

PAL7M-01

Ten by Ten

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Theocracy of the Pale Regional Adventure

Version 1.4

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The commander of the Pale Patrol in the town of Grimes Mill is recruiting individuals interested in making a few glories. Rumor has it forces hostile to the Pale have a cache of weapons hidden in the nearby Rakers. Do you think you have what it takes to find this cache and claim the reward! Recommended for a balanced adventuring party (Fighter, Cleric, Thief & Wizard) looking to make some quick cash. (Loosely tied into PAL6M-01 A Crisis of Command). A one-round regional adventure set in the Theocracy of the Pale for characters level 1-8 (APLs 2-6).

Resources for this adventure [and the authors of those works] include the Dungeon Masters Guide, Players Handbook, and Monster Manual.

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

	7	7	9	10	11
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- Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

A character that does not pay for at least Standard Upkeep may also avoid the above-

described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

PALE HOLY DAY

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan holy day. This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan holy day. Otherwise, the die result indicates the number of days until the next Pholtan holy day. Due to the special nature of the Theocracy of the Pale, you are encouraged (but not required) to work in a brief scene involving Pholtan worship on holy days, possibly including a brief 1-2 minute sermon by a PC if he or she is at least fifth level and you believe that there is time available.

SPECIAL RULES FOR THE PALE

See DM Aid 1: Special Rules for the Pale.

ADVENTURE BACKGROUND

The battle at Grimes Mill was brutal, and was thankfully won for the help of Heroes that showed up at the last moment. The fact that the Military forces of the Theocracy were stretched thin was brought glaringly to light when the chain of command was sorely tested and found wanting that day. It is unfortunate that the Troll Winter lasted as long as it did, for little has changed.

Fortunately a tip from an unknown source has brought to light some important information to the new commander of the Pale Patrol. Someone near Grimes Mill has been creating and distributing weapons to the remnants of Silva Strathmore's' Orc army. They leave them in a

secret location near the foothills of the Rakers for pick up later by Orcs. Who these traitors to the Pale are has not been discovered.

The tip was actually provided by a local cell member of the Pale Thieves Guild by the name of Night Eyes. The thief's guild has decided that all of this conflict is cutting into business and they are helping out in the only way they know. Unfortunately they have not yet located the traitor in our midst's. They do however know who the courier of the weapons is, but did not reveal this information to the commander of the Pale Patrol. They are hoping that she will lead them to the supplier, and then they can enact their own vengeance.

The courier is a Suel woman by the name of Kathara. She has made a deal with Silva Strathmore to supply weapons to the Orcs that survived the defeat at Grimes Mill if they will continue to perform guerilla attacks along the settlements near the Rakers. A plan that will benefit both Silva and Kathara's masters by keeping the Pale Patrol off balance.

The new commander of the Pale Patrol contacts the PC's when they pass through the area. The commander has no choice but to use heroes as he cannot spare any of his forces to chase down all of the would be hiding spots of this cache.

Kathara has some spies stationed in Grimes Mill. These four individuals were taken by surprise when word reaches them that the PC's were commissioned to seek the cache. Now their only hope is to mislead the PC's, or in the worst case, attack them when they are in the wilds seeking the cache.

ADVENTURE SUMMARY

Encounter One

"A few good heroes"

Why anyone would come to the sleepy little logging town of Grimes Mill is anyone's guess. But the Pale Patrolman is very adamant that his commander has need of adventures and has also indicated that not a few glories are going to be thrown in to make it worth their troubles. The PC's will need to speak with Commander Grimm if they want the particulars. He will offer them a meager amount of gold and the promise that they may keep a weapon of their choice from the cache if they can locate and return it to him. The only information he has is that it is located somewhere in the foothills of the Rakers just east of town.

Encounter Two

"Well that was convenient"

Once the PC's have decided to go after the cache, a woodsman, named Jack Lumbers, approaches and gives them its location. The man is none other than the thieves' guild member Night Eyes, in disguise as a woodsman. He has been waiting for a party he thought strong enough to show up. He will initially ask them pointed questions about what they do for a living and any adventures that they may have partook in. Once he is satisfied that they are honorable and have the skills to undertake this mission, he gives them its location on a silver platter. He did not feel that he was strong enough to handle any dangers that might reside within the secret cache's location. He is a simple woodsman after all.

His other motivation while questioning the PC's is to feel out any potential new members for the thief's guild and will warm up to any PC that flaunts any "unusual" skills.

He is unwilling to travel with the characters, but gives them detailed directions to the mouth of the cave. **Be prepared for the usual party paranoid and they may attack him or try to find out how he knew where it was. – signs of upcoming ambush.** Remember, he is a woodsman and with all that has happened since the Troll Winter, even he must dare to enter the woods if he is going to help rebuild the Pale. But then again, he would normally run from danger, unlike the PC's who seem to thrive on such challenges.

Encounter Three

"Why don't you just go home?"

As the characters leave town they are spotted by the spies and confronted. The spies, whose leader is a man named Spider, try to convince the PC's to just give up searching for the cache. If the PC's allude to the fact that they know where the cache is located, Spider will try to bluff them and convince them that they already investigated that cave and found nothing. Regardless of the outcome of the conversation, Spider and his cronies will not engage in combat with the PC's and will in fact go to the Militia if attacked. Possibly resulting in one if not all PC's spending some time in a new dawn camp. They are outfitted like ordinary woodsmen. They will only try to convince the PC's that they have already searched the cave, when or if that fails they will go back to their contact for more instructions. The group is made up of Chaotic Neutral individuals who are in it for the money only. As will occur in the final battle against them, they will not fight to the death, realizing that facing down well armed heroes bent on justice has no profit.

Encounter Four

"Man, that's a dark cave"

This is the secret location of the weapons cache. Unfortunately it is not just a cave with a pile of weapons inside. Both the courier and the forces hostile to the Pale wanted to make sure no one just stumbled upon the weapons and have created a small secure dungeon to house them. Basically three ten by ten rooms form this complex. Simple traps guard the entrance, an orcish or goblinoid minion(s) guard the entrance to the "stash", and an illusion and lock hides the entrance to the cache of weapons.

The weapons themselves are all of masterwork quality and range in variety equal to that any player could buy on their own with open access. Allow players to locate a masterwork version (Or magical +1 to +4 at higher APL's) of their favorite weapon for use in the final encounter. All of the weapons are piled on three small carts to be pulled by a single medium humanoid of 16 Strength each. Two PC's with a Strength total greater than 16 can pull a cart together. So a balanced party with two fighting types should be able to easily get all the carts out and back to Grimes Mill.

Encounter Five

"I didn't like those guys anyway"

Spider and his gang have received new instructions from their contact, instructions that do not sit well with the self serving Chaotic Neutral group. But they are willing to give it a half hearted try, and have laid an ambush for the PC's a mile or so from the cave. This is the final battle and should allow the PC's to simply lay them low or scatter them.

At APL 2 Spider and his gang are unimaginative in their attack and only poor rolling on the players behalf will even allow them a surprise round.

At APL's 4 & 6 Spider and his gang have set up a well planned attack and will coordinate their assault to the best of their limited abilities. Only poor rolling on the part of the characters and good rolling on the part of the GM should place anyone in jeopardy.

If anyone is captured, they will only be able to give up Kathara if successfully interrogated, but pursuing her goes beyond the scope of this module. They will of course try and escape should the opportunity present itself. But do not spend undue time on this option.

Conclusion

"If I only had more soldiers like you"

Commander Grimm is extremely grateful for your success in returning the weapons cache. He is more than willing to take any prisoners off of your hands.

He will also indicate that some of the PC's may want to consider joining the Pale Militia; they can always use a few more good souls.

Jack Lumbers will also use small sparrows to deliver a note to any PC's he thinks might be willing to join the Pale Thieves Guild and offers membership now or in the future if they wish. He sent the sparrows using scrolls of Animal Messenger he was able to cast with his Use Magical Device skill. He also used another disguise when doing so in the event any PC can commune with animals in order to find out who sent the notes. The guild could always use someone with your skills. He will only make this offer to someone who would be receptive. If a player states that he would turn in or lay a trap for the thief's guild by going to the Pale Patrol, he would never have been approached in the first place and AR access should be removed for that player. The Thief's guild has been avoiding traps set up by the Pale Patrol for years and will require more imaginative methods to capture them.

PREPARATION FOR PLAY

Four Spot and Listen checks. The Listen checks will be used in encounter 4, the Spot checks will be used in encounters 2 and 5.

INTRODUCTION

The Troll Winter is at an end and with it the general clamor for the skills of powerful adventurers has begun to wane. You find yourselves traveling a back road of the Pale near the small town of Grimes Mill. The early morning chill is still fresh in the air.

Allow the players to introduce themselves to each other at this point before continuing.

A group of six Pale Patrolmen block your path. Before you get to close, one of their number breaks off at a trot and approaches you with his right hand raised in greeting.

"Are you adventurer's," he states as he eyes your group quickly, without waiting for a response he continues, "My commander would have a word with you should you be willing, a matter of some important may require your skills. So if you would follow me please."

Obviously characters may not want to follow right along and most likely will have questions for the patrolman. The only information that he can provide is that his commander let all the patrolmen know to keep their eyes out for any adventurers and bring any they should locate to him at the earliest possibility. He can also inform them that it is for a job, but what the mission would be, he was not told. Yes, payment is being offered.

PC's may also want information regarding Grimes Mill if they are not familiar with PAL6M-01 A Crisis of Command. A successful DC 15 Knowledge (local [Nyron and Her Environs]) check will only give up that a battle was fought here last year against Orc forces that were turned away with the help of Heroes. Otherwise the town of Grimes Mill is nothing special. The only item of note is an abandoned tower located a short distance from the town, used by the defenders a year ago as a strong point in the battle.

The trip to Grimes Mill is short and soon the PC's will find themselves in the office of Commander Louis Grimm.

1: A FEW GOOD HEROES

You arrive at a simple log house on the outskirts of the town of Grimes Mill. It appears to have once been a common home that has since been converted into a Pale Patrol headquarters. Other than the six Patrolmen who brought you here, only one horse with a stable boy appears to remain in the large pen that has been added to the house. The Patrolmen bids you to enter and speak to Commander Grimm.

As you enter the house you are greeted by a simple 20'x20' room, one corner holds a simple pot belly stove, that doubles as the houses only form of heat, another corner holds three sets of bunk beds for weary Patrolmen when not on duty, finally a great table sits before you. The table must also serve as the homes only eating surface as you note all the food stains, but at the moment most of it is covered with papers and books. There appears to be no rhyme or reason to the organization and the frustrated Flan man behind the table does not appear to be successful in changing this state.

He looks up at you when you enter and simply nods to the Patrolman who closes the door as he departs on patrol once again.

The flannish man has short cropped jet black hair and no beard. Nor does he have any tattoos in evidence as would normally be found on someone of his race. He is short and stocky. The uniform he wears appears loose, but is otherwise immaculate, signifying him as a Commander in the Pale Patrol.

He greets the PC's formally, trying to shake the hands of whomever will accept. He asks them to make themselves comfortable, but only a long bench that will hold four medium sized humanoids is located opposite of a similar one that he now sits on. Give the players a chance to sort themselves out with the seating arrangement, obviously not all can sit unless they wish to go around the table and sit next to him. Once they are settled, he will stand and continue.

"Obviously you are wondering why I have asked for your assistance. I will get right to the point; I have received information that leads me to believe that a stash of weapons is being hidden in the nearby Rakers.

These weapons are intended for Silva Strathmore and his remaining Orc forces that were not driven off last year. All I can tell you is that someone in the Theocracy is making and supplying arms to our enemies. To what end I cannot say. All I know is that it must be put to a stop before it draws more support for Silva. We were only just able to drive him off last year."

"To this end, I would like to hire you to go into the Rakers, to locate and confiscate this cache of arms. My Patrolmen and contacts within the Pale are following up on leads regarding those responsible for supplying the weapons.

I can offer you 50 glories a piece (50 gp) for your efforts. As well as your pick of weapon from the cache or its equivalent in gold if you are successful. Are you amenable to this offer?"

Allow the PC's to respond, those who do not wish to take on this mission will be thanked for taking the time to even show up and hear him out (the adventure will end for those PC's at this time). Otherwise he will now answer any questions they may have regarding the mission. It is still early in the day so he will expect them to set out as soon as possible.

- Where should we look?

My source tells me that the cache lies somewhere North of the village in the woods. I would start there.

- Who is your source?

Someone that I have come to trust, someone who has the best interests of the Pale at heart. That is all I can say.

- Are there any guides available?

I have not been here long enough to get to know the townsfolk. But it is a lumber town, so there may be someone available. You would need to ask around.

The only real information that he has is that the cache is located somewhere to the north of town. Hopefully the PC's hold the skills necessary to locate a trail and follow it to the hidden weapons. Otherwise they will need to spend a while searching the woods.

If the conversation turns towards anything not directly related to the location of the weapons, Commander Grimm will say thank you to the PC's one more time, but must apologize as he is very busy and cannot possibly spare any more time.

Creatures: Commander Louis Grimm: male human (flan) fighter 5; hp 43, Con 12 (7.5+7.5+7.5+7.5+5)

A Flanish man of average height and build with short cropped black hair. Devoid of the normal tattoos that you would find on a pure blooded Flan. He is a man that has obviously inherited a command in disarray. The previous commander was sent to fight against the forces of the Troll King after his failure at Grimes Mill. Louis now has his hands full trying to whip the local patrol back into some kind of shape. But he does not have the cream of the crop to work with. Mostly out of work farmers and haggard veterans. So he tries to be polite, but is a man that appears weary and worn. His uniform though is crisp and clean. His office is anything but. Papers form various piles on his desk, one with a half eaten meal perched on top.

Treasure: none

Development: Obviously the players could decide that this is not a job for them, in which case the adventure would end here.

2: WELL THAT WAS CONVENIENT

As you leave the office of the Pale Patrol and make your way through the small lumber town on your way north, a thin leathery man signals to you. He has a very thick head of curly red hair with a beard that reaches down to his stomach. He carries an axe and is dressed very much like a lumberjack. He is obviously trying to gain your attention.

Allow the PC's to either approach or ignore "Jack Lumbers" aka Night Eyes. If they should approach then continue, otherwise he simply shrugs at their lack of interest and moves away.

"Pholtus be with you this fine day friends, Jack's my name and Lumber is my trade. But that is not why I got your attention." He steps off the side of the central road through town and motions for you to follow him.

"I think I know why you're here and what your lookin' fer"

He waits for any PC to simply blurt out their mission. If none do he states, **"Ah right, secret mission fer the Patrol I understand."** Then continues.

"Your lookin' fer them weapons what go in the woods are'n ya?"

Again he will wait for someone to blurt out the mission. It is at this point that he will select specific PC's to be contacted in the future for possible membership in the Pale Thieves guild. Anyone who cannot keep their business to themselves may have lips too loose to entrust with guild business. Anyone who gives up the mission will not receive a note from Night Eyes at the end of the adventure. Do not wait too long for someone to "give up" the mission, either they will do so immediately or they will not. Only those that speak up will lose access on their AR, everyone else will still receive it if they keep their mouths shut. In any case he continues.

"I know where they be hidden, I do. Crafty Orcs built themselves a hidey hole. I would go there myself, but I likes ta live if ya know what I mean! Then I saws ya comin' frum that there Generals place an figured he done got himself some heroes to go an face down dem orcs an grab the stash. Am I right, huh, am I?" He

does not wait for the PC's to answer and continues, "I knewed it. Bet ya liked ta know what ol' Jacks knowed now would'nt ya!"

Allow the PC's to begin to interact with Night Eyes aka "Jack Lumbers". Give them a few minutes to ask him what he knows, while Night Eyes waits for someone to offer him a few gold coins for the information.

If anyone asks the obvious question of why Night Eyes did not go to the Commander with the information, he says, **"I just this minute done got back from tha woods where I spied tha hidey hole, if'n you aint being interested in what I know, I aim to do just that."**

Allow paranoid PC's to make a Sense Motive against Night Eyes. Fortunately this information is true, Night Eyes only recently came back from the woods after locating the cache himself. But he was cautious enough not to try to face down alone what might lie within. He now sees a chance to put this information into good hands without having to expose his lumber jack persona to the Commander.

If any PC offers any amount of gold he will say, **"Hail Pholtus I done knewed ya were good people; now let me tell ya where them weapons be at!"**

If no one offers any gold for the information that he has, Night eyes will say, **"Man can't even get a few glories when hes gots something worth it. Well since he will most likely use ya to gets the weapons anyway, might as well tell ya where dey at!"**

Night Eyes will then give a very detailed description of where the secret cave is located. But cannot provide them with information about what may lie within, as he was too cautious to check it out any closer all by his lonesome. With that he will leave them after taking what money they offered if anything.

During this encounter allow any PCs that announce they may be doing so to make a Spot check. An easy DC 5 will allow them to notice a small group of men taking an interest in their conversation with "Jack". This is Spider and his cronies. They spotted "Jack" in the woods and were not able to catch up to him before he got back to town, now that want to find out just what it

is "Jack" may have seen. But after he is seen talking to the PC's, Spider is sure that he saw the hidden location.

Whether the PC's see Spider watching them or not proceed to the next encounter when they are done talking to Night Eyes. Remember to note any PC's that "gave up" the mission. They will be ineligible for access into the Pale Thief's guild.

Creatures: Night Eyes a.k.a. "Jack Lumbers": male human (oeridian/flan) thief 8; hp 36, Con 10 (4.5+4.5+4.5+4.5+4.5+4.5+4.5+4.5)

A rail thin but leather skinned mixed Oeridian/Flan man. His head is cleanly shaven along with his face. Though in actuality he would normally have a thick mane of curly brown hair and beard. He maintains this appearance so that he can disguise himself all the easier. His eyes are constantly wandering, not darting about, but never resting on one thing for too long. This can unnerve people as he has a tendency not to look you in the eyes while he speaks to you, even when in character. He wears a pair of glasses that allow him to see in the dark with darkvision at night.

Development: If the PC's ignore Jack Lumbers and his very important information regarding the location of the stash, have a Patrolmen catch them just before they leave with a crude map giving the location of the cave in question. Jack Lumbers will have given the information to Commander Grimm who quickly made a map for the players.

All PC's will be eligible for access to the Pale Thief's guild in this instance.

3: WHY DON'T YOU JUST GO HOME

Just when you think you are about to make your way out of town another group of men approach you. The largest one of them, an Oeridian man nearly 7 feet tall, bald but with a full curly blonde beard steps forward.

"Saw you talkin to that Jack fella, what was that about?"

Allow the PC's to answer as they may. There are four (or five at APL 6) men all together. Spider is the most intimidating of the group. If the PC's say they ignore the men and continue on, let them do so. Spider will simply shout out to them as they leave, **"That man's a coot and I would'nt put any stock in anything he might be selling!"**

Otherwise if the players share what Night Eyes told them or talk about the mission, then Spider sees his chance to mislead the group and send them on a wild goose chase. You will have to use what information the players give you in order to mislead them.

If they talk about the location Night Eyes gave them, then Spider will directly tell them that he and his boys just came from that cave. All the lumberjacks around town know of the cave and use it to store lumber. He will laugh with his friends and tell the PCs that they have been had. Allow the PC's a Sense Motive check opposed by Spider's -1 modifier on his Bluff checks.

If they only talk about the mission, then Spider will offer up some other locations or simply tell them that they are being sent on a fool's errand. Once again allow them a Sense Motive check against Spiders Bluff check (Spider has a -1 Bluff check modifier).

If the players start to get violent or aggressive have Spider and his boys head into town immediately. Spider will not hesitate to call out for the patrol if the players attack.

Mostly this encounter is designed to provide some additional Role Playing and possibly sow some seeds of doubt in the minds of the PC's. Or if they are able to see through Spider's Bluffs, it will lead them rightly into believing that Spider and his gang may be those responsible for the weapons or are at least party to those who do not have the best interests of the Pale at heart.

In any event, the players should still head off into the woods in search of the cave.

APL 2 (EL 4)

Spider: male human barbarian 1; hp 14; Appendix 1.

Generic Rogue (3): male human rogue 1; hp 8; Appendix 1.

APL 4 (EL 6)

Spider: male human barbarian 2; hp 28; Appendix 1.

Generic Rogue (3): male human rogue 2; hp 14; Appendix 1.

APL 6 (EL 9)

Spider: male human barbarian 4; hp 50; Appendix 1.

Generic Rogue (4): male human rogue 4; hp 26; Appendix 1.

Tactics: This is not a combat encounter, if combat is initiated by the characters, Spider and his allies will call for the Pale Patrol who will show up in 1d4 rounds to take the PC's into custody.

4: MAN, THAT'S A DARK CAVE

Either the PCs will follow Night Eyes very detailed instructions or go out on their own abilities. If they attempt their own tracking, allow anyone with the Track feat to make an Survival check (DC 15) to locate the trail leading to the cave. The cave is about three miles into the woods.

Following Night Eyes directions will lead the PC's to the cave in about two hours. Wasting time looking for a trail if they did not talk to Night Eyes or following up on leads given by Spider will cost the players five extra hours (seven hours total). In any event, the players will not run into any other people from Grimes Mill or any monsters or Orc patrols while looking for the cache.

Double all times if none of the PC's have the ability to track. Even stumbling around they will eventually find the cave.

Ahead you spot a cave that could very well be a perfect hiding spot for a cache of weapons. Piles of dirt surround the area nearby, evidence that some form of construction must have taken place inside the cave. No light issues forth from the entrance.

Please use DM map (1) to follow the remainder of this encounter. Please note that no light enters into the cave from outside, so players without darkvision will need to provide illumination of some kind.

Room "A"

From the entrance, this room is a simple rough hewn ten foot by ten foot cave with the roof some nine feet tall. The floor of the room is covered in pine needles and has a strong woodsy smell to it. A crude wood door lies in the wall directly opposite the entrance.

This room is trapped.

Trap: All APL's - Trigger (tripwire in square in front of inner door), Manual Reset, Search DC 18, Disable Device DC 18, Atk +12 melee (1 stone per PC in room) 1d6 damage. CR 2

Be sure to allow each player to say what they will do before you resolve the trap. Don't just spring it when one player picks up his miniature and places it in front of the door. Be sure to allow everyone to move once before you trip it so that you can get the maximum number of PCs, should they all want to crowd into the room.

After dealing with the trap, the other door that leads from this room is not locked and readily opens. Allow PCs to make a Listen check. The DC depends on how silently they were able to enter this room. If the PCs were able to get past the trap without triggering it or making too much of a ruckus, the DC is 5 in order to hear the Orcs or Ogre in the next room. If they set off the trap or made enough noise to where the Orcs or Ogre could detect them (the Orcs or Ogres succeed at a DC 5 Listen check, modified for distance) then the Orcs or Ogre are lying in wait and it will take a DC 20 Listen check to avoid surprise.

Room "B"

Unless the players take great pains to enter the cave quietly and completely avoid the trap then the monsters in this room will be ready for them. Fortunately it is only a token "guard" left to watch over the cache. The door opposite of the entry door is covered by an "Illusory Wall" spell (phb. 243), DC17 Will save to Disbelieve at all APL's.

Like the first room, this is a simple rough hewn stone chamber ten feet by ten feet. Unlike the first room only the door you opened appears to lead out and the individuals in the room want to make you pay for your intrusion.

APL 2 (EL 2)

Orc, 1st-Level Warrior (4): hp 5, 5, 5, 5; *Monster Manual* 203.

APL 4 (EL 4)

Thorg: male ogre barbarian 1; hp 53; Appendix 1.

APL 6 (EL 7)

Ogre, 4th-Level Barbarian: hp 79; *Monster Manual* 199.

Tactics:

APL 2 – Two Orcs will block the door, shifting out of the way for another Orc to take his place if wounded. Because of the doorway everyone is considered to have minor cover from those on the other side (+2 cover bonus to AC). Moving will not provoke an attack of opportunity due to the cover provided by the door.

APL 4 and 6 – The Ogre will rage immediately. He will not leave the room though, closing the door if the PC's fall back. Be advised that his reach will allow him to attack every square in the first room through the door. The doorway will provide minor cover (+2 cover bonus to AC) for the Ogre and the PCs. PCs can move without provoking due to the cover provided by the door.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 34 gp; Coin 0 gp; Magic 0; Total 34 gp.

APL 4: Loot 29 gp; Coin 0 gp; Magic 0; Total 29 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 458 gp +1 *hide armor* (98 gp), *ring of protection* +1 (167 gp), +1 *greatclub* (193 gp); Total 458 gp.

Development: Any hostage taken will need to be questioned using Intimidate, Diplomacy, or magic. Their initial attitude as Hostile, and only bringing them to indifferent will get them to talk. The only information they have is that they were instructed to guard the cave by their superior until relieved.

The wall opposite the doorway is covered with an "Illusory Wall" spell. Detecting the locked door behind the illusion will be automatic for anyone who interacts with the wall. But in order for a PC to pick the lock on the door they will first need to Disbelieve the wall. At all APLs, the Will save is DC 17 (PCs can gain a +4 bonus to their save if the illusion is pointed out by another character). This Will save is repeatable, so it will only be a matter of time before a PC will make the save, so do not spend too much time on this.

Heavy Stone Door: 1 in. thick; hardness 8; hp 60; AC 5; Break DC 28. Average Lock DC25.

If no PC has ranks in the Open Locks skill, the PCs will need to find alternative means to opening the door, like bashing the door down. With it's Hardness of 8 this could take a while. You only need to determine if anyone is capable of beating

the Hardness of 8, if so, just simply state that it takes about an hour to finally get the door open.

Room "C"

This room is very similar to the first two. It is ten feet by ten feet and filled with four hand carts spilling over with weapons. Now that you have the door open it is a simple matter to drag the carts back to town.

A single cart weighs 1000 lbs. The carts are filled with weapons of all types. All of which are designed for small and medium sized characters. At APL 2 and 4 there will be a single weapon of masterwork quality for each PC who wishes one. The weapon will be of any type available in the Players Handbook on table 7-5 (pg 116-117). At APL 6 they are all standard quality designed for small and medium sized characters. None of the weapons will be made of any special materials. This cache constitutes the bulk of the gold that is available in this mod at APL 2 and 4. The loss of this cache to **Silva Strathmore** and his forces is considerable.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 150 gp; Coin 0 gp; Magic 0; Total 150 gp.

APL 4: Loot 200 gp; Coin 0 gp; Magic 0; Total 200 gp.

APL 6: Loot 200 gp; Coin 0 gp; Magic 0; Total 200 gp.

5: I DIDN'T LIKE THOSE GUYS ANYWAY

You are well on your way back to the town of Grimes Mill when a familiar face blocks the choked path ahead of you. It's the lumberjack named Spider.

Spider and his allies are preparing an ambush, it will take place on a narrow part of the trail. The trail is only five feet wide and flanked by difficult terrain (Scrubs and Trees). The thickness of the growth on the sides of the trail give Spiders allies a +5 bonus to their hide.

Should anyone spot the rogues hiding along the side of the path read the following;

You notice Spiders' three friends hiding along the side of the path with weapons drawn. One on one side, two on the other.

If no one spots Spiders hidden allies, or they do and continue to approach the waiting Spider without causing a ruckus he waits until the PC's are between them on the trail then says;

"I have to say you bunch have gone to a lot of trouble for nothing. I will be taking those weapons back...and seeing as how you are trying to be heroes, I guess I'll need to get my hands dirty. NOW BOYS!"

If the PC's spot Spiders hidden allies and make a ruckus about it then Spider says;

"It's just them heroes from town boys, let em by"

Once the last PC is between the hidden rogues Spider will order them to attack.

APL 2 (EL 4)

Spider: male human barbarian 1; hp 14; Appendix 1.

Generic Rogue (3): male human rogue 1; hp 8; Appendix 1.

APL 4 (EL 6)

Spider: male human barbarian 2; hp 28; Appendix 1.

Generic Rogue (3): male human rogue 2; hp 14; Appendix 1.

APL 6 (EL 9)

Spider: male human barbarian 4; hp 50; Appendix 1.

Generic Rogue (4): male human rogue 4; hp 26; Appendix 1.

Tactics:

APL 2: Spider and his gang will fight only to subdue. They will not be very well organized, they will not flank and should only get to sneak attack on the surprise round and possibly the first round.

If Spider is reduced to less than half his HP, he will flee. His allies will follow him the next round. Otherwise each individual will fight until reduced to 4 HP before they flee. If two of his men flee, then Spider will flee on the next round followed by the last ally on the final round.

Spider himself will target the person at the front of the party. His allies will target casters, then clerics, then all else. Remember that they are fighting to subdue only.

APL 4 and 6: Spider and his gang pose an actual threat to the party. As they leave the cave please make sure you understand what each character is doing during the trip back to the town so that you

can give them every opportunity to make Spot checks against the villains' Hide

In either case, Spider will charge the lead character while the remaining rogues will attack from the sides, targeting spellcasters first, combining their actions for flanking if possible. They do not fight to subdue at this level, but will also not take the time to coup-de-grace. Once a player goes down they will move on to the next, moving from convenient spellcasters, then clerics then all others. Spider will try and tie up the best Fighter if he is able too, otherwise he will start at the front of the group and work his way back.

Note that the rogues may not charge on the first round because of the difficult terrain they are hiding in.

If Spider is reduced to less than half his HP, he will flee. His allies will follow him the next round. Otherwise each individual will fight until reduced to 4 HP before they flee. If two of his men flee, then Spider will flee on the next round followed by the last ally on the final round.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 106 gp; Coin 0 gp; Magic 16 gp 4 *potions of cure light wounds* (4 gp each); Total 122 gp.

APL 4: Loot 144 gp; Coin 0 gp; Magic 100 gp 4 *potions of cure moderate wounds* (25 gp each); Total 244 gp.

APL 6: Loot 47 gp; Coin 0 gp; Magic 1091 gp 5 *potions of cure moderate wounds* (25 gp each), 4 +1 *Rapiers* (193 gp each), +1 *Greataxe* (193 gp); Total 1138 gp.

Development: At all APL's, if any of the gang members are captured, they can give up the name of their contact (Kathara), but they do not meet her, they only go to a pre arranged meeting spot and she shows up to them magically. The only worthwhile option is to turn in any captives to the Pale Patrol.

Should Spider and his gang succeed then all of the carts will be taken into the woods and stashed. Spider and his gang meet up with forces of **Silva Strathmore** and turn them over. The players will have failed to stop the supply chain. Spider and his gang will leave the players for dead in the woods, not wanting or needing to take them captive. If none of them is able to regain consciousness on their own, then they are found by a lumberjack and brought back to town for care.

CONCLUSION

Success – All APL's

You return to the town with your carts full of weapons and possibly some prisoners, in either case, the town seems just as you left it. The trials you have just faced go unknown to the town in general. Commander Grimm is very appreciative of your efforts, paying you the gold that he promised as well as the reward of additional gold and quite possibly the weapon of your choice from the cache you recovered.

You are invited to eat with the Pale Patrol that evening. Commander Grimm informs you that they have yet to catch up with Kathara, the apparent contact of Spider and his cronies. She may be the very person providing the weapons that you recovered.

He leads a toast to your accomplishments this day. Ending the evening with his rendition of the Pale national anthem (he does not sing well, but his men appear to humor him with some half hearted clapping).

For those that qualify for entry into the Pale Thieves guild read the following

As the night wanes some of you (name specific PC's) are bothered by a small sparrow.

Attached to the leg of your sparrow is a note inviting you to a meeting in the future with the Pale Thieves guild to discuss your potential for membership if you so desire, signed Night Eyes.

Failure – All APL's

You return to town beaten, possibly some of you have paid the ultimate price of your lives. In any event the town of Grimes Mill is just as you left it. None are aware of your recent defeat.

Commander Grimm is saddened by the loss of the cache weapons, but pays you the gold that was promised for your efforts. He is also sorry for any losses you may have suffered during this mission. He obviously underestimated the resources of the enemy he now faces. Kathara, the apparent leader of the group that ambushed you, still remains at large as well. Commander Grimm asks you to excuse him as he now has much to report to his superiors.

For those that qualify for entry into the Pale Thieves guild read the following

As the night wanes some of you (name specific PC's) are bothered by a small sparrow.

Attached to the leg of your sparrow is a note inviting you to a meeting in the future with the Pale Thieves guild to discuss your potential for membership if you so desire, signed Night Eyes.

The End.

CAMPAIGN CONSEQUENCES

Please let me know if your group was successful in recovering the weapons cache. Contact me at the following e-mail; aragura@rcsis.com

EXPERIENCE POINT SUMMARY

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

4: Man, that's a dark cave

Experience objective

APL 2	90 XP
APL 4	150 XP
APL 6	240 XP

5: I didn't like those guys anyway

Experience objective

APL 2	120 XP
APL 4	180 XP
APL 6	270 XP

Story Award

Objective(s) met:

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP

Discretionary roleplaying award

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP

Total Possible Experience

APL 2	270 XP
APL 4	390 XP
APL 6	570 XP

TREASURE SUMMARY

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

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

the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Introduction

APL 2: no treasure.

APL 4: no treasure.

APL 6: no treasure.

1: A few good heroes

APL 2: no treasure.

APL 4: no treasure.

APL 6: no treasure.

2: Well that was convenient

APL 2: no treasure.

APL 4: no treasure.

APL 6: no treasure.

3: Why don't you just go home

APL 2: no treasure.

APL 4: no treasure.

APL 6: no treasure.

4: Man, that's a dark cave

APL 2: Loot 184 gp; Total 184 gp

APL 4: Loot 229 gp; Total 229 gp

APL 6: Loot 200 gp; Magic 458 gp +1 *hide armor* (98 gp), *ring of protection +1* (167 gp), +1 *greatclub* (193 gp); Total 658 gp

5: I didn't like those guys anyway

APL 2: Loot 106 gp; Magic 16 gp 4 *potions of cure light wounds* (4 gp each); Total 122 gp.

APL 4: Loot 144 gp; Magic 100 gp 4 *potions of cure moderate wounds* (25 gp each); Total 244 gp.

APL 6: Loot 47 gp; Magic 1091 gp 5 *potions of cure moderate wounds* (25 gp each), 4 +1 *Rapiers* (193 gp each), +1 *Greataxe* (193 gp); Total 1138 gp.

Treasure Cap

APL 2: 225 gp

APL 4: 337 gp

APL 6: 450 gp

Total Possible Treasure

APL 2: 306 gp

APL 4: 473 gp

APL 6: 1796 gp

ADVENTURE RECORD ITEMS

Invitation from the Pale Thieves' Guild:

This organization has noted your abilities and extended an invitation to you. It survives against all expectations in the Theocracy of the Pale, depending on the discretion and cleverness of its members.

Recovered the Weapons: Having recovered the weapons, word of your abilities is being spread by the rank and file of the Pale Patrol. +2 bonus on Diplomacy when dealing with the Pale Patrol.

ITEM ACCESS

All APL

- *None*

APPENDIX 1: APL 2

5: I DIDN'T LIKE THOSE GUYS ANYWAY

SPIDER

CR 1

Male oeridian barbarian 1

CN medium humanoid

Init +1; **Senses** Listen +4, Spot +0

Languages Common & Orc

AC 14, touch 11, flat-footed 14

(+1 Dex, +3 armor)

hp 14 (2 HD)

Fort +4, **Ref** +1, **Will** +0

Speed 30 ft. in Hide armor (6 squares), base movement 40 ft.

Melee Masterwork Greataxe +5 (1d12+3)

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

Base Atk +1; **Grp** +3

Special Actions rage 1/day

Combat Gear potion of cure light wounds

Abilities Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8

Feats Toughness, weapon focus (Greataxe)

Skills Climb +3, Handle Animal +1, Intimidate +3, Jump +3, Listen +4, Ride +3, Survival +4

Possessions combat gear plus Masterwork Greataxe, Hide armor

Rage Profile

AC 12, touch 9, flat-footed 11

(+1 Dex, +3 armor, -2 rage)

hp 19 (1 HD)

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

Speed 30 ft. in Hide armor (6 squares), base movement 40 ft.

Melee Masterwork Greataxe +7 (1d12+6)

GENERIC ROGUE

CR 1

Male oeridian rogue 1

CN medium humanoid

Init +6; **Senses** Listen +4, Spot +4

Languages Common & Orc

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 8 (1 HD)

Fort +2, **Ref** +4, **Will** +0

Speed 30 ft. in leather armor (6 squares), base movement 30 ft.

Melee Masterwork Sap +2 (1d6+1)

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

Base Atk +0; **Grp** +1

Special Actions sneak attack (+1d6)

Combat Gear potion of cure light wounds

Abilities Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8

SQ Trapfinding

Feats Dodge, Improved initiative

Skills Appraise +5, Balance +6, Climb +5, Decipher Script +5, Disable Device +5, Hide +6, Jump +5, Listen +4, Spot +4, Tumble +6

Possessions combat gear plus Masterwork Sap, Leather armor

4: MAN, THAT'S A DARK CAVE

THORG

CR 4

Male ogre barbarian 1

CE Large Giant

Init +0; **Senses** Listen +3, Spot +2

Languages Giant & Common

AC 17, touch 9, flat-footed 17

(-1 size, +3 armor, +5 natural)

hp 53 (5 HD)

Fort +10, **Ref** +1, **Will** +1

Speed 35 ft. in Hide armor (7 squares), base movement 50 ft

Melee Masterwork Greatclub +12 (2d8+10) or

Ranged Javelin +3 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +15

Combat Gear None

Abilities Str 25, Dex 11, Con 18, Int 8, Wis 10, Cha 4

SQ Darkvision 60 ft., low-light vision, rage 1/day

Feats Toughness, Weapon Focus (Greatclub)

Skills Climb +7, Listen +3, Spot +2

Possessions combat gear plus Masterwork Greatclub, Hide armor

Rage Profile

AC 15, touch 7, flat-footed 15

(-1 size, +3 armor, +5 natural, -2 rage)

hp 63 (5 HD)

Fort +12, **Ref** +1, **Will** +3

Speed 35 ft. in Hide armor (7 squares), base movement 50 ft

Melee Masterwork Greatclub +14 (2d8+13) or

Ranged Javelin +3 (1d8+9)

5: I DIDN'T LIKE THOSE GUYS

ANYWAY

SPIDER

CR 2

Male oeridian barbarian 2

CN medium humanoid

Init +1; **Senses** Listen +5, Spot +0

Languages Common & Orc

AC 16, touch 11, flat-footed 16

(+1 Dex, +5 armor)

hp 28 (2 HD)

Fort +5, **Ref** +1, **Will** +0

Speed 30 ft. in Chainmail armor (6 squares), base movement 40 ft.

Melee Masterwork Greataxe +6 (1d12+3)

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

Base Atk +2; **Grp** +4

Special Actions rage 1/day

Combat Gear potion of cure moderate wounds

Abilities Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8

SQ Uncanny dodge

Feats Toughness, weapon focus (Greataxe)

Skills Climb +2, Handle Animal +1, Intimidate +4, Jump +2, Listen +5, Ride +4, Survival +5

Possessions combat gear plus Masterwork Greataxe, Chainmail armor

Rage Profile

AC 14, touch 9, flat-footed 14

(+1 Dex, +5 armor, -2 rage)

hp 32 (2 HD)

Fort +7, **Ref** +1, **Will** +2

Speed 40 ft. in Hide armor (8 squares), base movement 40 ft.

Melee Masterwork Greataxe +8 (1d12+6)

GENERIC ROGUE

CR 2

Male oeridian rogue 2

CN medium humanoid

Init +6; **Senses** Listen +5, Spot +5

Languages Common & Orc

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 14 (2 HD)

Fort +2, **Ref** +5, **Will** +0

Speed 30 ft. in chain shirt armor (6 squares), base movement 30 ft.

Melee Masterwork Rapier +3 (1d6+1)

Ranged Dagger +3 (1d4+1)

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

Base Atk +1; **Grp** +2

Special Actions sneak attack (+1d6)

Combat Gear potion of cure moderate wounds

Abilities Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8

SQ Evasion, Trapfinding

Feats Dodge, Improved initiative

Skills Appraise +6, Balance +7, Climb +4, Decipher Script +6, Disable Device +6, Hide +5, Jump +6, Listen +5, Spot +5, Tumble +7

Possessions combat gear plus Masterwork Rapier, Chain shirt armor

5: I DIDN'T LIKE THOSE GUYS

ANYWAY

SPIDER

CR 4

Male oeridian barbarian 4
 CN medium humanoid
Init +1; **Senses** Listen +7, Spot +0
Languages Common & Orc

AC 16, touch 11, flat-footed 16
 (+1 Dex, +5 armor)

hp 50 (4 HD)

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

Speed 30 ft. in Chainmail armor (6 squares), base movement 40 ft.

Melee +1 Greataxe +9 (1d12+5)

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

Base Atk +4; **Grp** +7

Special Actions rage 2/day

Combat Gear potion of cure moderate wounds

Abilities Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8

Feats Power attack, toughness, weapon focus (Greataxe)

Skills Climb +5, Handle Animal +2, Intimidate +6, Jump +5, Listen +7, Ride +5, Survival +7

Possessions combat gear plus +1 Greataxe, Chainmail armor

Rage Profile

AC 14, touch 9, flat-footed 14
 (+1 Dex, +5 armor, -2 rage)

hp 58 (4 HD)

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

Speed 30 ft. in Chainmail armor (6 squares), base movement 40 ft.

Melee +1 Greataxe +11 (1d12+8)

GENERIC ROGUE

CR 4

Male oeridian rogue 4
 CN medium humanoid
Init +7; **Senses** Listen +7, Spot +7
Languages Common & Orc

AC 17, touch 13, flat-footed 17
 (+3 Dex, +4 armor)

hp 26 (4 HD)

Fort +3, **Ref** +7, **Will** +1

Speed 30 ft. in Chain shirt armor (6 squares), base movement 30 ft.

Melee +1 Rapier +6 (1d6+2)

Ranged Dagger +6 (1d4+1)

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

Base Atk +3; **Grp** +4

Special Actions sneak attack (+2d6)

Combat Gear potion of cure moderate wounds

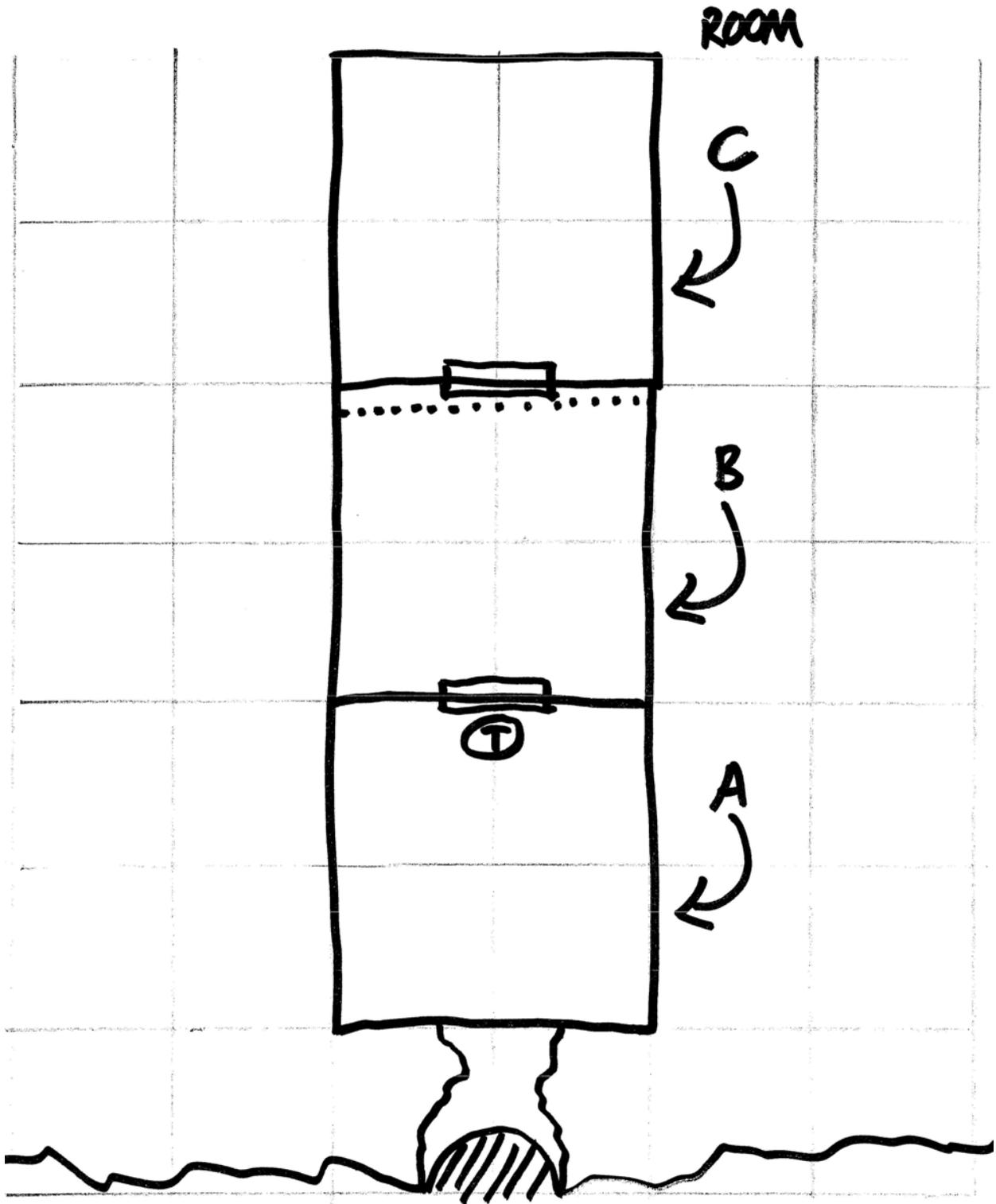
Abilities Str 13, Dex 16, Con 14, Int 12, Wis 10, Cha 8

SQ Evasion, Trap Sense, Trapfinding, Uncanny Dodge

Feats Dodge, Improved initiative, Weapon focus (Rapier)

Skills Appraise +8, Balance +10, Climb +6, Decipher Script +8, Disable Device +8, Hide +8, Jump +8, Listen +7, Spot +7, Tumble +10

Possessions combat gear plus +1 Rapier, Chain shirt armor



DM AID 1: SPECIAL RULES FOR THE PALE

Non-Pholtan Holy Symbols

It is illegal for adventurers to display a human holy symbol other than that of Pholtus in the Pale.

The intent of this rule is to properly depict the flavor of the Pale as a single religion theocracy ruled over by the Church of the One True Path and not to create player-vs.-player conflict. It is meant to enhance the role-playing of living under a religious government that does not allow freedom of religion.

PCs displaying the holy symbol of any human deity other than that of Pholtus should be fined and their holy symbol should be confiscated for destruction by the Palish authorities. The amount of the fine varies by APL: APL 2—90gp. APL 4—130gp. APL 6—180gp, APL 8—260gp, APL 10—460gp, APL 12—660gp. The confiscation and fine should take place as soon as any Palish authorities notice the holy symbol. This may leave a non-Pholtan cleric without his holy symbol for the adventure, as non-Pholtan holy symbols may not be purchased in the Pale without taking special actions. Non-human PCs are exempt from this law when displaying their racial deities' holy symbol(s). Non-humans are heathens who cannot even recognize the glory of Pholtus due to their beliefs in their own racial deities. If they can be brought to the light of Pholtus, this is good and perhaps they can be redeemed, but if they do not, it is of no consequence. Non-humans wearing the holy symbols of a human deity are treated the same as a human wearing a non-Pholtan holy symbol as they have shown that their souls have chosen to acknowledge human beliefs and culture, and they should, therefore, be brought to the truth of Pholtus.

Some deities require special adjudication for this rule due to their positions within non-human cultures as well as within human cultures.

- Bleredd – Considered a human deity, due to his origins as an Oeridian deity and continued worship by Oeridians.
- Ehlonna – Considered an elven deity when worn as a holy symbol by elves only. This is due to special dispensation and negotiations with the Phostaldaron to allow for continued use of the Treaty Road through the Phostwood and into Tenh for the liberation and relief efforts in that region. All non-elves will be penalized as if violating the law even if they are not human as Ehlonna is considered to be a human deity.
- Fortubo – Considered a dwarven deity, as he has withdrawn his support from the Suel, where his origins lie, in favor of fighting against the derro and their evil deity.
- Jascar – Considered a human deity, since his origins are Suel and his primary worshippers still include many Suel.
- Nazarn – Considered a half-orc deity, since even though his origin is Suel, he was a half-orc himself and is venerated primarily by half-orcs.
- Ulaa – Considered a human deity, due to her position as the wife of the Oeridian god, Bleredd, and her worship by humans.

Deities with Special Consideration due to their status:

- St. Cuthbert – Clergy loyal to St. Cuthbert were found to be working with clergy loyal to an infernal deity in the past. Displaying the holy symbol of St. Cuthbert is as offensive as displaying the holy symbol of a force of Chaos. See the next entry for worshippers of Chaotic deities.
- Chaotic Deities – Worshippers of Chaotic deities are fined double the usual fine, for being Agents of Chaos.
- Evil Deities – If a PC is found to be carrying the unholy symbol of an evil deity, all normal actions will be taken, and a *geas/quest* is cast on the PC to keep him from touching the unholy symbols of evil deities in the future. (The above assumes that the PC is not actually a cleric of the evil deity, since that is prohibited in the Living Greyhawk Campaign.)

No PC may enforce this rule through combat or offensive physical actions. Player-vs.-player conflict will be adjudicated as a violation of the RPGA General Rules, as always. If one PC chooses to report another PC to the authorities for a violation of this law, he will also be questioned and detained as to why he was associating with such a heathen, but will not be penalized.

For fair adjudication of this rule in the Theocracy of the Pale, some in-game rules are required for skills like Bluff and the hiding of non-Pholtan holy symbols:

1. To locate a non-Pholtan holy symbol in the Pale requires a DC 25 Gather Information check and the holy symbol will cost twice the standard price listed in the *Player's Handbook* price.
2. To craft a new wooden holy symbol requires a DC 15 Craft (jewelrymaking) or (woodcarving) check.
3. Seeing a holy symbol in its normal location around the neck as a necklace unless engaged in conversation or within a normal conversational distance from someone is a DC 10 (the average Pale legal authority has an average Spot skill of +2). Holy symbols worn as other pieces of jewelry are not readily recognized as holy symbols at this time and require a DC 20 Spot check to notice followed by a DC 15 Knowledge (religion) check to identify the holy symbol since it is a non-standard holy symbol; it is the same Spot check even if engaged in conversation as most people look to the neck to notice holy symbols.
4. It is a Bluff check or Sleight of Hand check (player's choice) opposed by Spot checks may be used to cast a spell using a holy symbol without the other person being able to see the holy symbol being used to cast the spell. The person attempting this has a -5 circumstance penalty due to the requirement of forceful presentation of holy symbols to cast spells where they are required as the divine focus.
5. It is a DC 10 Knowledge (religion) check to identify the holy symbol of most deities. Some more obscure deities require a DC 15 and some extremely obscure deities may require a higher check to identify their holy symbols. Judges should use their best judgement on this, but a simple guide is if the deity is listed in the *Player's Handbook* or is a greater deity according to the LG deities' document, it is probably only a DC 10 check. If you haven't heard of the deity before, the deity is probably obscure.

Arcane Registration by Arcane Spellcasters

Arcane magic is distrusted in the Theocracy of the Pale. Thus, the law requires all arcane spellcasters to register with the government. (Registry with the government is not the same as membership in the Arcanist Guild, which is a meta-game organization.) The Church is very diligent about informing foreigners of this law, so most traveling spellcasters are promptly registered as well.

Any PC who is found not to be registered as an arcane spellcaster within the Pale will be arrested and confined to service within a New Dawn Camp for a period of 4 TU (one month in game terms). The arcanist will immediately be registered as such in the Pale as a part of his arrest.

In Pale Regional scenarios, city guards or other officials may ask any known arcane casters to show proof of registration. As the player of an arcane caster, you may download and print the Arcane Registration Certificate from the Pale regional website (http://www.theocracyofthepale.com/downloads/arcane_registration.pdf). If you are judging a scenario, you might want to print some certificates, in case any players with arcanist PCs have not done so for themselves. Just because a player has failed to print this certificate for his character is not a reason to punish his PC; if the player just did not have the opportunity or means to print a certificate, you may assume he is registered if he says he is though you may wish to document this on his AR. Once an arcanist has been arrested, he is registered in the Pale and this should be documented on his AR. It does not matter if he destroys his certificate or not as the Pale keeps diligent records of the registered arcanists and this information is transcribed to the registration books throughout the Pale once a month.

Arcane spellcaster characters may attempt to utilize forged documents if they so choose. It requires a Bluff check opposed by the Sense Motive check of the authorities attempting to verify the PCs registration paperwork to succeed at this ruse. Failure results in arrest for not being registered and an additional 500 gp fine for forging official Pale documents. (If the PC has the ability to forge documents, this check may be used in lieu of his Bluff check).