disease* increases the level of success by one. That character also gets a Letter of Recommendation from Father Rathburn. Multiple PCs can get the recommendation, but the success level can only be increased once.

Improve Water Supply: Any PC can help improve the water supply for the village. Depending on the skills of the PC, different options are available.

- **Goals:** Sustained Long-term gallons/hr:
 - Marginal Success: 50 gal/hr;
 - Success: 100 gal/hr;
 - Exceptional Success: 250 gal/hr;
 - Phenomenal Success: 600 gal/hr – aka *Decanter of Endless Water*.

Craft a *decanter of endless water*. PC(s) must spend three rounds devoted to crafting, however no additional TUs are spent. The 4500 gp material costs can come from donations from the party. Up to two PCs can work together as long as one of them has the following: (Both PCs will receive a Letter of Recommendation for their contribution)

- Caster level 9
- Spell: *Control Water*
- Feat: Craft Wondrous Item
- XP: 360 (must be taken by a single PC)
- Each round a PC can make a Survival check (even untrained) to increase the water supply (in gal/hr) by value of the check. The following modifiers apply to the Survival check:
 - Cast *Locate Water*: +5
 - Has “Waterwise” ability (Badland dwarves): +5
 - Knowledge (nature), Knowledge (geography), Profession (miner): +total skill ranks
 - Has “Stonecunning” ability: +5 (represents faster digging)
 - Use of any spell that affects Earth, Stone, or Water (i.e. *Shape Stone*, *Control Water*, *Summon Monster*, etc., but not *Locate Water*): +total spell levels used.
 - Leadership feat: +leadership score (represents getting additional workers)

Increase Food Stores: This task includes hunting and foraging as well as doing some basic farming or land clearing.

- **Goals:** Total remaining food stores:
 - Marginal Success: 30 days of food;
 - Success: 100 days of food;
 - Exceptional Success: 200 days of food.
- **Starting:** 5 times the number of carts the PCs bring
- **Special:** Casting *Plant Growth* does not directly increase the current food supply but does help with long-term viability of the community. Any PC spending three rounds surveying and casting *Plant Growth* will increase the success level by one and receive a letter of recommendation from Father Rathburn.
- Each round a PC can make a Survival check with half the result (round up) adding a number of extra days worth of food reserve. The following modifiers apply to the Survival check:
 - Track feat: +5
 - Knowledge (nature), Hide, Move Silently: + total number of ranks
 - Has “Wild Empathy” ability: +5
 - Use of any useful spell: + total spell levels used

Starting Round 2

The following three tasks do not involve any rolls. Working on one task simply supports one of the power groups. Any PC spending all three remaining task rounds with one group will receive a Letter of Recommendation from that power group.

Build Shelters: Father Rathburn wants this settlement to become permanent. In order to set roots, real shelters need to be made.

Train Militia: The Sisters want the PCs to aid in building defenses and training the militia.

Protect the Library: This task means the PC spends time working for Lady Hystander in cleaning up the library and doing other such chores, or actively tries to promote refugees to move on.

The Final Tally

For each of the first three tasks, there are 5 levels of success rated as follows, each getting a number of points:

- No Success (0 points)
- Marginal Success (1 point)
- Success (3 points)
- Extraordinary Success (7 points)
- Phenomenal Success (15 points)

The number of total success points a party needs to get full XP for the “Camp” Section is APL x 2. The tasks are equally difficult at all APLs, so the bar is raised for the higher-level tables.

To determine which power group will have sway over the town, each round each PC spends doing one of the three tasks counts as one “vote.” One PC spending three rounds in one task grants three votes. Two PCs spending two rounds each in one task grants four votes. In cases of a Tie, the Judge can decide which wins based on which he feels received more help from the PCs.

Encounter 5: Round 1 Camp Events

The PCs have just arrived and need to meet with the various leaders of the camp. In this encounter, they will meet Father Rathburn and Lady Hystander. Afterwards, they will have a small combat encounter.

Encounter 5a: Round 1 Beginning – Too many Chefs

This encounter kicks off the politics of the camp. Most of the encounters have either Lady Hystander or Father Rathburn trying to interfere in some way with the PCs attempts to do good. The young girls of the camp are the real heroes here and understand the needs of the camp best – but Hystander and Rathburn will test the PCs at every turn.

When the PCs arrive at the Undercoat Inn, Thesbo, a talkative young gnome shepherd, greets them outside. Munch Hinkleherd is the sheep he is standing on. Something of a personality, the sheep will Bah! in agreement or shake his head in disagreement to anything the gnome says.

Standing outside the Undercoat Inn atop a sheep is a gnome blocking entry.

“You will all be seen in time. Lady Hystander and Father Rathburn will stay all night if they have to, don’t worry. We just need to keep it orderly... first come, first served.” A line of rag-tag refugees snakes off around the barrel-shaped inn and out of sight. “It’s only a short wait; be patient.” With this, the sheep shakes its head in apparent disagreement.

If asked, the person at the front of the line will admit to being in line for two days.

If any of the PCs at the table played *NYR5-S01, A Tale To Tell in Taverns*, Thesbo will recognize them immediately, tell them he can’t do anything special for them (at which point the sheep will “bah!”), and then chat to them about recent events – telling them that the Lady paid refugees to leave town when they began to arrive and it just spiraled out of control.

A Diplomacy check will ease entry to see the leaders, however one person may have to wait in line for some time. This person will have less time to devote to their first round task.

The penalty for waiting is as follows, based on the success of the Diplomacy check:

- **DC 14 or less:** -10 to task check for this round. Over a day is wasted waiting in line;
- **DC 15:** -5 to task check for this round. Most of one day is wasted;
- **DC 25:** -2 to task check for this round. Only a few hours wait;
- **DC 35:** no penalty. The party is immediately shown in.

Modifiers to Diplomacy check:

- Each cart delivered to camp: +2;
- Each PC that has played *NYR5-S01 A Tale to Tell in Taverns*: +2;
- Priest of Pelor with writ: +2.

Once they get an audience read the following:

You are shown inside the tavern where two large tables have been set up. Sitting at one table is a finely dressed older Oeridian woman. She is dressed in green with gold trim and looks to be doodling with a quill when you enter. Sitting at the other table, looking annoyed at the woman, is an older Flan man

dressed in the robes of the Pelorite Clergy. He notices you entering and smiles.

“Ahh! I had heard that my church had sent some adventurers to assist us and bring some wagons. I am Father Rathburn. Please tell me, did all go well?”

Regardless of what the PCs report, the Father is pleased as punch.

The Lady at the other table speaks up as Father Rathburn begins to praise your service to the camp. “We have need of people to lead folks from the camp, and to take them to the north...”

“My Lady,” interrupts Rathburn. “Really. Must we have this argument again? The people are in no shape to travel, many of them are barely making it here... and that is only because of your initial generosity.” Father Rathburn turns to you and with a broad smile tells you how this small remote town become the booming camp it is now.

“You see, if you had been here just four months ago, this would have been a peaceful remote village. Then people started to wander into Felton with very little money or goods. The new Imperium has a way of, let’s say, disrupting people’s lives. So they started to show up—small families, merchants, farmers, and even men hiding from press gangs and small troops of mercenaries looking to stay independent, and, of course, anyone who had anything unkind to say about the new Imperium.

“Lady Hystander here, the ancestral owner of these fine lands, at first paid the itinerants and refugees that stayed more than a day or two to leave, sending them north and telling them Hendrenn Halgood or Mowbrenn would be a good place to resettle and start anew.” The father’s smile widens into an amused grin as he continues. “Ten gold per head she gave away... can you imagine!? But then word got out and spread... like wildfire.

“My good lady was soon looking at a line of homeless, down-trodden, hungry refugees everyday. And it grew, doubling each week. She, luckily, recognized her mistake and took to trying to help the people in more ‘fundamental’ ways from then on. Her family has always had strong ties to the Church of Pelor...

“My father was quite devout,” Lady Hystander interrupts, “but I remain unsure of my deeper feelings on the Church.”

“Regardless, she sent word to my deceased father in Hendrenn Halgood, a trusted friend of the Lady’s father, and I arrived here just a few days ago in his stead. My Bishop sent you after me to ensure the arrival of some aid, as I chose to travel swiftly. Imagine my surprise when...”

“Father!” interrupts Lady Hystander again. “Can we give these brave adventurers some direction?” She turns to face you, smiles, and says, “We could use you to keep watch over the camp. There are problems every day of some sort or another. Can we count on you to stay for a bit?”

“Only a short while,” purrs Father Rathburn, “Til my church’s full compliment arrives and we can resolve some of the larger issues here. The Lady here has been quite kind and has provided a large amount of wool cloth for the tents and clothes the locals wear. We work here to resolve the individual needs of the people. But perhaps you can see if there is something a group such as yourself can do. I know that the well in front of the brewery... err, I mean, the Wentan chapel up there, is a source of much concern. Perhaps we need another well in town...”

The Lady bows her head, appearing somewhat dejected, “But only if we must, Father.”

“My dear, the people can not drink your good intentions. Some more permanent moves must be taken if possible.”

“Yes, perhaps... perhaps...”

You are ushered out by Thesbo as two Baklunish men and a Flannish woman enter and immediately start yelling at each other and the Lady and the Father about a missing goat and the sudden appearance of goat chops on someone’s table.

Sense Motive checks of DC 15 here will reveal that Lady Hystander is distracted. On Rathburn, a DC 15 shows a little contempt for Hystander (if the text didn’t already show it).

Encounter 5b: Round 1 End – Smoke and Spite

This is one of two in-camp combat encounters. A judge should normally pick this one to run. If the PCs bypassed the first encounter in some way, say by flying or by teleporting, run both in-camp combat encounters.

The quiet evening dusk is broken with murmurs in the camp of a dark smudge on the horizon. From the smell in the air it seems as if there is a fire in the valley to south.

Fiery creatures set loose by Sir Dempstren, from the nearby Rent, have been unleashed to burn inhabitants out of the hills. If any of the PCs have the *Enmity of Sir Dempstren* from *NYR5-S01 A Tale to Tell in Taverns*, the creatures target them first.

The PCs can easily approach the creatures, spotting them from the crest of a hill in the valley below from an encounter distance of 120 ft, if on the ground, or 200 ft, if flying 20 ft high or higher.

At APL10, the Ooze will try to use the smoke from the fires to assist it. Once engaged, if things look bad, it will grab a player and move into the smoke (as fog cloud). Assume that there is smoke behind the creature at the start of the encounter and in every square it enters during the combat.

The creatures fight to the death and will not negotiate.

APL 2 (EL 3)

Magmin: hp 11; see *Monster Manual*.

APL 4 (EL 5)

(2) Magmin: hp 12 and 10; see *Monster Manual*.

APL 6 (EL 7)

Conflagration Ooze: hp 66; see *Appendix Three*.

APL8 (EL 9)

Advanced Conflagration Ooze: hp 172; see *Appendix Four*.

APL10 (EL 11)

Advanced Conflagration Ooze: hp 262; see *Appendix Five*.

Development: If the PCs defeat the creatures without much problem, the two girls approach

them when they return. This time Laurissa leads the conversation.

“Those creatures, we’ve seen them before in the lands to the east of here,” says Laurissa. “They were sent to burn out this town deliberately.

“We need protection here. There are other dangers sure to follow, and not just from the east. We need to organize guards and a militia from the local people. They need swords and training as soon as we can. Can you help us?”

Sense Motive checks of DC 20 or less will show the girls as motivated for the town’s good, and forthright. DC 21 or above shows the girls as feeling responsible for these people and worried about something. If asked what they are worried about, they will say they think spies are in the camp but can’t prove anything.

If the PCs agree to assist the girls, they will arrange for able-bodied men to assemble the next day, at noon, south of town near the Littlewood and await the PCs for training. At noon the next day, proceed to Encounter 6a – *A Girl General*.

If the PCs ask about going after the source of these creatures, Laurissa tells them it would be foolish, like facing an army. The lord of those lands has a militia of over 100 men, and can call strange evil creatures to aid them. Should the PCs persist and actually go to the lands of Sir Dempstren looking to finish off the evil there, have the mod end for them. They cross off an extra TU on top of the normal costs of the mod looking for something, but only find a burned and abandoned estate to the east and a small empty mine.

After dealing with the creatures, Thesbo Hinkleherd approaches with a message for the PCs to meet with Lady Hystander at her estate. When PCs arrive in Lady Hystander’s estate, they are treated to very small cups of wine (all they can spare given the needs of the people). Shortly after arriving, a richly dressed Lady Hystander arrives to tell her side of things.

“Good people, I know you are brave and kind adventurers. I know that you wish to help this burgeoning camp become a town so that the people may live a better life here. But, I have a tale of woe to tell you.

“This place, Felton, is my ancestral home. And the estate you are in is a special place. I must now know how each of you stands in your feelings for this new Imperium. Do you swear

fealty to this new emperor or do you wish to see a return of our previous King?

If the PCs all support the King Lynwerd, she continues. If any of the PCs do not support Lynwerd, she has them escorted out of the Estate. Then, she asks again to confirm the folks in the room are loyalists, and then proceeds.

“This is a place of great importance to a group of sages who assist the Gray Seer called the Sagacious Society.” She breathes a sigh as if she was relieving a great burden, or perhaps had taken a perilous step. “This estate holds one of the largest libraries of arcane and natural lore in Nyrond, perhaps the largest in all the Eastern Flanaess, and it is pledged to the true King of Nyrond, Lynwerd. I am normally not very political, but the hand of Searndt is dark and powerful and this new Emperor is already closing the libraries and changing the curriculum of the colleges in the southern lands of the... umm... Imperium.

“I have worked hard to protect this place from being known, from appearing on any maps, from any notice whatsoever. Those efforts I can detail to you at a later time. But your efforts here work against a lifetime of my work and those of my entire family for generations. We have striven to keep Nyrond a place of knowledge, a home to the truth, and a land of learning. This town, these refugees, sit at the doorsteps of my libraries and labs. Each day, each hour, each moment they grow more comfortable here is one day, hour, moment closer to the time when Searndt will become aware of this prize.

“I implore you, think beyond the days to come to the years beyond. One full belly tomorrow... could mean a generation of ignorance later. Please, do not placate these people. Do not work to fill their bellies and quench their thirst... at least, don’t endeavor to do it too well.

“If someone were to approach you to build homes for the people, or raise a militia, also consider that those noble acts may lead to a grave blow to the future of Nyrond.

“I thank you for listening to me, and wish you well in all your endeavors.”

Encounter 6: Round 2 Camp Events

This round, the PCs will have three additional tasks. Each one of these tasks supports one of the three power groups in the camp. Refer to Encounter 4 for details on the new tasks. The Round starts with a rallying speech by Dewshelle to the people of the camp. At the end of the round, the PCs have to deal with deserters from Searndt’s army.

Encounter 6a: Round 2 Begin – A Girl General

Early in the day, you arrive at a flat area near the Littlewood, just south of the camp. Standing on a box addressing a group of soldiers is a girl you barely recognize. Dressed in a chain shirt and holding a mace and small shield with the marking of a fist with lightning bolts is Dewshelle.

“The time has come to prepare for the storm you all know is coming. You all know that no matter what we do, how much water we have, how many buildings we construct, how many more arrive... the day will come.

“When it comes, do you want to be defenseless?”

“No,” respond some in the crowd.

“When the day comes, do you want your children raised under the fist of an Emperor?”

“No,” the crowd responds a little more enthusiastically.

“When the day comes, and the sword is at your throat, do you want to be unarmed?”

“NO.”

“Do you want to be untrained?”

“No!”

As the crowd gets into it, she turns to face you, holding a mace in your direction. “Look, here come our brave heroes. They will show us how to fight. They will lead us into a tomorrow where we can stand tall, with a sword in hand, and brave heart beating in our chests. Come, come and be ready for that day.”

Encounter 6b: Round 2 End – Guarded Hearts and Gallows

This is a role-playing encounter with some critical choices for the PCs.

It is nearly sunset when you hear a commotion from near the center of the Camp. In moments you hear angry yelling in the distance and soon closer shouts of “Deserters in the camp!”

If the PCs seek out the source of the commotion, they will find a mob of 50 campers surrounding a group of five dirty, armored warriors wearing Sewardt's colors. The lead man will be pleading their case as the PCs step up. The PCs can step in at anytime and try to convince Lady Hystander or the Crowd of their wrongful ways. The Crowd is easy to convince with a good argument, DC 17. See *Talking the Lady Out Of It* below for Lady Hystander. With the crowd around, the deserters will not talk much to the PCs.

“We’re in the same straits as you. We’re refugees. Like you, we do not want to be a part of the new Imperium. Can’t we have a second chance?”

Lady Hystander and Father Rathburn are at the head of the mob. Lady Hystander addresses the rag tag deserters.

“Yes, but we have not pledged our hearts to the Imperium as you have. Many here have never given allegiance to this new dark Empire. And I know history, better than any here. Once you are pledged to the service of a power such as this... Imperium,” she pauses and turns a sour face, “Once you’ve accepted its generosity, and tasted its delights... it is not so easy to leave.

A woman’s voice from of the crowd yells out suddenly, “That one threw us from our home.” The crowd yells in response until Father Rathburn raises his hand and then lowers it, the crowd quieting down to murmurs of the crimes of these men. You hear someone near you murmur, “...and that one, I swear he and a troop of soldiers killed our neighbors.”

The cleric clears his throat and even the murmurs die down. “My Lady, surely you do not mean to send these people away,” says Father Rathburn.

“Father, I know it seems harsh, but a foul cloud hangs over these men. We can send

them away as best we can or we can be assured the arm of Sewardt will begin to reach into this camp.”

The leader of the deserters speaks up. “We will not leave. You will have to beat us to make us go anywhere. Surely you will not raise arms against those who would join you and fight along side you.”

Someone from the crowd yells, “Murderer!”

The Deserter returns, “We were just doing what we were told to...”

Lady Hystander holds up her hand to stop the crowd and the deserter from continuing. She turns to look at Rathburn. “Father?”

“I will side with you, my Lady. These are your lands, and the laws are clear. You are justice here and I have sworn with my Church not to stand in the way of such things.” With this, Lady Hystander turns and takes a final assessment of the deserters. She walks over to them and looks at their armor, looks at their faces, and then turns and strides back to the crowd turning his head to the masses.

“So, what will you do? Will you leave or not, warriors of the Imperium? If you do not leave, I fear I must treat you as criminals at least... or perhaps worse,” she says with an air of grave authority. “Regardless of your words, I fear it would be impossible to treat you as allies.”

The leader turns and whispers among his fellow deserters. They all nod their head in agreement and he turns and addresses Lady Hystander. “I am sorry you feel this way, my lady. We have no choice but to request our right as members of the Imperial Forces and to ask for Imperial Justice. We formally request that you call for an Adjudicator from Oldred pursuant to the laws of the Imperium and our writs of service.” The warrior holds forth a fine parchment with a dark purple ribbon attached to it.

“I am sorry you choose this right as it leaves me no other choice.” Lady Hystander holds her head up, takes a more regal bearing, and addresses the whole of the assembled people in a much louder voice. “I, Lady Hystander, of the KINGdom of Nyronnd...” The crowd cheers wildly as she proclaims the old name of these lands. She continues after the

clamor of the crowd dies down. "... I do not recognize this right of this foreign Imperium here. I sentence you to death by hanging at sunset tomorrow as murderers and enemies of Nyronnd."

As the crowd proceeds to rejoice at this decision, the PCs near the deserters can easily spot Brook, Mirawah's mother, asking if any of the warriors has heard of her Bernard (see Appendix Eleven, *Mirawah's Misery* in the Camp Intro).

Developments: The PCs have much say over the situation here.

Lady Hystander will ask them to organize and help build the gallows tomorrow. Any PC that assists spends Round 3 building the gallows. Each PC who participates in the building of gallows will receive a letter of recommendation from Lady Hystander. If the PCs do not assist, and do not talk her out of it (see *Talking the Lady Out of It*), she will instead write a letter of warning about the PCs lack of assistance in this time of war. Call to Arms PCs should be warned that this could have repercussions on their advancement.

Talking the Lady Out of It: The PCs can derail the hanging at anytime by trying to talk the Lady out of it. She makes herself available that evening. If the PCs ask that *Father Rathburn* or *Dewshelle* attend as well, they will be allowed and will aid the PCs in swaying the Lady (each adds a +2 to the PCs Diplomacy check).

The PCs need a DC 20 Diplomacy check. The PCs receive an additional +2 (in addition to the +2 for assisting) for each PC in the party who assists and who also is a member of a call to arms meta-org or is a licensed adventurer. If any of the PCs have the Favor of Lady Hystander from *NYR5-S01 A Tale to Tell in Taverns*, they receive an additional +5 if they assist.

The Lady will agree to spare the deserters on two conditions: 1) that the PCs guard the deserters and, 2) if any of the deserters are found to be murderers of innocents or commoners under a zone of truth, that they will be put to death. The PCs can remove these conditions with a new roll of a DC 30 or DC 40 Diplomacy check, respectively, with all the same modifiers. A Zone of Truth from Rathburn or one of the PCs will show that 2 of the soldiers have killed innocents under direct orders and all 5 have thrown women and children out of homes on direct orders.

If the Prisoners are to be guarded, one PC must spend the next two rounds guarding the prisoners and may not aid in any other task.

Call to Arms PCs who dissuade the Lady and plan to deliver the deserters at the end of the adventure will find the deserters killed at the end of Encounter 9 one way or another.

Lady Hystander will not reward the PCs in any way with this outcome.

Talking the Deserters Out of It: The PCs can also choose to talk the deserters out the foolish action of calling for Imperial justice. The deserters are harder to convince, and require a DC 25 Diplomacy check with no modifiers to convince them to leave. The leader has a Bluff of +3, if the PCs fail, the leader will bluff that they will go but will secretly attempt to hide in camp.

If the PCs are successful in talking the deserters out of their stand, Lady Hystander does nothing to aid the PCs during this encounter.

Running off with the Prisoners: Worse comes to worse, the PCs can steal the deserters away in the night without much trouble. Call to Arms PCs who do this and plan to deliver these deserters to their organization for debriefing will be suitably awarded. In this case, the PCs end the adventure here. If less than the whole party chooses this course, allow it to happen. The PCs who choose to go, take the deserters off. If there are three or fewer remaining players the judge should eliminate a foe from subsequent battles to compensate for this. Those PCs who stay in camp can still gain advantages from the conclusion.

If the PCs present this as an option to the Lady, they need to convince her as above in *Talking the Lady Out of It*. She still insists on killing those who have killed innocents unless they succeed the check there.

The PCs receive no recommendation from the Lady with this outcome.

Other Outcomes: If the PCs think of something unique and interesting as a solution here, give it to them. If the Lady is satisfied that the deserters are gone from town or killed in the process, they do not get a negative reprimand to any meta-orgs.

Bernard Returns: If the PCs sway the Lady to allow the deserters to live or some of the PCs run off with some of the deserters in the night, each subsequent day more deserters arrive. Lady Hystander gives up on her plan of doling out justice to all of them, but any found to be murders

are tied up and kept as prisoners in the basement of the Undercoat Inn.

The second day of deserters includes Bernard, Mirawah's father, and he's not a murderer so he is free to rejoin his family in the camp. If the PCs took Mirawah up on his offer to come join his family that evening, on the day he arrives, Bernard will seek out the PCs and provide them with details of a group of "infiltrators" he heard about.

Bernard knows the following:

One of them is a wizard or sorcerer with a raven, another is a druid with the appropriate animal (wolf or ape), and then the last is a fighter or ranger-type with two henchmen.

They are within or around the camp and would be very difficult to spot.

They are experienced mercenaries, not killers, known for keeping their word from what he has heard.

R2 End – Deserters: This event opens up various special options for some PCs depending on the disposition of the deserters.

- Prisoners to be Executed: Any "Call to Duty" PC can opt to spend round three building the gallows and assisting in the execution of the prisoners. Any such PC that participates gets a Letter of Recommendation from Lady Hystander.
- Prisoners to be Guarded: One PC must guard the Prisoners during the last two rounds. If more deserters show up, then the players must supply one PC guard per five prisoners. No check is needed for the guard.

Encounter 7: Round 3 Camp Encounters

Encounter 7a: Round 3 Begin – Daggers and Debt

On the third day of training, half of the trainees do not show up to train. The remaining half will include only one person being trained by the PCs. The remaining soldier is named Dresden.

The militia has been secretly given some reason not to show up. For most of them, the offer was a wax-sealed letter that appears to include a pardon from the Emperor and allowance for the man and his family to return to their home or business and

their debt removed if they give up their current foolishness. For a few, it was blackmail that some harm would befall a family member or a loved one that remains in Sewarndt-controlled cities or lands.

You arrive at the training grounds to find only a few people training. Dresden, a young, easily excitable trainee, comes up to you.

"Yep, they are all gone they are. Theys are packing up and leaving. Word is they are given a better deal by the Emperor. Yep, that's the hubbub."

No amount of investigation, searching or examination of the letters will offer clues as to who delivered them. However, the letters are individually addressed, and contain specifics of the person's situation. A Forgery check on the documents of DC 20 or above will confirm the documents to be real.

The PCs ultimately can only succeed here if they can talk some of the men into staying. This will take a Diplomacy check for the whole group.

Success on the Diplomacy check affects the Militia's Readiness for the final encounter task checks, as follows:

- **DC 14 or less:** Militia completely useless. Final Encounter has no warning.
- **DC 15:** Militia slow to respond. Final encounter starts with 1 round of warning
- **DC 25:** Militia is alert. Final encounter starts with 2 rounds of warning
- **DC 35:** Militia is on the ball. Final encounter starts with 4 rounds of warning.

Modifiers to Check:

- For each APL x 5 bribe: +2
- For each PC that will build shelters this round: +2

Development: When the PCs begin to visit the militia to find out why they are leaving, Father Rathburn will approach them.

As you go among the tents looking for missing militia members, Father Rathburn appears in front of you.

"Ah, my brave heroes. Yes. Let us go into this tent a have a quick chat." The Father motions into an open and strangely vacant tent.

Once inside the Father closes the entrance, casts light on a hook, and hangs it in the middle of the tent.

“Now that we’re as private as we can be, I have a request of you. I know you are looking for missing warriors you’ve been training. Well, I know why they’ve left. It’s bribes from the Dark.

“I implore you to help me and these men. You can be assured of their commitment to the town if you only offer to help with the building of homes and homesteads in Felton for the men, if they stay. Lady Hystander has blocked me at every turn in making this a more permanent settlement. But if you kind souls would only favor my side, and the side of these poor people, and say you will help harvest wood and build homes... there is little to stop us.”

“Will you help me?”

Sense Motive checks of DC 15 reveal only that the Father is out for the good of the town. A DC 25 or higher shows that he has some personal aspirations in this.

If the PCs have turned down his previous offer, he will try it again... this time putting a different spin on it.

“The men have left because they want to return home. Come and help me build homes for them, and they will stay in a heartbeat. This will be their new home.

This is once again a one or the other decision for the PCs. They can work to raise a militia or they can work to raise roofs. If all the PCs decide this is the direction they will take, then the PCs commit to this course going forward. Rathburn will do what he can to replace the PCs’ efforts elsewhere while they work. Once word gets out of the PCs’ choices (within just a few minutes after the decision is made) the men return and are eager to begin the task. Treat as though a DC 25 Diplomacy check was made. If none or only part of the PCs participate in helping Rathburn build, continue with having them convince the militia to stay (equating to the military readiness of the town), per the Diplomacy check listed above.

Encounter 7b: Round 3 End – The Lost Patrol

This is the second combat encounter and is optional if the party has already had two combats.

Proceed with the encounter, but skip the combat portion, as detailed below.

A Patrol has gone missing in the night.

Dewshelle wakes you in the middle of the night with tears in her eyes. “The men, those brave hearts, went patrolling last night. I knew they had gone out previous nights looking to get an early warning from any signs of Sewarndt getting close... and now they haven’t returned. You must go looking for them.

“They went south along the dry creek bed. I don’t think they were going very far, maybe 2-3 miles, perhaps one or two valleys to the south.”

5 men are missing. If they aren’t recovered, note this towards success or failure of developing the militia. These are all the best-trained men.

The Patrol has had the worst luck. The creatures were minding their business until something burned up their hillside a couple days ago, so they went looking for fresh digs. The creatures, statted below, easily captured the patrol. They are tied up and are waiting to be eaten when the PCs arrive. In each case the PCs will see a fire in the distance, which the creatures are planning to use to cook the patrol.

You arrive at a campsite after following the trail of smoke. Though looking at the belongings scattered about, you can easily tell this is the camp of some large people. Off to one side of the campfire are the five missing men; they are trussed up and look like they are ready for cooking in the nearby oversized pot.

If the combat is to be skipped, let the PCs free the patrol and safely return to the town. If the PCs wish to track the giants, have the patrol tell them that they are seriously outnumbered.

If this will be a combat, then read the following:

While freeing up the patrol, you overhear a very vocal conversation approaching the campsite. The sound of leaves and deadwood being crushed give sign that something large is approaching. As you free the last prisoner, the approaching footsteps stop and you hear a roar. Looking at the source of the noise you are face to knee with a huge brute.

If any of the PCs speak Giant, one of the creatures will talk about how succulent the PCs look during the combat and drool. The other, or the other head, will simply complain that all they talk about

is food anymore. What about gold? Literature? History? Current Events? Sheep? With the mention of sheep the other one will shake their head and say shut up, talking about how the sheep are too smart to catch around here.

If the PCs try to surprise these creatures, be sure to check on their scent ability and darkvision. In particular, any encounter with Bruno, the pet bear, has the bear constantly sniffing for anyone approaching.

Note the equipment of the creatures. Most are wearing at least a *Brooch of Shielding*, even though they are otherwise directly out of the *Monster Manual*.

APL2 (EL 4)

Turgel: Ogre; hp 29, see *Monster Manual* for details. Equipment: *Brooch of Shielding*.

APL4 (EL 6)

Turgel and Megal: (2) Ogres; hp 31 and 28; see *Monster Manual* for details. Equipment: *Brooch of Shielding*, +1 *Ring of Protection*.

APL6 (EL 8)

Turgel (head 1) and **Megal** (head 2): Ettin; hp 65; see *Monster Manual* for details. Equipment: *Brooch of Shielding*, +1 *Ring of Protection*, 2 +1 *Morningstars*.

Bruno, Brown Bear, hp 51, see *Monster Manual* for details.

APL8 (EL 10)

Turgel and Megal: Hill Giants; hp 107 and 99; see *Monster Manual* for details. Equipment: *Brooch of Shielding*, +1 *Ring of Protection*, +1 *Greatclub*.

APL10 (EL12)

Turgel: Hill Giant; hp 102; see *Monster Manual* for details. Equipment: *Brooch of Shielding*, +2 *Ring of Protection*, +2 *Greatclub*.

Megal: Mountain Troll; hp 217, see *Appendix Five*.

Encounter 8: Round 4 Camp Events

Round 4 Events (though not the Camp Aid actions) can be skipped if pressed for time. They are purely RP just to give a break before the last encounter.

Encounter 8a: Round 4 Begin – Murder and Mayhem:

One of the PCs is accused of a violent murder. If the party can not clear the PC of the charge, then that PC will not be able to do anything during this round.

This encounter only happens if there is an arcane or divine caster in the party capable of killing someone with magical fire. The night before the Old Captain is killed on the north side of camp when a burst, ray, or ball of fire envelops him. Numerous campers believe they saw the PC in question lurking around the north side of camp.

You are awoken before dawn by a group of men with weapons.

“You there,” pointing at the caster of the party. “Where were you last night after dark?” demands the leader. “Townpeople say they saw you near a place where a man was burned by magic.”

The PC could have a good cover if they were doing something at that time. If they don't, then the small troop demands that (s)he come with them to the Undercoat Inn and stand and hear witnesses tell of the murder (s)he has committed.

The PCs should end up at the Undercoat Inn talking to Father Rathburn and Lady Hystander even if the accused does have a solid alibi. When the PCs arrive, a couple of girls and an older man will recount their story of seeing a person who looked like the caster gesturing in the direction where the magical fire started to burn. The witnesses all tell their story under a Zone of Truth cast by Father Rathburn.

The body is on a table in the back of the inn, covered. Once the story is told, the PCs may examine the body. At all APLs, it's easy to tell the man died of magical fire (DC 15 Heal check). Another Heal check will identify the exact spell: APL2-4, *Scorching Ray* (DC 22); APL6-8 *Fireball* (DC 23); and APL10, *Orb of Fire* (DC 24). In the absence of Heal checks, the PCs can use Search or Spellcraft checks at DC +5.

Things the PCs can do to extricate themselves:

Have a Good Alibi: The PC in question was busy with something else, say helping the Friar in the chapel or hunting.

Submit to a Zone of Truth: The PC could submit to questioning under a zone of truth. This will take a day for Father Rathburn to take again; until that

time, the PC in question will be considered under suspicion.

Track the Culprit: They can track the person back to their hiding place. The person who did the spellcasting was Drax, using *Disguise Self* to make him look like the accused. If the PCs think to ask the witness of the exact location, and then go there, a Search or Survival check (DC 15) will find a set of tracks. A PC with the Track feat can then make a Survival check of DC 15+APL to track the man back to a small camp inside the Feltonwood where a lone warrior stands guard. The warrior promptly surrenders to the overwhelming force of the PCs (assuming more than one PC follows the tracks).

Eliminate the Spell Choice: It's possible the caster in question cannot cast the spell. Lady Hystander is a mid-level mage and can verify if the caster can indeed cast the spell in question.

Tell the Lady and the Father of the Infiltrators: Without proof, though, this will seem like a desperate move. With proof it will be an easy sell to the Lady, and will get the PC in question off the hook immediately.

Ultimately, the Father and the Lady will let the PCs go if they've proven that they are generally working for the good of the people. If not, the caster in question will be kept in voluntary custody at the Undercoat Inn until the case is resolved. The caster will be allowed to leave and join the party in the last encounter in this case without any problems or repercussions, but they will not be able to participate in this round's Camp Aid actions.

Development: If the PCs bring up the issue of the infiltrators and prove it, Lady Hystander will immediately consider them not guilty. But, before the PCs leave, she will call them aside and ask them once again to aid her in keeping the town unknown and dispersing the refugees.

Encounter 8b: Round 4 End – Strangeness of Sheep:

This is a role-playing encounter; it's made to be fun and to add a few laughs before the final battle.

Four of the sheep here are not normal. Years ago, Thesbo Hinkleherd's father had them awakened to make his job easier. In exchange for keeping the flock well organized and herded near the town, the Hinkleherd's have treated the five "talkers" with special meals and the occasional trip to the bay. The four sheep here are Choppy, Chewy, Chud,

and Slobber. Munch is also awakened, but enjoys special treatment as a close friend of Thesbo (who grew up with him).

The druid with the infiltrators spotted the behavior and recognized them for what they are. He has since found and captured a number of the sheep as hostages to get the rest of the flock and the talkers to do what he wants. The sheep have kept their word and the druid has returned a couple of the sheep as they've done tasks for them. Spine, the druid, is still keeping ten sheep hostage in an abandoned mine to the south.

If you weren't looking at it, you wouldn't believe it.

In the field in front of you, grazing lazily, is a flock of sheep. This isn't the odd thing. Inside the plain exterior of the flock, within a well-orchestrated circle of regular sheep, on a blanket having what appears to be a picnic, are four other sheep sitting and laying about. In front of them are plates of cleanly cut grass, with a side of what looks like wild radish and some sliced carrots. Large bowls of grapes and green onions sit in the middle. One of them has a napkin tied around its neck and a carrot sticking out of its mouth. Another appears to be lying down, supporting its head with one of its front legs. The other two appear to be having a conversation in "bahs," complete with animated leg motions.

One of them appears to be reaching a hoof for the bowl of grapes when they notice you. With a series of bahs that sounded like "Thaaah jigahhh issah uppahhh bah-oyyyahh" the sheep quickly stand up and begin to munch lazily like the rest of the herd, with one of them, still sporting a napkin around its neck.

Sheep cannot really speak common, but they understand it completely and can bah in response to various questions. The judge is welcome to have the sheep try to pantomime out the situation, but if they are fingered by the PCs, the sheep will give up and go back to picnicking. They won't try too hard to explain their plight.

The sheep are rather smart and know a number of animal languages, so it's possible a familiar or an animal companion can talk with the sheep... or some magic can work. If the PCs work it out, the full story comes out. The sheep offer assistance to the party if they agree to help the flock get its remaining sheep back. If the PCs

agree to leave, they know the druid will release their friends. If the PCs take this course, let them know it only works if they truly leave and end the mod here.

If the PCs don't help the sheep but can talk with them, the sheep will complain about the animal companion of the druid and say they know where it is. Chud will show the PCs to a clearing in the woods where they can find the wolf or dire ape companion. Allow the PCs to subdue or kill the animal at their choice without combat. In this case, the companion does not appear in the final encounter.

Encounter 9: Battle and Bruises

This is mostly a non-lethal combat encounter. If there's some form of formal watch order, this happens during the first watch of the new morning.

There are three modifiers to this encounter based on the camp encounters.

1. The PCs can remove one warrior from the combat by finding him during Encounter 7a: Murder and Mayhem.
2. The PCs can remove the animal companion from the combat by finding him during Encounter 7b: The Strangeness of Sheep.
3. If the PCs are not successful in helping the town (any tally less than success in each of the three main actions: tend sick, find water, provide food) or haven't raised the militia, the Infiltrators should get 1 additional round of prep. The Judge should have the casters pre-cast an additional spell each of their choosing.
4. The PCs will have warning equal to the number of rounds listed in the "militia's readiness" check in Encounter 7a. This will equate to rounds in which the PCs can cast preparatory spells that last at least two minutes.

As the Dawn arrives on your twelfth day in camp, a cry goes up from the far side of the Camp. The call is repeated, and soon the alarm of an attack is everywhere.

Have the PCs place themselves behind the X, as noted on the Judge's map for this encounter (see Judge's Aid #3).

You travel through the chaos of a camp looking for the central point of battle. You smell smoke and hear children crying. It is hard to see what is going on until you reach an open area near the edge of the camp.

In the clearing is a man in simple peasant garb. You swear you've seen him walking around camp on numerous occasions. Regardless, it's quite apparent now that he is not a simple commoner as his hand hovers above his spell component pouch. He turns to you and says, firmly, "I have great respect for your actions and the help you have given these people, but it simply cannot go on. Put down your weapons, worthy adventurers, and give up now. It will go easier for you. My friends and I do not want this to end in death... and I am sure, neither do you."

[adjust as necessary for removed NPCs]
Beside the man stand three armored warriors and a wild looking man with a [at APL 2-6 say "growling wolf", at 8-10, "large fierce ape"] at his side. At their feet lay the motionless forms of many of the townspeople you've been working with over the last ten days. It's hard to tell if they are dead or simply unconscious.

None of the townspeople are dead. All of them are completely beat into unconsciousness, hit points 3 with 10 points of nonlethal damage.

The Infiltrator's (see below) have been watching the PCs on and off until this point. They have decided that this is the moment to end the PCs' involvement in the camp and to create more chaos. No amount of simple methods, such as posting watch or using flying familiars, will afford the players any advantage. The Infiltrators are in an area where there are numerous unconscious townspeople to protect them from some of the more dangerous PC magic (i.e., area of effect spells). These are not people injured in the battle, but are common townspeople who were taken from their tents in the minutes before the attack after a good sapping.

The PCs and NPCs begin in the positions noted on the map.

No matter how much advantage is made by the PCs in the camp encounter, the Infiltrators receive at least 1 round of casting prep and begin surrounded by 1d6 fallen campers. This is simply the nature of this battle.

In addition, the Infiltrators are not evil but hired LN mercenaries. The two Sewarndt loyalist

warriors with them are evil, but are strictly following the Infiltrators' leads. The Infiltrators are fighting to subdue the PCs where possible. Their plan is to knock a number of the PCs unconscious and then ransom their gear for the PCs to leave the camp.

If the PCs succumb to the attackers, they awake a short while later with a note requesting them to do nothing to aid the forces of King Lynwerd for a month. The PCs who take the deal cross off 4 TUs and they receive all their gear back, with only two exceptions. First, the infiltrators use up the PCs' cure potions and wand charges to heal themselves up. (If you want to have fun, have the PCs roll the d8s for the off-scene Infiltrators healing.) Second, any arcane spellcasters who have scrolls of spells that aren't in Drax's spellbook lose those scrolls as well, so that he may copy them into his own spellbook. They receive a short thank you note, as Drax is rather polite and quite civilized.

If the PCs do not agree to the deal, they don't get their gear back. This, generally, can be a fate worse than death. The infiltrators sell the gear, and at APL8 and APL10, are likely to retire somewhere in the south of the County of Urnst.

Allow each member of the party to make their own choice.

Nyrond "Called To Arms" PCs who choose to do nothing for these four weeks lose their commission in any military Nyrond organization and are no longer considered a member of that meta-org for the remainder of the year. They can still play the "Call to Arms" scenarios for no cost. If they don't agree, the coffers of the Loyalist resistance replace the items they have lost except for the single most expensive item they own. **PCs are not to be told of this.**

At all APLs the Infiltrators communicate in Suel and do not intend to die in this combat. They have no trouble fighting to the brink of defeat and then surrendering. Generally, any of the NPCs will give up if their hit points equal the APL or less. Even should the Infiltrators flee, the warriors will still fight to the death.

While the infiltrators engage the PCs, another attack takes place on the town. Regardless of what the PCs do, a small troop [30] of Sewardt's legionnaires has entered the town and burnt a number of the tents and rounded up many of the deserters (if present) as well as many of the able-bodied men in Felton. If the PCs are successful, they can easily retrieve these prisoners (but not

the deserters, they will be dead) with the help of the remaining able-bodied townspeople, dispersing the remaining troops [11] without much work, even at APL2.

Development: If captured, Drax can be persuaded (Diplomacy or Intimidate DC 35, Bribe 2,000 gp) to reveal that his group was working for a noble house in Oldred. Drax suspects there is some ulterior motive for this attention.

The Infiltrators

APL2 (EL5)

Drax: Male Human Wiz3; hp 16; see *Appendix One*.

Spine: Female Human Drd2; hp 17; see *Appendix One*.

Chomper: Wolf animal companion; hp 13; see *Appendix One*.

Bastion: Male Human Ftr1; hp 12; see *Appendix One*.

(2) Sewardt Regulars: Male Human War1; hp 10; see *Appendix One*.

APL4 (EL7)

Drax: Male Human Wiz5; hp 26; see *Appendix Two*.

Spine: Female Human Drd4; hp 31; see *Appendix Two*.

Chomper: Wolf animal companion; hp 28; see *Appendix Two*.

Bastion: Male Human Ftr4; hp 36; see *Appendix Two*.

(2) Sewardt Regulars: Male Human War2; hp 16; see *Appendix Two*.

APL6 (EL9)

Drax: Male Human Wiz7; hp 36; see *Appendix Three*.

Spine: Female Human Drd6; hp 31; see *Appendix Three*.

Chomper: Wolf animal companion; hp 42; see *Appendix Three*.

Bastion: Male Human Ftr4/Rgr2; hp 50; see *Appendix Three*.

(2) Sewardt Regulars: Male Human War3; hp 24; see *Appendix Three*.

APL8 (EL11)

Drax: Male Human Wiz9; hp 46; see *Appendix Four*.

Spine: Female Human Drd8; hp 59; see *Appendix Four*.

Mr. Hooks: Dire Ape animal companion; hp 35; see *Appendix Four*.

Bastion: Male Human Ftr4/Rgr2/Jus2; hp 66; see *Appendix Four*.

(2) Sewarndt Elite: Male Human War6; hp 55; see *Appendix Four*.

APL10 (EL13)

Drax: Male Human Wiz9/Mas2; hp 55; see *Appendix Five*.

Spine: Female Human Drd9; hp 75; see *Appendix Five*.

Mr. Hooks: Dire Ape animal companion; hp 35; see *Appendix Five*.

Bastion: Male Human Ftr4/Rgr2/Jus5; hp 90; see *Appendix Five*.

(2) Sewarndt Elite: Male Human War7; hp 66; see *Appendix Five*.

Suggested Tactics: The Infiltrators are good at knocking people out, particularly at the higher levels. They usually take a specific course of action with groups of adventurers.

1. Divide the PCs. Using spells like entangle, Evard's, and wall of force to keep the PCs from working together to their fullest. If they have a choice, the Infiltrators will work over the healing side of any party.

2. Subdue the healer first. If there's a cleric in the group, this is target #1. Once the healer is knocked out, out of play, or manacled, then concentrate on the damage dealers.

3. Let the arcanists duke it out. After dealing with the cleric, Drax will aim to take out any arcanists with a non-lethal spell. This will be sudden maximized spell at the upper levels.

4. The animals and henchmen are expendable. They usually engage the raging barbarian or fighters to keep them occupied.

Conclusion – Dawn of Days Dreamt

There are three possible conclusions to the mod.

Before proceeding, tabulate the results of the Town building activities and other choices from the Camp rounds. The critical items are:

- Did the PCs save the town? If not, what level of success did they achieve?
- Did the PCs commit enough time to protect the library?
- Were any PCs moderately successful or successful in aiding in "Tending the Sick?"

Conclusion 1

The first possible conclusion is that the PCs save the town by achieving a successful or better total point tally. All of the PCs in this case receive the Favor of the Town of Felton. In addition, any PC who tended the sick and met at least moderate success receives the Recommendation of Father Rathburn favor. No PCs can receive both the Favor of the Town and the Favor of Lady Hystander.

With this conclusion read:

Finally, the day has come when the town appears to be standing on its own. It's as if the town is brushing off the ashes from the attack and standing up and getting back to work.

Last night there was a camp-wide celebration as the Pelorite complement arrived with food and supplies for the town enough to last for a week. They already are plotting a place for a church and making great strides in turning the camp into a town. You, as heroes of Felton, were treated to large flagons of some frothy beverage.

Still heady from sacramental ale from Friar Squib's private reserve, you awake at dawn. As you walk out of town, you think you smell smoke for a moment. But it's nothing to worry about as a small patrol of local militia is already dowsing the embers. You see that this town has gotten through the strife and is coming into a better time.

As you walk down the hill, you see carts loaded with food from the fields coming in with much needed relief. Plus, another loaded with

fish from a nearby lake. Already a few children are out playing with wooden swords and wizard's caps, and you hear their happy yaps and yells as you look ahead and to your next adventure.

Conclusion 2

For the second conclusion, the PCs take up the cause of Lady Hystander and choose to Protect the Library at least some of the time. All of the PCs receive the favor of Lady Hystander if they are also less than successful in aiding the town. In addition, any PC who tended the sick and met at least moderate success receives the Recommendation of Father Rathburn favor. PCs cannot receive the Favor of the Town and the Favor of Lady Hystander.

The Judge can feel free to show great latitude here in awarding this conclusion and the favor associated with it as long as the PC did not earn favors from the other outcomes.

With this conclusion read:

You suspect your work aiding Lady Hystander in protecting her library can't be known by the camp of refugees who surround you. If you are successful, your aid here will never be known. It hardly seems all that heroic right now. After the battle with the Infiltrators you did enjoy a fine meal with the Lady and some of Friar Squib's private reserve.

You awake at dawn refreshed and well fed and begin your journey. As you walk out of town, you smell smoke and see a small, unattended campfire burning. You douse it before continuing. As you move along the narrow avenues of the tent town, it already looks like there are less people. Indeed, you even find yourself joining a trickle of refugees leaving the town. Perhaps people will find the solace they need elsewhere before any more strife befalls them.

Conclusion 3

Use this conclusion if the PCs failed in saving the town or were overcome in the last battle. PCs that assisted in aiding the sick Successfully receive the Recommendation of Father Rathburn. All others receive none of the AR favors.

You do not know what will become of this town now. Will it come to be a town, or will it be blown to the wind? You feel only as if you have not been successful in your mission.

You awake at dawn and begin your journey again. As you walk out of town, you smell smoke and see a large unattended campfire burning out of control. Soon it will catch a nearby tent and perhaps more. You quickly douse it. The smoke from the embers clouds your eyes. You stop and wait as tears clear your vision once again.

As you move along the narrow avenues of the tent town, it seems as if the languor you saw here when you arrived remains, or is even worse. Indeed, as you pass out of town those same lazy children you saw when arriving now look two weeks worse off. When will their strife end? You are afraid you don't know.

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 role-playing) to each character.

Encounter 2: The Crossroads at Breeze wood

PCs can receive XP from Encounter 2 or Encounter 7b, but not both.

Defeat the Guards at the Checkpoint

- APL2 60 xp
- APL4 90 xp
- APL6 120 xp
- APL8 150 xp
- APL10 180 xp

PCs bypass the Checkpoint battle

All APLs 0 xp.

Encounter 5b: Smoke and Spite

Defeat the flaming creatures

- APL2 45 xp
- APL4 75 xp
- APL6 105 xp
- APL8 135 xp

APL10 165 xp

Encounter 7b: The Lost Patrol

PCs can receive XP from Encounter 2 or Encounter 7b, but not both

Defeat the Giants or Trolls

APL2 60 xp

APL4 90 xp

APL6 120 xp

APL8 150 xp

APL10 180 xp

Encounter 9: Battle and Bruises

Defeat the Infiltrators

APL2 75 xp

APL4 105 xp

APL6 135 xp

APL8 165 xp

APL10 195 xp

Story Awards

Per cart that the PCs successfully delivered to Felton:

APL2 5 xp each

APL4 6 xp each

APL6 7 xp each

APL8 11 xp each

APL10 12 xp each

PCs may receive only one of the following three story rewards:

1. Successfully aided the camp in becoming a town, with a total tally of APL x 2 points:

APL2 30 xp

APL4 50 xp

APL6 60 xp

APL8 80 xp

APL10 100 xp

OR,

2. Moderately successful in helping the camp, with a total tally of APL x 1 point:

APL2 15 xp

APL4 25 xp

APL6 30 xp

APL8 40 xp

APL10 50 xp

OR,

3. Successfully aided Lady Hystander (devoted # of PCs x 2 rounds to Protecting the Library, 4 players = 8 rounds spent Protecting the Library) and were only moderately successful or unsuccessful in town building (total tally of less than APL x 2 points). The judge can use discretion here and award this XP if this was the intention of the PCs as long as no other XP or favors from the other conclusions are awarded.:

APL2 30 xp

APL4 50 xp

APL6 60 xp

APL8 80 xp

APL10 100 xp

Maximum possible experience:

APL2 225 xp

APL4 337 xp

APL6 450 xp

APL8 562 xp

APL10 675 xp

Treasure Summary

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

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

body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 2: The Crossroads at Breezewood

PCs can gain good from encounter 2 or 7b, not both.

APL 2: L: 759 gp; C: 0 gp; M: 0 gp

APL 4: L: 759 gp; C: 0 gp; M: 0 gp

APL 6: L: 830 gp; C: 0 gp; M: 528 gp – wand of fireball (6 charges, 22 gp charge, 132 gp each), wand of invisibility (7 charges, 9 gp charge, 63 gp each), scroll of fly (31 gp each), 2 rings of protection +2 (167 gp each per ring), +1 chain shirt (110 gp each), potion of enlarge person (25 gp each)

APL 8: L: 33 gp; C: 0 gp; M: 2,022 gp – wand of fireball (6 charges, 31 gp charge, 186 gp each), wand of slow (3 charges, 22 gp charge, 66 gp each), scroll of fly (31 gp each), 2 rings of protection +1 (167 gp each per ring), +2 chain shirt (410 gp each), potion of enlarge person (25

gp each), cloak of resistance +1 (100 gp each), headband of intellect +2 (400 gp each), gauntlets of ogre power (400 gp each), +1 Falchion (237 gp each)

APL 10: L: 33 gp; C: 0 gp; M: 3,809 gp – wand of fireball (6 charges, 40 gp charge, 240 gp each), wand of slow (3 charges, 22 gp charge, 66 gp each), scroll of fly (31 gp each), 2 rings of protection +2 (800 gp each per ring), +2 chain shirt (410 gp each), potion of enlarge person (25 gp each), cloak of resistance +2 (400 gp each), headband of intellect +2 (400 gp each), gauntlets of ogre power +2 (400 gp each), +1 Falchion (237 gp each)

Encounter 7b: The Lost Patrol

PCs can gain gold from encounter 2 or 7b, not both.

APL 2: L: 0 gp; C: 0 gp; M: 150 gp – brooch of shielding (150 gp each)

APL 4: L: 0 gp; C: 0 gp; M: 634 gp – 2 brooches of shielding (150 gp each per brooch), 2 rings of protection +1 (167 gp each per ring)

APL 6: L: 0 gp; C: 0 gp; M: 780 gp – brooch of shielding (150 gp each), rings of protection +1 (167 gp each), 2 +1 large morningstars (463 gp each)

APL 8: L: 0 gp; C: 0 gp; M: 1,094 gp – 2 brooches of shielding (150 gp each per brooch), rings of protection +1 (167 gp each per ring), 2 +1 large greatclubs (230 gp each per club)

APL 10: L: 0 gp; C: 0 gp; M: 3,560 gp – 2 brooches of shielding (150 gp each per brooch), rings of protection +2 (800 gp each per ring), +2 large greatclub (415 gp each per club), +2 huge greatclub (830 gp)

Encounter 9: Battle and Bruises

APL 2: L: 79 gp; C: 62 gp; M: 186 gp – Drax's traveling spellbook (170 gp each), 2 potions of cure light wounds (8 gp each per potion)

APL 4: L: 56 gp; C: 62 gp; M: 893 gp – Drax's traveling spellbook (390 gp each), 4 potions of cure light wounds (8 gp each per potion), masterwork club (30 gp each), 3 masterwork long sword (31 gp each per sword), masterwork short sword (31 gp each), +1 chain shirt (125 gp each), +1 buckler (116 gp each), pearl of power 1st lvl (100 gp each)

APL 6: L: 292 gp; C: 62 gp; M: 1,753 gp – Drax's traveling spellbook (390 gp each), 4

potions of cure light wounds (8 gp each per potion), masterwork club (30 gp each), +1 hide armor (120 gp each), +1 hvy wooden shield (116 gp each), +1 longsword (231 gp each), 2 masterwork long sword (31 gp each per sword), masterwork short sword (31 gp each), +1 chain shirt (125 gp each), +1 buckler (116 gp each), pearl of power 1st lvl (100 gp each), pearl of power 2nd lvl (400 gp each)

APL 8: L: 25 gp; C: 62 gp; M: 3,874 gp – Drax's traveling spellbook (620 gp each), 3 potions of cure light wounds (8 gp each), 3 potions of cure moderate wounds (15 gp each per potion), masterwork club (30 gp each), +1 hide armor (120 gp each), +1 hvy wooden shield (116 gp each), +1 longsword (231 gp each), 2 masterwork long sword (31 gp each per sword), +1 short sword (230 gp each), +1 chain shirt (125 gp each), +1 buckler (116 gp each), pearl of power 1st lvl (100 gp each), pearl of power 2nd lvl (400 gp each), ring of counter spells (400 gp each), headband of intellect +2 (400 gp each), 3 masterwork manacles (31 gp each), 2 +1 full plate (235 gp each per armor), 2 + 1 hvy steel shield (117 gp each per shield), 2 masterwork saps (30 gp each per sap)

APL 10: L: 25 gp; C: 62 gp; M: 6,840 gp – Drax's traveling spellbook (620 gp each), 3 potions of cure light wounds (8 gp each), 3 potions of cure moderate wounds (15 gp each per potion), masterwork club (30 gp each), +1 hide armor (120 gp each), +1 hvy wooden shield (116 gp each), +1 longsword (231 gp each), +1 short sword (230 gp each), +1 chain shirt (125 gp each), +1 buckler (116 gp each), pearl of power 1st lvl (100 gp each), pearl of power 2nd lvl (400 gp each), 2 rings of counter spells (400 gp each per ring), headband of intellect +2 (400 gp each), 3 masterwork manacles (31 gp each), 2 +1 full plate (235 gp each per armor), 2 + 1 hvy steel shield (117 gp each per shield), 2 masterwork saps (30 gp each per sap), 3 +1 merciful longsword (832 gp each), cloak of resistance +1 (100 gp each), +2 periapt of wisdom (400 gp each)

Total Possible Treasure

APL 2: L: 838 gp; C: 79 gp; M: 212 gp - Total: 1129 gp; Maximum for APL: 225 gp

APL 4: L: 815 gp; C: 62 gp; M: 1527 gp - Total: 2404 gp; Maximum for APL: 325 gp

APL 6: L: 1122 gp; C: 62 gp; M: 3061 gp - Total: 4245 gp; Maximum for APL: 450 gp

APL 8: L: 58 gp; C: 62 gp; M: 6990 gp - Total: 7110 gp; Maximum for APL: 650 gp

APL 10: L: 58 gp; C: 62 gp; M: 180 gp - Total: 14209 gp; Maximum for APL: 1150 gp

Special

All TU and gold costs are in addition to any TU and gold costs the PC have used during this mod.

Favor of the Town of Felton: You have helped turn the refugee camp into a town by assisting with food, water, and tending to the sick. A PC Loyal to King Lynwerd may purchase land and have a modest home built in Felton. The PC needs only be 2nd level at the beginning of this adventure but still must meet all the other requirements of Nyron Property Owners meta-org. The PC must spend 4 TUs helping the town and pay 750 gp (on this AR). The PC then must pay the normal Modest Property upkeep in subsequent years. This favor must be used on this AR, or upon first reaching 4th level, or it is considered void.

Recommendation of Father Rathburn: You have worked feverishly, risked disease and sacrificed spells for the good of the town of Felton. In exchange for this effort, Father Rathburn has directed his Bishop (or, via the Bishop, the leader of the Nyron Religious meta-org to which you belong) to extend a special thanks to you. You may use this favor in only one of the two ways.

- A PC who is a Tier 1 member of the Nyron Church of Pelor may advance immediately to Tier 2 by spending 2 TUs and no gp, regardless of ranks in Knowledge (religion), but all other requirements must be met. Further progression in the church will still be subject to normal requirements.
- A PC who is a Tier 1 member of a Nyron Church other than Pelor may advance immediately to Tier 2 by spending 2 TUs and no gp, regardless of ranks in Knowledge (religion), as you have been tasked with working as a liaison between your church and the church of Pelor. Further progression in the church will still be subject to normal requirements.

Cross this favor off completely once either option is used. In either case the PC will need to pay the proper amount of TUs and gp in any additional years they choose to maintain their meta-org

membership. This is a one-time use favor that expires one year from the date you played this mod.

Recommendation of Lady Hystander: You have chosen to specifically aid the Lady Hystander during the camp town building. Lady Hystander is a well-known Alumnus of Rel Mord University and a Nyronde noble. A PC Loyal to Lynwerd who has an Intelligence score of 9 or higher, who is literate in common, and who meets all other requirements of the Rel Mord University meta-org, may become a member for 1 TU and no gp. Annual costs in additional years must still be paid as normal. Further progression at the University will still be subject to normal requirements. Cross this favor off completely once used. This is a one-time use favor that expires one year from the date you played this mod.

Items for the Adventure Record

Item Access

All APLs:

- None

Appendix One – APL 2

Encounter Two

Imperial Soldiers (6): Human War2; CR 1 Medium Humanoid; HD 2d8+4; hp 17; Init +2; Spd 20 ft. ; AC 17 (+5 armor, +2 Dex), touch 12, flat-footed 15; Base Atk +2, Grp +4; Atk +5 melee (1d10+3, masterwork heavy flail) or +5 ranged (1d8+2, masterwork composite longbow mighty +2); Space/Reach: 5ft./5ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +3, Ride +7, Sense Motive +3, Spot +5; Alertness, Mounted Combat.

Possessions: Masterwork Heavy Flail, Masterwork composite longbow (mighty +2), 20 Arrows, Chainmail, Heavy Horse.

Note: Mounted soldiers have a move of 40 ft.

Encounter Six

Drax, Male Human [Suel] Wizard 3, Medium Humanoid; CR 3; HD 3d4+6; hp 16; Init +5; Spd 30 ft/x4; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk/Grapple +1/+0; Full Atk +0 One-handed (1d4-1, Dagger), -2 Thrown (1d4-1, Dart(Thrown)); AL LN; SV Fort +3, Ref +2, Will +3; Str 8, Dex 12, Con 14, Int 18, Wis 10, Cha 8;

Skills and Feats: Concentration +8, Knowledge (arcana) +10, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (nobility) +7, Knowledge (Nyrond Metaregion) +10, Knowledge (Core) +7, Knowledge (Sheldomar Valley) +7, Knowledge (luz) +7, Spellcraft +12, Improved Initiative, Empower Spell, Nonlethal Substitution, Scribe Scroll.

Spells Prepared (5/3/2; base DC = 14 + spell level): 0—[*detect magic*, *daze* x2, *mage hand*, *prestidigitation*]; 1st—[~~*mage armor*~~, *magic missile* x2], 2nd—[~~*nonlethal burning hands*~~, *glitterdust*].

Equipment: ~~Scroll of Shield~~, ~~Scroll of False Life~~, dagger, 5 darts, backpack, traveling spell book, 25 gp.

Power-up: hp 24 (8 temp hp); AC 19 (+1 dex, +4 armor, +4 shield), touch 11, flat-footed

10; Base. Spells up: *mage armor*, *shield*, *false life*.

Midnight (Wizard Familiar), Tiny Magical Beast, CR1, HD 3d4, hp 8, Init +2, Spd 10ft., fly 40 ft avg.; AC 16 (+2 size, +2 for dex, +2 natural armor); BAB/Grapple +1/-12; Attack claw +5 (1d2-5), AL N, SQ: Improved Evasion, Speaks Suel; SV Fort +2, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 5;

Skills and Feats: Balance +2, Hide +2, Listen +5, Sense Motive +2, Spellcraft +4, Spot +7.

Spine, Female Human [Suel] Druid 2, Medium Humanoid; CR 2; HD 2d8+4; hp 17; Init +0; Spd 30 ft/x4; AC 14 (+2 armor, +2 shield), touch 10, flat-footed 14; Base Atk/Grapple +1/+1; Full Atk +1 One-handed (1d6, Club), -3 One-handed (1d6, Sap), +1 Two-handed (1d4, Sling); AL LN; SV Fort +5, Ref +0, Will +6; Str 10, Dex 10, Con 14, Int 12, Wis 16, Cha 8;

Skills and Feats: Concentration +7, Handle Animal +4, Heal +6, Knowledge (nature) +5, Listen +6, Speak Language +1, Spellcraft +6, Spot +8, Combat Casting, Extend Spell

Spells Prepared (4/3; base DC = 13 + spell level): 0—[*cure minor wounds*, *detect magic*, *flare*]; 1st—[*entangle*, ~~*shillelagh*~~, *produce flame*].

Equipment: Club, Sap, Sling, 20 Stones, Leather Armor, Heavy Wooden Shield, Potion of Cure Light Wounds, 10gp.

Power Up: Full Atk +2 One-handed (1d10+1, Club); Full Atk +2 One-handed (1d10+1, Club).

Chomper (Druid Animal Companion), Wolf, Medium Animal, CR1; HD 2d8+4 (13 hp); Init +2; Spd. 50 ft. (10 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grapple +1/+2; Attack: Bite +3 melee (1d6+1); Full Attack: Bite +3 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA: Trip; SQ: Low-light vision, scent; 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)

Bastion, Male Human Fighter 1, Medium Humanoid; CR 1; HD 1d10+2; hp 12; Init +2; Spd 30 ft/x4; AC 17 (+4 armor, +1 shield, +2

dex), touch 12, flat-footed 15; Base Atk/Grapple +1/+3; Full Atk +4 One-handed (1d8+2, Longsword), +3 One-handed (1d6+2, Sap), +3 Two-handed (1d8;20/x3, Longbow), +3 One-handed (1d6+2, Short Sword); AL LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 14, Int 8, Wis 12, Cha 10;

Skills and Feats: Ride +6, Gather Information +3, Quick Draw, Skill Focus (gather information), Weapon Focus (longsword)

Equipment: Longsword, Short Sword, Sap, Longbow, 50 Arrows, Chain Shirt, Buckler, Potion Cure Light Wounds, Manacles, Rope, 25gp.

Sewarndt Regular (2), Male Human Warrior 1, Medium Humanoid; CR 1/2;HD 1d8+2; hp 10; Init +1; Spd 20 ft/x4; AC 18 (+5 armor, +2 shield, +1 dex), touch 11, flat-footed 17; Base Atk/Grapple +1/+4; Full Atk +5 One-handed (1d8+3, Longsword), +2 Two-handed (1d8;20/x3, Longbow), +4 One-handed (1d6+3, Short Sword), +4 One-handed (1d6+3, Sap); AL LE; SV Fort +4, Ref +1, Will +1; Str 16, Dex 12, Con 15, Int 8, Wis 8, Cha 8;

Skills and Feats: Handle Animal +1, Intimidate +1, Ride +5, Iron Will, Weapon Focus (longsword)

Equipment: Longsword, Short Sword, Longbow, 50 Arrows, Sap, Chainmail, Heavy Steel Shield, 10 sp.

Appendix Two – APL 4

Encounter Two

Imperial Soldiers (6): Human War2; CR 1 Medium Humanoid; HD 2d8+4; hp 17; Init +2; Spd 20 ft. ; AC 17 (+5 armor, +2 Dex), touch 12, flat-footed 15; Base Atk +2, Grp +4; Atk +5 melee (1d10+3, masterwork heavy flail) or +5 ranged (1d8+2, masterwork composite longbow mighty +2); Space/Reach: 5ft./5ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +3, Ride +7, Sense Motive +3, Spot +5; Alertness, Mounted Combat.

Possessions: Masterwork Heavy Flail, Masterwork composite longbow (mighty +2), 20 Arrows, Chainmail, Heavy Horse.

Note: Mounted soldiers have a move of 40 ft.

Encounter Six

Drax, Male Human [Suel] Wizard 5, Medium Humanoid; CR 5; HD 5d4+10; hp 26; Init +5; Spd 30 ft/x4; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk/Grapple +2/+1; Full Atk +1 One-handed (1d4-1, Dagger), -1 Thrown (1d4-1, Dart(Thrown)); AL LN; SV Fort +3, Ref +2, Will +4; Str 8, Dex 12, Con 14, Int 19, Wis 10, Cha ;

Skills and Feats: Concentration +8, Knowledge (arcana) +12, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (nobility) +9, Knowledge (the planes) +8, Knowledge (Nyrond) +10, Knowledge (Core) +7, Knowledge (Sheldomar Valley) +7, Knowledge (luz) +7, Spellcraft +14, Improved Initiative, Extend Spell, Nonlethal Substitution, Craft Wondrous Item, Scribe Scroll.

Spells Prepared (5/4/3/2; base DC = 14 + spell level): 0—[*detect magic, daze x2, mage hand, prestidigitation*]; 1st—[~~mage armor~~, *magic missile x 2, ray of enfeeblement*], 2nd—[*nonlethal burning hands, glitterdust, nonlethal lesser orb of fire*], 3rd—[*nonlethal scorching ray, heroism*].

Equipment: ~~Scroll of Shield, Scroll of False Life, Pearl of Power 1st level~~, dagger, 5 darts, backpack, spell book, 25 gp.

Power-up: hp 34 (8 temp hp); AC 19 (+1 dex, +4 armor, +4 shield), touch 11, flat-footed 10; Base. Spells up: *mage armor, shield, false life*.

Midnight (Wizard Familiar), Tiny Magical Beast, CR1, HD 3d4, hp 17, Init +2, Spd 10ft., fly 40 ft avg.; AC 17 (+2 size, +2 for dex, +3 natural armor); BAB/Grapple +2/-11; Attack claw +6 (1d2-5), AL N, SQ: Improved Evasion, Speaks Suel; SV Fort +2, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 5;

Skills and Feats: Balance +2, Hide +2, Listen +5, Sense Motive +2, Spellcraft +7, Spot +7.

Power-up: AC 21 (+2 size, +4 armor, +2 for dex, +3 natural armor); Spells-up: *mage armor*.

Spine, Female Human [Suel] Druid 4, Medium Humanoid; CR 4; HD 4d8+8; hp 31; Init +4; Spd 20 ft/x4; AC 15 (+3 armor, +2 shield), touch 10, flat-footed 15; Base Atk/Grapple +3/+3; Full Atk +4 One-handed (1d6, Masterwork club), -1 One-handed (1d6, Sap), +3 Two-handed (1d4, Sling); AL LN; SV Fort +6, Ref +1, Will +7; Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 8; Skills and Feats: Concentration +9, Handle Animal +6, Heal +8, Knowledge (nature) +5, Listen +8, Speak Language +1, Spellcraft +8, Spot +10, Combat Casting, Improved Initiative, Extend Spell

Spells Prepared (5/4/3; base DC = 13 + spell level): 0—[*cure minor wounds x2, detect magic, flare x2*]; 1st—[*entangle, shillelagh, produce flame, sandblast*]; 2nd—[~~barkskin (+2), brambles (+4 dam)~~, *creeping cold*].

Equipment: Masterwork Club, Sap, Sling, 20 Stones, Hide Armor, Heavy Wooden Shield, Potion of Cure Light Wounds, 10gp.

Power-up (first 4 rounds): AC 17 (+3 armor, +2 shield, +2 natural armor); Full Atk +5 One-handed (1d10+4, Shillelagh with Brambles)

Chomper (Druid Animal Companion), Wolf, Medium Animal, CR2; HD 4d8+8 (28 hp); Init +2; Spd. 50 ft. (10 squares); AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 12; BAB/Grapple +3/+5; Attack: Bite +6 melee (1d6+2); Full Attack: Bite +6 melee (1d6+2); Space/Reach 5 ft./5 ft.; SA: Trip; SQ: Evasion, Low-light vision,

scent; SV Fort +6, Ref +6, Will +2; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Wounds, Tanglefoot Bag, 10 sp.

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

Power-up: AC 16 (+2 Dex, +6 natural); Spells Active: *barkskin* (+2).

Bastion, Male Human [Suel] Fighter 4, Medium Humanoid; CR 4; HD 4d10+8; hp 36; Init +2; Spd 30 ft/x4; AC 19 (+5 armor, +2 shield, +2 dex), touch 12, flat-footed 17; Base Atk/Grapple +4/+7; Full Atk +7 Two-Weapon (primary) (1d8+5, Masterwork longsword), +3 Two-Weapon (secondary) (1d6+1, Masterwork short sword), +8 One-handed (1d8+5, Longsword), +7 One-handed (1d6+3, Sap), +6 Two-handed (1d8;20/x3, Longbow); AL LN; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10;

Skills and Feats: Handle Animal +8, Ride +8, Speak Language +1, Quick Draw, Skill Focus (gather information), Weapon Focus (longsword, short sword), Weapon Specialization (longsword), Two Weapon Fighting

Equipment: Masterwork Longsword, Masterwork Short Sword, Sap, Longbow, 50 Arrows, +1 Chain Shirt, +1 Buckler, Potion Cure Light Wounds, Manacles x 3, Rope, 25 gp.

Power-up: Full Atk +9 Two-Weapon (primary) (1d8+5, Masterwork longsword), +5 Two-Weapon (secondary) (1d6+1, Masterwork short sword), +10 One-handed (1d8+5, Longsword), +9 One-handed (1d6+3, Sap; SV Fort +8, Ref +5, Will +4; Spells up: *heroism*.

Sewardt Regular (2), Male Human Warrior 2, Medium Humanoid; CR 2; HD 2d8+4; hp 16; Init +1; Spd 20 ft/x4; AC 18 (+5 armor, +2 shield, +1 dex), touch 11, flat-footed 17; Base Atk/Grapple +2/+5; Full Atk +7 One-handed (1d8+3, Masterwork longsword), +3 Two-handed (1d8;20/x3, Longbow), +5 One-handed (1d6+3, Short Sword), +5 One-handed (1d6+3, Sap); AL LE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 15, Int 8, Wis 8, Cha 8;

Skills and Feats: Handle Animal +2, Intimidate +1, Ride +6, Iron Will, Weapon Focus (longsword)

Equipment: Masterwork Longsword, Short Sword, Longbow, 50 Arrows, Sap, Chainmail, Heavy Steel Shield, Potion of Cure Light

Appendix Three – APL 6

Encounter Two

Imperial Soldiers (6): Human War2; CR 1 Medium Humanoid; HD 2d8+4; hp 17; Init +2; Spd 20 ft. ; AC 17 (+5 armor, +2 Dex), touch 12, flat-footed 15; Base Atk +2, Grp +4; Atk +5 melee (1d10+3, masterwork heavy flail) or +5 ranged (1d8+2, masterwork composite longbow mighty +2); Space/Reach: 5ft./5ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +3, Ride +7, Sense Motive +3, Spot +5; Alertness, Mounted Combat.

Possessions: Masterwork Heavy Flail, Masterwork composite longbow (mighty +2), 20 Arrows, Chainmail, Heavy Horse.

Note: Mounted soldiers have a move of 40 ft.

Imperial Special Force Wizard: Human Wiz6; CR 6; Medium Humanoid; HD 6d4+15; hp 33; Init +6; AC 13 (+2 dex, +1 deflection), touch 13, flat-footed 11; Base atk +3, Grapple +2; Full Atk +2 melee (1d6-1, club) or +6 ranged (1d8, masterwork light crossbow); SQ Summon Familiar (toad); AL LE; SV Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 14, Int 17, Wis 12, Cha 10.

Skills and Feats: Concentration +14, Knowledge (arcane) +12, Knowledge (local) +12, Listen +7, Spellcraft +14, Spot +7. Improved Initiative, Point Blank Shot, Precise shot, Skill Focus (concentration), Craft Wand

Spells Prepared (4/4/4/3; Save DC 13+ Spell level): 0 – Acid splash, Detect magic, Ray of Frost; 1st – ~~Mage Armor~~, Lesser Cold Orb, Magic Missile, Shield; 2nd – ~~False Life~~, Invisibility, Swift Fly, Blindness; 3rd – Resonating Bolt, Fireball, Haste

Possessions: Masterwork Light Crossbow, ring of protection +1, scroll of *fly*, wand of *fireball* (cl 5, 6 charges), wand of *Invisibility* (cl 3, 7 charges)

Power-up: hp 46, AC 17 (+4 armor, +2 dex, +1 deflection), touch 13, flat-footed 15

Imperial Special Force Brute: Male Half-Fiend Orc Bbn4; CR 5; Medium Outsider (augmented

humanoid, native, orc); HD 4d12+16; hp 52; Init +4; Spd 40 ft, fly 30 ft. (avg); AC 21 (+5 armor, +4 dex, +1 natural, +1 deflection), touch 15, flat-footed 21; Base Atk +4, Grapple +11; Attack +12 melee (2d4+10/18-20, masterwork falchion); SQ: Darkvision 60ft, immunity to poison, resistance to acid 10, cold 10, electricity 10, fire 10, damage reduction 5/magic, SR 14, Uncanny dodge; AL NE; SV Fort +8, Ref +5, Will +0; Str 24, Dex 18, Con 18, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +7, Jump +17, Listen +6, Spot +2; Combat Reflexes, Power Attack.

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal +4 damage against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate 1/day; Caster Level 4

Possessions: Masterwork falchion, +1 Chain shirt, Ring of protection +1, Potion of *enlarge*

Power-up (raging): hp 60; AC 19; Atk +14 melee (2d4+13/18-20); SV Fort +10, Ref +5, Will +2; Str 28, Con 22

Power-up (rage and enlarge): hp 60; AC 17; Atk +14 melee (2d6+15/18-20); SV Fort +10, Ref +4, Will +2; Str 30, Dex 16, Con 22

Encounter 3C

Conflagration Ooze, Large Ooze [Fire], CR7, HD 7d10+28 (66 hp), Init +4, MV: 30 ft. (6 squares), climb 10 ft., AC: 20 (-1 size, +11 natural), touch 9, flat-footed 20, BAB/Grapple +5/+15, Attack: Slam +11 (2d6+6 plus 1d6 fire), Full Attack 2 slams +11 (2d6+6 plus 1d6 fire), Face/ Reach 10 ft./10 ft., SA: Fire in the blood, improved grab, spell-like abilities, SQ: Blindsight 60 ft, damage reduction 5/bludgeoning, immunity to fire, ooze traits, vulnerability to cold, SV Fort +6, Ref +4, Will +3, Str 23, Dex 10, Con 18, Int 9, Wis 12, Cha 13

Skills and Feats: Climb +10, Hide +8, Listen +3, Move Silently +8, Ability Focus (fire in the blood), Improved Initiative, Lightning reflexes, Weapon Focus (slam)

Spell-Like Abilities: 1/day – *confusion* (DC 15), *deep slumber* (DC 14), *hold monster* (DC 16). Caster level 10th.

Fire in the Blood (Su): Any creature grappled or pinned by the ooze mist make a successful DC 19 Fortitude save as the fiery toxin seeps through the victim's skin and into its blood.

Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature. Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood into liquid flame. The creature takes 1d4 points of Constitution damage and 2d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterwards, it must make another DC 19 Fortitude save to reduce or avoid the same effects.

Improved grab (Ex): To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Encounter Six

Drax, Male Human [Suel] Wizard 7, Medium Humanoid; CR 7; HD 7d4+14; hp 36; Init +5; Spd 30 ft/x4; AC 13 (+2 shield, +1 dex), touch 11, flat-footed 12; Base Atk/Grapple +3/+2; Full Atk +2 One-handed (1d4-1, Dagger), +0 Thrown (1d4-1, Dart(Thrown)); AL LN; SV Fort +4, Ref +3, Will +5; Str 8, Dex 12, Con 14, Int 19, Wis 10, Cha 8;

Skills and Feats: Concentration +12, Knowledge (arcana) +14, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (nobility) +12, Knowledge (the planes) +8, Knowledge (Nyrond Metaregion) +13, Knowledge (Core) +7, Knowledge (Sheldomar Valley) +7, Knowledge (luz) +7, Spellcraft +16, Improved Initiative, Extend Spell, Nonlethal Substitution, Sudden Maximize, Scribe Scroll, Craft Wondrous Item.

Spells Prepared (5/5/4/3/2; base DC = 14 + spell level): 0—[*detect magic*, *daze* x2, *mage hand*, *prestidigitation*]; 1st—[~~*mage armor*~~, *lesser cold orb*, *magic missile*, *ray of enfeeblement*, *burning hands*], 2nd—[*nonlethal burning hands*, *glitterdust*, ~~*false life*~~, ~~*blur*~~], 3rd—[*nonlethal scorching ray*, ~~*heroism*~~, ~~*greater magic weapon*~~(+2)]; 4th—[*evard's black tentacles*, *nonlethal fireball*].

Equipment: Scroll of Shield (3rd level caster), Pearl of Power 1st level, Pearl of Power 2nd level, dagger, 5 darts, backpack, spell book, 25 gp.

Power-up: hp 48 (12 temp hp); AC 19 (+1 dex, +4 armor, +4 shield), touch 11, flat-footed 10; SQ: concealment 20%. Spells up: *mage armor*, *shield*, *false life*, *blur*.

Midnight (Wizard Familiar), Tiny Magical Beast, CR1, HD 7d4, hp 18, Init +2, Spd 10ft., fly 40 ft avg.; AC 17 (+2 size, +2 for dex, +3 natural armor); BAB/Grapple +2/-11; Attack claw +6 (1d2-5), AL N, SQ: Improved Evasion, Speaks Suel; SV Fort +2, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 5;

Skills and Feats: Balance +2, Hide +2, Listen +5, Sense Motive +2, Spellcraft +7, Spot +7.

Power-up: hp 30 (12 temp hp), AC 21 (+2 size, +4 armor, +2 for dex, +3 natural armor); Spells-up: *mage armor*, *false life*.

Spine, Female Human Druid 6, Medium Humanoid; CR 6; HD 6d8+12; hp 45; Init +4; Spd 20 ft/x4; AC 17 (+4 armor, +3 shield), touch 10, flat-footed 17; Base Atk/Grapple +4/+4; Full Atk +5 One-handed (1d6, Masterwork club), +0 One-handed (1d6, Sap), +4 Two-handed (1d4, Sling); AL LN; SV Fort +7, Ref +2, Will +8; Str 10(+0), Dex 10(+0), Con 14(+2), Int 12(+1), Wis 17(+3), Cha 8(-1);

Skills and Feats: Concentration +11, Handle Animal +8, Heal +10, Knowledge (nature) +5, Listen +10, Speak Language +1, Spellcraft +10, Spot +12, Combat Casting (+15), Improved Initiative, Natural Spell, Extend Spell

Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0—[*cure minor wounds* x2, *detect magic*, *flare* x2]; 1st—[*entangle*, ~~*shillelagh*~~, *produce flame*, *sandblast* x2]; 2nd—[~~*barkskin*~~ (+3) x3, *creeping cold*]; 3rd—[*cure moderate wounds*, ~~*Protection from Energy (fire)*~~, *extended creeping cold*].

Equipment: Masterwork Club, Sap, Sling, 20 Stones, +1 Hide Armor, +1 Heavy Wooden Shield, Potion of Cure Light Wounds, 10gp.

Power-up: AC 20 (+4 armor, +3 shield, +3 natural armor); Full Atk +6 One-handed (1d10+1, Club).

Chomper (Druid Animal Companion), Wolf, Medium Animal, CR3; HD 6d8+12 (42 hp); Init +2; Spd. 50 ft. (10 squares); AC 18 (+2 Dex, +6 natural), touch 12, flat-footed 12; BAB/Grapple +4/+7; Attack: Bite +8 melee (1d6+3); Full Attack: Bite +8 melee (1d6+3); Space/Reach 5 ft./5 ft.; SA: Trip; SQ: Evasion, Low-light vision, scent; SV Fort +7, Ref +7, Will +3; Str 16, 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)

Power-up: AC 21 (+2 Dex, +9 natural); Spells Active: *barkskin* (+3).

Bastion, Male Human Fighter 4/Ranger 2, Medium Humanoid; CR 6; HD 2d8+4d10+12; hp 50; Init +2; Spd 30 ft/x4; AC 19 (+5 armor, +2 shield, +2 dex), touch 12, flat-footed 17; Base Atk/Grapple +6/+9; Full Atk +9/+4 Two-Weapon (primary) (1d8+6, +1 Longsword), +9 Two-Weapon (secondary) (1d6+3, Masterwork short sword), +10/+5 One-handed (1d8+5, Longsword), +9/+4 One-handed (1d6+3, Sap), +8/+3 Two-handed (1d8;20/x3, Longbow); AL LN; SV Fort +9, Ref +6, Will +2; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10;

Skills and Feats: Gather Information +8, Ride +6, Search +4, Speak Language +1, Survival +6, Quick Draw, Skill Focus (gather information), Weapon Focus (longsword, short sword), Weapon Specialization (longsword, short sword), Improved Buckler Defense, Track, Two Weapon Fighting

Equipment: +1 Longsword, Masterwork Short Sword, Sap, Longbow, 50 Arrows, +1 Chain Shirt, +1 Buckler, Potion Cure Light Wounds, Manacles x 3, Rope, 25 gp.

Power-up: AC 22 (+5 armor, +2 shield, +2 dex, +3 natural armor); Full Atk +12/+7 Two-Weapon (primary) (1d8+6, +2 Longsword), +9 Two-Weapon (secondary) (1d6+3, Masterwork short sword), +13/+8 One-handed (1d8+6, +2 Longsword), +11/+6 One-handed (1d6+3, Sap), SV Fort +11, Ref +8, Will +4; Spells up: *Barkskin*, *Heroism*, *Greater Magic Weapon*.

Sewardt Regular (2), Male Human Warrior 3, Medium Humanoid; CR 3; HD 3d8+6; hp 24; Init +1; Spd 20 ft/x3; AC 21 (+8 armor, +2 shield, +1 dex), touch 11, flat-footed 20; Base Atk/Grapple +3/+6; Full Atk +8 One-handed (1d8+3, Masterwork longsword), +4 Two-handed (1d8;20/x3, Longbow), +6 One-handed (1d6+3, Short Sword), +7 One-handed (1d6+3, Masterwork sap); AL LE; SV Fort +5, Ref +2, Will +2; Str 16, Dex 12, Con 15, Int 8, Wis 8, Cha 8;

Skills and Feats: Handle Animal +3, Intimidate +1, Ride +7, Iron Will, Power Attack, Weapon Focus (longsword)

Equipment: Masterwork Longsword, Short Sword, Longbow, 50 Arrows, Masterwork Sap, Full Plate, Heavy Steel Shield, Potion of Cure Light Wounds, Tanglefoot Bag, 10sp.

Appendix Four – APL 8

Encounter Two

Imperial Soldiers (6): Human War2; CR 1 Medium Humanoid; HD 2d8+4; hp 17; Init +2; Spd 20 ft. ; AC 17 (+5 armor, +2 Dex), touch 12, flat-footed 15; Base Atk +2, Grp +4; Atk +5 melee (1d10+3, masterwork heavy flail) or +5 ranged (1d8+2, masterwork composite longbow mighty +2); Space/Reach: 5ft./5ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +3, Ride +7, Sense Motive +3, Spot +5; Alertness, Mounted Combat.

Possessions: Masterwork Heavy Flail, Masterwork composite longbow (mighty +2), 20 Arrows, Chainmail, Heavy Horse.

Note: At this APL, the warriors are not figured in the EL as they will flee on the first round.

Imperial Special Force Wizard: Human Wiz8; CR 8; Medium Humanoid; HD 8d4+19; hp 43; Init +6; AC 13 (+2 dex, +1 deflection), touch 13, flat-footed 11; Base atk +4, Grapple +3; Full Atk +3 melee (1d6-1, club) or +7 ranged (1d8, masterwork light crossbow); SQ Summon Familiar (toad); AL LE; SV Fort +5, Ref +5, Will +8; Str 8, Dex 14, Con 14, Int 20, Wis 12, Cha 10.

Skills and Feats: Concentration +16, Knowledge (arcane) +14, Knowledge (local) +14, Listen +8, Spellcraft +16, Spot +8. Improved Initiative, Point Blank Shot, Precise shot, Craft Wand

Spells Prepared (4/6/4/4/3; Save DC 15+ Spell level): 0 – Acid splash, Detect magic, Ray of Frost; 1st – Lesser Cold Orb, Magic Missile, Reduce Person, Shield; 2nd – ~~False Life~~, Flaming Sphere, Swift Fly, Blindness; 3rd – Resonating Bolt, Fireball, Haste, ~~Greater Mage Armor~~; 4th – Greater Invisibility, Dimension Door, Wall of Fire

Possessions: Masterwork Light Crossbow, Ring of protection +1, Cloak of resistance +1, Headband of Intellect +2, scroll of *fly*, wand of *fireball* (cl 7, 6 charges), wand of *slow* (cl 5, 3 charges)

Power-up: hp 68, AC 19 (+6 armor, +2 dex, +1 deflection), touch 13, flat-footed 17

Imperial Special Force Brute: Male Half-Fiend Orc Bbn6; CR 8; Medium Outsider (augmented humanoid, native, orc); HD 6d12+24; hp 74; Init +4; Spd 40 ft, fly 30 ft. (avg); AC 22 (+6 armor, +4 dex, +1 natural, +1 deflection), touch 15, flat-footed 21; Base Atk +6, Grapple +13; Full Attack +16/+11 melee (2d4+13/18-20, +1 falchion); SQ: Darkvision 60ft, immunity to poison, resistance to acid 10, cold 10, electricity 10, fire 10, damage reduction 5/magic, SR 16, Uncanny dodge, Improved uncanny dodge; AL NE; SV Fort +9, Ref +6, Will +1; Str 26, Dex 18, Con 18, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +7, Jump +20, Listen +8, Spot +3; Combat Reflexes, Power Attack, Weapon Focus (falchion).

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal +6 damage against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate 1/day, Unholy blight 1/day; Caster Level 6

Possessions: +1 Falchion, +2 Chain shirt, Ring of protection +1, Gauntlets of Ogre Power +2, Potion of *enlarge*

Power-up (raging): hp 94; AC 20; Atk +18/+13 melee (2d4+15/18-20); SV Fort +11, Ref +6, Will +3; Str 30, Con 22

Power-up (rage and enlarge): hp 94; AC 18; Atk +18/+13 melee (2d6+16/18-20); SV Fort +11, Ref +5, Will +3; Str 32, Dex 16, Con 22

Encounter 3C

Advanced Conflagration Ooze, Huge Ooze [Fire], CR9, HD 15d10+90 (172 hp), Init +4, MV: 30 ft. (6 squares), climb 10 ft., AC: 22 (-2 size, +14 natural), touch 8, flat-footed 22, BAB/Grapple +8/+26, Attack: Slam +19 (3d6+10 plus 1d6 fire), Full Attack 2 slams +19 (3d6+10 plus 1d6 fire), Face/ Reach 15 ft./10 ft., SA: Fire in the blood, improved grab, spell-like abilities, SQ: Blindsight 60 ft, damage reduction

5/bludgeoning, immunity to fire, ooze traits, vulnerability to cold, SV Fort +11, Ref +7, Will +8, Str 31, Dex 10, Con 22, Int 9, Wis 12, Cha 13

Skills and Feats: Climb +14, Hide +8, Listen +3, Move Silently +8, Ability Focus (fire in the blood), Improved Initiative, Lightning reflexes, Iron Will, Power Attack, Weapon Focus (slam)

Spell-Like Abilities: 1/day – *confusion* (DC 15), *deep slumber* (DC 14), *hold monster* (DC 16). Caster level 10th.

Fire in the Blood (Su): Any creature grappled or pinned by the ooze mist make a successful DC 19 Fortitude save as the fiery toxin seeps through the victim's skin and into its blood.

Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature. Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood into liquid flame. The creature takes 1d4 points of Constitution damage and 2d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterwards, it must make another DC 19 Fortitude save to reduce or avoid the same effects.

Improved grab (Ex): To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Encounter Six

Drax, Male Human [Suel] Wizard 9, Medium Humanoid; CR 9; HD 9d4+18; hp 46; Init +5; Spd 30 ft/x4; AC 13 (+2 shield, +1 dex), touch 11, flat-footed 12; Base Atk/Grapple +4/+3; Full Atk +3 One-handed (1d4-1, Dagger), +1 Thrown (1d4-1, Dart(Thrown)); AL LN; SV Fort +5, Ref +4, Will +6; Str 8, Dex 12, Con 14, Int 22, Wis 10, Cha 8;

Skills and Feats: Concentration +14, Knowledge (arcana) +18, Knowledge (arch & eng) +12, Knowledge (geography) +11,

Knowledge (history) +11, Knowledge (nobility) +14, Knowledge (the planes) +10, Knowledge (Nyronid Metaregion) +17, Knowledge (Core) +9, Knowledge (Sheldomar Valley) +9, Knowledge (Iuz) +9, Spellcraft +20, Improved Initiative, Extend Spell, Nonlethal Substitution, Sudden Empower, Sudden Maximize, Craft Wondrous Item, Scribe Scroll.

Spells Prepared (5/6/6/4/3/2; base DC = 16 + spell level): 0—[*detect magic*, *daze* x2, *mage hand*, *prestidigitation*]; 1st—[~~*mage armor*~~, *lesser cold orb* x2, *magic missile* x2, *ray of enfeeblement*], 2nd—[*nonlethal burning hands* x2, ~~*see invisible*~~, *glitterdust*, ~~*false life*~~, *blur*], 3rd—[*nonlethal scorching ray*, *haste*, ~~*heroism*~~, ~~*greater magic weapon*~~(+2)]; 4th—[*evard's black tentacles*, *nonlethal fireball*, *greater invisibility*]; 5th—[*wall of force*, *nonlethal orb of fire*].

Equipment: Scroll of Shield (3rd level caster), Pearl of Power 1st level, Pearl of Power 2nd level, Ring of Counter Spells (Dispel Magic), Headband of Intellect +2, dagger, 5 darts, backpack, traveling spell book, 25 gp.

Power-up: hp 60 (14 temp hp); AC 19 (+1 dex, +4 armor, +4 shield), touch 11, flat-footed 10; SQ: concealment 20%, freedom of movement, see invisible. Spells up: *mage armor*, *shield*, *false life*, *blur*, *see invisible*, *freedom of movement*.

Midnight (Wizard Familiar), Tiny Magical Beast, CR4, HD 9d4, hp 23, Init +2, Spd 10ft., fly 40 ft avg.; AC 19 (+2 size, +2 for dex, +5 natural armor); BAB/Grapple +4/-9; Attack claw +8 (1d2-5), AL N, SQ: Improved Evasion, Speaks Suel; SV Fort +3, Ref +5, Will +8; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 5;

Skills and Feats: Balance +2, Hide +2, Listen +5, Sense Motive +2, Spellcraft +12, Spot +7.

Power-up: hp 37 (14 temp hp), AC 21 (+2 size, +4 armor, +2 for dex, +3 natural armor); Spells-up: *mage armor*, *false life*.

Spine, Female Human Druid 8, Medium Humanoid; CR 8; HD 8d8+16; hp 59; Init +4; Spd 20 ft/x4; AC 17 (+4 armor, +3 shield), touch 10, flat-footed 17; Base Atk/Grapple +6/+6; Full Atk +7/+2 One-handed (1d6, Masterwork club), +2/-3 One-handed (1d6, Sap), +6/+1 Two-handed (1d4, Sling); AL LN; SV Fort +8, Ref +2, Will +10; Str 10, Dex 10, Con 14, Int 12, Wis 18, Cha 8;

Skills and Feats: Concentration +13, Handle Animal +10, Heal +11, Knowledge (nature) +7, Listen +13, Speak Language +1, Spellcraft +12, Spot +15, Combat Casting (+17), Improved Initiative, Natural Spell, Extend Spell

Spells Prepared (5/5/4/4/3; base DC = 14 + spell level): 0—[*cure minor wounds* x2, *detect magic*, *flare* x2]; 1st—[*entangle*, ~~*shillelagh*~~, ~~*longstrider*~~ x2, *sandblast*]; 2nd—[~~*barkskin*~~ (+3) x3, *creeping cold*]; 3rd—[*cure moderate wounds*, ~~*Protection from Energy (fire)*~~, *extended creeping cold*, ~~*greater magic fang*~~ (+2)]; 4th—[*ice storm*, ~~*freedom of movement*~~, *flame strike*].

Equipment: Masterwork Club, Sap, Sling, 20 Stones, +1 Hide Armor, +1 Heavy Wooden Shield, Potion of Cure Light Wounds, 10gp.

Power-up: Spd 30 ft/x4; AC 20 (+4 armor, +3 shield, +3 natural armor); Full Atk +8/+3 One-handed (1d10+1, Club); Spells up: *Longstrider*, *Barkskin*, *Protection from Energy (fire)*, *Shillelagh*

Mr. Hooks (Druid Animal Companion), Dire Ape, Large Animal; CR3; HD 5d8+13 (35 hp); Init +2; Spd 30 ft. (6 squares), climb 15 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; BAB/Grapple: +3/+13; Attack Claw +8 melee (1d6+6); Full Attack: 2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3); Face/Reach:10 ft./10 ft.; SA: Rend 2d6+9; SQ: Low-light vision, scent; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6, Alertness, Toughness

Power-up: Spd 40 ft., climb 25 ft.; Attack Claw +10 melee (1d6+8); Full Attack: 2 claws +10 melee (1d6+8) and bite +3 melee (1d8+3); SA: Rend 2d6+11; AC 18 (-1 size, +2 Dex, +7 natural); Spells up: *Longstrider*, *Barkskin*(+3), *Greater Magic Fang* (+2)

Bastion, Male Human Fighter 4/Ranger 2/Justicar 2, Medium Humanoid; CR 8; HD 2d8+6d10+16; hp 66; Init +2; Spd 30 ft/x4; AC 19 (+5 armor, +2 shield, +2 dex), touch 12, flat-footed 17; Base Atk/Grapple +8/+15; Full Atk +11/+6 Two-Weapon (primary) (1d8+6, +1 Longsword), +11 Two-Weapon (secondary) (1d6+4, +1 Short Sword), +12/+7 One-handed (1d8+5, Longsword), +11/+6 One-handed (1d6+3, Sap), +10/+5 Two-handed (1d8;20/x3, Longbow); AL LN; SV Fort +9, Ref +6, Will +5; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10;

Special Abilities: Bring 'em Back Alive, Nonlethal Strike +1d6, Crippling Strike

Skills and Feats: Gather Information +10, Heal +3, Ride +6, Search +6, Speak Language +1, Survival +8, Quick Draw, Skill Focus (gather information), Weapon Focus (longsword, short sword), Weapon Specialization (longsword, short sword), Improved Buckler Defense, Track, Two Weapon Fighting, Improved Grapple

Equipment: +1 Longsword, +1 Short Sword, Sap, Longbow, 50 Arrows, +1 Chain Shirt, +1 Buckler, Potion Cure Moderate Wounds, Masterwork Manacles x 3, Rope, 25gp.

Power-up: AC 22 (+5 armor, +2 shield, +2 dex, natural armor +3)

Sewardt Elite (2), Male Human Warrior 6, Medium Humanoid; CR 6; HD 6d8+18; hp 55; Init +1; Spd 20 ft/x3; AC 23 (+9 armor, +3 shield, +1 dex), touch 11, flat-footed 22; Base Atk/Grapple +6/+9; Full Atk +11/+6 One-handed (1d8+3, Masterwork longsword), +7/+2 Two-handed (1d8;20/x3, Longbow), +9/+4 One-handed (1d6+3, Short Sword), +10/+5 One-handed (1d6+3, Masterwork sap); AL LE; SV Fort +8, Ref +3, Will +3; Str 16, Dex 12, Con 16, Int 8, Wis 8, Cha 8;

Skills and Feats: Handle Animal +4, Intimidate +6, Ride +9, Iron Will, Power Attack, Weapon Focus (longsword), Improved Toughness

Equipment: Masterwork Longsword, Short Sword, Longbow, 50 Arrows, Masterwork Sap, +1 Full Plate, +1 Heavy Steel Shield, Potion of Cure Light Wounds, Potion of Moderate Wounds, Tanglefoot Bag, 10 sp.

Appendix Five – APL 10

Encounter Two

Imperial Soldiers (6): Human War2; CR 1 Medium Humanoid; HD 2d8+4; hp 17; Init +2; Spd 20 ft. ; AC 17 (+5 armor, +2 Dex), touch 12, flat-footed 15; Base Atk +2, Grp +4; Atk +5 melee (1d10+3, masterwork heavy flail) or +5 ranged (1d8+2, masterwork composite longbow mighty +2); Space/Reach: 5ft./5ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +3, Ride +7, Sense Motive +3, Spot +5; Alertness, Mounted Combat.

Possessions: Masterwork Heavy Flail, Masterwork composite longbow (mighty +2), 20 Arrows, Chainmail, Heavy Horse.

Note: The Warriors are not considered in the EL since they will most likely flee the first round of combat

Imperial Special Force Wizard: Human Wiz10; CR 10; Medium Humanoid; HD 10d4+23; hp 53; Init +6; AC 14 (+2 dex, +2 deflection), touch 14, flat-footed 12; Base atk +5, Grapple +4; Full Atk +4 melee (1d6-1, club) or +8 ranged (1d8, masterwork light crossbow); SQ Summon Familiar (toad); AL LE; SV Fort +7, Ref +7, Will +10; Str 8, Dex 14, Con 14, Int 20, Wis 12, Cha 10.

Skills and Feats: Concentration +18, Knowledge (arcane) +16, Knowledge (local) +16, Listen +9, Spellcraft +18, Spot +9. Improved Initiative, Point Blank Shot, Precise shot, Craft Wand, Spell Focus (conjuration), *bonus feat*

Spells Prepared (4/6/5/4/4/3; Save DC 15+ Spell level): 0 – Acid splash, Detect magic, Ray of Frost; 1st – Lesser Cold Orb, Magic Missile, Reduce Person, Shield; 2nd – ~~False Life~~, Flaming Sphere, Swift Fly, Blindness; 3rd – Resonating Bolt, Fireball, Haste, ~~Greater Mage Armor~~; 4th – Greater Invisibility, Lesser Globe of Invulnerability, Dimension Door, Wall of Fire; 5th – Arc of Lightning, Wall of Stone, Feeblemind

Possessions: Masterwork Light Crossbow, Ring of protection +2, Cloak of resistance +2, Headband of Intellect +2, scroll of *fly*, wand of

fireball (cl 9, 6 charges), wand of *slow* (cl 5, 3 charges)

Power-up: hp 71, AC 20 (+6 armor, +2 dex, +2 deflection), touch 14, flat-footed 18

Imperial Special Force Brute: Male Half-Fiend Orc Bbn8; CR 10; Medium Outsider (augmented humanoid, native, orc); HD 8d12+32; hp 96; Init +4; Spd 40 ft, fly 30 ft. (avg); AC 23 (+6 armor, +4 dex, +1 natural, +2 deflection), touch 16, flat-footed 23; Base Atk +8, Grapple +16; Attack +18/+13 melee (2d4+13/18-20, +1 falchion); SQ: Darkvision 60ft, immunity to poison, resistance to acid 10, cold 10, electricity 10, fire 10, damage reduction 5/magic, damage reduction 1/-, SR 18, Uncanny dodge, Improved uncanny dodge; AL NE; SV Fort +10, Ref +6, Will +1; Str 27, Dex 18, Con 18, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +7, Jump +22, Listen +10, Spot +4; Combat Reflexes, Power Attack, Weapon Focus (falchion).

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal +8 damage against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate 1/day, Unholy blight 1/day, Poison 3/day; Caster Level 8

Possessions: +1 Falchion, +2 Chain shirt, Ring of protection +2, Gauntlets of Ogre Power +2, Potion of *enlarge*

Power-up (raging): hp 108; AC 21; Atk +14 melee (2d4+13/18-20); SV Fort +12, Ref +6, Will +3; Str 31, Con 22.

Power-up (rage and enlarge): hp 108; AC 20; Atk +14 (2d6+14/18-20); SV Fort +12, Ref +5, Will +3; Str 33, Dex 16, Con 22

Encounter 3C

Advanced Conflagration Ooze, Huge Ooze [Fire], CR11, HD 21d10+147 (262 hp), Init +4, MV: 30 ft. (6 squares), climb 10 ft., AC: 22 (-2 size, +14 natural), touch 8, flat-footed 22, BAB/Grapple +12/+30, Attack: Slam +23 (4d6+10 plus 1d6 fire), Full Attack 2 slams +23

(4d6+10 plus 1d6 fire), Face/ Reach 15 ft./10 ft., SA: Fire in the blood, improved grab, spell-like abilities, SQ: Blindsight 60 ft, damage reduction 5/bludgeoning, immunity to fire, ooze traits, vulnerability to cold, SV Fort +13, Ref +9, Will +10, Str 31, Dex 10, Con 22, Int 9, Wis 12, Cha 13

Skills and Feats: Climb +10, Hide +12, Listen +3, Move Silently +12, Ability Focus (fire in the blood), Improved Initiative, Lightning reflexes, Iron Will, Power Attack, Weapon Focus (slam), Improved Natural Weapon (slam), Improved Toughness

Spell-Like Abilities: 1/day – *confusion* (DC 15), *deep slumber* (DC 14), *hold monster* (DC 16). Caster level 10th.

Fire in the Blood (Su): Any creature grappled or pinned by the ooze mist make a successful DC 19 Fortitude save as the fiery toxin seeps through the victim's skin and into its blood.

Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature. Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood into liquid flame. The creature takes 1d4 points of Constitution damage and 2d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterwards, it must make another DC 19 Fortitude save to reduce or avoid the same effects.

Improved grab (Ex): To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Encounter 5C

Megal, Mountain Troll, Huge Giant, CR 10, HD 15d8+150 (217 hp), Init +1; Spd 30 ft. (6 squares); AC: 24 (-2 size, +13 natural, +1 dex, +2 deflection), touch 9, flat-footed 21; BAB/Grapple +11/+31; Attack: Greatclub +18 melee (3d8+30)*; Full Attack: Greatclub

+18/+13/+8 melee (3d8 +30) and bite +11 (1d8+11); or 2 claws +16 melee (1d6+17) and bite +11 melee (1d8+11)*; Face/Reach 15 ft./15 ft.; SA: Knockdown; SQ: Darkvision 90 ft, fast healing 9, low-light vision, scent, stability; SV Fort +19, Ref +6, Will +7; Str 35, Dex 12, Con 31, Int 6, Wis 11, Cha 6 (*attacks include power attack for 5)

Skills and Feats: Hide –1 (+7 in mountain settings), Listen +11, Spot +11, Alertness, Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack

Equipment: Ring of Protection +2, Huge Greatclub +2, Brooch of Shielding.

Knockdown (Ex): A mountain troll that hits with a weapon or claw attack can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the mountain troll.

Stability (Ex): Mountain trolls are exceptionally stable on their feet. A mountain troll has a +4 bonus of ability checks made to resist being bull rushed or tripped when standing on ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Encounter 6

Drax, Male Human [Suel] Wizard 9/Master of Unseen 2, Medium Humanoid; CR 11; HD 11d4+22; hp 55; Init +5; Spd 30 ft/x4; AC 13 (+2 shield, +1 dex), touch 11, flat-footed 12; Base Atk/Grapple +6/+5; Full Atk +17 Melee (1d8+1d6+1 +1 Merciful Longsword [telekinetic wield]); +3 One-handed (1d4-1, Dagger), +1 Thrown (1d4-1, Dart(Thrown)); AL LN; SV Fort +5, Ref +4, Will +9; Str 8, Dex 12, Con 14, Int 22, Wis 10, Cha 8;

Skills and Feats: Concentration +16, Knowledge (arcana) +18, Knowledge (arch & eng) +12, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (nobility) +14, Knowledge (the planes) +10, Knowledge (Nyrond Metaregion) +17, Knowledge (Core) +9, Knowledge (Sheldomar Valley) +9, Knowledge (luz) +9, Spellcraft +20, Improved Initiative, Extend Spell, Nonlethal Substitution, Sudden Empower, Sudden Maximize, Steady Concentration, Craft Wondrous Item, Scribe Scroll.

Spells Prepared (5/6/6/4/3/2; base DC = 16 + spell level): 0—[*detect magic*, *daze* x2, *mage*

hand, prestidigitation]; 1st—[~~mage armor~~, lesser cold orb, magic missile x2, ray of enfeeblement, ~~masters touch~~], 2nd—[nonlethal burning hands x2, ~~see invisible~~, glitterdust, ~~false life~~, blur], 3rd—[nonlethal scorching ray, haste, ~~heroism~~, ~~greater magic weapon~~(+2)]; 4th—[evard's black tentacles, nonlethal fireball, greater invisibility]; 5th—[wall of force, telekinesis].

Equipment: Scroll of Shield (3rd level caster), Pearl of Power 1st level, Pearl of Power 2nd level, Ring of Counter Spells (Dispel Magic), Headband of Intellect +2, +1 Merciful Longsword, dagger, 5 darts, backpack, traveling spell book, 25 gp.

Power-up: hp 70 (15 temp hp); AC 19 (+1 dex, +4 armor, +4 shield), touch 11, flat-footed 10; SQ: concealment 20%, freedom of movement, see invisible. Spells up: *mage armor*, *shield*, *false life*, *blur*, *see invisible*, *freedom of movement*, *master's touch* (longsword).

Note: Drax automatically makes any Concentration checks related to casting spells while using Telekinesis and his Sustained Concentration class ability check due to his high Concentration skill and the Steady Concentration feat.

Midnight (Wizard Familiar), Tiny Magical Beast, CR4, HD 9d4, hp 29, Init +2, Spd 10ft., fly 40 ft avg.; AC 19 (+2 size, +2 for dex, +5 natural armor); BAB/Grapple +4/-9; Attack claw +8 (1d2-5), AL N, SQ: Improved Evasion, Speaks Suel; SV Fort +3, Ref +5, Will +8; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 5;

Skills and Feats: Balance +2, Hide +2, Listen +5, Sense Motive +2, Spellcraft +14, Spot +7.

Power-up: hp 44 (15 temp hp), AC 21 (+2 size, +4 armor, +2 for dex, +3 natural armor); Spells-up: *mage armor*, *false life*.

Spine, Female Human Druid 9, Medium Humanoid; CR 9; HD 9d8+27; hp 75; Init +4; Spd 20 ft/x4; AC 17 (+4 armor, +3 shield), touch 10, flat-footed 17; Base Atk/Grapple +6/+6; Full Atk +7/+2 One-handed (1d6, Masterwork club), +2/-3 One-handed (1d6, Sap), +6/+1 Two-handed (1d4, Sling); AL LN; SV Fort +9, Ref +4, Will +12; Str 10, Dex 10, Con 14, Int 12, Wis 20, Cha 8;

Skills and Feats: Concentration +14, Handle Animal +11, Heal +12, Knowledge (nature) +8, Listen +15, Speak Language +1, Spellcraft +13, Spot +17, Combat Casting, Improved Initiative,

Natural Spell, Extend Spell, Improved Toughness.

Spells Prepared (6/6/5/4/3/2; base DC = 15 + spell level): 0—[*cure minor wounds* x2, *detect magic*, *flare* x2]; 1st—[*entangle*, ~~*shillelagh*~~, ~~*longstrider*~~ x2, *sandblast*]; 2nd—[~~*barkskin*~~ (+4) x3, *creeping cold*]; 3rd—[*cure moderate wounds*, ~~*Protection from Energy (fire)*~~, *extended creeping cold*, ~~*greater magic fang*~~ (+3)]; 4th—[*ice storm*, ~~*freedom of movement*~~ x2]; 5th—[~~*stoneskin*~~ x2, *cure critical wounds*].

Equipment: Masterwork Club, Sap, Sling, 20 Stones, +1 Hide Armor, +1 Heavy Wooden Shield, Periapt of Wisdom +2, Cloak of Resistance +1, Ring of Counterspells (Dispel Magic), Potion of Cure Light Wounds, 10gp.

Power-up: Spd 30'/x4; AC 21 (+4 armor, +3 shield, +4 natural armor); Full Atk +8/+3 One-handed (1d10+1, Club); Spells running: *Longstrider*, *Barkskin*, *Freedom of Movement*, *Protection from Energy (fire)*, *Shillelagh*.

Mr. Hooks (Druid Animal Companion), Dire Ape, Large Animal; CR3; HD 5d8+13 (35 hp); Init +2; Spd 30 ft. (6 squares), climb 15 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; BAB/Grapple: +3/+13; Attack Claw +8 melee (1d6+6); Full Attack: 2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3); Face/Reach:10 ft./10 ft.; SA: Rend 2d6+9; SQ: Low-light vision, scent; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6, Alertness, Toughness

Power-up: Spd. 40 ft, climb 25ft.; AC 19 (-1 size, +2 Dex, +8 natural); Attack Claw +11 melee (1d6+9); Full Attack: 2 claws +11 melee (1d6+9) and bite +3 melee (1d8+3); SA: Rend 2d6+12; SQ: DR10/-- ; Spells up: *Barkskin* (+4), *Longstrider*, *Stoneskin* (90 hp); *Greater Magic Fang* (+3)

Bastion, Male Human Fighter 4/Ranger 2/Justicar 5, Medium Humanoid; CR 11; HD 2d8+9d10+22; hp 90; Init +2; Spd 30 ft/x4; AC 19 (+5 armor, +2 shield, +2 dex), touch 12, flat-footed 17; Base Atk/Grapple +11/+18; Full Atk +14/+9/+4 Two-Weapon (primary) (1d8+6, +1 Longsword), +14 Two-Weapon (secondary) (1d6+4, +1 Short Sword), +15/+10/+5 One-handed (1d8+5, Longsword), +15/+10/+5 One-handed (1d8+3, Manacles), +13/+8/+3 Two-handed (1d8;20/x3, Longbow); AL LN; SV Fort

+10, Ref +7, Will +6; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10;

Special Abilities: Favored Enemy (Humans) +5, Bring 'em Back Alive, Nonlethal Strike +2d6, Crippling Strike, Hog-Tie, Street Savvy +2

Skills and Feats: Gather Information +16, Heal +9, Ride +6, Search +6, Speak Language +1, Survival +8, Quick Draw, Skill Focus (gather information), Weapon Focus (longsword, short sword), Weapon Specialization (longsword, short sword), Improved Buckler Defense, Improved Favored Enemy, Track, Two-Weapon Fighting, Improved Grapple, Exotic Weapon Proficiency (manacles)

Equipment: +1 Longsword, +1 Short Sword, Sap, Longbow, 50 Arrows, +1 Chain Shirt, +1 Buckler, Potion Cure Moderate Wounds, Masterwork Manacles x 3, Rope, 25gp.

Power-up: AC 23 (+5 armor, +2 shield, +2 dex, +4 natural armor); SQ: DR10/-. Spells up: *Barkskin* (+4), *Stoneskin* (90 HP)

Sewardt Elite (2), Male Human Warrior 7, Medium Humanoid; CR 7; HD 7d8+21; hp 66; Init +1; Spd 20 ft/x3; AC 23 (+9 armor, +3 shield, +1 dex), touch 11, flat-footed 22; Base Atk/Grapple +7/+10; Full Atk +12/+7 One-handed (1d8+1d6+4, +1 Merciful Longsword), +8/+3 Two-handed (1d8;20/x3, Longbow), +10/+5 One-handed (1d6+3, Short Sword), +11/+6 One-handed (1d6+3, Masterwork sap); AL LE; SV Fort +8, Ref +3, Will +3; Str 16, Dex 12, Con 16, Int 8, Wis 8, Cha 8;

Skills and Feats: Handle Animal +4, Intimidate +8, Ride +9, Iron Will, Power Attack, Weapon Focus (Longsword), Improved Toughness

Equipment: +1 Merciful Longsword, Short Sword, Longbow, 50 Arrows, Masterwork Sap, +1 Full Plate, +1 Heavy Steel Shield, Potion of Cure Light Wounds, Potion of Cure Moderate Wounds, Tanglefoot Bag, 10sp.

Appendix Seven – New Classes

Justiciar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Bring 'em back alive, nonlethal strike +1d6
2 nd	+2	+0	+0	+3	Improved grapple, crippling strike
3 rd	+3	+1	+1	+3	Exotic Weapon Proficiency (manacles), street savvy +2
4 th	+4	+1	+1	+4	Nonlethal strike +2d6
5 th	+5	+1	+1	+4	Hog-tie
6 th	+6	+2	+2	+5	Street savvy +4
7 th	+7	+2	+2	+5	Nonlethal strike +3d6
8 th	+8	+2	+2	+6	Improved hog-tie
9 th	+9	+3	+3	+6	Street savvy +6
10 th	+10	+3	+3	+7	Intuition, nonlethal strike +4d6

Hit Die: d10

Requirements

To qualify to become a justiciar a character must fulfill all the following criteria:

Alignment: Any lawful.

Base Attack Bonus: +6

Skills: Gather Information 5 ranks, Search 5 ranks, Survival 5 ranks.

Feats: Skill Focus (gather information), Track

Class Features

All of the following are class features of the justiciar prestige class.

Weapon and Armor Proficiency: Justiciars gain no proficiency with any weapon or armor.

Bring'em Back Alive (Ex): Whenever a justiciar attacks with a melee weapon, he can deal nonlethal damage with the weapon instead of lethal damage with no penalty on the attack roll. Normally, attempting to deal nonlethal damage with a weapon in this way incurs a –4 penalty on the attack roll.

Nonlethal Strike (Ex): A justiciar can make a nonlethal strikes. Any time the character uses the bring'em back alive ability and his target would be denied her Dexterity bonus to armor class (whether she actually had a dex bonus or not) or when the justiciar flanks the target, the justiciar's attacks deals an extra 1d6 points of nonlethal damage. This extra damage increases to +2d6 at 4th, +3d6 at 7th, and +4d6 at 10th level. Should the justiciar score a critical hit with a nonlethal strike, this extra damage is not multiplied.

A justiciar can use nonlethal strike only on a living creature with discernible anatomy – undead, constructs, oozes, plants, and incorporeal creatures are not subject to this extra damage. Also, creatures immune to nonlethal damage are immune to nonlethal strike damage. The justiciar cannot make a nonlethal strike against a creature with concealment.

Crippling Strike (Ex): A justiciar of 2nd level or higher can make a nonlethal strike with such precision that his blow weakens and hampers an opponent. When a justiciar damages an opponent with a nonlethal strike, that character also takes 1 point of Strength damage.

Exotic Weapon Proficiency (Manacles): Intimately familiar with the capture of criminals, justiciars have learned to do more with a pair of manacles than restrain a lawbreaker. A justiciar of 3rd level or higher can swing a pair of metal manacles in one hand as if they were a club without taking a penalty for using an improvised weapon. Masterwork manacles can be wielded as if they were a masterwork light flail.

Street Savvy (Ex): A justiciar of 3rd level or higher gains a circumstance modifier on Gather Information checks he attempts in pursuit of a criminal. This bonus is initially +2 at 3rd level, and increases by an extra +2 every third level thereafter.

Hog-tie (Ex): A justiciar of 5th level or high successfully pins an opponent while grappling, he can attempt to hog-tie the opponent (in addition to his other options, see *If You're Pinning an Opponent* on page 146 of the *Player's Handbook*). A justiciar must have a rope, chain, or manacles in one hand to use this ability.

A justiciar can use this ability on an opponent of up to one size category larger than he is (for example, a Halfling justiciar can attempt to hog-tie a medium or smaller opponent). He can use the ability only against humanoid shaped creatures (thus, most humanoids, monstrous humanoids, outsiders and giants would qualify).

An attempt to hog-tie is resolved with an opposed check. The justiciar can make a Use Rope instead of a normal grapple check, while the opponent makes either a grapple check or an Escape Artist check. If the justiciar succeeds, the opponent is hog-tied. If the opponent succeeds, the hog-tie attempt fails and the grapple continues.

If a justiciar successfully hog-ties an opponent, that person is considered bound and helpless. A bound opponent can attempt to escape by making an Escape Artist check opposed by the justiciars Use Rope check (including his +10 bonus, see *Bind a Character* on page 86 of the *Player's Handbook*) or a Strength Check (DC 23 for rope, DC 26 for chain or manacles, DC 28 for masterwork manacles) to break free.

Appendix Eight – New Classes

Master of the Unseen Hand

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Improved Caster Level, versatile telekinesis
2 nd	+2	+0	+0	+3	Telekinetic wielder, sustained concentration
3 rd	+3	+1	+1	+3	Full Attack telekinesis
4 th	+4	+1	+1	+4	Improved violent thrust, telekinetic flights
5 th	+5	+1	+1	+4	Fling skyward

Hit Die: d4

Requirements:

To qualify to become a master of the unseen hand, a character must fulfill all the following criteria.

Skills: Concentration 8 ranks.

Spells: Able to cast the telekinesis spell, or access to telekinesis as a spell-like or supernatural ability.

Class Features

All of the following are class features of the master of the unseen hand.

Weapon and Armor Proficiency: Masters of the unseen hand gain no proficiency with any weapon or armor.

Improved Caster Level (Ex): At 1st level, a master of the unseen hand begins his relentless focus on the power of telekinesis. He adds his levels in master of the unseen hand to his caster level (whether from actual spellcasting levels or determined by the spell-like ability) when using his telekinesis ability.

Versatile Telekinesis (Ex): A master of the unseen hand learns to combine the three versions of the telekinesis spell or ability, switching from one to another as he likes. For instance, he can use sustained force for 2 rounds, then switch to combat maneuver, then return to using sustained force. The spell or spell-like ability ends after the first use of the violent thrust version, however, or if the master of the unseen hand is unable to maintain concentration.

Telekinetic Wielder (Ex): A master of the unseen hand develops the ability to wield weapons with his telekinetic power. By maintaining concentration on the combat maneuver version of telekinesis, a master of the unseen hand of 2nd level or higher can make a single attack with an unattended weapon or one he is holding, moving the weapon up to 20 feet before the attack. Resolve the attack as normal, except that the weapon's movement doesn't provoke attacks of opportunity. The master of the unseen hand's base attack bonus on this attempt is equal to his caster level plus his Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer or a creature with the telekinesis supernatural or spell-like ability). Any weapon related feats the master of the unseen hand has (such as Weapon Focus and Power Attacks) do not apply when he's telekinetically wielding a weapon.

The weapon wielded can be one the master of the unseen hand took from a foe on a successful disarm attempt.

Sustained Concentration (Ex): At 2nd level, a master of the unseen hand becomes adept at moving and fighting while maintaining his telekinetic ability. It only takes a move action, not a standard action, to use the sustained force version of telekinesis (or simply maintain concentration on telekinesis so the ability doesn't end). The master of the unseen hand can even cast another spell while maintaining concentration on telekinesis, but doing so requires a successful Concentration check as if the caster were distracted by a non-damaging spell (Concentration check DC equal to the save DC of telekinesis). It still takes a standard action to use the combat maneuver or violent thrust versions of the ability, however.

Full Attack Telekinesis (Ex): At 3rd level a master of the unseen hand is as skilled in telekinetic combat as a fighter is with melee combat. When using the combat maneuver version of telekinesis or wielding a weapon telekinetically, the master of the unseen hand can make a full attack, potentially attacking, bull rushing, disarming, grappling, or tripping more than once per round. Just as with nontelekinetic attacks, the master of the unseen hand gains an additional attack for every 5 points of base attack bonus above +1 (using caster level for base attack bonus as described in the telekinesis spell description).

Improved Violent Thrust (Ex): At 4th level, a master of the unseen hand's violent thrust version of telekinesis becomes more effective. He uses his caster level in place of his base attack bonus when making the attack roll, and he uses his intelligence modifier as a bonus on damage if he hurls weapons at the target. Finally, using a violent thrust maneuver no longer ends the telekinesis effect, but the master of the unseen hand can't make another violent thrust for 1d4 rounds.

Telekinetic Flight (Ex): A master of the unseen hand of 4th level or high can use the sustained force version of telekinesis to lift himself into the air. With a move action, the master of the unseen hand can move 20 feet with perfect maneuverability and can move willing creatures as well. The master of the unseen hand doesn't have to move all the creature's he's lifting in the same direction, but any lifted creatures plummet to the ground if they move more than 40 feet from the master of the unseen hand. The master of the unseen hand can lift one Medium or small creature (carrying up to its maximum load) per three caster levels. Large creatures count as two medium creatures, and so forth. Unlike the form of flight granted by the fly spell, telekinetic flight ends immediately and abruptly if disrupted by dispel magic or a lapse in the master of the unseen hand's concentration.

Appendix Nine – New Creatures

CONFLAGRATION OOZE from *Monster Manual 3*, page 30

	Conflagration Ooze Large Ooze (Fire)	Infernal Conflagration Ooze Huge Ooze (Evil, Extraplanar, Fire)
Hit Dice:	7d10+28 (66 hp)	15d10+90 (172 hp)
Initiative:	+4	+3
Speed:	30 ft. (6 squares), climb 10 ft.	30 ft. (6 squares), climb 10 ft.
Armor Class:	20 (-1 size, +11 natural), touch 9, flat-footed 20	21 (-2 size, +14 natural), touch 8, flat-footed 21
Base Attack/Grapple:	+5/+15	+11/+29
Attack:	Slam +11 (2d6+6 plus 1d6 fire)	Slam +20 (3d6+10 plus 1d6 fire)
Full Attack:	2 slams +11 (2d6+6 plus 1d6 fire)	2 slams +20 (3d6+10 plus 1d6 fire)
Space/Reach:	10 ft./10 ft.	15 ft./10 ft.
Special Attacks:	Fire in the blood, improved grab, spell-like abilities	Fire in the blood, improved grab, smite good, spell-like abilities
Special Qualities:	Blindsight 60 ft, damage reduction 5/bludgeoning, immunity to fire, ooze traits, vulnerability to cold	Blindsight 60 ft, damage reduction 5/bludgeoning and 10/magic, immunity to fire, ooze traits, resistance to cold 10, spell resistance 20, vulnerability to cold
Saves:	Fort +6, Ref +4, Will +3	Fort +11, Ref +6, Will +8
Abilities:	Str 23, Dex 10, Con 18, Int 9, Wis 12, Cha 13	Str 31, Dex 8, Con 22, Int 9, Wis 12, Cha 15
Skills:	Climb +10, Hide +8, Listen +3, Move Silently +8	Climb +10, Hide +12, Listen +6, Move Silently +12
Feats:	Ability Focus (fire in the blood), Improved Initiative, Lightning reflexes, Weapon focus (slam)	Ability focus (fire in the blood), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Stealthy, Weapon Focus (slam)
Environment:	Underground	Nine Hells of Baator
Organization:	Solitary	Solitary
Challenge rating:	7	13
Treasure:	Standard	Standard
Alignment:	Usually chaotic evil	Usually lawful evil
Advancement:	8-11 HD (Large); 12-21 HD (Huge)	16-21 HD (Huge)
Level Adjustment:	--	--

This odd creature looks like a massive pudding of flame. Its glistening membrane barely seems able to contain the roaring inferno within it. Flames and fiery fluid swirl and flow through the ooze, and bursts and gouts of flame erupt from occasional breaks in the creature's skin.

Combat

A conflagration ooze begins a battle with its spell-like abilities, hoping to immobilize some of its opponents before engaging in melee. Once it closes in, it attempts to grapple foes and infuse them with the fiery toxin that surges through its body.

Fire in the Blood (Su): A potent fiery toxin flows through the body of a conflagration ooze. Any creature grappled or pinned by the ooze must make a successful DC 19 Fortitude save as the fiery toxin seeps through the victim's skin and into its blood.

Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature. Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood into liquid flame. The creature takes 1d4 points of Constitution damage and 2d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterwards, it must make another DC 19 Fortitude save to reduce or avoid the same effects.

As a creature fails its saves takes Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage occurs. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose, and mouth running down the victim's body and giving it an unearthly terrible appearance.

Improved grab (Ex): To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Spell-Like Abilities: 1/day – confusion (DC 15), deep slumber (DC 14), hold monster (DC 16). Caster level 10th.

Skills: Conflagration oozes have a +8 racial bonus on hide checks and Move Silently checks.

INFERNAL CONFLAGRATION OOZE

Infused with evil power, the infernal conflagration ooze is more sinister than its nonfiendish cousin.

Infernal conflagration oozes speak Ignan and Infernal.

The infernal conflagration ooze presented here adjusts the base creature's statistics by advancing its hit dice, adding ability score increases based on Hit Dice, and adding the fiendish template.

Combat

Despite its size, the infernal conflagration ooze is quite stealthy. It prefers to attack from ambush, surprising its prey with its *confusion*, *deep slumber*, and *hold monster* spell-like ability, then following up with melee attacks (opening with its smite good attack). Infernal conflagration oozes use Power Attack frequently unless their foes prove particularly difficult to hit.

An infernal conflagration ooze's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fire in the Blood (Su): The flaming toxin secreted by the infernal conflagration ooze deals 1d6 points of Constitution damage and 3d6 points of damage. The save DC to resist the toxin is 25.

Smite Good (Su): Once per day the infernal conflagration ooze can make a normal melee attack that deals +15 damage against a good foe.

Spell-Like Abilities: The save DCs for the infernal conflagration ooze's spell-like abilities increase as follows: confusion (DC 16), deep slumber (DC 15), hold monster (DC 17). Caster level 10th.

Appendix Ten – New Creatures

MOUNTAIN TROLL from *Monster Manual 3*, page 180

	Troll, Mountain Huge Giant
Hit Dice:	15d8+150 (217 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	22 (-2 size, +13 natural, +1 dex), touch 9, flat-footed 21
Base Attack/Grapple:	+11/+31
Attack:	Greatclub +16 melee (3d8+28)*
Full Attack:	Greatclub +16/+11/+6 melee (3d8 +28) and bite +11 (1d8+11); or 2 claws +16 melee (1d6+17) and bite +11 melee (1d8+11)*
Space/Reach:	15 ft./15 ft.
Special Attacks:	Knockdown
Special Qualities:	Darkvision 90 ft, fast healing 9, low-light vision, scent, stability
Saves:	Fort +19, Ref +6, Will +7
Abilities:	Str 35, Dex 12, Con 31, Int 6, Wis 11, Cha 6
Skills:	Hide –1 (+7 in mountain settings), Listen +11, Spot +11
Feats:	Alertness, Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack
Environment:	Any Mountains
Organization:	Solitary or pair
Challenge rating:	10
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+5

* includes adjustment for Power Attack feat.

This hulking creature has thick gray skin and the rough features of a troll. Its hunched, ape like posture emphasizes its massive bulk and hints at the power of its huge fists.

Combat

Mountain trolls have no concept of fear or caution. When they see something they want (typically something that they want to eat), they take it. If anything or anyone gets in their way they smash it.

A mountain troll normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls (+10 if using a greatclub).

Knockdown (Ex): A mountain troll that hits with a weapon or claw attack can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the mountain troll.

Stability (Ex): Mountain trolls are exceptionally stable on their feet. A mountain troll has a +4 bonus of ability checks made to resist being bull rushed or tripped when standing on ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skills: Mountain trolls can blend in with their mountain surroundings, providing them a +8 racial bonus on Hide checks in the mountains.

Appendix Eleven – Mirawah’s Misery

Mirawah invites the PCs to come and visit with him, his mother, Brook, and his younger brother, Kel-lyle, that evening. After the meal, Brook tells their tale of woe. The story is a common one among the refugees. Many refugees have been edged out in one way or another from the southern cities or the lands around them. Almost all of them involve an act of loyalty to King Lynwerd or something to do with the Imperial Armed Forces.

Brook gets more and more emotional as she tells the story. As soon as it appears the PCs have heard enough, skip to the last two lines. Then, she’ll simply break down and cry. Nothing will get her to resume.

“We were doing well with our business in Wragby until the Imperium took over. We were fishmongers in the local market and we made a great living with our cart. But within a couple of months, the Imperium changed all that.

“It all began when they ended the main market. No one was allowed to assemble in the main market square in groups larger than ten. And then open selling was completely outlawed. They enacted the fines within minutes of posting the rules against it. We paid three weeks of profit just to keep from being put in jail on the spot.

“Then the Imperial Shops opened. Each trade was quickly given over to a new or recently established ‘merchant’. The worst part was that Imperial Shops sold things at impossibly low prices. In retrospect, it’s no surprise who was chosen, although we didn’t see the signs back then. But, Suel or families with political connections loyal to the new Emperor were always the first choice. We still managed, though, by bartering with other merchants and locals. For a short while it seemed like we would be okay and it would all work out. That was ‘til they impounded the local fishing fleet. That ended all business for us. It spread across all the businesses in one-way or the other. If it wasn’t a new tax, it was some limit on what could and couldn’t be sold. Soon, most of the merchants were struggling and it was only a matter of time before they all closed up shop.

“It only got worse from there.

“After the local merchants were put out of business the prices went up to impossible levels. Yet, some seemed to have all the money they needed. They went from poor beggars to well dressed and well-to-do overnight. Once again, it didn’t take long to find out where it was coming from. Those signing up for military service got huge windfalls of Imperial Script that allowed for them to eat and drink like near royalty. That wasn’t all, they received special Imperial Military discounts. Recruitment drives took place regularly in the market square. The speakers spoke of the day when everyone in Wragby would own acres and acres of profitable land in the north. The ranks of the Imperial Wragby Legion, the new Dragonnes, swelled as many choose to save their families by sacrificing themselves.

“As much as I wanted to stop my husband Bernard from signing up, I could not. We had nothing left. The local taxes took our home. We were already living with friends, and they were only a fortnight from being evicted themselves. Our families were all worse off than us. We were helpless. He chose to save us.

“Once again, I thought things might work out. No sooner than my Bernard signed up than we were refunded for a supposed tax mistake. Our house was returned and I was given a job in the Imperial Navy office. For a couple of months we lived better than we had ever in all our lives.

“But it was so tenuous. My husband, for whatever reason, left the army. They say he ran from a battle. In one hour we went from the top of Oerth to the bottom of Nyr Dyv. They took the house. I lost my job. They said we had to leave Wragby with nothing or we’d be locked up as traitors.

“Who were these men! Who were they to do this to us! We just wanted to sell fish.

“Damn you Bernard, and damn this daft Imperium!”

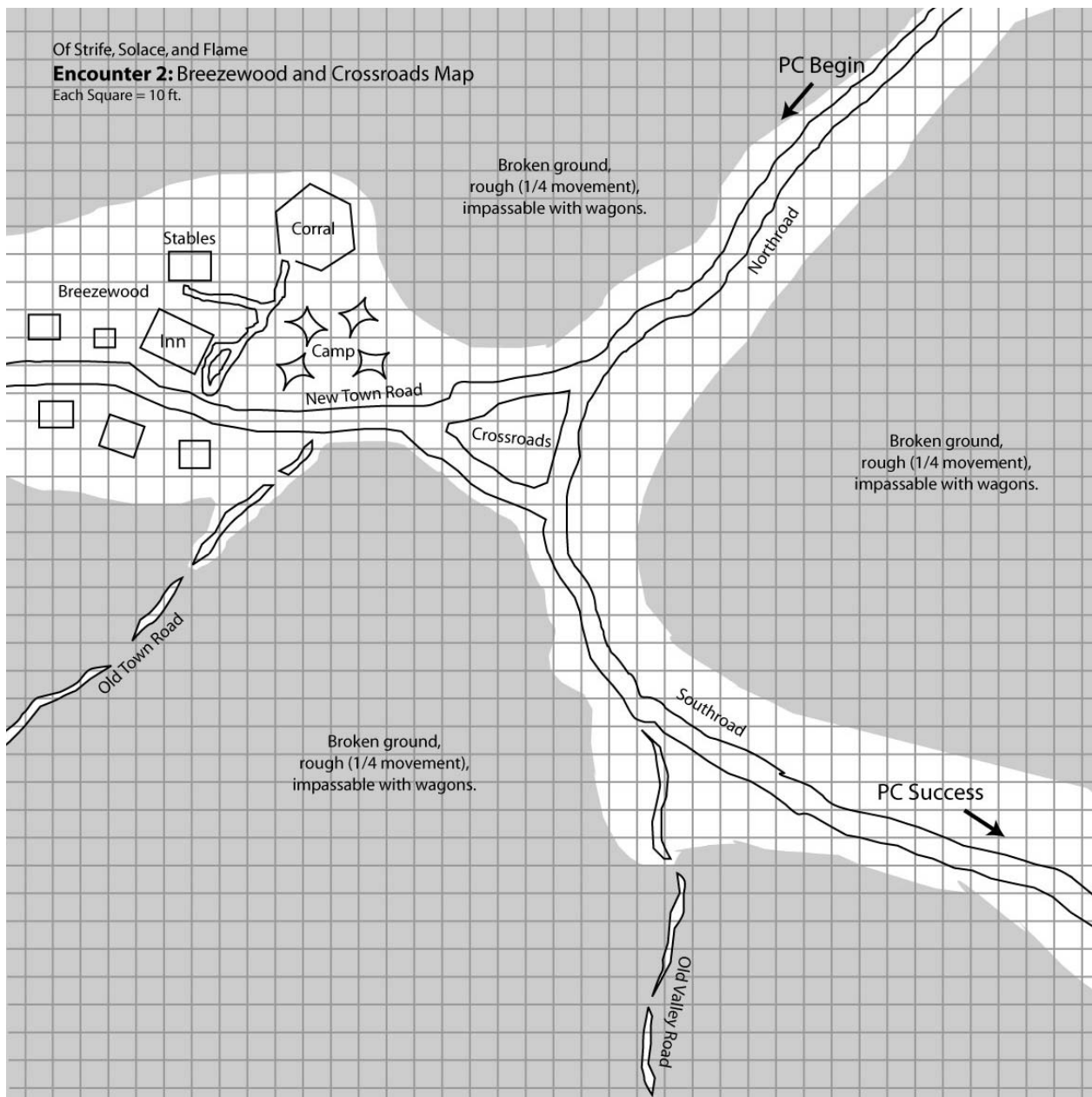
Judges Aid #1 – Camp Encounter Tracking

	Options	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
		Round 1 Encounter 4	<ul style="list-style-type: none"> Water Supply Tend Sick Gather Food 	Start of Round – Encounter 4a: Too Many Chefs			
		End of Round – Encounter 4b: Smoke and Spite (Combat)					
Round 2 Encounter 5	<ul style="list-style-type: none"> Water Supply Tend Sick Gather Food Train Militia Build Shelter Protect Library 	Start of Round – Encounter 5a: A Girl General					
		End of Round – Encounter 5b: Guarded Hearts and Gallows					
Round 3 Encounter 6	<ul style="list-style-type: none"> Water Supply Tend Sick Gather Food Train Militia Build Shelter Protect Library Gallows/Guard 	Start of Round – Encounter 6a: Daggers and Debt					
		End of Round – Encounter 6b: Lost Patrol (Combat replacement for Encounter 2)					
Round 4 Encounter 7	<ul style="list-style-type: none"> Water Supply Tend Sick Gather Food Train Militia Build Shelter Protect Library Gallows/Guard 	Start of Round – Encounter 7a: Murder and Mayhem					
		End of Round – Encounter 7b: The Strangeness of Sheep					

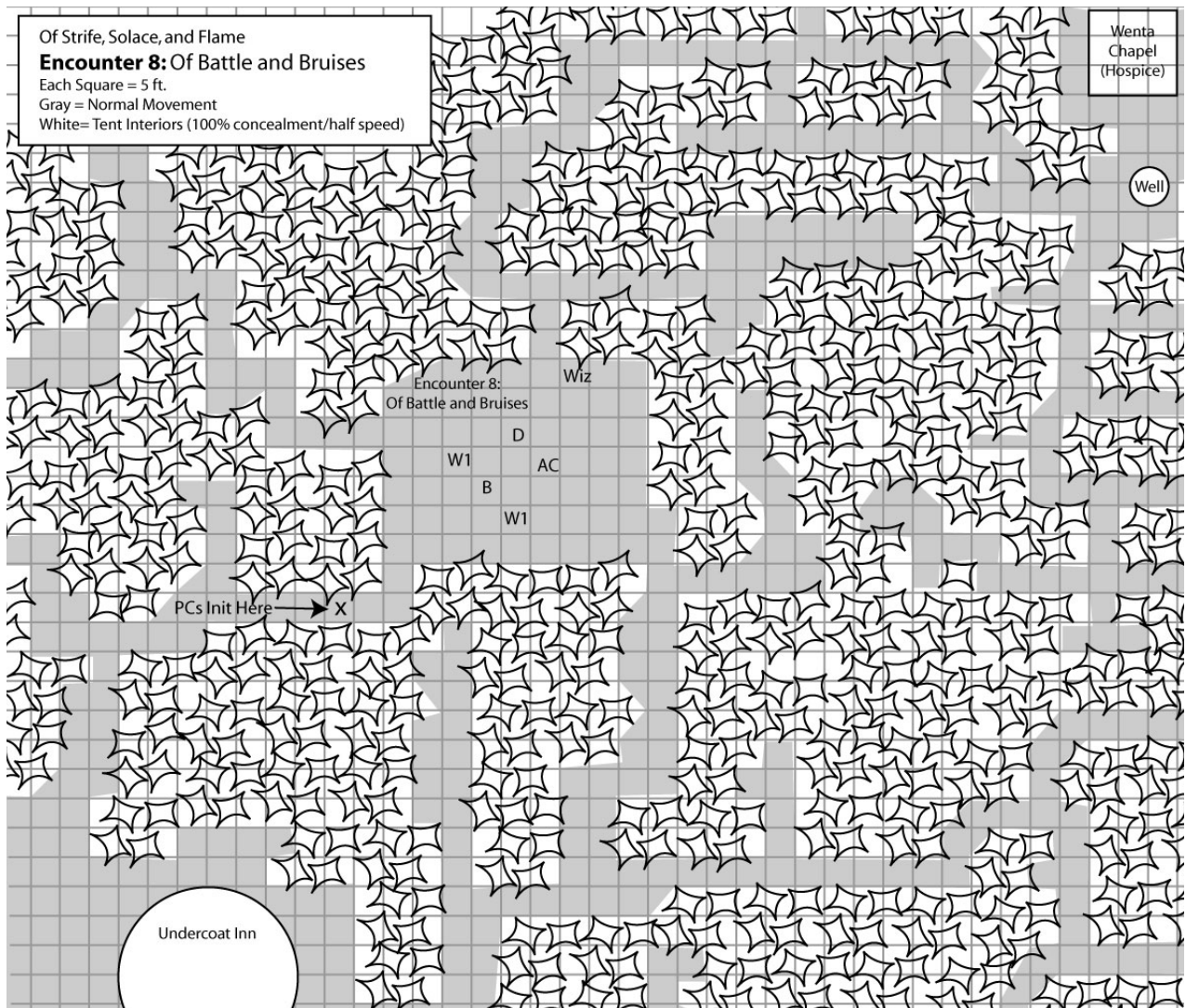
Action	Tend Sick Heal Check each 5 = 1 saved	Water Supply Survival check total added gal/hr	Increase Food Survival Check 1/2 result added	The Final Tally
Modifiers	+2/lvl current success with Water Supply Use of Conj(Healing) spells: + total Spell lvls used	Locate Water: +5 Waterwise (Badland dwarves): +5 Know(nature), Know (geo), Prof(Miner): +total skill ranks "Stonecunning" ability: +5 Earth, Stone or Water: +total spell levels used. Leadership: +leadership score	Track feat: +5 Know(nature), Hide, Move silent: + total number of ranks Wild Empathy ability: +5 Use of any useful spell: + total spell levels used	For each of the first three tasks, there are 5 levels of success rated as follows, each getting a number of points: No Success (0 points) Marginal Success (1 point) Success (3 points) Extra. Success (7 points) Phen. Success (15 points)
Grand Total	People Saved	Gallons/hr	Days of Food	
Final Tally Points				The number of total success points a party needs to get full XP for the "Camp" Section is APL x 2.
Levels of Success	Mrgn. Success: 10 deaths prevented. Success: 25 Exc. Success: 50 Phenomenal Success: 125	Start: 20 Gal/hr Mrgn. Success: 50 gal/hr Success: 100 Exc. Success: 250 Phenomenal Success: 600	Start Wagons x 5 Mrgn Success: 30 days food Success: 100 Exc Success: 200 Phenomenal Success: 500	APL 4 = 4 points APL 6 = 8 points APL 8 = 16 points APL 10 = 20 points

Action	Rounds Supporting Dewshelle in raising the Militia	Rounds Supporting Lady Hystander in protecting the Library	Rounds Supporting Father Rathburn in building houses
Tally			
Result			

Judges Aid #2 – Encounter 2 Map



Judges Aid #3 – Encounter 9 Map



Judges Aid #4 – Camp Personalities

Lady Hystander [Wiz8, chaotic good] is a Nyrondese noble whose family has owned the lands around Felton for many generations. Her father and her grandfather were both members of the Sagacious Society and well-respected sages. Lady Hystander herself is a prominent authority on potions, nature lore, and magical constructs of all sorts. Her library and labs are a boon to those forces loyal to King Lynwerd and serve an important role to the Sagacious Society and the Grey Watch during this time of war. She will work to keep the town from becoming more permanent or more widely known, if possible. If only she had some allies within the camp to help persuade people to leave.

Father Rathburn [Clr4, chaotic good] is a Priest of the Nyrond Church of Pelor. Rathburn's father was a compatriot of Lady Hystander's father. Rathburn arrived in Felton when Lady Hystander appealed for aid from his now deceased father. He sees the camp as a chance to have a large parish of his own, and to rise in the Church to a much higher level than he had hoped before. If only he can somehow arrange for the construction of homes (and a church) to commence.

Dewshelle [Favored Soul 1 (Heironeous)] & **Laurissa** [Sor1] are girls from the town who are just now developing their powers. Dewshelle is a bastard child of Duke Regurd Korenfluss. The Duke has had many such children and in some cases forces loyal to Lynwerd have acted to protect the children from the wrath of those who would eliminate these bastard heirs. Dewshelle is not aware of her heritage. She has been given a vision from Heironeous to protect this town of Felton from harm and granted innate powers to aid her in this. Laurissa is a budding sorcerer and quite charismatic. Only Lady Hystander knows Dewshelle's heritage. The girls are interested in helping and protecting the camp and the subsequent town. If only they knew brave adventurers who could train the men in camp to be a militia.

Friar Squib [Clr1, Wenta] is a brewer more than a cleric. Currently, he is found in the chapel of Wenta tending to the sick. He is quite loyal to Lady Hystander and will side with her and will say he wants the town as it used to be and the people gone.

The Infiltrators are hired by the Imperium to keep the camp from becoming too organized. They are a small, well-trained, experienced mercenary band. Drax is a Wizard [lawful neutral] walking around town as a regular peasant most of the mod. Spine is a Druid who has been using the local sheep to spy on the town and the townspeople. Bastion, a bounty hunter, is in the woods nearby hiding at a small, well-hidden camp. He has two warriors under his command and plans to use them to attack or defame the adventurers.

Mirawah, Brook, and Bernard are son, mother and father respectively. They are refugees with a tale of woe and possibly some information for the PCs depending on the outcome of the camp encounters.

Thesbo Hinkleherd is a budding wizard and the local shepherd. He is fiercely loyal to Lady Hystander and knows about the sheep. Like Friar Squib, he will side with the Lady and will say he wants things as they were before the refugees arrived.

Munch, Choppy, Chewy, Chud, and Slobber are five awakened sheep. Thesbo's father had them awakened and has struck a deal with them to tend to the flock in exchange for a good and easy life, and a modest amount of travel. Munch was given the task of looking after Thesbo and has had a much easier time than the other four. Currently, Spine from the Infiltrators has captured a number of the flock and is holding them hostage in order to secure the sheep's help. The sheep are spying on the adventurers and the town to appease Spine.

Dresden is a loyal militiaman who the PCs may interact with during one camp encounter.

Old Captain is killed by the Infiltrators in a ploy to frame the PCs for murder.

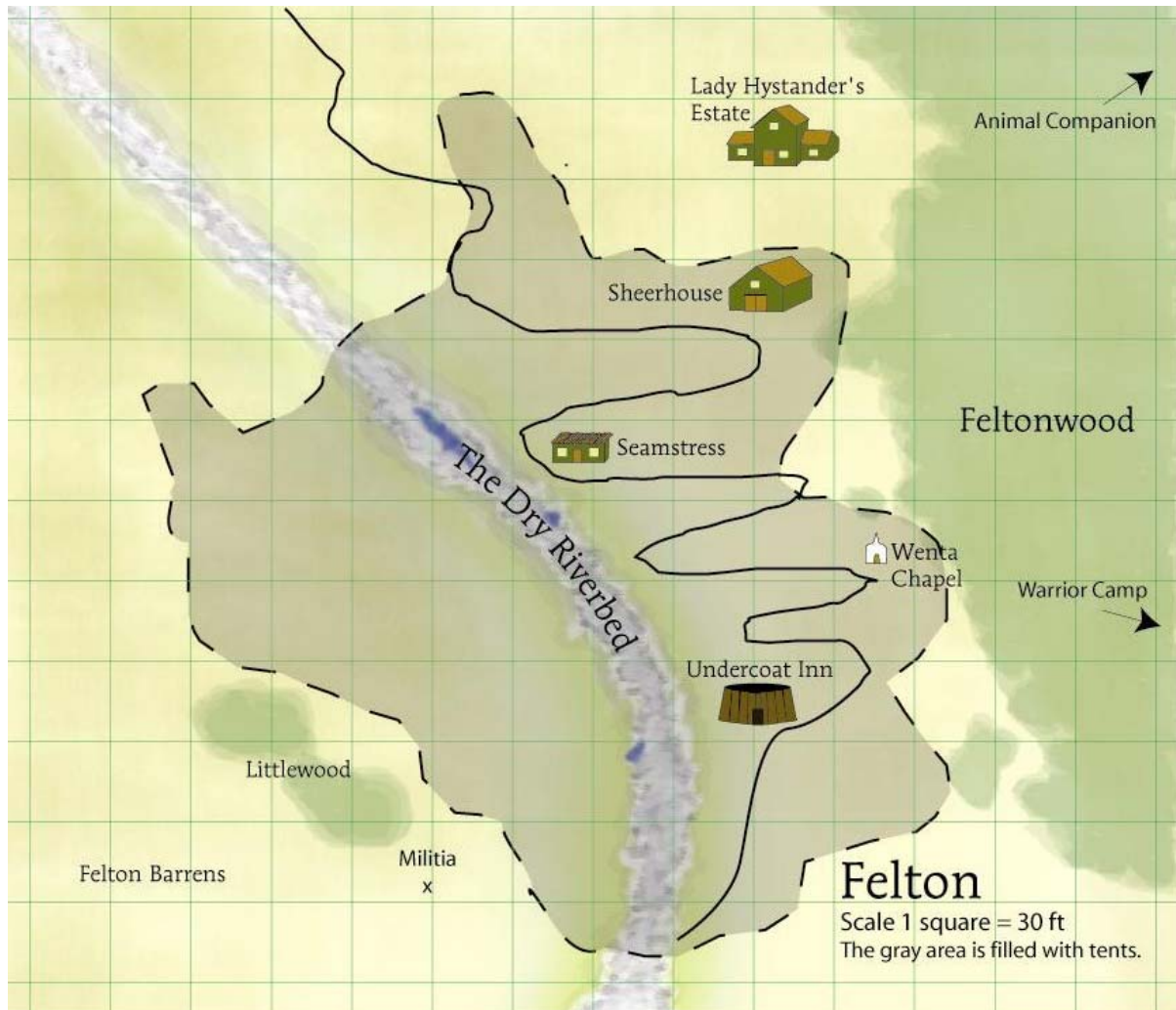
Judges Aid #5 – Felton Overview Map

This map may help you more clearly understand the relationship of various locations within the mod.

The Seamstress's house and the Sheerhouse barn are only mentioned briefly at the beginning of the camp section as additional permanent structures in town, but do not play a part in this mod.

The Warrior's Camp and the location of the Animal Companion are simply indicators of which direction these places are within the hundreds of acres of the Feltonwood.

The Littlewood is but a small patch of trees just to the southwest of the bulk of the camp.



Player Handouts #1 -- Introductions

This handout goes to the highest ranking Priest of Pelor in the party.

An acolyte of the Church of Pelor arrives at your location bearing the following missive from the Bishop of Hendrenn Halgood. "My dearest fellow servant of the Radiant Sun: I have heard of your exploits and adventures and I have a task for you. Please come with all haste to Hendrenn Halgood."

Arriving at Hendrenn Halgood, you are quickly taken up to the office of the Bishop. "My dear friend, thank you for coming. As you are aware, Nyronnd is divided. War and conflict stalk our land and many are the casualties. As to the King or Emperor, this is not our concern at the moment. Our concern is to the welfare of the people, and many have been displaced by the current conflict. One group of note is the refugees of Felton. We want to send relief supplies, and I would like you to lead that effort. Others are waiting downstairs to join you, but I have something for you."

The Bishop hands you a document with your name, the seal of the Church of Pelor, and the Bishop's signature. "Keep this in a safe place; it is a writ stating you may act with the authority of the Church of Pelor. However, I would recommend using such authority only as a last resort."

This introduction for any other members or followers of Pelor.

An acolyte of the Church of Pelor arrives at your location bearing a missive from the Bishop of Hendrenn Halgood. "My dearest brother/sister: I have heard of your exploits and adventures and I have a task for you that would suit you well. Please make all haste to Hendrenn Halgood."

Arriving at Hendrenn Halgood, you are given a chance to rest. "The others will be here shortly, and the Bishop will be with you then."

For any Sewardt supporters:

The tent you are sent to, that of Captain Jerrim Rothfield of the Legion Imperium, is well adorned. After waiting a few minutes, an aide lets you in and you are introduced to an imposing Oeridian officer. He looks up at you as you enter.

"At ease. We received a peculiar request from the priests at Hendrenn Halgood. They are asking for 'assistance in offering humanitarian aid.' I am not exactly sure what they require, but I have been ordered to send some people there so that we may maintain diplomatic relationships with the Pelorites. They have yet to declare their support for our rule, though they also have not come out in favor of the traitor. However, they can only stay neutral for so long. Once the Imperium is unified, having their blessing will help keep the people in line. Though they are a weak faith, they are numerous, and open conflict with them could bring outside interference.

"You are to go to Hendrenn Halgood and assist in this 'humanitarian aid.' But you are also to verify whether they are truly remaining neutral. Also this aid should be going to loyal citizens of the Imperium, and not to supporters of the Traitor. Do not disrupt the actions of the Pelorites; instead, you are to report back to me when you complete the mission."

Rank 4 or higher military PCs:

"This may help you on this mission. It is a writ of safe passage. Be sure not to let it fall into the hands of any supporters of the pretender King."

Any member of the Royal Military, Royal Guard, Grey Watch, or Knight of the Realm receives the following summons:

You have been keeping a low profile since the coup. Even though you are still a member of a royal organization, you have relative freedom to move about the countryside. While checking in with one of your contacts, you are asked to meet with Samson Willis, a Halfling at an inn outside Mowbrenn.

At the inn, you quickly find Samson, as he is not very subtle. The brightly dressed Halfling is chatting up everyone in the bar. While you find a place to sit, he makes his way to you. "No, no, you won't be staying long. Just a drink and off to the Temple of the Sun for you." A note is pressed into your hands. "For King and country and all that... off you go."

The note is addressed to you, and orders you to head to Hendrenn Halgood.

Player Handout #2 – Drax’s Spellbook

If the PCs manage to capture Drax and his traveling spell book, this is what they find. His full spell book is not found.

APL2

1st – [Burning Hands, Disguise Self, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield]; 2nd — [Blindness/Deafness, Blur, False Life, Flaming Sphere, Scorching Ray]

APL4

1st – [Burning Hands, Disguise Self, Swift Expeditious Retreat, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield]; 2nd — [Blindness/Deafness, Blur, False Life, Flaming Sphere, Mirror Image, See Invisible, Swift Fly, Scorching Ray]; 3rd — [Dispel Magic, Fireball, Lightning Bolt, Magic Circle against Good, Stinking Cloud]

APL6

1st – [Burning Hands, Disguise Self, Swift Expeditious Retreat, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield]; 2nd — [Blindness/Deafness, Blur, False Life, Flaming Sphere, Mirror Image, See Invisible, Swift Fly, Scorching Ray]; 3rd — [Dispel Magic, Fireball, Lightning Bolt, Magic Circle against Good, Stinking Cloud]

APL8

1st – [Burning Hands, Disguise Self, Swift Expeditious Retreat, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield]; 2nd — [Blindness/Deafness, Blur, False Life, Flaming Sphere, Mirror Image, See Invisible, Swift Fly, Scorching Ray]; 3rd — [Dispel Magic, Fireball, Lightning Bolt, Magic Circle against Good, Stinking Cloud, Vampiric Touch]; 4th — [Elevation, Evard's Black Tentacles, Ice Storm, Invisibility, Greater, Stoneskin]

APL10

1st – [Burning Hands, Disguise Self, Swift Expeditious Retreat, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield]; 2nd — [Blindness/Deafness, Blur, False Life, Flaming Sphere, Mirror Image, See Invisible, Swift Fly, Scorching Ray]; 3rd — [Dispel Magic, Fireball, Lightning Bolt, Magic Circle against Good, Stinking Cloud, Vampiric Touch]; 4th — [Elevation, Evard's Black Tentacles, Ice Storm, Invisibility, Greater, Stoneskin]