

RTK3-02

For King or Country?

A One-Round D&D LIVING GREYHAWK[®]

Ratik Regional Adventure

Version 1.0

Round 1

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In the streets of Ratikhill a choice must be made that could, in time, determine the fate of the Barony.

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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 hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Special thanks goes out to my editor and playtesters.

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 following 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.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

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

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

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

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

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Ratic. Characters native to Ratic pay one

Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Note: PCs who serve in the Ratik army (including Mogotten's Academy) or the House Bresht militia may apply the TU for this event towards their metagroup time requirements.

Adventure Summary and Background

In 563 Common Year, large numbers of humanoids poured from the Rakers and swept across the Bone March. Ratik, had prepared for the assault and human, dwarf, and gnome joined together to defend their lands. With the humanoids defeated on the northern side of the Rakers, Ratik moved to help their allies to the south. The lands to the south of Kalmar pass were decimated. It was obvious that the Bone March was lost. The last bastion of defense was Spinecastle. The armies of Ratik drove a wedge into the humanoid hordes to open a passage out of Spinecastle for the remaining defenders and refugees who had sought protection behind its walls. High atop the wall of Spinecastle, an older knight watched. One knight stood out from the others below. A knight who risked himself for the peoples of the March. It reminded the older knight of his former days when he and the other knights from the Knight Protectors of the Great Kingdom fought to defend and protect the true king. It was that display of courage on the battlefield that prompted the old knight to bring the young knight from Ratik into the order. That young knight was Sir Gatoril.

It is now 591CY and the much aged, Sir Gatoril is commander of the armies of Ratik and sworn protector of Ratikhill, his life long home. He learned much from the old knight in the years following the fall of the Bone March. Sir Gatoril is one of the few remaining knights of the declining order. Since his inception into the order, he has trained and recruited Sir Althen, captain of the Guard, the force that protects Ratikhill, into the order. Sir Gatoril and the other knights of the order see all the provinces of the former Great Kingdom as lost children. Children who just need to be led back onto the right path by a true leader.

A leader that has yet to be found. Because of this goal, its views are considered treasonous by most

of the nobility in Ratik, who prefer their independence. Because of this Sir Gatoril has kept his membership in the order a secret known only to a select few. In addition, Sir Gatoril knows how important his current position is to the Order and feels, correctly so, that if his association with the ancient order was made public, it could be used to weaken his position within the arch barony.

Surrounding castle Ratikhill is a small city known by its inhabitants as "The Hill". To most, the city and the castle are collectively known as Ratikhill. While the castle is under the control of Sir Gatoril, who reports directly to the Baroness, the surrounding city is under the control of the noble house of Bresht. The current leader of house Bresht is Lady Abril. Lady Abril is known as a cold and cunning woman who is not one to be crossed lightly. Lady Abril is haunted by the fact that Ratikhill, a place of major political importance for Ratik, is in the lands of her noble house and not under its control. This has been a thorn in the side of house Bresht since its inception. To remedy this, Lady Abril has decided to take a husband, Sir Gatoril, himself. She feels this union would allow her to move her son, Sir Lothak, into a position of power. A position that would eventually lead to Lothak's ascent to Lord of Ratikhill. Lothak is aware of his mother's machinations and will do whatever he can to make it happen. He is dissatisfied with his position as commander of the Hill Patrol, a policing force for the city surrounding the castle. Until now, all of his mother's advances have been completely ignored by Sir Gatoril. A problem Sir Lothak plans to remedy.

To help persuade Sir Gatoril to see the wisdom in Lady Abril's invitation, unbeknownst to his mother, Sir Lothak has enlisted the aid of the local thieves guild, the Vermin, which his house is on good terms with. The guild has dispatched spies to gather whatever information they can on Sir Gatoril. The hope is to find something that could be used to force Sir Gatoril into marrying Lady Abril. Kaven, the leader of the thieves' guild, also plans to use any information to his advantage. He feels house Bresht has the guild under its thumb and he hopes to change that.

In Media Res

This adventure begins during one of the many battles at Kalmar pass. The PCs can be part of an army, militia, or mercenary unit. Begin the

adventure immediately with initiative.

APL 2 (EL 3)

Bugbears (2): hp 18, 16; see *Monster Manual* page 27.

APL 4 (EL 5)

Ogres (2): hp 28, 24; see *Monster Manual* page 144.

Worgs (2): hp 32, 28; see *Monster Manual* page 184.

APL 6 (EL 8)

Frost Ogres (4): hp 48, 48, 45, 45; see Appendix.

APL 8 (EL 10)

Frost Giant (1): hp 133; see *Monster Manual* page 98.

Frost Ogres (3): hp 52, 50, 44; see Appendix.

Treasure:

APL 2: L: 10 gp; C: 30 gp.

APL 4: L: 10 gp; C: 50 gp.

APL 6: L: 25 gp; C: 75 gp; *scroll of burning hands (5th)* (12 gp)

APL 8: L: 20 gp; C: 150 gp; *wand of burning hands* (75 gp).

Introduction

Once the creatures have been dispatched, fill the players in on what they are doing here. PCs that are part of the Ratik army or House Bresht militia could have been part of a patrol that was ambushed and separated from their unit. Other PCs could have been traveling through the Rakers, returning home from one of the dwarf clans or the gnome holdings. Regardless, somehow they all ended up together and stumbled into a group of monsters that have been perpetually battling the Ratik forces. Once they finish sifting through the bodies, they can return to the small city of Ratikhill.

Here in Ratikhill, the first thing that most people notice is the presence of soldiers. The majority of Ratik's standing army has been stationed here for several years, ever since the failed invasion of the Bone March in which Alain was killed. Even though the castle and city are in the lands of House Bresht, the city itself seems to be under military control.

What was once a sea of army tents has been replaced with semi-permanent wooden

structures for supplies and barracks. Some of the soldiers have even married into the local populace and have homes and farms here in Ratikhill. The size of Ratik's army deters any encroachment from giants and goblinoids through Kalmar Pass. But at the same time, the narrow pass makes it nearly impossible for the army to push its way through to the Bone March. So despite nearly daily battles with denizens of the Rakers, there has been virtually no change to this standoff for many years.

Why the army remains here has been a subject of debate for many years. Some say it is under orders of the Archbaroness, who continually orders Sir Gatoril to throw his troops against the Bone March and to retake Spinecastle so that her husband can be rescued and returned to her. Others claim that Sir Gatoril has lost his mind and attempts to retake the pass out of some quest for glory, despite orders from Marnar. But all this is only speculation and rumor-mongering. Like one popular bard's tale that told how the entire army of Ratik was actually destroyed in the Bone March campaign, and that the soldiers at Kalmar Pass are merely undead which rise each day to die in battle again and again.

Still no one can deny that because of the military presence here, Ratikhill is the single safest place in Ratik.

Encounter One

There is a considerable amount of commotion in the streets. It seems that a herd of sheep grazing just to the north of the city was spooked by some kind of predator, and a number of them ended up in the dirt streets of Ratikhill. Shepherds and farmers are scattered about the place trying to sort out the mess, some of them yelling angrily over disputes of ownership. The noise is so intense that you almost do not hear an angry shout and the authoritative cry of "Halt, in the name of the Ratik Guard!"

Across the sea of fleece, you spot a short, young man wearing a dark brown tunic fleeing rapidly from another man garbed in a white cloak and wielding a longsword.

This scene takes place on a dirt street roughly 20-foot wide. Place the characters roughly 40-60 feet away from the chase and be sure to absolutely

litter the street with commoners and sheep (so any area effect spells will be a bad idea).

The young man is a rogue who has been spying in the Castle. He has overheard proof that Sir Althen and Sir Gatoril are members of the Knight Protectors of the Great Kingdom, and knows the time and location of their next meeting. He came running through this section of road because he has several accomplices waiting here in order to prevent pursuit. They will attempt to trip pursuers, and engage in combat in order to help the spy to escape.

The young spy:

Demmiwin, male human Rog1: CR 1; Medium humanoid; HD 1d6; hp 6; Init +7; Spd 30 ft., AC 13 (touch 13, flat-footed 10) [+3 Dex]; Atk +1 melee (1d4+1 [crit 19-20], dagger); SQ Rog sneak attack +1d6; AL LN; SV Fort +0, Ref +5, Wil +1; Str 12, Dex 17, Con 11, Int 12, Wis 13, Cha 10. Height 5 ft. 5 in.

Skills and Feats: Balance +5, Climb +3, Disable Device +5, Escape Artist +7, Hide +7, Jump +3, Listen +5, Move Silently +7, Open Lock +7, Search +5, Spot +5, Tumble +5; Improved Initiative, Dodge

Possessions: dagger.

Dying message: "Sir Gatoril... traitor... treason... Loyal to a crown, not of our country...."

The accomplices (accumulate by APL—for APL 4 use those listed in both APL 2 and 4, etc...)

APL 2 (EL 3):

Allocan and Brivikas, male human War1: CR ½; Medium humanoids; HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +2 armor, +1 shield]; Atk +2 melee (1d6+1 [crit 19-20], short sword); AL NE; SV Fort +4, Ref +1, Will +1; Str 13, Dex 12, Con 14, Int 11, Wis 12, Cha 9.

Skills and Feats: Climb +4, Jump +4, Listen +3, Ride +5, Spot +3; Alertness, Combat Reflexes.

Possessions: leather armor, buckler, short sword.

Caffelon and Dimikios, male human Rog1: CR 1; Medium humanoid; HD 1d6+1, hp 7; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12) [+3 Dex, +2 armor]; Atk +1 melee (1d6+1 subdual, sap); AL N; SV Fort +1, Ref +5, Wil +3; Str 12, Dex 16, Con 13, Int 12, Wis 13, Cha 10. Height 5 ft. 5 in.

Skills and Feats: Balance +7, Bluff +4, Climb +5, Hide +7, Innuendo +4, Jump +5, Listen +5,

Move Silently +7, Spot +5, Tumble +7; Improved initiative, Iron Will.

Possessions: leather armor, sap.

APL 4 (EL 4):

Elben and Forpyke, male human Fig1: CR 1; CR 1; Medium humanoids; HD 1d10+2, hp 12; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +2 armor, +1 shield]; Atk +3 melee (1d6+2 [crit 19-20], shortsword); AL NE; SV Fort +4, Ref +1, Wil +2; Str 14, Dex 12, Con 14, Int 11, Wis 14, Cha 9.

Skills and Feats: Climb +6, Jump +6, Listen +4, Ride +5, Spot +4; Alertness, Lightning Reflexes, Weapon Focus (shortsword).

Equipment: leather armor, buckler, shortsword.

APL 6/8 (EL 6):

Glendelmyra, female human Clr3: CR 3; Medium humanoid; HD 3d8+6, hp 24; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; Atk +2 melee (1d6, heavy mace); AL CN; SV Fort +5, Ref +2, Wil +6; Str 11, Dex 12, Con 15, Int 14, Wis 16, Cha 12.

Skills and Feats: Bluff +7, Concentration +8, Heal +9, Hide +6, Spellcraft +8; Expertise, Improved Disarm, Scribe Scroll.

Equipment: masterwork chain shirt, heavy mace, silver holy symbol of Olidammara, *scroll of hold person*.

Spells Prepared (4/3/2; base DC = 13 + spell level): 0—[*cure minor wounds, guidance, read magic*]; 1st—[*change self**, *random action, cause fear*]; 2nd—[*invisibility**, *hold person*].

*Domain spell. *Domains:* [Chaos (cast chaos spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills)].

The guard:

Redgarb, male human War1.

Tactics:

Demmiwin will attempt to escape, period. If he is struck down, then he will breathe out his dying message (see his stat block) to whoever is closest to him, which may well be a party member, if they attempt to assist in his capture. His accomplices will come out of their hiding places acting in pairs.

So two of them will ambush the guard as he comes by, attempting to trip him and then flee themselves. The rest will remain hidden unless of course other people attempt to intervene in the chase. Glendelmyra watches while invisible and will use her scroll of *hold person* against any big, quick fighters. While attacking from hiding, the

thugs gain a +2 circumstance bonus to hit and their sneak attack bonus (if any) unless the target PC succeeds at a Spot check (DC equal to their Hide check).

Treasure:

APL 2: L: 5 gp

APL 4: L: 10 gp

APL 6: L: 38 gp; scroll of hold person (15 gp)

Development:

Following the commotion, two groups of warriors will arrive. The first will be a squad of the white-clad Guard of Ratikhill led by Sir Althen. If the PCs are getting murdered, then they will arrive in time to fight off the thugs. If Demmiwin is alive, Sir Althen will attempt to kill him, citing treason as his justification.

The second group to arrive will be a squad of the royal-blue-clad Hill Patrol, led by Sir Lothak. Both knights will demand to know what the PCs involvement was in this conflict. The argument will be loud and explosive and both squads may seem about ready to draw weapons and enter melee. At this point Sir Althen will yell out:

“Enough! A crime has been committed within castle Ratikhill which as you know is under the jurisdiction of the crown—not of the noble house of Bresht. We are placing all of these people under arrest, in order to determine if they were allied with the thief. If you have a problem with that Sir Lothak, you may seek an audience with the Lady Baroness in Marnar or with Sir Gatoril at the castle.”

Sir Lothak will argue somewhat, but he knows that the law will support Sir Althen, so he will bide his time. If necessary, he can later arrest the PCs for violence in the streets of Ratikhill, but he will first confer with his mother, Lady Abril.

Encounter Two

This encounter is strictly roleplaying with Sir Althen.

A half dozen armed guards escort you to Castle Ratikhill. They make no attempt to relieve you of your weapons or shackle you, and Sir Althen assures your group, “I am sorry to do this, but I believe it is for your own safety...” Castle Ratikhill stands before you, a massive stone fortress built by man and dwarf.

You are brought inside the courtyard, where numerous soldiers casually stroll about, snapping to attention only when they see Sir Althen approach. Sir Althen leads you to the closest barracks and swings the door open for you to enter. He quickly dismisses the soldiers inside as well as those escorting you before joining you inside. “Well now,” he says. “Let’s get to the bottom of this whole matter shall we?”

Sir Althen wants to find out everything that the rogue told the PCs. He will ask:

- The man being chased by the Guard, have you ever seen him before?
- What about his accomplices?
- Why did you get involved?
- (If any of them escaped) Did you notice what buildings any of them escaped to?
- Did you notice any other folks nearby that behaved unusually?
- What is your purpose here in Ratikhill?

Sir Althen will not willingly give out any information about what happened, saying that to do so would be against his orders. Wily PCs may be able to garner the following information from Sir Althen, by asking leading questions (Use a Bluff or Diplomacy check):

DC 10: The thief discovered something of importance.

DC 20: He was spotted coming out of the chambers of Sir Gatoril.

Sir Althen is an honorable man and will dismiss the PCs no matter what information they divulge to him. But he will offer the following warning:

You may be in danger for what you did today. Just remember that there is safety in numbers, and it would be best if you did not repeat anything that we have discussed here.

Encounter Three

Upon being dismissed by Sir Althen, the PCs will find Sir Lothak waiting for them. This encounter is strictly roleplaying with Sir Lothak and Lady Abril. ***You leave, this time unescorted through the gates of Castle Ratikhill. A few soldiers eye you curiously although none of them attempt to stop you. Standing outside the gates a man appears to be waiting for you to exit. You***

recognize him as the commander of the Hill Patrol who nearly came to blows with Sir Althen and the Ratikhill Guard. He flags you down with a wave of his hand.

Sir Lothak will introduce himself as Lothak Bresht, son of Lady Abril Bresht, ruler of this freehold and ask for the PCs names in turn. He will explain that while Sir Gatoril and his servant Althen are in command of the armies of Ratik, he commands the Hill Patrol, who enforce the laws in the area around the Castle. He questioned as many commoners as he could, trying to piece together exactly what happened, and believes that the party may have learned something from the spy.

“Although I am not sure exactly what happened on the streets today, I suspect that you acted in an effort to help capture a criminal as well as keep the peace. For that I wish to thank you. Please take these.”

He will give a formal invitation to each PC inviting them to have dinner at Bresht manor tonight at dusk.

If they refuse, then skip to Encounter Four. Otherwise the PCs have several hours to spend in Ratikhill before nightfall.

Bresht manor is an impressive two-story estate surrounded by an iron fence. An open gate reveals a path of riverstones that crosses the lawn. A servant greets you at the door, but the old man is quickly dismissed by Sir Lothak, who personally leads you through the foyer and into the dining hall. Standing at the far end of the table is a stately, elderly woman dressed in a fine gown. “Greetings, travelers.” She says, “I am Lady Abril Bresht, ruler of this freehold. Please, sit. Let us eat, drink, and share tales.” There is an elaborate spread of food across the table.

Lady Bresht will try to determine the loyalty of the PCs.

- She will say nothing but good things about Sir Gatoril, calling him the great champion of Ratik. She will expound about his triumphs in protecting Kalmar Pass from the monsters of the Bone March.
- She will hint that Sir Althen may have an agenda of his own, and perhaps seeks to usurp Sir Gatoril's power.

- She will ask which freehold they call home and ask if they serve any of the noble houses.

Lothak on the other hand

- Will ask direct questions about the encounter on the streets of Ratikhill.
- He will specifically ask if they overheard or spotted anything that the thief may have said or held.

At the end of dinner, Lothak escorts you to the foyer himself. “Perhaps, you would be willing to perform a small service for me? As the leader of the hill patrol, I am sworn to protect the interests of the citizens of this freehold. So I must find out exactly what happened in that altercation on the street today. Sir Althen and I are not exactly friends, so perhaps he would be willing to divulge information to you that he refuses to share with me. House Bresht would definitely make it worth your while.”

If they respond positively, Lothak will suggest that they meet once again with Althen and try to get more information out of him.

Encounter Four

This encounter takes place after (or instead of), the PCs dinner at Bresht Manor. Hengon Mogotten, War Wizard of Ratik and founder of the Ratikhill School of Wizardry and Sorcery—also wants to find out what the PCs know, he just has a much more unique approach. He is one of the few people who knows that Sir Gatoril is a member of the Knight Protectors, and also knows that Lady Bresht is up to something.

A beggar approaches you. He stoops as he shuffles towards you, seeming to cast off lice and bits of rag as he moves. He points a finger at you and asks: “Does fate choose heroes, or do heroes choose themselves?”

Hengon has used a *change self* spell to make himself appear as a diseased beggar. The question is mainly to get their attention, and he will spin off into a series of seemingly non-sensical questions, but it should become evident that he is indeed very insightful about what is going on here in Ratikhill.

- Are you a fish in the storm? During a storm, the waves and winds threaten to destroy any vessels that dare set sail. But a fish won't even spill his soup while eating dinner down below. That's what's happening here in Ratikhill. You're eating your soup and not even aware of the tempest that's brewing.
- How do you know whom to trust? If you meet two men on the same day, then the one who is a viper is most likely the one who first points his finger at the other and cries "viper."
- Do you favor the black knight or the white knight? (vague reference to Lothak and Althen). Or do you even know which is which? I'll give you a hint... the black knight operates out of the shadows. (ergo, they should not trust Lothak because he is asking them to act as spies).
- Whom should you serve? The king or his country? A king is nothing without his people. But the people are helpless without a king to protect them, right? (a very vague reference to Althen's allegiance to the Knight Protectors of the Great Kingdom).
- It's easy to say that you should serve both equally... but if the king resents his people and the people resent the king, how can you serve both? (the quandary of the Knight Protectors here in Ratik, because they have sworn loyalty to the Great Kingdom, yet Ratik reveres its independence).

If at any point, a PC sees through Hengon's illusion, read the following to that PC:

The image of the beggar fades away. In its place is a tall man dressed in the traditional robes of a wizard or scholar. He winks at you, and smiles warmly, as if to ask you to not reveal his true self to your companions. He hands you an empty bottle and tells you (in an altogether different voice, although the others don't seem to notice) "Here you go. Get yourself a refill somewhere..."

The bottle has a *magic mouth* spell cast upon it. When it is filled with any liquid, it will utter an invitation to visit the Ratikhill School of Wizardry and Sorcery. At the end of the scenario, the PC may visit the school and after a short period (one

Time Unit), gain an *Influence Point with the Ratikhill School of Wizardry and Sorcery*. Multiple bottles will be given out, but only to PCs who see through the illusion on their own without having it pointed out to them. So if anyone yells out "illusion," they nullify anyone else's chance to gain the invitation.

While Hengon is dropping clues, he comes to the conclusion that the PCs really know nothing about what's going on here. He will leave with the following ominous words:

"Ultimately, you must choose for yourself a right path. There are powerful individuals within Ratikhill who serve a kingdom once greater than Ratik. Although they seek only to do good, and to serve loyally, and to reunite the kingdom, they are seen as traitors to the Archbarony. Because they serve the king, and the people have learned to resent the king."

Encounter Five

It will take some time for the PCs to gain another audience with Sir Althen. He has not had a chance yet to confer with Sir Gatoril about what to do with the PCs. But eventually, guards will escort the PCs to the same building and Sir Althen will arrive.

Regardless of the motivations of the PCs in this encounter (either as spies for Lothak, or to warn Althen about Lothak), he will expose himself as a Knight Protector. Under **no circumstances** will he reveal anything about Sir Gatoril, and if asked specifically about his allegiance, Sir Althen will say only "I am my own man and can speak only for myself." Sir Althen hopes that if the presence of the Knight Protectors in Ratik becomes revealed that the exposure will end with him.

"I am a Knight Protector of the Great Kingdom. I do not know what you have heard about our Order. We believe in honor and truth. We believe in defending those who cannot defend themselves. And we believe that the restoration of the Great Kingdom under the rule of an honorable monarch will save the world from its current state of moral collapse." "That is why I have kept my membership in the Order of Knights a secret. The nobles of Ratik value their independence so greatly that most would consider me a traitor to the archbarony"

if I attempted to restore us as a subject of the Great Kingdom. But I stand by my beliefs.”
“And now, I literally am at your mercy. You can expose me if you wish. And I suspect that I will be arrested, banished from Ratik, or perhaps executed by my enemies. If that is your decision, I give you my word that I will do nothing to stop you. Just remember, that our only goal in rejoining Ratik to the Great Kingdom is to bring order, peace, and prosperity to its subjects. Do as you will.”
With that Sir Althen leaves.

Encounter Six

The Vermin, the local thieves that Lothak initially hired to spy on Sir Gatoril have been combing the streets looking to exact some revenge on the PCs for their participation in the earlier chase. As one of their informants spots them leaving the Castle, they realize an opportunity to pry some information out of them.

As you walk down the streets of Ratikhill once again, you hear a man singing loudly accompanying a lute. Ahead of you, leaning against a vegetable cart is a man in leather armor, performing his tune, and appears to be looking directly in your direction.

*“A stranger in town,
A danger he’s found,
Walking a path that calls down the wrath,
Of the lord in his tower,
And those that hold power,*

*The stranger will find,
As his steps fall behind,
A shadowy foe with a blade at his throat,
And though he should fear,
Still he draws near,*

*Helpless to leave,
Waiting to breathe,
Come closer, Stranger, come to the danger.
You may wish to leave,
But you’re helpless to flee...*

The bard is Logend an ally of the Vermin.

Creatures:

Logend, male human Brd1: CR 1; Medium humanoid; HD 1d6+1; hp 7; Init +6; Spd 30 ft. AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 armor];

Atk +1 melee (1d6 [crit 18-20], rapier) or +2 (1d4, sling); AL NE; SV Fort +1, Ref +4, Will +3; Str 13, Dex 15, Con 12, Int 14, Wis 13, Cha 14. Height 5 ft. 8 in.

Skills and Feats: Decipher Script +6, Gather Information +6, Listen +5, Perform +8, Pick Pocket +6, Use Magic Device +6; Improved Initiative, Skill Focus (Perform).

Equipment: leather armor, rapier, lute, pouch w/ 20 gp.

Spells Known (2; base DC = 12 + spell level): 0—[*detect magic, ghost sound, prestidigitation, read magic*].

APL 2 (EL 4):

Magerus Swiftgait, male human/wererat Sor2: CR 4; Medium Humanoid; HD 2d4+6; hp 13; Init +6; Spd 30 ft.; AC 17 (touch 15, flat-footed 12) [+5 Dex, +2 natural]; Atk +2 melee (1d6-1, sickle) or +5 melee (1d4-1, bite); SQ DR 15/silver; AL LE; SV Fort +5, Ref +5, Will +6; Str 9, Dex 20, Con 16, Int 10, Wis 12, Cha 17.

Skills and Feats: Concentration +8, Knowledge (arcana) +5, Spellcraft +5; Improved Initiative, Weapon Focus (sickle), Multiattack, Weapon Finesse (bite).

Possessions: masterwork sickle, *wand of color spray*.

Spells Known (6/5, base DC = 13 + spell level): 0—*daze, detect magic, mage hand, mending, read magic*; 1st—*charm person, magic missile*.

APL 4 (EL 7):

Magerus Swiftgait, male human/wererat Sor4: CR 4; Medium Humanoid; HD 4d4+12; hp 28; Init +6; Spd 30 ft.; AC 17 (touch 15, flat-footed 12) [+5 Dex, +2 natural]; Atk +3 melee (1d6-1, sickle) or +6 melee (1d4-1, bite); SQ DR 15/silver; AL LE; SV Fort +6, Ref +6, Will +7; Str 9, Dex 20, Con 16, Int 10, Wis 12, Cha 18.

Skills and Feats: Concentration +9, Knowledge (arcana) +5, Scry +2, Spellcraft +7; Dodge, Improved Initiative, Weapon Focus (sickle).

Possessions: masterwork sickle, *potion of cure light wounds, wand of magic missile* (1st).

Spells Known (6/7/4, base DC=14 + spell level): 0—*daze, detect magic, disrupt undead, mage hand, mending, read magic*; 1st—*charm person, magic missile, shield*; 2nd—*mirror image*.

Vermin Thugs, male human War1 (4): CR ½; Medium humanoid; HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +3 armor, +1 shield]; Atk +3 (1d6+2/crit19-20, short

sword); AL CN; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +4, Jump +4, Ride +6; Combat Reflexes, Quick Draw.

Possessions: short sword, studded leather, small wooden shield, pouch w/ 25 gp each.

APL 6 (EL 9):

Magerus Swiftgait, male human/wererat Sor6: CR 8; Medium Humanoid; HD 6d4+18; hp 40; Init +6; Spd 30 ft.; AC 18 (touch 16, flat-footed 12) [+5 Dex, +2 natural, +1 deflection]; Atk Atk +4 melee (1d6-1, sickle) or +8 melee (1d4-1, bite); SQ DR 15/silver; AL LE; SV Fort +7, Ref +7, Will +8; STR 9, DEX 20, CON 16, INT 10, WIS 12, CHA 20.

Skills and Feats: Concentration +11, Knowledge (arcana) +5, Scry +4, Spellcraft +9; Dodge, Improved Initiative, Point Blank Shot, Weapon Focus (sickle).

Possessions: masterwork sickle, *ring of protection* +1, *potion of cure light wounds*, *cloak of charisma* (+2), *potion of fire breath*.

Spells Known (6/8/6/4, base DC = 14 + spell level): 0—*daze*, *detect magic*, *disrupt undead*, *mage hand*, *mending*, *ray of frost*, *read magic*; 1st—*burning hands*, *charm person*, *magic missile*, *shield*; 2nd—*mirror image*, *tasha's hideous laughter*; 3rd—*lightning bolt*.

Vermin Cutpurses, male human Rog2 (4): CR 2; Medium humanoid; HD 2d6+2; hp 12; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 armor]; Atk +1 melee (1d6 [crit 19-20], shortsword), or +4 ranged (1d4 [crit 19-20], thrown dagger); SA Rog sneak attack +1d6; SQ Rog evasion; AL NE; SV Fort +1, Ref +6, Will -1; Str 11, Dex 16, Con 13, Int 13, Wis 9, Cha 9.

Skills and Feats: Disable Device +6, Escape Artist +8, Hide +8, Listen +4, Move Silently +8, Open Lock +8, Pick Pocket +8, Search +6, Spot +4, Tumble +8; Expertise, Improved Trip.

Possessions: studded leather, shortsword, pouch w/ semi-precious stones (value 75 gp).

APL 8 (EL 11)

Magerus Swiftgait, male wererat Sor8: CR 10; Medium Humanoid; HD 8d4+24; hp 52; Init +6; Spd 30 ft.; AC 19 (touch 17, flat-footed 14) [+5 Dex, +2 natural, +2 deflection]; Atk +9 melee (1d4, bite); SQ DR 15/Silver; AL LE; SV Fort +7, Ref +7, Will +9; Str 10, Dex 20, Con 16, Int 10, Wis 12, Cha 20.

Skills and Feats: Alchemy +2, Concentration +11, Knowledge (arcana) +5, Scry +6, Spellcraft +11; Dodge, Improved Initiative, Point Blank Shot, Weapon Focus (sickle).

Possessions: *ring of protection* +2, *potion of cure moderate wounds*, *cloak of charisma* (+2), *potion of fire breath*, *bead of force*.

Spells Known (6/8/7/6/4, base DC = 14 + spell level): 0—*daze*, *detect magic*, *detect poison*, *disrupt undead*, *mage hand*, *mending*, *ray of frost*, *read magic*; 1st—*burning hands*, *change self*, *charm person*, *magic missile*, *shield*; 2nd—*hypnotic pattern*, *mirror image*, *tasha's hideous laughter*; 3rd—*lightning bolt*, *slow*; 4th—*stoneskin*.

Vermin Elite, male human Rog4 (4): CR 4; Medium Humanoid; HD 4d6+4; hp 22; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +3 armor, +1 shield]; Atk +5 melee (1d6+1/crit 18-20, rapier); +6 (1d6+1/critx3, composite shortbow); AL CN; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Disable Device +8, Hide +7, Listen +6, Move Silently +7, Open Lock +9, Search +8, Spot +6, Tumble +7, Use Magic Device +5, Use Rope+5; Improved Initiative, Shield Proficiency.

Possessions: masterwork rapier, mighty composite shortbow (+1), studded leather, buckler, quiver w/ 20 arrows, antitoxin, *potion of cure light wounds*, pouch w/ gemstones (value 100 gp).

Tactics:

Have each PC make a Spot check opposed by Logend's Perform check (+8), as he is attempting to distract the PCs from noticing the Vermin. Those who succeed notice the Vermin nearby and may roll initiative during the surprise round.

In the surprise round Magerus casts *charm person* at the most-armored, dumbest-looking fighter-type in the group. The other vermin agents do not organize quickly enough to take part in the surprise round.

On round one, Logend will sing to *inspire courage* in the Vermin. Magerus casts spells. The Vermin enter melee and attempt to flank PCs. On round two, Logend will flee regardless of how the battle is going. His part is done.

Treasure:

APL 2: L: 32 gp; C: 4 gp; M: *wand of color spray* (75 gp).

APL 4: L: 47 gp; C: 24 gp; M: *potion of cure light wounds* (5 gp), *wand of magic missile* (1st) (75 gp)

APL 6: L: 46 gp; C: 64 gp; M: *ring of protection* +1 (200 gp), *potion of cure light wounds* (5 gp), *cloak of charisma* (+2) (400 gp), *potion of fire breath* (90 gp).

APL 8: L: 166 gp; C: 80 gp; M: ring of protection +2 (400 gp), potion of cure moderate wounds (30 gp), cloak of charisma (+2) (400 gp), potion of blur (30 gp), potion of fire breath (90 gp), bead of force (200 gp).

Encounter Seven

As the battle winds down, the observers on the street clear a path. The blue-cloaked guards of the Hill Patrol come marching through armed with maces. A second group of the Hill Patrol arrives from the direction of Bresht Manor, this one lead by Sir Lothak. There are roughly a dozen of them. Sir Lothak orders them to stand down as he approaches. "It seems I was right to order my patrols to keep an eye out for you. It seems that Sir Althen's treachery knows no limits. Wouldn't you agree?"

Regardless of how they respond Lothak will continue:

"As I've told you, the man is a danger to the country. All I need is something that I can use against him, so that he can be removed from power. Now. Tell me what you know of him."

If the characters reveal that Sir Althen is a member of the Knight Protectors of the Great Kingdom, then go to Conclusion A. If they remain silent, then go to Conclusion B.

Conclusion A

Sir Lothak smiles. He exclaims "That's it! Sir Althen is a traitor to the Archbarony! And no doubt Sir Gatoril is as well?"

Lothak will press the PCs for an answer about Gatoril. Regardless of their answer.

Just then another contingent of guards approach, these ones are dressed in white cloaks and carrying unsheathed longswords. Sir Althen leads them toward you. Sir Lothak confidently strides out to meet them, his hands empty and held apart. He addresses Sir Althen, walking directly towards him, and leans close to him to whisper a few words. Sir Althen bows his head, and without looking up, loudly dismisses his guards. They stand about uncertainly, until he spins around yelling "You heard me. All of you return to the

castle!" As the Ratikhill Guard retreat, Sir Althen stands at attention, his sorrowful gaze focused on you. Sir Lothak hastily strips away Althen's sword and cloak, leaving them for his Patrol to collect. He announces aloud, "Sir Althen is under arrest on the charge of treason against the Archbarony of Ratik. He will be held in the dungeon until his trial, whereupon his fate shall be decided."

The Hill Patrol surrounds Sir Althen and marches him away, while Sir Lothak turns to your group. "I knew I would not be disappointed in you strangers. Return with me to Bresht Manor, for your reward." As he walks away, you notice the old beggar you spoke with earlier standing at the corner of a tavern. He mutters something under his breath, then fades away from sight.

If a PC makes a Listen check (DC 20) they hear him say "Black Knight captures White Knight."

The End

Conclusion B

Sir Lothak quickly becomes impatient with your (silence/lies/evasiveness). He barks out, "I am warning you for the last time. Tell me what information you have or you will be clapped in irons!" The Hill Patrol stands poised to attack.

Hengon Mogotten is watching from nearby in the guise of the beggar. Sir Althen received the report of another fight in the street, so he is on his way with the Ratikhill Guard, and will arrive in three rounds.

If the PCs initiate a fight, then they are committing a crime within the freehold of house Bresht, and therefore are subject to punishment... well by the guy that they're attacking. Hengon Mogotten will not intervene in any way, let the fight continue for the three rounds until Althen arrives to stop it.

Creatures:

Sir Lothak Bresht, see NPC appendix.

Hill Patrol guard, male human War1 (12): CR ½; Medium humanoid; HD 1d10+1; hp 8; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [+1 Dex, +5 armor, +2 shield]; Atk +3 melee (1d8+1, heavy mace); AL N; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 12, Int 11, Wis 12, Cha 9. Height 5 ft. 8 in.

Skills and Feats: Climb +5, Jump +5, Ride +5; Weapon Focus (heavy mace), Power Attack.

Equipment: chain mail, large steel shield, heavy mace.

If the PCs do not start a fight, then Lothak orders his guards to arrest the PCs, in which case, Hengon will drop his illusion and confront the Patrol. Any PC with Knowledge (Local) who succeeds at a DC 10 check, will recognize the man as Hengon Mogotten, War Wizard of Ratik, otherwise he will just be “a tall man wearing the robes of a wizard or scholar.” Hengon asks specific questions about the charges and how Lothak knows about them and what proof he has. This will delay the Patrol long enough for Sir Althen to arrive.

Sir Lothak quickly loses his composure as Sir Althen arrives with the Ratikhill Guard. He says, “You may have managed for the moment to escape your punishment, but there will be another day. You would do best to watch your back in the streets of Ratikhill.” Lothak spins around and leaves, the Hill Patrol filing after him.

Sir Althen nods at your group, smiling slightly. “That’s strange, I was going to offer the same advice.” Although the warning is the same, Sir Althen’s voice lacks the hint of malice reflected in Lothak’s words. He offers you a place to stay in the Castle for the rest of the night, and to escort you to the Ratikhill border in the morning.

Meanwhile, the tall man dressed in robes mutters something under his breath, then fades away from sight.

If a PC makes a Listen check (DC 20) they hear him say “Black Knight threatens White Knight. White Pawn moves to protect.”

The End

Experience Point Summary

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

En Media Res

Defeating the Monsters
APL2 90 xp; APL4 150 xp; APL6 240 xp;

APL8 300 xp;

Encounter Two

Capturing Demmiwin
APL2 30 xp; APL4 30 xp; APL6 30 xp;
APL8 30 xp;
Defeating his Allies
APL2 90 xp; APL4 120 xp; APL6 180 xp;
APL8 180 xp;

Encounter Six

Defeating the Vermin
APL2 120 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp;

Discretionary roleplaying award

APL2 50 xp; APL4 100 xp; APL6 140 xp;
APL8 160 xp;

Total possible experience:

APL2 350 xp; APL4 610 xp; APL6 860 xp;
APL8 1000xp;

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.

En Media Res

APL 2: L: 10 gp; C: 30 gp.

APL 4: L: 10 gp; C: 50 gp.

APL 6: L: 25 gp; C: 75 gp; *scroll of burning hands* (5th) (12 gp)

APL 8: L: 20 gp; C: 150 gp; *wand of burning hands* (75 gp).

Encounter Two:

APL 2: L: 5 gp

APL 4: L: 10 gp

APL 6: L: 38 gp; *scroll of hold person* (15 gp)

Encounter Six:

APL 2: L: 32 gp; C: 4 gp; M: *wand of color spray* (75 gp)

APL 4: L: 47 gp; C: 24 gp; M: *potion of cure light wounds* (5 gp), *wand of magic missile* (1st) (75 gp)

APL 6: L: 46 gp; C: 64 gp; M: *ring of protection +1* (200 gp), *potion of cure light wounds* (5 gp), *cloak of charisma (+2)* (400 gp), *potion of fire breath* (90 gp).

APL 8: L: 166 gp; C: 80 gp; M: *ring of protection +2* (400 gp), *potion of cure moderate wounds* (30 gp), *cloak of charisma (+2)* (400 gp), *potion of blur* (30 gp), *potion of fire breath* (90 gp), *bead of force* (200 gp).

Total Possible Treasure

APL 2: 156 gp

APL 4: 221 gp

APL 6: 970 gp (800 gp)

APL 8: 1694 gp (1250 gp)

Special

Influence Point with Mogotten's Academy of Wizardry and Sorcery

Influence Point with House Bresht

-or-

Influence Point with the Order of The Knight Protectors of the Great Kingdom of Ratik.

NPC Appendix

Sir Althen Strongarm, male human Pal6/Knight Protector2*: Medium humanoid (6 ft. 2 in. tall); HD 8d10+16; hp 68; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+1 Dex, +7 armor, +3 shield]; Atk +13/+8 (1d8+5/crit19-20, +2 *longsword*); SQ *detect evil, divine grace, lay on hands (12 hp), divine health, aura of courage, smite evil, remove disease, turn undead, defensive blow +2, shining beacon, best effort +2*; AL LG; SV Fort +6, Ref +3, Will +6; Str 16, Dex 12, Con 14, Int 13, Wis 16, Cha 14.

Skills and Feats: Diplomacy +13, Knowledge (Nobility) +8, Ride +12, Knowledge (Religion) +10, Spot +5; Power Attack, Cleave, Mounted Combat, Great Cleave.

Possessions: +1 breastplate, +1 large steel shield, +2 longsword.

Defensive Blow (Ex): Whenever the Knight Protector is engaged in a melee combat situation where the Knight seeks to protect a creature who is weaker than the Knight himself (fewer HD or total levels) or who is helpless, the Knight Protector gains the listed morale bonus to his attack and weapon damage rolls.

Shining Beacon (Su): All allies of the Knight Protector gain a +4 morale bonus on saves versus fear effects when they stand within 10 feet of the Knight Protector. If the Knight is *held*, unconscious, or otherwise rendered helpless, his allies lose this bonus.

Best Effort (Ex): A Knight Protector gains a bonus to any one skill check he makes, once per day. He must declare the use of this ability before the roll is made.

*Knight Protector of the Great Kingdom (prestige class from *Sword and Fist*)

Sir Lothak Bresht, male human Fig5: Medium humanoid (6 ft. tall); HD 6d10+18; hp 58; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18) [+2 Dex, +5 armor, +3 shield]; Atk +8 (1d8+2/crit 17-20, +1 *longsword*); AL CN; SV Fort +7, Ref +3, Wil +5; Str 13, Dex 14, Con 16, Int 13, Wis 14, Cha 12.

Skills and Feats: Handle Animal +9, Ride +10, Knowledge (Nobility) +5, Craft (Weaponsmith) +9; Expertise, Improved Disarm, Improved Trip, Weapon Focus (*longsword*), Weapon Specialization (*longsword*), Iron Will.

Possessions: +1 *keen longsword*, +1 *chain shirt*, +2 *buckler*.

Hengon Mogotten, male human Sor8/Wiz7: Medium humanoid (6 ft. 4 in. tall); HD 15d4; hp 46; Init +5; Spd 30 ft.; AC 20 (touch 13, flat-footed 19) [+1 Dex, +4 armor, +2 deflection, +3 natural armor]; Atk +7/+2 (1d6, staff); AL LG; SV Fort +4, Ref +4, Will +11. Str 10, Dex 13, Con 11, Int 16, Wis 14, Cha 17.

Skills and Feats: Alchemy +18, Concentration +18, Knowledge (Arcana) +21, Listen +7, Profession (Teacher) +9, Scry +15, Spellcraft +21, Spot +7; Empower Spell, Heighten Spell, Maximize Spell, Still Spell, Silent Spell, Craft Wand, Scribe Scroll, Improved Initiative, Leadership.

Equipment: *Bracers of Armor (+4)*, *Ring of Protection +2*, *Amulet of Natural Armor (+3)*, *Glove of Storing*, *Staff of Fire* (in glove).

Appendix 2: New Creature

Frost Ogre

Large Giant

Hit Dice: 6d8+18 (45 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 20 (-1 Dex, -1 size, +7 natural, +3 hide armor, +2 large shield)

Attacks: Greataxe +10 melee; or +3 rock ranged

Damage: Greataxe 1d12+7; or rock 1d6+7

Face/Reach: 5 ft. by 5 ft./ 10 ft.

Special Attacks: Rock Throwing

Special Qualities: Rock Catching, cold subtype

Saves: Fort +8, Ref +1, Will +2

Abilities: Str 25, Dex 8, Con 17, Int 8, Wis 10, Cha 9

Skills: Climb+7, Listen+2, Spot+2

Feats: Cleave, Power Attack

Climate/Terrain: Any cold land

Organization: Solitary, gang (2-5), band (6-9)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually Chaotic Evil

Advancement: By character class

Frost giants are the offspring of frost giants and ogres. They are larger and tougher than their ogre cousins, and will sometimes command bands of them. While living amongst giants, however, they are often mistreated as half breeds. They look like large, primitive humans with off-white skin and pale blue hair and eyes.

An adult male stands 10-12 feet tall and weighs from 600 to 800 pounds.

All Frost Ogres speak giant. Those with Intelligence scores of at least 10 also speak Common.

Rock Throwing (Ex): Frost ogres are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks.

Rock Catching (Ex): Once per round, a frost ogre that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.