

KEO7-05

Face of the Scourge

A One-Round D&D[®] LIVING GREYHAWK[™] Keoland Regional Adventure

Version 0.1.0

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Cryllor has seen many changes, and in those changes a dangerous Count has returned to power, forcing his benevolent daughter into seclusion. People starve in the streets, while a twisted justice is enforced in the county. Can a single voice calling for help start a change that the county needs? A Keoland regional adventure for APLs 2-12.

Note: This adventure will be of particular interest to Keoland Military and Cryllorian natives.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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 books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table 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).

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

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

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

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

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	

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Keoland. Characters native to the

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

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

ADVENTURE BACKGROUND

Lord Ignas Manz started his career as a caravan guard who quickly gained fame and fortune through the aid of the merchant's guild. He seized power in Cryllor by exploiting the misfortune of the Dreng family. Lord Manz soon became Count of Cryllor. In KEO3-08 *A Little War: Prelude* by Kevin Lawson, the characters learned that Lord Manz removed competition for Count of Cryllor, the Dreng family (all except Gweir Dreng, who became the Green Warlock).

581 CY, the giants invade Flen, the Goodhills and the Yeomanry, leaving Cryllor unmolested. The Count quickly took advantage of the situation striking back at the giant and orc forces liberating land lost by the surrounding lords.

589 CY, the Goodhills town of Kilm is burnt to the ground and Countess Allita Elgarin of Flen's son (Lord Garson Elgarin) is captured in the attempt to stop the raids.

591 CY, Count Manz mysteriously falls ill and Lora Manz, daughter of the Count, acts as Regent.

Relations with Flen and the Goodhills warm, and the borders open to allow refugees from Sterich and Geoff. Regent Lora Manz opens the county coffers to train the broken gyri under Warmaster Morgan Armitage and to pay for necessities of the refugees (food, medicines, housing, etc.). Orc and giant raiders attack Cryllor (as they stopped receiving tribute from Count Manz) under the guidance of Gweir Dreng (also known as the Green Warlock). Adventurers uncover a plot by the merchant guild masters to black list the 'foreigners' (aka refugees), even so far as murdering some of their own to maintain the status quo.

593 CY, a group of adventures foil a plot of a corrupt exporter (Leufred Jordanes) to undermine his brother's (Vitheris Jordanes) importing business to get complete control of the business. Leufred Jordanes was finally uncovered dealing with devils, assassins and slavers, as well as impersonating his brother (Vitheris) and making unsound fiscal decision (from KEO3-06 *Chain Reaction* by Mark Whittaker).

594 CY, Count Manz recovers from his illness, which was inflicted by a Heironian Zealot named Thurm acting on the realization that Count Manz would never see justice for his crimes. Thurm was executed shortly after clerics of Rao from Veluna removed the Count's curse. Gweir Dreng is captured and brought before the Council of Niola Dra (from KEO4-07 *In the Footsteps of the Fallen* by Kevin Lawson), for his crimes..

595 CY, Regent Jessa Skotti is appointed regent of the Lion Throne. She quickly ends the discussion of Gweir Dreng's action by dismissing all charges in a proclamation. Lord Gweir Dreng is killed in duel shortly afterwards by Count Manz. The army being trained by Lord Morgan Armitage is disbanded by order of the Count. (Lord Morgan Armitage gave the orders for the troops to relocate to Geoff, and provided supplies and equipment for the transfer.) King Skotti Kimbertos regains the Lion Throne (KEO5-06 *A Tale of Two Lions* by Christian Alipounarian).

596 CY, Count Ignas Manz begins hiring mercenaries to clear his county of thieves, in the hopes to restore order and to rebuild the wealth his daughter had squandered on the refugees.

597 CY, several influential members of the Court of the Land send an agent, Marquis Jekhal of Sedenna, to gather more information about Lord Gweir Dreng's questionable trial and outcome. Marquis Jekhal has been courting the unwed

Count's daughter, Lady Lora Manz (via herald messages), for a politically arranged marriage. The Count did not like the looks of the Marquis, when the Marquis arrived, and told the Deputy Constable of Investigations, Watch Captain Kelman, to get rid of the fop. Unfortunately, while he was off failing to ingratiate himself with the Lady Manz, his entourage was in the refugee quarter, and caught word of the disappearances. Word spread, and the Tritheonites, intensely distrustful of anyone with any sort of authority, followed them back to the Marquis' room to make them disappear. Marquis Jekhal escaped in the confusion, as his entourage put up a fight covering the Marquis' escape to make a report.

Ironbound is a tight-knit and growing enclave that worships Hextor lead by the Reclusiarch Harnek (from KEO6-08 *By Virtue or Venture* by Tony Antonich).

The Ironbound is primarily composed of Hextorites of a Lawful Neutral bent who see strong law and order as the path to salvation. Those of the Ironbound who are of a more evil bent argue that "there are two levers for moving men; self-interest and fear." They ascribe to the belief that although their deity is a harsh master, at least he is an open and honest master. The organization as a whole believes that justice is the most important quality a society can have, and that Keoland as a rule has not been just to its people. Additionally, they believe that Hextor's portfolio of Tyranny is not for them to promote tyrants, but to moderate them and prevent them from randomly hurting their thralls. They see Cryllor as the beginnings of their grand scheme to restore order to Oerth.

The Ironbound has lauded Manz' iron rule of Cryllor and has petitioned him to allow the worship of their deity in the city or at least to not persecute them if they worship in the dark and quiet places. Manz has agreed to this, and has come to study with the leader of the Ironbound, Reclusiarch Harnek.

The Merchant Alliance started in 595 CY, in attempt to keep control of the local economy within Cryllor, by refusing to deal with halflings, dwarves, gnomes and flan refugees. In KEO1-05 *All that Glitters* by Adam Morse, the characters learned that the goldsmiths' guild was killing off members that would work with dwarves. In the aftermath of the scandal, some members took dwarves on as apprentices. The Merchant Alliance was quickly put to rights when the Regent Lora Manz, acting for her sickly father, learned of the situation. In

KEO7-03 *To Catch a Thief* by Brian Benoit and Jay Stypinski, adventurer's learned that the Merchant Alliance is back in power.

Krelestro reside in the city as part of an underground that smuggles people from the Sea Prince into Keoland (sometimes through the Yeomanry). The law is currently hunting them as Cryllor has closed its borders to refugees and escapees. While their purpose seems benevolent, their motives are far from it. The band seek to bring down Count Manz by flooding Cryllor with enough refugees to turn the problem into a full blown crisis that will demand intervention from outside the county.

But it gets worse.

The band are also abducting any refugees who appear to be making an effort to try to relieve their manufactured crisis, and smuggling them off to slavery in the Jotens

Marquis Jekhal of Sedenna and his entourage were sent to Cryllor to learn more about the history of what has gone on between Count Manz and the Dreng family. After several correspondences with the Lady Lora Manz, the Marquis Jekhal received an invitation to visit during the Tocsin of Kelanen, a festival the count is trying to revive to increase his coffers and control over the county.

Sparrow's Glory, formerly known as the Blooded Scourge, formed from the remnants of a mercenary unit that fought alongside the giants in the assault of Sterich and Flen. After the giants' defeat, they changed their name and went to ground in an attempt to distance themselves from their treason. The Sparrow's Glory was contacted by the Merchant Alliance, who ensured Sparrow's Glory had the proper documents to act on Manz's behalf. The documents are forged, though none of the Sparrows know this. However, Watch Captain Kelman, who is a spy for the Merchant Alliance, is making sure everything runs smoothly for Sparrow's Glory. In their spare time, in attempt to usurp the Ironbound's position within the city proper, they have taken to donning Hextorite regalia and publicly massacring groups of refugees. Constable Marla Hennig caught onto their scheme, but drew their attention in her investigations, and has been their unwelcome guest ever since.

ADVENTURE SUMMARY

The main motive for the characters in this module is to correct a wrong, or curiosity as to

what is going on in Cryllor, or perhaps to create or assist in causing a problem for Count Ignas Manz.

Introduction: The characters receive a missive challenging them to fight against Lord Gormagen at the Tocsin of Kelanen, in Cryllor City. Lord Gormagen will not be appearing in the module, so the characters will be winning by default. (Free standard upkeep and 50 gp per character, if they claim the prize in encounter 3.)

Encounter 1: A Call for Help happens when the characters are 10 miles from the City of Cryllor. The PCs stumble across the Marquis Jekhal of Sedenna and must rescue him from marauding wildlife. That done, he explains his plight to the adventurer's and requests aid (a fast mount, some clothes, money and a weapon) in reaching Pilm's Delve.

Encounter 2: The City of Cryllor is open for characters to investigate Marquis Jekhal's claim and to find the marquis's entourage. Some places to investigate are: A) Market Inn, B) High quarter, C) Gather Information, D) Stonehelm Post, E) Refugee Quarters, F) Sparrows Glory, G) Ironbound, H) Krelestro. Eventually the characters should get the march around the refugee quarters on Noonday to trigger Encounter 3.

Encounter 3: Bloody Harvest is where the characters stumble across the Sparrow's Glory, slaughtering refugees for the people killing the refugees. The characters uncover Sparrow's Glory's true identity, as the ones responsible for the massacres..

Encounter 4: Dry Hole. Sort of. After capturing a massacre band, the party heads to the Sparrow's Glory's compound to search for evidence of kidnapping or slaving. There isn't any, as the Sparrows have nothing to do with the disappearances. However, the party is able to rescue Marla Hennig, who informs the party of the current whereabouts of Krelestro, who she was also investigating. However, unbeknownst to the party, one of the Krelestro is shadowing them, curious to see who's poking around the refugee quarter now.

Encounter 5: Harpoons are like Spears...

Having been made by the Trithereonite anarchists, the rogue followers of the Summoner set about silencing the party, by ambushing them as they emerge from the Sparrow's Glory's hideout. .

Conclusion: Follow the Rope...

After fending off the Trithereonite ambush, the party, using information from Marla Hennig, is able to locate the Krelestro's current hideout, where the missing entourage, the batch of kidnappees are being held.

PREPARATION FOR PLAY

Characters accepting the challenge do not need to pay standard upkeep during this module.

Characters openly revering Kelanen or Rao receive a -4 circumstance penalty to Bluff, Diplomacy, Gather Information and Perform checks when dealing with NPCs, as majority of the people do not like Count Manz being back in power.

Characters will be required to peace bond their weapons. Exceptions are made for open worshippers of Kelanen bearing swords, blooded Keoish nobles, Knights of the Watch, Keoish Royal Standards, IMA officers, and members of the Cryllor City Watch. It takes a full-round action to remove a peace bond, or a DC 25 Use Rope check to tie an elaborate slipknot. The guards will recognize a DC 15 Use Rope slipknot. All weapons are required to be enclosed or sheathed, as well as peace bound.

INTRODUCTION

The characters begin on the road together heading towards the City of Cryllor for the Tocsin of Kelanen. Count Manz offers games of martial prowess with cash rewards for the winners, games of chance held in several reputable and disreputable places, and merchants come throughout the Sheldomar to sell their wares. **Player Handout 1: A Letter of Challenge** is to be disbursed to the players. After the characters read the letter, please read or paraphrase the following box text, and allow the characters to introduce themselves.

The City of Cryllor looms before you and your fellow travelers, several miles down the well-maintained road on which you stand. The sun shines brightly above and the day promises to become intensely hot.

Players may be curious about the challenge they received.

DC 20 **Knowledge (nobility and royalty)**: Lord Gormagen is not noble born, as the letter does not mention a house or family in the letter. Lord Gormagen either earned his status or bought it.

DC 25 **Knowledge (nobility and royalty)**: Lord Gormagen is a knight of low standing, as family or house name does not appear on the letter and the letter is a challenge to martial combat. This is letter is an insult to any blooded noble.

DC 30 **Knowledge (nobility and royalty)**: Viscount Secunforth knighted Lord Gormagen, though the reason for the knighting is unknown. Its' merit is questionable as Secunforth is renowned for selling minor titles to shore up his personal finances.

ENCOUNTER ONE: FOR WANT OF A HORSE...

The characters meet Marquis Jekhal of Sedenna, who has escaped from being captured. His entourage was captured while attempting to give the marquis time to escape. The marquis will attempt to solicit the characters' help in rescuing his comrades and aid in getting to Pilm's Delve.

Conditions: This encounter starts out in the mid morning. A light warm breeze blows and the temperature is warm for the time of day.

A series of angry feral sounds builds in the distance as a young oeridian man bursts from the tree line. One hundred feet behind him, angry horrors rampage out of the treeline.

APL 2 (EL 4)

Boar (2): hp 25; see *Monster Manual*.

APL 4 (EL 6)

Boar (4): hp 25; see *Monster Manual*.

APL 6 (EL 8)

Dire Boar (4): hp 45; see *Monster Manual*.

APL 8 (EL 10)

Dire Boar (8): hp 45; see *Monster Manual*.

APL 10 (EL 12)

Purple Worm: hp 200; see *Monster Manual*.

APL 12 (EL 14)

Purple Worm (2): hp 200; see *Monster Manual*

The man bursts from the treeline, 200 feet from the party, headed straight towards them. The monsters begin 100 feet behind him. If the players spot the man, they may begin the encounter. The man continues through the party's ranks as combat breaks out. On spotting the party, the monsters break off pursuit of the man, diverting to attack the party.

Once the hub-bub dies down, he speaks up.

The young oeridian man wears only a tattered nightshirt, but it does little to diminish his presence when he speaks. "I'm most ashamed to state that I find myself in a wholeheartedly embarrassing predicament. Would you happen to have some spare clothes among your luggage in those packs of yours? I find myself ill prepared for an unexpected journey." After a moment, a gleam of thought flickers across his eye, and he draws himself to his full height. "How silly of me. Allow me to introduce myself. I am the Marquis Jekhal of Sedenna, and I thank you wholeheartedly for coming to my aid. Much as it troubles me to do so, I find that I must Might I request your assistance again? If you aid me I shall endeavour to remember it."

Inquisitive characters may inquire about what happened. The marquis will not mention that he is an agent of the King, as he has oaths he will not break. Please read or paraphrase the following box text.

"Well, I came to Cryllor to participate in the festivities and hopefully win the heart and hand of Lady Lora Manz, the Count's daughter. While she is a lady far outside my station, I was hoping that the Count would be farther sighted as I have qualities not readily apparent to the naked eye."

Saying this, the Marquis strikes a noble pose, the sunlight glinting down upon him radiantly.

"After a few days of courting, sending flowers, sweets, exotic spices, I was granted the honor of a meeting with the fair Lady Manz and unfortunately, the Count as well. Lord Manz met me for scant moments before ordering me ejected from his house with orders never to return! He called me a 'fop'!

"I returned to my room at the Market Inn, where I began to hatch my plan to win over the Count during the festival. Shortly after retiring for the night, I was awakened by my

companions, who called out for me to escape. Not knowing what was happening but knowing the Count's reputation for ruthlessness, I decided to listen to their guidance. Unfortunately I appropriated my companion Averyn's steed, and the thing bolted as though I'd burned it, riding out of the gates as though it were possessed. Now I'm here and I need to get to Pilm's Delve and safety from the wilderness, as you can see that I am hardly kitted for travel."

"That brings me to a few more requests. I would like you to find my companions and rescue them. I also need a horse to get Pilm's Delve, or money to buy a horse. I have a relative who breeds warhorses, that I'm sure will be suitable payment for your services."

DC 15 **Knowledge (Geography):** Pilm's Delve is nearly 2 days ride away.

DC 15 **Handle Animal** (can only be used in conjunction with the Knowledge (Geography) check): The horse will likely be killed in the attempt to get to Pilm's Delve in a day.

DC 20 **Knowledge (History):** King Mandros I of Sedenna, also known as the Oeridian King, outmaneuvered the Rhola and Neheli family for the Lion Throne, pitting one against the other. While one of the better politicians, Mandros decrees, the war in the Dreadwood and the siege on the Lonely Tower, wrecked any chances for a legacy. The Marquis is rumored to possibly be a direct descendant of King Mandros as the March of Sedenna is tightly held by that family.

DC 10 **Knowledge (nobility and royalty):** Marquis is a low rank landed noble, normally a rank purchased, earned or inherited.

DC 15 **Knowledge (nobility and royalty):** Marquis Jekhal is a low rank landed blooded noble, as Sedenna is the family name; most likely, from the March of Sedenna.

DC 25 **Knowledge (nobility and royalty):** The March of Sedenna has produced a King in Keoland's early years. If the Marquis Jekhal has blood ties to that king, and can arrange a strong political marriage, the way could be open for another Oeridian Monarch despite the reign of King Mandros being widely regarded as amongst the worst in the empire's history.

DC 20 **Sense Motive:** The Marquis is most likely a trustworthy man, though he seems to be withholding information.

Marquis Jekhal of Sedenna: Male Oeridian Ftr2/Sor4 (Bluff +4), see *Appendix 9*.

The Marquis has some information that may be of interest to the heroes.

- Merla Hennig has disappeared. She was a deputy constable reportedly assigned directly by Count Manz to an investigation of some import.
- The four members of his entourage are three keoish mercenaries named Gerard, Kirtek and Masel, and a suel paladin of Rao who went only by the name Averyn. All trustworthy men. The marquis left because it was his men's cries for him to flee that woke the marquis up. After all, what good would their warning serve, if I was captured as well
- Based on how much attention Averyn drew, the marquis believes part or all of his entourage may be ransomed, though he is worried that unless swift action is taken, they may not live to see the end of the festival.
- Marquis Jekhal was in Nirole Dra when the King assaulted the capital. He and several of his own guard took up arms and rescued pages and heralds caught in the chaos. (The Marquis blames the Rhola and Neheli for the assault on Nirole Dra, and the deaths of those caught in the crossfire between the king's forces and the regent's diabolic allies)
- The marquis wants to get back to report to the King, however he will not say why.

Development: Any character providing a mount or 75 gp, will gain the marquis' gratitude as detailed on the AR. Any non-magical mount given to the marquis will be lost (as they die during the trip to Plim's Delve). Any other items given to the marquis are returned after the module. If characters attempt to bring the marquis to Cryllor, he will politely refuse, again stating his need to travel immediately to Plim's delve. If the heroes attempt to travel to Plim's Delve, the Marquis will refuse their further assistance and ask that they attempt to locate his companions in Cryllor. If the Marquis is somehow forced to go to Cryllor with the heroes, he will be denied entrance by Count Manz' personal guard, who are stationed at every gate. Heroes who provide suitable magical transportation for the Marquis are also suitably rewarded.

ENCOUNTER 2: CRYLLOR

The characters have arrived in Cryllor and will be admitted in, as long as they don't have the Marquis with them.

Tents and shanties stretch out for nearly half a mile around the walled city of Cryllor. At the gates, is a long line of merchants and festival goers. Flanking the massive gates are most of a platoon of guards recording the names of those entering and leaving the city. Occasionally a few of them pull someone aside to check the peace bonds on weapons. The overwhelming majority of those singled out are, half-elves and half-orcs.

The guards wear several kinds of mixed livery. The majority wear the colors of the Cryllor City Watch, but several wear other heraldry.

A **Knowledge (Nobility and Royalty)** check DC 15 reveals that the other liveries are those of mercenary companies, employed by the Count of Cryllor. Many of these companies are all but permanently employed.

At the gatehouse proper a long line builds as the masses await their turn to enter the city. A bored looking herald repeats the same phrase over and over.

“Attention applicants to entry of the city of Cryllor. All weapons must be approved and peacebonded by legal authority. All visitors must register at the gate when entering and leaving the city. All carts and belongings are subject to inspection. Failure to comply with the laws of the city of Cryllor will result in incarceration or expulsion.”

Next to the herald is a signpost with several tattered pieces of paper nailed to it.

These pieces of paper are the recent additions to the laws of Cryllor. For ease of the player, they are **Player Handout 2**,

Characters will be required to peace bond their weapons. Exceptions are granted for open worshippers of Kelanen, blood nobles of the Kingdom of Keoland, Keoland Royal Standards in livery, Knights of the Watch, and members of the Cryllor City Guard. It takes a full-round action to remove a peace bond, or a DC 25 Use Rope check to tie an elaborate slipknot. The guards will recognize a DC 15 Use Rope slipknot. All

weapons are required to be enclosed or sheathed, as well as peace bound.

. Half-orcs, half-elves, Baklunish, Olman, Flan, and Touv visitors will be questioned upon entering. (Who are you? What is your business in the city? How long are you staying?) These answers will be carefully recorded. These guards are well aware that the Marquis is banned from entering the city.

The guards will give information freely to characters with a DC 15 Diplomacy check (+2 DC for every half-orc, half-elf, Baklunish, Olman and Touv in the party). Characters should not apply the standard penalty from the meta-org book in this situation. The characters get one piece of information free at the DC and another for every 5 they beat the DC by, unless the guards are questioned specifically about any one of the bullets.

- Watch Captain Kelman is now the new Deputy Constable of Investigations, since Merla Hennig's disappearance.
- Count Ignas Manz is hiring mercenaries to bolster the constabulary, in hopes of speeding his campaign to stamp out crime. Several of the city guards have been found to be aiding criminals and have been imprisoned. To this effect, Count Manz has begun creating mixed groups of guardsmen consisting of his personal guard and mercenaries interspersed with the old city guardsmen.
- Marquis Jekhal of Sedenna is banned from entering the City by order of Count Manz. The Marquis would need to send a representative for administrative review for any appeals.
- The Marquis' entourage should have left with the Marquis.
- Watch Captain Kelman is using the mercenary units more and more often, which is good, because we really don't get paid enough to deal with dangerous situations.
- Beggars found within the city walls are taken back to the refugee quarters, it isn't a pleasant place to visit, but it is better than having a mercenary decide how to enforce the law.

City Guards: Male Keoish War2 (AC 17, hp 17).

Assuming full compliance with the law, after a brief wait and a casual search, the heroes will be passed through the gates, where they will immediately see a commotion.

Ahead of you a small crowd gathers as a crew of guards and mercenaries haul a bedraggled looking woman to her feet from where she sat near a public fountain.

With a DC 15 **Listen** check the characters hear the following:

"My child needs help. We don't belong here, please let me beg for money to leave. We just want to return to Geoff."

With a DC 15 **Sense Motive** check the characters determine the following:

The crowd watching the woman seems pensive and worried. Many quickly turn their eyes downward and move away. This is not what you would expect to find in the reaction of most Keoish citizens, a people renowned for their willingness to help others.

Characters can easily spot the Flan woman with a two-year-old child. The woman is a wife of a now deceased Gyri soldier who fought to free Geoff. As she and many other refugees have no family and no money to get back, they resort to begging, which is illegal in Cryllor. The guards are escorting them back to the Refugee quarters before anybody else can take advantage of the situation.

Six guards are escorting a Flan woman with a small child. The guards march uniformly and with definite purpose, as the two front guards clear the way, the two middle guards keep the woman and child in center and the rear guards watch warily around them.

The guards won't stop unless the characters intervene and if the characters do intervene, more city guards show up. The guards won't take bribes, nor will they release their captives until they are safely in the refugee quarters. (The guards aren't just doing their job; the guards are making sure nobody will be able to abuse their charges). Characters are welcome to follow; the guards will escort their charges to the Stonehelm Post (the dwarven guard station) and make a full report. Characters who might attempt something foolish should be dealt with quickly and harshly by the nearby guards. The absolute best result a character can hope for after an altercation with Cryllor's guardians is a week in jail. Any character

who crosses this line will spend the rest of the adventure in jail.

Developments: Characters may continue on with their investigation, if they chose to follow the guards then go to Encounter 2, subsection D. Otherwise, allow the characters to travel where they will inside Cryllor.

A: THE MARKET INN

The innkeeper Threxus will be reserved about handing out information about last night's raid. Threxus is indifferent towards the PCs, as his desire to see justice done to those who attacked his inn is balanced by his mistrust of wandering sellswords who invariably bring trouble with them.

The Inn is comfortably appointed, its' walls dressed in landscapes from distant climes; Most of the customers are merchants or minor nobles. An innkeeper of hardy keoish stock warily eyes you over as he approaches, "What can I do for you? Looking for lodgings for the fortnight?"

DC 10 Sense Motive, "Threxus appears to be reserved about handing information to a group of strangers."

Heroes are encouraged to plumb Threxus for information. Heroes should use Diplomacy using the following modifiers.

Modifiers:

- +1 circumstance bonus per APL in gold coins (maximum of a +30 bonus)
- -2 per half-orc/half-elf visible in the party
- -4 for openly revering Kelenan or Rao
- +2 circumstance bonus for Rich Lifestyle (above the standard LGCS cost) – he is hoping you stay at his Inn.

If Threxus remains Indifferent, read the following::

The Keoish innkeeper looks sadly at you as he says, "I wish I could help you out, but I didn't hear or see anything. Perhaps, you have come to the wrong place. I'm pretty busy, with the festival coming up, good day to you."

Should the party shift Threxus to Friendly, read the following.

The Keoish innkeeper looks nervously around and motions you to follow him closer to the front desk. "A group of armed men came

in last night to apprehend some criminals. They didn't say what the charge was, just that they wanted the key to the Marquis Jehkal's suite. They produced a writ signed by Watch-Captain Kelman, the Deputy Constable of Investigation. They confiscated everything. It is strange that the local guards weren't involved in the raid."

In the event that the party is able to shift Threxus all the way to Helpful, he tells his new best friends everything he knows

The Keoish innkeeper looks nervously around and motions you to follow him closer to the front desk. "Damned if I know what happened, but that don't mean I have to like it. Tarnished the reputation of my establishment. Few nights ago, he checked in here, along with four of his guards. Late that night, there was a terrible commotion. By the time I got up there to see what was going on, all four of them were gone." The Innkeeper slides a key onto the desk and whisper, "Leave it on the desk when you are done. Your money will never be any good here again if you can figure out what happened. Word gets out that someone was kidnapped from under my roof and no one respectable will dare lighten their purse into my till again."

Checking the room of the Marquis will confirm that there was a fight here recently. DC 20 Search check reveals that blood was cleaned up and the window in the master suite was smashed out. The room was thoroughly looted by the Krelestro and nothing of value remains..

Developments: Characters may need to continue investigating in this encounter. Otherwise, continue to Encounter 4.

B: HIGHQUARTER,

Characters may go to the Highquarter to get information about the Marquis Jehkal's attempt to court the Lady Lora Manz. The most the characters will be able to do is make an appointment to meet with Lora Manz a few weeks after the Tocsin of Kelanen. Heroes who approach the Count's estates will have the following encounter.

The rotund Oeridian woman of a matronly bearing snarls a salutation as you approach, "What do YOU want? Keep in mind, if you are a suitor, you will have to wait like the rest!" The

matron jabs a fat finger at a gaggle of foolishly dressed young men waiting about.

This woman was hired by Count Manz to chase away more fops trying to court his daughter. The Count has put his daughter Lora into seclusion after meeting the Marquis, so characters will not be able to meet her. The Count is busy with the preparations for the Tocsin of Kelanen and really does not want to be disturbed. Characters can attempt to gather information from the other visitors present.

DC 15 Gather Information check will provide the characters a bullet (for every 5 above the DC 15, the characters get another piece of information).

- The champion of the festival will be allowed to claim the Lady Lora Manz as his bride. (DM NOTE: This is a complete fabrication, though it is a very popular one, spread by agents of the count in hopes of luring even more competent swordsmen to the festival).
- Lord Gormagen, the Vigilant will be combating 100 people each day during the Tocsin of Kelanen, without magical aid or healing!
- Marquis Jekhal ruined my chance to meet the Lady Lora Manz. That fop should have known he was aiming outside of his station.
- The Marquis' men were carousing in the refugee quarters, not much of an entourage to let the Marquis get captured. He'll probably be ransomed back to his family.
- The Marquis Jekhal is a hero of Niole Dra. When the Suel army raced in to kill the Regent, the clash of arms spilled into the Council chamber. The Marquis and his men were almost wiped out protecting the unfortunate staff of the Court. Clearly, the King, much like the Earl of Gand, thinks little of Keoish lives.

Developments: Characters gain the potential lead to go to the Refugee quarters to track down information about the marquis entourage.

C: GATHER INFORMATION & META-ORGS

The characters may gather information or contact members of their meta-play organization for information (this process takes 3 hours in game).

Syndic Mingo

This gnome is a reputable businessman in Cryllor, who will approach any members of the Guild Meta-Org and Guardians of the Highlands Meta-Org to pass along information that he has.

The Market Quarter is packed full of revelers, and you see a sign in common saying, "Syndic Gems" and a shiny gem with a mask on. A bored gnome is keeping a close eye on his wares.

DC 30 Appraise check determines that the gems are extremely low quality.

What Syndic Mingo knows:

- The Merchant Alliance is rising to power! They are a group of Keoish Guildmasters who are trying to maintain a monopoly in the city.
- It is rumored that the Merchant Alliance deals with a lot of black market items and slaves, but I have not been able to confirm this.
- Watch Captain Corbel organizes and runs the patrols in Merchant/Market Quarter, he would know more about what is going on in that area. One can normally find him at the Riven Shield Tavern.
- Three Oeridians have been snooping around, inquiring about the Merchant Alliance and slavers. They had a Paladin of Rao with them and caused quite a visible disturbance.

Watch Captain Corbel

DC 20 Sense Motive check gives the characters a hunch that Corbel is not trustworthy. (He would probably sell the information about the characters to the next person that comes along.)

A Keoish officer, in his middling years, with gray hair and a battle scarred face, is working towards gathering enough gold (legally and illegally) to retire. He does not give information out freely (a price of 5 gp per piece of information or to answer a question). He will also try to recruit

people to help guard the warehouse/dock district, characters can talk to Patrol Leader Mortak for more information, just stay on the main artery heading towards the docks, you'll bump into guards and they can fetch the whelp. He can be found lounging at the Riven Shield.

A gray-headed, overweight Keoish man in the livery of the City Watch drinks slowly as he perspires in the crowded tavern. "Drinks are five lions each at the Riven Shield, I wish I had a little more money to buy a few, this blasted weather is going to kill me." The officer says gruffly to no one in particular.

What Watch Captain Corbel knows:

- The Merchant Alliance does things by the books. They aren't about to wreck a good thing by being stupid. If you made an exorbitant amount of gold in a month, would you wreck your comfortable life in order to help enemies?
- The Mercenaries pay good money to those who are willing to help. Sometimes, they get a bit out of hand, but there isn't a problem they've caused that couldn't be fixed with gold or time to think it over.
- The Mercenaries are hired by Count Manz to enforce the laws, protect the city and the Count's interest. The Count never gave them permission to break any laws, and I know a bunch of my guards are itching to prove themselves if the mercenaries cross any lines.
- Slavers? Such a thing wouldn't be tolerated in Keoland, it's a capital crime. Nothing of the sort goes on in areas where the guard has control, although we don't have jurisdiction in the Refugee Quarters.
- Count Manz did want the Refugee quarters cleared out of all that rabble; mind you he would never toss out somebody who could be taxed.
- If slavers were somehow operating in the city they would need a way to move their targets from the city. The only way to do that would be to somehow get them on a ship and get them out past the eyes of the harbormasters..
- Three Oeridians asked about slavers. Couldn't help noting, they seemed to march in, well dressed and armed. (Corbel didn't ask for names and they didn't offer,

and Corbel provided them with the same answers). After they left I saw them meet up with that Raoite paladin across the street. I guess he couldn't be bothered to consort with "lesser" folk.

Vitheris Jordanes

Vitheris Jordanes is a Flan-Oeridian middle-age man with graying hair. His brown eyes sparkle with life and he seems to be faring well. Vitheris is looking into the disappearance of several refugees. He is nervous his business will be tied to slaving again, so he actively working against even the rumor of slavers. He is found in the Merchant Quarters at his business. Heroes who **Gather Information** will find their way to his doorstep on a check of DC 15 or greater.

The door stands open allowing a little warm air in the blistering heat to come into the building. Eerily, the place seems abandon compared to the revelry all around. An Oeridian-Flan middle-aged man greets you as you enter, "Welcome to Jordanes Exporting and Importing business, how may I help you today?"

(He will acknowledge anybody that has helped him in the past KEO3-06 *Chain Reaction*).

What Vitheris knows:

- Slavers are still active within Cryllor and the three men asked him questions (the men were Gerard, Kirtek and Masel) about the disappearing Flan. A man in full dress armor and wearing the crest of Rao was with them, but didn't speak.
- All of the disappearances have happened in the refugee quarters. Some people say it is the mercenary units hired by Manz to clear the area out, some think it is people leaving to go back to Geoff, or most likely people are being sent to the Sea Princes for a bounty, 20 gp per head – fill a boat with a 200 people . . .
- The Mercenary units that are active in the refugee quarters: Sparrow's Glory, The Inexorable Sentinels and Krelestro. (**DC 25 Knowledge (religion)** check will identify Krelestro as the name of Trithereon's spear, the Harbinger of Doom.)
- Patrol Leader Mortak is a good man who is assigned to guard the Dock/Warehouse District. He is not aware of any the

warehouses being used as a front to hold people, but that area is pretty large and a detailed search might turn up some leads..

Patrol Leader Mortak

Patrol Leader Mortak is a young Keoish constable in his late teens. This idealist is an extremely good person, who will freely help out anybody who is trying to stomp out kidnapers. He also takes the rumors of slavers to great offense as he is head of the best Patrol of the area and he rotates his watch to find the missing refugees. He is hoping to one day become a squire to one of the Knighthoods.

A cool breeze reeks of rotting fish and garbage. A young Keoish constable dismisses several men, who hurriedly head toward the city. As they stomp off down the street, he moves to a shady spot among the warehouses, to watch for travelers.

What Patrol Leader Mortak knows:

- No slaves can be found in the warehouse district. Putting that many people together in one spot for any extended period of time would be easy to find. There's simply too many eyes about, it would get reported.
- The slaves couldn't be transported out, only inbound boats have come into the port the past couple of days, and empty boats have left. The festival pretty much halts the whole export business, as there are plenty of people here to buy.
- The rumors of slavery cannot be confirmed to the best of his knowledge, but three well-dressed individuals did ask about some of the warehouses (Gerard, Kirtek and Masel). We checked all the empty warehouses – nothing could be found.
- The refugee quarters are the best place to look up information on missing people, as unfortunately, the refugees are easily exploited.
- Mortak will admit that he leads patrols into the refugee quarters that are easily accessible to the docks, but has never seen or dealt with slavers.

Two patrolmen will escort any character asking to look around the warehouses; the

characters will not be permitted into any warehouses with goods, only the empty ones.

Developments: The characters should go to the Refugee Quarters in order to get more information.

D: STONEHELM POST (DWARVEN HQ)

Characters may be escorting the city guard here with a woman and child, please modify the response from the Dwarves. The Dwarven patrol is actually made up of humans and Dwarves, but the Dwarves spearheaded the project and the name stuck.

A dwarven woman watches over a pen full of emaciated children playing. She speaks softly, "What can I do for you? I am Sergeant Degna, daughter of Gothark of Clan Ungart. We are a bit tight on the patrols since the festival started."

Here is what she knows:

- Slavers are active and taking people, though the kidnapping has slowed down. The children are orphans left behind by the slavers. The guardsmen claim that no slaving is taking place but simply too many refugees are going missing for this to be true. But it seems that no matter how fast people disappear, there are always more refugees swarming in.
- There are three mercenary units working in the Refugee Quarters (The Inexorable Sentinels, Sparrow's Glory and Krelestro). All mercenary units are paid by the Count and have a letter with the Count's seal for them to walk in most of the city without peacebonded weapons.
- There's rumors of a group who worship Hextor who have the Count's ear. They call themselves the Ironbound and the head of their organization goes by the name of Harnek. He lives in an unassuming house near the center of the city. He reportedly welcomes any and all who wish to discuss his faith.
- The Inexorable Sentinels are a very odd group indeed. They have a few human officers but the large bulk of the unit is made of creatures who shouldn't rightly walk this land. They only patrol or raid at night, when their forms can be more easily concealed. Rumor has it that the Silent

Ones have sent several emissaries to meet with them.

- Krelestro seem to be a bunch of paranoid Yeomans, they move their base of operations almost daily. They continue to provide food and some coins to people. There are rumors that the Krelestro is working towards escorting whoever wants to go back to the Grand Duchy of Geoff. I know several people are trying to work towards that end. The Sergeant does not know the base of operations for Krelestro.
- Sparrow's Glory is a reputable mercenary unit that is more interested in restoring order than justice. They won't let petty crimes go easily (stealing for food, clothes, medicine) and they deal harshly with the more serious offenses (murder and Thieves Guild members hiding in the Refugee Quarters). The Sergeant will provide the base of operations for Sparrow's Glory, which resides near the docks/warehouse quarters.
- The mercenary units will occasionally clash when they move into each other patrol areas. Normally it is Krelestro and one of the others. The Dwarven Patrol is not hampered by these limitations.
- Peace bonds are not required in the Refugee Quarters, but keep the bonds for when you enter the city proper.
- Three Oeridian soldiers and a Suel Paladin came in and asked questions about slavers, they investigated the three mercenary units and disappeared before handing in a final report. (The Logbook will have the Oeridian's names in it; Gerard, Kirtek and Masel, and they were acting on their own behalf. The final name in the logbook is Averyn)
- The Sergeant thought they were soldiers because of their boots. Keoish soldiers normally have their unit emblems on their boots. She doesn't know why they do it. (This is normally done to quickly identify a mounted spy or a soldier stealing a horse, as the boot is revealed when riding and at eye level. If the boot and uniform markings don't match, there is reason for suspicion.)

Developments: The characters should now begin investigating the mercenary units residing in the refugee quarters.

E: REFUGEE QUARTERS

The Refugee Quarters is very fractionalized, the Olman district, the Touv district, and the largest district, the Gyric district. The catacombs, the worst place of the refugee quarters, are nestled in the Gyric district.

Several people watch from the shadow; children come staggering out, begging for coins.

DC 15 Gather Information check is required to get any information besides pleading for money and food. Characters offering food, may make a DC 10 Diplomacy check instead to get information.

- Three good men provided food and gold to us, they fought the bad men who were trying to steal some people. They have not been back. (They disappeared the day before the beginning of the module).
- Food comes in every few days from the docks, a soldier named Mortak pays the acolytes to make the food edible.
- The Krelestro brings in new people each month, mostly Touv and Olman; I guess they need homes too. The Krelestro move around a lot.
- The 'Bad men' are human, and they attack at night, often taking people away from even the most heavily fortified and protected areas.
- People who try to make something of themselves here always seem to disappear. Anyone with a marketable trade who just seems to need some help to get back on his feet seems to get out of here fast.

Developments: The characters will be given the option to go to Encounter 4.

F: SPARROW'S GLORY

Sparrow's Glory's base of operations is a ruined Tavern, with fortified walls. This group was part of a mercenary unit that was paid to disrupt military forces in Sterich. Since the end of the war, they have accepted an agreement with the Merchant Alliance to clear out the refugee quarter of all skilled laborers (smiths, gem cutters, carpenters, stonemasons, etc), as well as patrol and guard near the docks/warehouses. They dislike Krelestro and despise Ironbound, as the group of Hextorites

have the legitimacy and writs from the Count that allows them an easy life in Cryllor.

The solid wooden tavern of Sparrow's Glory, is guarded by six men, two stationed at the door, four that patrol around the perimeter. Windows are open to let what little cool air that exists in.

When the characters approach, a guard will call into the Tavern, and the leader comes out shortly, to greet the characters. The characters will not be allowed inside, as they are doing some renovations and preparing traps in case the refugees get so hungry to attempt to storm them. She will have consumed a potion of glibness, before leaving the Tavern.

A mixed Flan battle scarred woman steps out, "My name is Captain Nejane of the Sparrow's Glory. Who are you and how can I assist you? You don't look like the normal refugee rabble."

She will not answer questions unless the characters provide her with names. Once introduced, she will be glad to answer questions, but will not let the characters inside, as the tavern is being 'fixed up'. She won't accept the characters help either, as she wants to make sure, 'defensive measures' will be kept quiet.

She will try to persuade the characters that Krelestro may be responsible for the disappearances, as she knows they are concerned they may be plotting to attack. What she tells the characters on proper prompts

- Three Oeridian men have been snooping around the refugee quarters recently. (She will deny meeting them, if asked; DC 39 Bluff check to determine she is holding back information – if characters accuse her of lying, she doesn't react.)
- You can't go inside because this is where we are setting up our base of operations. We don't want somebody babbling about our 'defensive measures' to all the refugees.
- Ironbound worships Hextor, who is an evil god that revels in the killing of his enemies, not just soldiers but innocent women and children. It's only a matter of time before Manz puts a stop to their little killing sprees. It is painfully obvious that the death and destruction do not affect her as strongly as talk of the Ironbound – she

will blow this off saying she has seen many things in her life.

- Krelestro are just bumbling around, though they could be behind the massacres in the refugee quarter, either clearing out areas to bring in more refugees, or trying to stir up trouble for everyone else. After all, their religion was banned in Keoland for starting riots in Nirole Dra.
- Refugees are here, and they have to make sure they obey the laws. Anything short of that is anarchy.
- We've had a few clashes with Krelestro, nothing major other than one brawl that turned fatal. The Inexorable Sentinels come and go as they please but they never cause us any troubles.

Nejane will produce a copy of their writ enabling them to operate in the refugee quarters as the Count's law. (DC 29 Forgery check to determine the document is not legit, DC 21 if the characters have seen the writ belonging to the Ironbound). The forged writ was provided by the Merchant's Alliance when they hired Sparrow's Glory, Nejane thinks the Writ is actually legal. The attempt to determine if the writ is legal can only be made if a hero actively states that they are attempting to determine if it is a forgery.

Developments: The characters may be suspicious, but should be encouraged to check with Ironbound. Krelestro still cannot be found. Characters attacking the strong hold will go to Encounter 4.

G: IRONBOUND

The Ironbound is a Hextorite splinter group.. While it is illegal to worship Hextor in Keoland, the Reclusiarch Harnek has a document permitting him and the Ironbound to operate as a law enforcing entity within the County of Cryllor. Ironbound uses this writ in an effort to expand their flock.

A typical Ironbound member is polite to the end. Those who follow this splinter path know that their worship is looked down upon and that they have a lot to answer for simply for their beliefs. Because of this, the Ironbound is exceptionally eager to help those who may normally seek to harm them or avoid them.

Ironbound makes a particularly strong pitch to those that Keoish society deem outcasts. They

focus their attempts on the half-breeds who are frequently the subject of mockery and abuse in most circles. They offer the most seductive offer many of these half-breeds could ever imagine: acceptance. Within the ranks of Ironbound, all are judged on the strength of their arm and faith rather than on heritage.

A well maintained one story house stands out from the rest of the area. The door is open and the curtains pulled back, revealing several people talking.

DC 15 **Listen** check, “There has to be something ongoing of which we are not aware. All fingers are eager to point at us because of our faith. Normally the burden of proof is on the accuser however in our case we bear the burden of proving our innocence. Send Ruulgar to contract with the Dwarven Patrol again. We are going to need their aid if we are to stop these disappearances.”

Reclusiarch Harnek is meeting with several of his brethren, a mix of humans and half-breeds. If the characters choose to interact with Harnek, he will be more than glad to offer information, in order to clear his and his fellow’s names.

- Will provide the legitimate documents enabling him and his men to act on behalf of the Count to enforce the laws in Cryllor. He will not part company with the document, and anyone who attempts to abscond with it will find himself and his party quickly overwhelmed by angry Hextorites. The result, barring teleportation magics, will be a lot of time in prison. Anyone who does escape through extraordinary magical means will find themselves HUNTED within the County of Cryllor.
- Three Oerdian men who were traveling in the company of my good friend Averyn came to question us about the disappearances. They asked us about slavers, about our faith and asked if they could see the uniforms our guards wear. They left quickly enough but watched us for a few days afterwards, until there was a massacre last week. Then we were of no interest.
- The thieves’ guild is probably behind the disappearances, and is most likely selling the people into slavery to work the mines of the Jotens.

- Krelestro moves around a lot, they attacked our patrols – not very organized, as they didn’t press the advantage of surprise. Besides that, the refugees seem to protect them from our investigations.
- Patrols? Yes, we send out groups of armed converts in an effort to keep the populace safe. What goes on in the Refugee Quarters is far worse than anyone imagines. If I had the Count’s ear as much as everyone says I do, perhaps I’d be able to stop this travesty.
- Ironbound will be looking patrolling for the slavers on Godsdays, and coordinate their efforts with those of Sparrow’s Glory. (If the characters tell them of their suspicion of Sparrow’s Glory, Harnek, will keep Sparrow’s Glory out).

Reclusiarch Harnek is more than willing to discuss any tenets of his faith should the heroes ask, and will make an honest attempt to convert any of the heroes who seem interested.

Harnek will make a particular attempt to get close to any hero who openly worships Heironeous. He will tell the hero that it is his divine mandate to reunite the followers of the squabbling brothers, so that they may all make better lives for those in need.

At the end of the adventure, Reclusiarch Harnek will approach the heroes again and ask if any of them wish to convert to the worship of Hextor. This is detailed in the AR item “**An Ironbound Convert**”.

H: KRELESTRO

The characters will not be able to find the Krelestro base, as nobody knows where it is, or where they are. (They are currently out of the city, helping to smuggle refugees through the Cryllor-Yeomanry boarder.).

The Krelestro is a group of Trithereon worshipers who are managing the last leg of an underground railroad. They are smuggling Touv, Olman, Flan and other prisoners from the Sea Princes into Cryllor.,in attempt to create a refugee crisis, to bring down Count Manz. Secretly, the leadership of this Trithereonite band is using the influx of refugees to hide setting up a slaving ring to smuggle workers deep into the Jotens. The characters will bump into them in Encounter 4: A Dry Hole.

The day quickly dwindles to dark, in the search for the Krelestro base of operations. Everybody you talked to does not know where the mercenary unit is or what happened to their patrols.

Characters may continue to search for Kelestro but their efforts will be stymied. Magical inquiries will yield unhelpful answers where appropriate.

ENCOUNTER 3: BLOODY HARVEST

The massacre and slave raid starts a few days after the characters begin their investigation. Nejjane and Sparrow's Glory aren't going to let a bunch of adventurer's slow down their plans. They will kill weak and helpless people, taking those that can do hard labor. This plan is twofold; the first is that Ironbound will eventually be wiped out by refugee mobs who are tired of the massacres and slaving, and the slaves go to the Jotens were they disappear. (Normally 25-50 people are transported out, as transporting a larger group would be noticed.)

The Ironbound and Dwarven Patrol will insist that the characters explore a different area than they do. The refugee quarter is too big for the few patrols to be sure they will find the killers in time.

People hide in the shadows of the ruined buildings and a cry for help that is quickly stopped, comes from a building a short ways up ahead.

Several members of Sparrow's Glory are dressed in their ritual Hextorite gear and killing people in the ruins of a courtyard. They are counting on anyone who sees them performing this act attributing it to the Ironbound.

Rounding the corner reveals a charnel house. Refugees stand frozen in fear, eyes the size of saucers, splashed in the blood of the deceased who litter the ground. Men stalk purposefully amongst frightened refugees, quick blades flashing left and right, culling the herd with practiced efficiency. Though the men are all but baptized in the viscera of their victims, their tabards are unmistakably emblazoned with the sigil of the Scourge of Battle.

APL 2 (EL 3)

Sparrow's Glory Terrorblade, Male half-orc Rog1 (3): hp 8; see *Appendix 1*.

APL 4 (EL 5)

Sparrow's Glory Terrorblade, Male Half-orc Rog1/Sorc1 (3): hp 13; see *Appendix 2*.

APL 6 (EL 7)

Sparrow's Glory Terrorblade, Male Half-orc Rog3/Sorc1 (3): hp 23; see *Appendix 3*.

APL 8 (EL 9)

Sparrow's Glory Terrorblade, Male Half-orc Rog5/Sorc1 (3): hp 57; see *Appendix 4*.

APL 10 (EL 11)

Sparrow's Glory Terrorblade, Male Half-orc Rog7/Sorc1 (3): hp 67; see *Appendix 5*.

APL 12 (EL 13)

Sparrow's Glory Terrorblade, Male Half-orc Rog9/Sorc1 (3): hp 86; see *Appendix 6*.

Tactics: The Sparrow's Glory fighters will attack the characters when they become aware of the characters presence. Whenever possible, they use fear effects to disrupt the flow of the party, and focus their direct attacks on obvious paladins. Area affect spells will easily kill the wounded and dying refugees, so the characters getting surprise and the morality of a hostage situation balance the encounter out. Make sure to warn players if any of their spells or effects are going to endanger the life of a refugee.

Once the killing and the dying settles down, the PCs will discover that the attackers are not Ironbound, but are instead Sparrow's Glory.

Development: The characters should realize that the Hextorite cult killing people is the Sparrow's Glory and not the Ironbound.

With the culling ceased, the walls of the refugee quarter return only silence to your ears. Slowly, wide eyed faces enter the courtyard, and a low weeping begins from a few Oerdians as they gather up what must be family.

A rough-featured oerdian man with one eye spits on the cobblestones as he tears a patch of cloth off one of the attackers. Even at this distance you can see he holds the symbol of Hextor in his grasp.

The crowd begins to murmur, a surrusus of anger building towards one definable enemy.

“Ironbound. The Ironbound. They did this, those thieves. It is time we made them pay.”

The crowd’s sorrow quickly turns to smoldering anger when a snaggle toothed boy yells out.

“Stop! They’re not Ironbound!”

The boy holds up a pair of boots that he had obviously stripped off one of the attackers. Clearly visible in the waning light is the symbol of the Sparrow’s Glory mercenary company.

The mob will turn angry and violent very shortly, and will begin to move towards the Sparrow’s Glory tavern with the intent of burning it down. Make it abundantly clear to the heroes that if they should delay (to tell the proper authorities, for instance), that the mob will not. If the heroes allow the mob to do their work for them, Encounter Four will not occur, and the constable imprisoned in the basement will be killed in the fire. Encounter Five will then occur as the heroes re-enter the refugee quarter.

ENCOUNTER 4: A DRY HOLE

Having thwarted the attack by what is obviously actually the Sparrow’s Glory, the group proceeds back to the mercenary company’s fortified ruin, No one is currently home, as all the Sparrow’s Glory are all out slaughtering refugees, and won’t return for a long, long time.

The encounter name says it all. The Sparrow’s Glory had nothing to do with the kidnapping of the Marquis’ entourage, or with the disappearances from the refugee quarter.

However, in a locked room in the basement, there is a bound, gagged woman that PCs may recognize as Constable Marla Hennig.

Marla Hennig has the following to provide:

- The Sparrow’s Glory are not the slavers, though they have been murdering innocent people in the Refugee Quarter
- Krelestro has recently come back; they’ve been helping people move into the city., and are holed up in a barn several miles from the city.

- She was looking into the reports of slavers, and was captured by the Sparrow’s Glory when caught snooping around.

ENCOUNTER 5: HARPOONS ARE LIKE SPEARS...

Unbeknownst to the party, Krelestro, the actual slavers, have been keeping tabs on the party, and after finding out about their raid of the Sparrow’s Glory, it becomes obvious that the party will soon be on their trail.

Emerging from the Sparrow’s Glory’s hideout, the light of day momentarily blinds you. Then the morning tranquility is shattered by a cacophony of violence.

APL 2 (EL 5)

Dalton, Krelestro Male Suel Mrsh2/Bard1 (1): hp 9; see *Appendix 1*.

Krelestro Harriers, Male Suel Rog1 (2): hp 7; see *Appendix 1*

APL 4 (EL 7)

Dalton, Krelestro Male Suel Mrsh2/Bard1 (1): hp 9; see *Appendix 2*.

Krelestro Cacophonor Male Suel Sorc3 (1): hp 16; see *Appendix 2*.

Krelestro Harriers, Male Suel Rog3 (2): hp 9; see *Appendix 2*.

APL 6 (EL 9)

Dalton, Krelestro Male Suel Mrsh4/Bard2 (1): hp 9; see *Appendix 3*.

Krelestro Cacophonor Male Suel Sorc6 (1): hp 31; see *Appendix 3*.

Krelestro Harriers, Male Suel Rog5/Ftr1 (1): hp 9; see *Appendix 3*

APL 8 (EL 11)

Dalton, Krelestro Male Suel Mrsh4/Bard2 (1): hp 9; see *Appendix 4*.

Krelestro Cacophonor, Male Suel Sorc6 (3): hp 31; see *Appendix 4*.

Krelestro Harrier, Male Suel Rog5/Ftr2 (1): hp 9; see *Appendix 4*.

APL 10 (EL 13)

Dalton, Krelestro Male Suel Mrsh4/Bard4 (1): hp 9; see *Appendix 5*.

Krelestro Cacophonor, Male Suel Sorc8 (2): hp 9; see *Appendix 5*.

Krelestro Harrier, Male Suel Rog5/Ftr2/ShD (2): hp 9; see *Appendix 5*.

APL 12 (EL 15)

Dalton, Krelestro Male Suel Mrsh4/Bard6 (1): hp 9; see *Appendix 6*.

Krelestro Cacophonor, Male Suel Sorc10 (2): hp 9; see *Appendix 6*.

Krelestro Harrier, Male Suel Rog7/Ftr2/ShD (2): hp 9; see *Appendix 6*.

Tactics:

DALTON:

At every APL, Dalton begins the combat using his Motivate Dexterity Aura to increase his followers' initiative checks.

At APL2-4, Dalton rages and hurls himself at the nearest party member, trying to drive his longspear clean through their chest.

At APL6-8, Dalton rages, using his Reckless Rage feat to drive his strength even higher, charges, and attempts to drive his longspear clean through the chest of the nearest PC.

At APL10-12, Dalton rages, using Reckless Rage to further boost his strength, and charges whenever possible, Power Attacking for his full base attack bonus and using Shock Trooper to offset the penalty, and his Pounce ability to full attack.

CACOPHONORS:

At APL4, the Cacophonor opens with Rays of Enfeeblement on obvious fighters, then moves to Greasing the ground to inhibit the party's movement.

At APL6, the Cacophonor has a precast Mage Armor and False Life. He opens with Glitterdust, then Slows, before moving to empowered magic missiles into high AC targets.

At APL8, the Cacophonors have precast Mage Armor and False Life. One opens with Haste on their allies, one with Slow on the party, and the third with a Glitterdust on the party. Then they transition to empowered magic missiles, then normal magic missiles.

At APL10 the Cacophonors have precast Mage Armor and False Life. Each one casts Greater Invisibility on the first turn. One opens on the party with Slow, one opens with Haste, then they move to fireballs and empowered magic missiles on the targets that the Harriers are having trouble with.

At APL12, the Cacophonors have precast Mage Armor, False Life, and Fly. In the first turn, they cast Greater Invisibility, and begin flying around over the party, firing cones of cold downward onto the PCs.

HARRIERS:

At all APLs, the Harriers begin the combat hidden.

At APL2-8, the Harriers ready to interrupt spellcasting. After neutralizing any spellcasters, they move on to blinded targets, making ranged full attacks.

At APL10, they Use Magic Device to Divine Favor, then begin firing, readying to interrupt spellcasting with Manyshots, hiding in plain sight after firing. After neutralizing any spellcasters, they move on to blinded targets, making ranged full attacks.

At APL12, they begin the combat having used their Divine Favor wands and use their Divine Power wands in the first round, then switch to their stronger mighty bows, while remaining hidden. Each readies a Manyshot to interrupt spellcasting, then rehidng in plain sight. After neutralizing any spellcasters, they move on to blinded targets, making ranged full attacks.

The Trithereonites do nothing to disguise their identity or their cause, berating the party about being tools of the oppressors, and openly bear symbols of the Summoner.

CONCLUSION:

Following Hennig's directions leads to a rundown mill in the wilds east of Cryllor.

Inside, terrified refugees huddle in the darkness, ankle deep in filthy straw. As the doors are thrown open, they shrink from the light, anticipating some act of violence.

Inside the heavy stone building around twenty seven refugees in various states of starvation and exhaustion. Among them are the Marquis' three guards.

For rescuing the captives, the PCs receive the **“Let No Man be Chained”** AR item. PCs who convert to the Ironbound do not receive this item.

The heroes will be immediately approached by the Marquis’ three men, who will explain what befell Averyn.

Three men sit near each other, one nursing an obviously festering stomach wound. As you make your way around the room freeing captives, the wounded man reaches out and grabs for your hands.

“Please, this isn’t all of us. A young Paladin of Rao named Averyn was journeying with us and was taken captive as well. It was only through his efforts that we weren’t killed in captivity. He used his healing powers on us despite the fact that he was gravely wounded himself.

These foul worshippers of a bad master made much sport of him, and they even told us what fate they had in store for him. This morn they took him to Hook Bend in the river to be sacrificed to some creature they have awaiting.

Please, you must save Averyn!”

At this point the heroes may continue with the Optional Encounter. Taking part in this encounter will cost an additional 1TU. Inform the players of this before they make the decision to participate.

OPTIONAL ENCOUNTER: SACRIFICIAL PALADIN

Warning: This encounter has a very difficult combat within.

Averyn has been trussed and bound by the slavers, then carted off to a grisly end as a sacrifice to some unknown creature. Hook Bend is a well-known geographical point in the Javan River that is reputed to be both haunted and overrun by foul creatures. Normally, Count Manz’ troops keep the area clear of any trouble in a monthly sweep.

Unfortunately for Averyn, this month’s sweep of Hook Bend isn’t going to come fast enough to save him, and so the heroes must.

Any of the NPCs can easily give directions to Hook Bend. “It’s not hard, travel downstream about six miles. You’ll know you are at Hook Bend when the river switchbacks.”

Travel to Hook Bend takes about two hours (or less, pending magical means). When the heroes reach Hook Bend they see the following.

The peaceful Javan suddenly switchbacks and the river narrows. The current here is noticeably faster than it was upstream. On the eastern side of the Javan a large swath of forest has been cleared around a rock formation. A single man stands on the formation, still as stone. A circlet of bone rests upon his brow. From this distance you can see that his clothes are bloodstained and dirty, and that he has a large festering wound on the side of his head.

Averyn has had a modified version of *hold person* cast upon him, anchored to his person by the circlet he wears. The spell allows Averyn to speak but not otherwise move and he lacks the capability to break the spell through effort of will.

Averyn’s tormentors have called up a creature sacred to Hextor and intend on sacrificing him to it unless he recants his faith.

The water of the Javan parts and a creature makes its way to the rock embankment. As it approaches him, the man yells out loudly.

“I am Averyn Skotti of House Lizhal, Penitent of Rao and I shall not be broken! The calm god shall wipe away my tears!”

The foul creature drools hungrily and lurches towards Averyn. A palpable aura of menace rolls off of it and the sun seems to darken in the sky as it reaches for its foul meal.

At this point the heroes can act.

APL 2 (EL 5)

Bearded Devil: see *Monster Manual*.

APL 4 (EL 7)

Bearded Devil: (2) see *Monster Manual*.

APL 6 (EL 9)

Bone Devil: see *Monster Manual*.

APL 8 (EL 11)

Bone Devil (2): see *Monster Manual*.

APL 10 (EL 13)

Barbed Devil (2): see *Monster Manual*.

APL 12 (EL 16)

Horned Devil: see *Monster Manual*.

Tactics:

APL 2: The Barbazu will fly into a Battle Frenzy and attempt to kill any aggressive looking heroes, saving Averyn for a delicious meal.

APL 4: As APL 2, but both Barbazus will attempt to achieve flanking positions against their enemies. If left alone for more than three rounds, the Barbazu will kill Averyn

APL 6: The Bone Devil begins combat with its fly spell enabled (but standing on the ground so as to not tip off its foes), and will attempt to use that and its superior reach to outmaneuver its enemies. It will radiate its *fear* aura at all times. If pressed, it will consider using its *greater teleport* and *wall of ice* abilities to divide the battlefield into more suitable terrain.

APL 8: As APL 6 but with one Bone Devil delaying if necessary to allow a foolhardy hero to move forward and then cast *wall of ice* to cut that hero off for easy pickings.

APL 10: The Barbed Devils will fight in concert, attempting to bring down weak looking opponents first. If possible, *greater teleport* next to a caster enemy and kill them quickly. *Order's Wrath* and *Unholy Blight* if the Barbed Devils win initiative and the heroes are bunched up.

APL 12: Kill! Rend! Cleave! The Horned Devil begins combat with *magic circle against good* up. Sunder the weapons of any opponent who is too difficult to kill outright. *Fear* aura is active at all times. If the heroes attempt to fight from ranged, use *Persistent Image* to create appropriate illusions and *teleport* as needed. If surrounded by melee, attack multiple targets with the spiked chain in an effort to stun as many as possible.

All APLs: If left alone for three rounds, Coup De Grace Averyn, killing him. (Assuming unthreatened). Under NO circumstances will the Devils attempt to summon more devils.

If the heroes succeed in rescuing Averyn, he is staggered and unable to give much of a coherent account. If healed at all, he will recover and talk to the heroes.

"Rao be praised! Thank you my friends for saving my life. We must hurry and return to Cryllor, I must tell Count Manz that foul slavers and devil worshippers are infiltrating his lands!"

When the heroes return Averyn to Cryllor he will immediately stalk off in an attempt to get an audience with Count Manz. If the heroes wish to accompany him they will witness the following.

With an almost manic fervor, Averyn demolishes all barriers that prevent him from seeing Count Ignaz Manz. Unhelpful guards are charmed by his wit, petty bureaucrats are awed by his force of personality and a reticent seneschal is bowed by his sense of duty. In under an hour, Averyn has fought his way to the very doors of Count Manz' estate...without lifting a hand towards his empty sword belt.

Standing outside the doors to Manz' private chambers, Averyn is startled to see a creature seemingly cut from stone. It stands well over ten feet tall and blocks the hallway very effectively. As Averyn approaches it opens its mouth.

"Unauthorized entrants. Leave now. No admittance is permitted to Count Manz."

Averyn steps forward.

"In the name of King Kimbertos, I demand to see Count Manz. Stand aside, creature."

"No. The Inexorable Sentinels never fail their duty. These doors are sealed until Count Manz wishes otherwise."

The stone creature reaches into the solid stone of the wall next to it, and pulls out a massive maul carved from a jagged blue crystal. Pulsing veins of white run through the length of the shaft.

Sighing deeply, Averyn moves forward. Without warning, the creature lashes out with a straight lunge designed to run Averyn through. As the blade is about to sheathe itself in Averyn's flesh he speaks.

"The Calm God forgives you. Rest now, ancient one. Know peace."

The sword stops mere inches from Averyn's skin, then falls to the floor. The stone creature looks at Averyn strangely, the strange red light in its eyes growing dim.

"Peace...? Without war...there is no purpose..."

Suddenly the creature collapses to the floor and begins to disintegrate. In a few seconds all that is left is a mound of dirt and

the maul. Averyn casually picks it up as he strides past and shoves open the doors.

"I am Averyn Skotti of House Lizahl. In the name of the King and the Lion Throne I demand audience with Count Manz!"

From inside the chamber a robust voice replies.

"Well, if I denied your audience, how many more of my guards will you kill and my staff will you enrapture? You are not a subtle man, Paladin of Rao. Or shall I call you the Hammer of Rao? For that is as you must see yourself, young one, to barge into here in such a manner. Hubris is unbecoming in a Paladin. What is so important that it warranted the abrogation of my contract with Nevren?"

Stepping inside you see the reclusive Count Manz. A tall and strong looking man with bold features, he cuts an impressive figure in dashing robes that one might see on a swashbuckling adventurer. He stares at Averyn and you can see some...tinge...in the Count's eyes.

"What is important is that some of your mercenaries are secretly slavers and devil-worshippers. Your men have been culling them and taking the skilled ones as slaves, and the weak ones for sport."

Count Manz' face twitches. He points at you.

"Your presence here is no longer needed. Young Skotti and I have much to talk about here. No one is allowed to break the laws in Cryllor, especially my own men. This root must be pulled out. Thank you for bringing Averyn to me."

Averyn nods to you and mouths the words "thank you."

"Now come young Hammer of Rao...tell me what you know of these slavers."

EPILOGUE

The whirling nether wrapped around itself, and coalesced into two forms. Large and bulky in shape, they appeared identical to each other, all sharp angles and spikes protruding from a solid steel frame. The creatures floated, weightless in the endless expanse of the nether.

Finally, after a millennia of waiting, the proper conditions were met, and the pair of creatures blinked out of existence and into the Prime Material plane.

It was, after all, inevitable.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Wandering monsters defeated

APL 2: 120 xp

APL 4: 180 xp

APL 6: 240 xp

APL 8: 300 xp

APL 10: 360 xp

APL 12: 420 xp

Encounter 3

Stop the massacre.

APL 2: 90 xp

APL 4: 150 xp

APL 6: 210 xp

APL 8: 270 xp

APL 10: 330 xp

APL 12: 390 xp

Encounter 5

Survive the Krelestro ambush.

APL 2: 150 xp

APL 4: 210 xp

APL 6: 270 xp

APL 8: 330 xp

APL 10: 390 xp

APL 12: 450 xp

Story Award

Uncover the culprits behind the two sprees of atrocity in Cryllor.

APL 2: 60 xp

APL 4: 90 xp

APL 6: 120 xp

APL 8: 150 xp

APL 10: 180 xp

APL 12: 210 xp

Discretionary Roleplaying Award

APL 2: 30 xp

APL 4: 45 xp

APL 6: 60 xp

APL 8: 75 xp

APL 10: 90 xp

APL 12: 105 xp

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

Optional Encounter

APL 2: 225 xp.

APL 4: 338 xp.

APL 6: 450 xp.

APL 8: 563 xp.

APL 10: 675 xp.

APL 12: 788 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 3:

APL 2: L: X gp, C: X gp, M: *item* (X gp)

APL 4: L: X gp, C: X gp, M: *item* (X gp)

APL 6: L: X gp, C: X gp, M: *item* (X gp)

APL 8: L: X gp, C: X gp, M: *item* (X gp)

APL 10: L: X gp, C: X gp, M: *item* (X gp)

APL 12: L: X gp, C: X gp, M: *item* (X gp).

Encounter 5:

- APL 2: L: X gp, C: X gp, M: *item* (X gp)
APL 4: L: X gp, C: X gp, M: *item* (X gp)
APL 6: L: X gp, C: X gp, M: *item* (X gp)
APL 8: L: X gp, C: X gp, M: *item* (X gp)
APL 10: L: X gp, C: X gp, M: *item* (X gp)
APL 12: L: X gp, C: X gp, M: *item* (X gp).

Total Possible Treasure (Maximum Reward Allowed)

- APL 2: L: X gp, C: X gp, M: X gp – Total: X gp (450 gp).
APL 4: L: X gp, C: X gp, M: X gp – Total: X gp (650 gp).
APL 6: L: X gp, C: X gp, M: X gp – Total: X gp (900 gp).
APL 8: L: X gp, C: X gp, M: X gp – Total: X gp (1,300 gp).
APL 10: L: X gp, C: X gp, M: X gp – Total: X gp (2,300 gp).
APL 12: L: X gp, C: X gp, M: X gp – Total: X gp (3,300 gp).

Optional Encounter Total Possible Treasure (Maximum Reward Allowed)

- APL 2: L: X gp, C: X gp, M: *item* (X gp)
APL 4: L: X gp, C: X gp, M: *item* (X gp)
APL 6: L: X gp, C: X gp, M: *item* (X gp)
APL 8: L: X gp, C: X gp, M: *item* (X gp)
APL 10: L: X gp, C: X gp, M: *item* (X gp)
APL 12: L: X gp, C: X gp, M: *item* (X gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Favor of the Refugees of Cryllor: This PC has had a hand in ending the terror among the refugees of Cryllor. For one year from the date of this AR, the PC receives free Standard upkeep.

An Ironbound Convert: This PC has listened to the teachings of the Reclusiarch and converted

to the worship of Hextor. As the worship of a wholly evil diety is a high crime everywhere in Keoland except in Cryllor, the PC is treated as WANTED when traveling anywhere in the kingdom other than the County.

Fortunately, joining the cult of an evil god has its perks. The PC no longer suffers a penalty when striking to subdue with a melee weapon that does not normally deal subdual damage.

JAILED! Insert boilerplate from previous Cryllor mods here

WANTED! Insert boilerplate from previous Cryllor mods here:

HUNTED! Insert boilerplate from previous Cryllor mods here

Favor of Count Manz: Twice in the space of as many days, your actions have pleased the Lord of Cryllor, and Count Ignaz Manz has taken a liking to you. He names you a “Defender of the County” and throws a parade in your honor at the end of the Torcsin of Kelanen.

Let No Man be Chained: For your part in ending the slaving ring and slaying his rogue followers, you have curried the Summoner’s favor. For the next 12 months from the date of this AR, the PC receives a +4 sacred bonus on Escape Artist or Grapple checks made to resist being grappled or to escape a grapple.

Any PC who received the **An Ironbound Convert** AR item does not receive this.

Item Access

APL 4:

- *Wand of Magic Missiles, CL3 (Frequency; Adventure, DMG)*

APL 6:

- *Cloak of Elvenkind (Frequency:Adventure, DMG)*
- *Vest of Resistance +1 (Frequency; Adventure, Complete Arcane)*

APL 8:

- *+1 mithril chain shirt (Frequency:Adventure; DMG)*

APL 10:

- *+1 adamantine longspear (Frequency:Adventure; DMG)*

- *Vest of Resistace +2 (Frequency:Adventure; Complete Arcane)*
- *Circlet of Persuasion (Frequency:Adventure, DMG)*
- *Wand of Divine Favor (CL12, 5 charges) (Frequency:Adventure; DMG)*

APL 12:

- *+2 adamantine longspear (Frequency:Adventure; DMG)*
- *+1 mithril breastplate (Frequency:Adventure; DMG)*
- *+1 shocking burst compound longbow (Mighty +3) (Frequency:Adventure; DMG)*
- *Wand of Divine Power (5 charges) (Frequency:Adventure; DMG)*

APPENDIX 1 – APL 2

Encounter 3:

TERRORBLADE:

CR1

Half-ork (Oeridian) rogue1

NE Medium humanoid

Init: +2

Senses: Listen + 0, Spot +4

Languages: common, ork

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

HP: 8 (1HD)

Saves: Fort +2; Ref +4, Will +0

Spd: 30 ft. (6 squares)

Melee: masterwork shortsword +3 (1d6+2/19-20)

Ranged: dagger +4 (1d4+2)

Base Atk: +0; **Grp:** +2

Combat Gear: 3 *potions of cure light wounds*

Abilities: Str14, Dex15, Con14, Int6, Wis10, Cha11

Feats: Two Weapon Fighting

Skills: Balance +5, Bluff +4, Hide +5, Move Silently +5, Spot +4, Tumble +5

Possessions: combat gear plus masterwork chain shirt, 3 masterwork shortswords, 4 daggers, 20 gp

Encounter 5:

DALTON:

CR3

Human (Keoish) barbarian2/marshal1

CN Medium humanoid

Init: +1

Senses: Listen +3, Spot +1

Languages: common

AC: 16, (Dex +1, masterwork breastplate +5) touch 11, flat-footed 15

HP: 30 (3HD)

Saves: Fort +7; Ref +1, Will +1

Spd: 30 ft. (6 squares)

Melee: +1 *longspear* +5 (1d8+4/x3)

Ranged: javelin +3 (1d6+2)

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

Attack Options: rage 1/day (+4 Str, +4 Con, +2 morale vs. Will saves, -2 AC)

Special Abilities: Uncanny Dodge, Motivate Dexterity (+1 Dexterity)

Combat Gear: 3 *scrolls of cure light wounds*,

Abilities: Str15, Dex12, Con14, Int10, Wis8, Cha13

Feats: Cleave, Power Attack, Skill Focus (Diplomacy), Weapon Focus (Longspear)

Skills: Bluff +4, Climb +4, Diplomacy +9, Jump +5, Listen +3, Spot +1,

Possessions: combat gear plus +1 *longspear*, masterwork breastplate, 2 javelins, wooden holy symbol (Trithereon), 25 gp

KRELESTRO HARRIER:

CR1

Human (Suel) rogue1

CN Medium humanoid

Init: +2

Senses: Listen + 5, Spot +4

Languages: common

AC: 16, (Dex +2, studded leather +3) touch 12, flat-footed 13

HP: 7 (1HD)

Saves: Fort +1; Ref +4, Will +1

Spd: 30 ft. (6 squares)

Melee: shortsword +2 (1d6+2/19-20)

Ranged: composite shortbow (mighty +2) +2 (1d6+2/x3)

Base Atk: +0; **Grp:** +2

Combat Gear: 3 *potions of cure light wounds*

Abilities: Str14, Dex15, Con13, Int10, Wis12, Cha8

Feats: Point Blank Shot, Precise Shot

Skills: Climb +5, Escape Artist +5, Hide +5, Jump +5, Listen +5, Move Silently +5, Spot +5, Tumble +5

Possessions: combat gear plus studded leather, 2 shortswords, 2 compound shortbows (mighty +2), 100 arrows, 20 gp

APPENDIX 2 – APL 4

Encounter 3:

TERRORBLADE:

CR2

Half-orc (Oeridian) rogue1/sorcerer1

NE Medium humanoid

Init: +2

Senses: Listen +2, Spot +6

Languages: common, ork

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

HP: 13 (2HD)

Saves: Fort +2; Ref +6, Will +2

Spd: 30 ft. (6 squares)

Melee: masterwork shortsword +3 (1d6+2/19-20)

Ranged: dagger +4 (1d4+2)

Base Atk: +0; **Grp:** +2

Combat Gear: 3 *potions of cure light wounds*

Sorcerer Spells Known (CL 1th):

1st (3/day)— *cause fear, critical strikes*

0 (5/day)— *acid splash, arcane mark, mage hand, prestidigitation*

Abilities: Str14, Dex15, Con14, Int6, Wis10, Cha11

Feats: Two Weapon Fighting

Skills: Balance +5, Bluff +5, Hide +5, Move Silently +5, Spot +4, Tumble +5

Possessions: combat gear plus masterwork chain shirt, 3 masterwork shortswords, 4 daggers, 20 gp, weasel familiar (plays no part in combat)

Encounter 5:

DALTON:

CR3

Human (Keoish) barbarian2/marshal1

CN Medium humanoid

Init: +1

Senses: Listen +3, Spot +1

Languages: common

AC: 16, (Dex +1, masterwork breastplate +5) touch 11, flat-footed 15

HP: 30 (3HD)

Saves: Fort +7; Ref +1, Will +1

Spd: 30 ft. (6 squares)

Melee: +1 *longspear* +5 (1d8+4/x3)

Ranged: javelin +3 (1d6+2)

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

Attack Options: rage 1/day (+4 Str, +4 Con, +2 morale vs. Will saves, -2 AC)

Special Abilities: Uncanny Dodge, Motivate Dexterity (+1 Dex checks)

Combat Gear: 3 *scrolls of cure light wounds*,

Abilities: Str15, Dex12, Con14, Int10, Wis8, Cha13

Feats: Cleave, Power Attack, Skill Focus (Diplomacy), Weapon Focus (Longspear)

Skills: Bluff +4, Climb +4, Diplomacy +9, Jump +5, Listen +3, Spot +1,

Possessions: combat gear plus +1 *longspear*, masterwork breastplate, 2 javelins, wooden holy symbol (Trithereon), 25 gp

KRELESTRO CACOPHANER

CR3

Male Suel Sorcerer 3

CN Medium Humanoid (Human)

Init +5; **Senses** Listen +3, Spot +3

Languages Common

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 16 (3 HD)

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

Speed 30 ft. (6 squares).;

Melee shortspear +0 (1d6-1)

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

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

Combat Gear 2 clubs

Sorcerer Spells Known (CL 3rd):

1st (6/day)— *ray of enfeeblement, grease, mage armor,*

0 (6/day)— *acid splash, arcane mark, detect magic, prestidigitation, read magic*

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

Feats Combat Casting, Improved Initiative, Spell Focus (Conjuration)
Skills Bluff +3, Concentration +8, Knowledge (arcana) +5, Spellcraft +8
Possessions spell component pouch, shortspear, wand of magic missiles (CL3), weasel familiar

KRELESTRO HARRIER:
CR3

Human (Suel) rogue3
CN Medium humanoid

Init: +2

Senses: Listen + 7, Spot +7

Languages: common

AC: 16, (Dex +2, masterwork studded leather +3)
touch 12, flat-footed 13

HP: 17 (3HD)

Saves: **Fort** +2; **Ref** +5, **Will** +2

Spd: 30 ft. (6 squares)

Melee: shortsword +2 (1d6+2/19-20)

Ranged: masterwork composite shortbow (mighty +2) +5 (1d6+2/x3)

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

Combat Gear: 3 *potions of cure light wounds*

Abilities: Str14, Dex15, Con13, Int10, Wis12, Cha8

Feats: Point Blank Shot, Precise Shot, Rapid Shot

Skills: Climb +8, Escape Artist +8, Hide +8, Jump +8, Listen +7, Move Silently +8, Spot +7, Tumble +8

Possessions: combat gear plus masterwork studded leather, 2 shortswords, 2 masterwork compound shortbows (mighty +2), 100 arrows, 20 gp

APPENDIX 3 – APL 6

Encounter 3:

TERRORBLADE:

CR4

Half-orc (Oeridian) rogue3/sorcerer1
NE Medium humanoid

Init: +3

Senses: Listen +2, Spot +6

Languages: common, ork

AC: 17, (Dex +3, mithral chain shirt +4) touch 13,
flat-footed 14

HP: 23 (4HD)

Saves: Fort +4; Ref +8, Will +4

Spd: 30 ft. (6 squares)

Melee: masterwork shortsword +6 (1d6+2/19-20)

Ranged: dagger +5 (1d4+2)

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

Combat Gear: 3 *potions of cure light wounds*

Sorcerer Spells Known (CL 1th):

1st (3/day)— *cause fear, critical strikes*

0 (5/day)— *acid splash, arcane mark, mage
hand, prestidigitation*

Abilities: Str14, Dex16, Con14, Int6, Wis10,
Cha11

Feats: Two Weapon Fighting, Weapon Finesse

Skills: Balance +9, Bluff +5, Hide +10, Intimidate
+5, Jump +4, Move Silently +10, Spot +6,
Tumble +10

Possessions: combat gear plus mithral chain
shirt, 3 masterwork shortswords, 4 daggers, 20
gp, *vest of resistance* +1, weasel familiar (plays
no part in combat)

Encounter 5:

DALTON:

CR6

Human (Keoish) barbarian2/fighter2/marshal2
CN Medium humanoid

Init: +1

Senses: Listen +3, Spot +7

Languages: common

AC: 16, (Dex +1, masterwork breastplate +5)
touch 11, flat-footed 15

HP: 53 (6HD)

Saves: Fort +11; Ref +1, Will +2

Spd: 30 ft. (6 squares)

Melee: +1 *longspear* +11 (1d8+7/x3)

Ranged: javelin +6 (1d6+4)

Base Atk: +5; **Grp:** +9

Attack Options: rage 1/day (+4 Str, +4 Con, +2
morale vs. Will saves, -2 AC)

Special Abilities: Uncanny Dodge, Motivate
Dexterity (+1 to Dex and Dex checks), Motivate
Care (+1 Armor Class)

Combat Gear: 3 *scrolls of cure light wounds*,

Abilities: Str18, Dex12, Con14, Int10, Wis8,
Cha13

Feats: Cleave, Combat Reflexes, Improved Bull
Rush, Power Attack, Reckless Rage, Skill Focus
(Diplomacy), Weapon Focus (Longspear)

Skills: Bluff +4, Climb +7, Diplomacy +9, Jump
+10, Listen +3, Spot +7,

Possessions: combat gear plus *gauntlets of ogre
power*, +1 *longspear*, masterwork breastplate, 2
javelins, *vest of resistance* +1, wooden holy
symbol (Trithereon), 25 gp

KRELESTRO CACOPHANER

CR6

Male Suel Sorcerer 6

CN Medium Humanoid (Human)

Init +5; **Senses** Listen +3, Spot +3

Languages Common

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 31 (6 HD)

Fort +5, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares).;

Melee shortspear +2 (1d6-1)

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

Base Atk +3; **Grp** +2

Combat Gear 2 *potions of cure light wounds*

Sorcerer Spells Known (CL 6rd):

3rd (5/day)— *slow*,

2nd (6/day)— *glitterdust, invisibility*,

1st (7/day)— *grease, mage armor, magic missile, ray of enfeeblement,*

0 (6/day)— *acid splash, arcane mark, detect magic, prestidigitation, read magic*

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

Feats Combat Casting, Empower Spell, Improved Initiative, Spell Focus (Conjuration)

Skills Bluff +5, Concentration +11, Knowledge (arcana) +5, Spellcraft +11, Tumble +2

Possessions combat gear and *cloak of charisma* +2, spell component pouch, shortspear, *vest of resistance* +1, weasel familiar

KRELESTRO HARRIER:

CR6

Human (Suel) rogue5/fighter1

CN Medium humanoid

Init: +3

Senses: Listen + 9, Spot +9

Languages: common

AC: 16, (Dex +3, masterwork studded leather +3)
touch 13, flat-footed 13

HP: 34 (6HD)

Saves: **Fort** +5; **Ref** +8, **Will** +3

Spd: 30 ft. (6 squares)

Melee: shortsword +6 (1d6+2/19-20)

Ranged: +1 *composite longbow (mighty +2)* +9
(1d8+3/x3)

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

Combat Gear: 3 *potions of cure light wounds*

Abilities: Str14, Dex16, Con13, Int10, Wis12, Cha8

Feats: Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot

Skills: Balance +13, Climb +5, Escape Artist +11, Hide +17, Jump +4, Listen +9, Move Silently +11, Perform(Dance) +4, Spot +9, Tumble +11, Use Magic Device +7

Possessions: combat gear plus *cloak of elvenkind*, masterwork studded leather, 2 shortswords, +1 *compound longbow (mighty +2)*, masterwork compound longbow (mighty +2), *vest of resistance* +1, 100 arrows, 20 gp

APPENDIX 4 – APL 8

Encounter 3:

TERRORBLADE:

CR6

Half-orc (Oeridian) rogue5/sorcerer1

NE Medium humanoid

Init: +3

Senses: Listen +2, Spot +6

Languages: common, ork

AC: 18, (Dex +3, +1 *mithral chain shirt* +4) touch 13, flat-footed 15

HP: 35 (6HD)

Saves: Fort +4; Ref +9, Will +4

Spd: 30 ft. (6 squares)

Melee: +1 shortsword +8 (1d6+2/19-20)

Ranged: dagger +6 (1d4+2)

Base Atk: +3; **Grp:** +5

Combat Gear: 3 *potions of cure light wounds*

Sorcerer Spells Known (CL 1th):

1st (3/day)— *cause fear, critical strikes*

0 (5/day)— *acid splash, arcane mark, mage hand, prestidigitation*

Abilities: Str14, Dex16, Con14, Int6, Wis10, Cha11

Feats: Two Weapon Fighting, Weapon Finesse, Weapon Focus (Shortsword)

Skills: Balance +10, Bluff +5, Hide +12, Intimidate +10, Jump +4, Move Silently +12, Spot +6, Tumble +12

Possessions: combat gear plus +1 *mithral chain shirt*, 2 +1 *shortswords*, 1 masterwork shortsword, 4 daggers, 20 gp, *vest of resistance* +1, weasel familiar (plays no part in combat)

Encounter 5:

DALTON:

CR6

Human (Keoish) barbarian2/fighter2/marshal2

CN Medium humanoid

Init: +1

Senses: Listen +3, Spot +7

Languages: common

AC: 16, (Dex +1, masterwork breastplate +5) touch 11, flat-footed 15

HP: 53 (6HD)

Saves: Fort +11; Ref +1, Will +2

Spd: 30 ft. (6 squares)

Melee: +1 *longspear* +11 (1d8+7/x3)

Ranged: javelin +6 (1d6+4)

Base Atk: +5; **Grp:** +9

Attack Options: rage 1/day (+4 Str, +4 Con, +2 morale vs. Will saves, -2 AC)

Special Abilities: Uncanny Dodge, Motivate Dexterity (+1 to Dex and Dex checks), Motivate Care (+1 Armor Class)

Combat Gear: 3 *scrolls of cure light wounds*,

Abilities: Str18, Dex12, Con14, Int10, Wis8, Cha13

Feats: Cleave, Combat Reflexes, Improved Bull Rush, Power Attack, Reckless Rage, Skill Focus (Diplomacy), Weapon Focus (Longspear)

Skills: Bluff +4, Climb +7, Diplomacy +9, Jump +10, Listen +3, Spot +7,

Possessions: combat gear plus *gauntlets of ogre power*, +1 *longspear*, masterwork breastplate, 2 javelins, *vest of resistance* +1, wooden holy symbol (Trithereon), 25 gp

KRELESTRO CACOPHANER

CR6

Male Suel Sorcerer 6

CN Medium Humanoid (Human)

Init +5; **Senses** Listen +3, Spot +3

Languages Common

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 31 (6 HD)

Fort +5, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares).;

Melee shortspear +2 (1d6-1)

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

Base Atk +3; **Grp** +2

Combat Gear 2 *potions of cure light wounds*

Sorcerer Spells Known (CL 6rd):

3rd (5/day)— *fireball*,

2nd (6/day)— *glitterdust, invisibility*,

1st (7/day)— *grease, mage armor, magic missile, ray of enfeeblement*,

0 (6/day)— *acid splash, arcane mark, detect magic, prestidigitation, read magic*

Abilities Str 8, Dex 13, Con 14, Int 10, Wis 12, Cha 16
Feats Combat Casting, Empower Spell, Improved Initiative, Spell Focus (Conjuration)
Skills Bluff +5, Concentration +11, Knowledge (arcana) +5, Spellcraft +11, Tumble +2
Possessions combat gear and *cloak of charisma* +2, spell component pouch, shortspear, *vest of resistance* +1, weasel familiar

KRELESTRO HARRIER:
CR7

Human (Suel) rogue5/fighter2
CN Medium humanoid

Init: +4

Senses: Listen + 9, Spot +9

Languages: common

AC: 17, (Dex +4, masterwork studded leather +3)
touch 14, flat-footed 13

HP: 41 (7HD)

Saves: Fort +6; Ref +8, Will +3

Spd: 30 ft. (6 squares)

Melee: shortsword +6 (1d6+2/19-20)

Ranged: +1 *composite longbow (mighty +2)* +10 (1d8+3/x3)

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

Combat Gear: 3 *potions of cure light wounds*

Abilities: Str14, Dex18, Con13, Int10, Wis12, Cha8

Feats: Combat Reflexes, Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot

Skills: Balance +14, Climb +5, Escape Artist +12, Hide +19, Jump +4, Listen +9, Move Silently +12, Perform(Dance) +4, Spot +9, Tumble +12, Use Magic Device +8

Possessions: combat gear plus *cloak of elvenkind*, masterwork studded leather, 2 shortswords, +1 *compound longbow (mighty +2)*, masterwork compound longbow (mighty +2), *gloves of dexterity* +2, *vest of resistance* +1, 100 arrows, 20 gp

APPENDIX 5 – APL 10

Encounter 3:

TERRORBLADE:

CR8

Half-orc (Oeridian) rogue7/sorcerer1

NE Medium humanoid

Init: +3

Senses: Listen +2, Spot +6

Languages: common, ork

AC: 19, (Dex +4, +1 *mithral chain shirt* +4) touch 13, flat-footed 15

HP: 47 (8HD)

Saves: Fort +4; Ref +11, Will +4

Spd: 30 ft. (6 squares)

Melee: +1 shortsword +10 (1d6+2/19-20)

Ranged: dagger +9 (1d4+2)

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

Combat Gear: 3 *potions of cure serious wounds*

Sorcerer Spells Known (CL 1th):

1st (4/day)— *cause fear, critical strikes*

0 (5/day)— *acid splash, arcane mark, mage hand, prestidigitation*

Abilities: Str14, Dex18, Con14, Int6, Wis10, Cha12

Feats: Two Weapon Fighting, Weapon Finesse, Weapon Focus (Shortsword)

Skills: Balance +10, Bluff +12, Hide +14, Intimidate +11, Jump +4, Move Silently +14, Spot +6, Tumble +14

Possessions: combat gear plus +1 *mithral chain shirt, gloves of dexterity* +2, 3 +1 *shortswords*, 4 daggers, 20 gp, *vest of resistance* +1, weasel familiar (plays no part in combat)

Encounter 5:

DALTON:

CR8

Human (Keoish) barbarian2/fighter4/marshal2

CN Medium humanoid

Init: +1

Senses: Listen +3, Spot +7

Languages: common

AC: 16, (Dex +1, +1 *chain shirt* +5) touch 11, flat-footed 15

HP: 69 (8HD)

Saves: Fort +14; Ref +4, Will +5

Spd: 30 ft. (6 squares)

Melee: +1 *longspear* +13/+8 (1d8+7/x3)

Ranged: javelin +6 (1d6+4)

Base Atk: +7; **Grp:** +11

Attack Options: rage 1/day (+4 Str, +4 Con, +2 morale vs. Will saves, -2 AC)

Special Abilities: Alternate Class Feature(Pounce), Uncanny Dodge, Motivate Dexterity (+2 to Dex and Dex checks), Motivate Care (+1 Armor Class)

Combat Gear: 3 *scrolls of cure light wounds,*

Abilities: Str18, Dex12, Con14, Int10, Wis8, Cha14

Feats: Cleave, Combat Reflexes, Improved Bull Rush, Power Attack, Reckless Rage, Shock Trooper, Skill Focus (Diplomacy), Weapon Focus (Longspear)

Skills: Bluff +4, Climb +13, Diplomacy +9, Jump +15, Listen +3, Spot +7,

Possessions: combat gear plus *gauntlets of ogre power, +1 adamantite longspear, +1 chain shirt, 2 javelins, vest of resistance* +2, wooden holy symbol (Trithereon), 25 gp

KRELESTRO CACOPHANER

CR8

Male Suel Sorcerer 8

CN Medium Humanoid (Human)

Init +6; **Senses** Listen +3, Spot +3

Languages Common

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 49 (8 HD)

Fort +6, **Ref** +7, **Will** +8

Speed 30 ft. (6 squares).;

Melee shortspear +3 (1d6-1)

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

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

Combat Gear 2 *potions of cure light wounds*

Sorcerer Spells Known (CL 8rd):

4th (4/day)— *greater invisibility*

3rd (6/day)—*Fireball*, (1 w/slow, 1w/haste),
2nd (7/day)— *false life*, *glitterdust*, *scorching ray*,
1st (7/day)— *featherfall*, *grease*, *mage armor*, *magic missile*, *ray of enfeeblement*,
0 (6/day)— *acid splash*, *arcane mark*, *detect magic*,
prestidigitation, *ray of frost*, *read magic*

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

Feats Combat Casting, Empower Spell, Improved Initiative, Spell Focus (Conjuration)

Skills Bluff +6, Concentration +14, Knowledge (arcana) +5, Spellcraft +13, Tumble +4

Possessions combat gear and *amulet of health* +2, *cloak of charisma* +2, spell component pouch, shortspear, *vest of resistance* +1, weasel familiar

KRELESTRO HARRIER: **CR9**

Human (Suel) rogue5/fighter2/shadowdancer2

CN Medium humanoid

Init: +3

Senses: Listen + 9, Spot +9

Languages: common

AC: 16, (Dex +3, masterwork studded leather +3)
touch 13, flat-footed 13

HP: 62 (9HD)

Saves: Fort +7; Ref +12, Will +3

Spd: 30 ft. (6 squares)

Melee: shortsword +8 (1d6+2/19-20)

Ranged: +1 *composite longbow (mighty +2)* +11/+6 (1d8+3/x3) or *Manyshot +1 composite longbow (mighty +2)* +7 (2d8+6/x3)

Base Atk: +6; **Grp:** +8

Combat Gear: 3 *potions of cure light wounds*

Abilities: Str14, Dex18, Con14, Int10, Wis12, Cha8

Feats: Combat Reflexes, Dodge, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot

Skills: Balance +14, Climb +5, Escape Artist +12, Hide +21, Jump +4, Listen +9, Move Silently +12, Perform(Dance) +7, Spot +9, Tumble +14, Use Magic Device +15

Possessions: combat gear plus *circlet of persuasion*, *cloak of elvenkind*, masterwork studded leather, 2 shortswords, +1 *compound longbow (mighty +2)*, masterwork compound longbow (mighty +2), *gloves of dexterity* +2, *vest of resistance* +1, *wand of divine favor (CL12)*, 100 arrows, 20 gp

APPENDIX 6 – APL 12

Encounter 3:

TERRORBLADE:

CR10

Half-orc (Oeridian) rogue9/sorcerer1
NE Medium humanoid

Init: +3

Senses: Listen +2, Spot +6

Languages: common, ork

AC: 20, (Dex +5, +1 *mithral chain shirt* +4) touch
13, flat-footed 15

HP: 59 (10HD)

Saves: Fort +4; Ref +13, Will +4

Spd: 30 ft. (6 squares)

Melee: +1 shortsword +13 (1d6+2/19-20)

Ranged: dagger +9 (1d4+2)

Base Atk: +6; **Grp:** +8

Combat Gear: 3 *potions of cure serious wounds*

Sorcerer Spells Known (CL 1th):

1st (4/day)— *cause fear, critical strikes*

0 (5/day)— *acid splash, arcane mark, mage hand, prestidigitation*

Abilities: Str14, Dex20, Con14, Int6, Wis10, Cha12

Feats: Close Quarters Fighting, Two Weapon Fighting, Weapon Finesse, Weapon Focus (Shortsword)

Skills: Balance +10, Bluff +14, Hide +16, Intimidate +13, Jump +4, Move Silently +16, Spot +8, Tumble +16

Possessions: combat gear plus +1 *mithral chain shirt, gloves of dexterity* +4, 3 +1 *shortswords*, 4 daggers, 20 gp, *vest of resistance* +1, weasel familiar (plays no part in combat)

Encounter 5:

DALTON:

CR10

Human (Keoish) barbarian2/fighter4/marshal2
CN Medium humanoid

Init: +1

Senses: Listen +3, Spot +7

Languages: common

AC: 17, (Dex +1, +1 *mithral breastplate* +6) touch
11, flat-footed 17

HP: 85 (10HD)

Saves: Fort +15; Ref +5, Will +6

Spd: 30 ft. (6 squares)

Melee: +2 *adamantine longspear* +16/+11
(1d8+10/19-20/x3)

Ranged: javelin +10 (1d6+4)

Base Atk: +9; **Grp:** +13

Attack Options: rage 1/day (+4 Str, +4 Con, +2 morale vs. Will saves, -2 AC)

Special Abilities: Alternate Class Feature(Pounce), Uncanny Dodge, Motivate Dexterity (+2 to Dex and Dex checks), Motivate Care (+1 Armor Class)

Combat Gear: 3 *scrolls of cure light wounds,*

Abilities: Str18, Dex12, Con14, Int10, Wis8, Cha14

Feats: Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (Longspear), Power Attack, Reckless Rage, Shock Trooper, Skill Focus (Diplomacy), Weapon Focus (Longspear), Weapon Specialisation (Longspear)

Skills: Bluff +4, Climb +15, Diplomacy +9, Jump +17, Listen +3, Spot +7, Tumble +2,

Possessions: combat gear plus *gauntlets of ogre power, +2 adamantine longspear, masterwork longspear, +1 mithral breastplate, 2 javelins, vest of resistance* +2, wooden holy symbol (Trithereon), 25 gp

KRELESTRO CACOPHANER

CR10

Male Suel Sorcerer 10
CN Medium Humanoid (Human)

Init +6; **Senses** Listen +3, Spot +3

Languages Common

AC 13, touch 13, flat-footed 11
(+2 Dex, +1 Deflection)

hp 64 (10 HD)

Fort +8, **Ref** +9, **Will** +10

Speed 30 ft. (6 squares).;

Melee shortspear +4 (1d6-1)

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

Base Atk +5; **Grp** +4

Combat Gear 2 *potions of cure light wounds*

Sorcerer Spells Known (CL 10th):

5th (3/day)— *cone of cold*

4th (4/day)— *dimension door, greater invisibility*

3rd (6/day)— *fly, haste, slow,*

2nd (7/day)— *false life, glitterdust, scorching ray, web,*

1st (7/day)— *featherfall, grease, mage armor, magic missile, ray of enfeeblement,*

0 (6/day)— *acid splash, arcane mark, detect magic, prestidigitation, ray of frost, read magic*

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

Feats Combat Casting, Empower Spell, Improved Initiative, Spell Focus (Conjuration), Toughness

Skills Bluff +6, Concentration +16, Knowledge (arcana) +5, Spellcraft +15, Tumble +5

Possessions combat gear and *amulet of health* +2, *cloak of charisma* +2, *ring of protection* +1, spell component pouch, shortspear, *vest of resistance* +2, weasel familiar

KRELESTRO HARRIER:

CR11

Human (Suel) rogue7/fighter2/shadowdancer2

CN Medium humanoid

Init: +4

Senses: Listen + 9, Spot +9

Languages: common

AC: 17, (Dex +4, masterwork studded leather +3) touch 13, flat-footed 13

HP: 74 (11HD)

Saves: Fort +8; Ref +13, Will +4

Spd: 30 ft. (6 squares)

Melee: shortsword +8 (1d6+2/19-20)

Ranged: +1 *composite longbow (mighty* +2) +14/+9 (1d8+2/x3)

Base Atk: +8; **Grp:** +10

Combat Gear: 3 *potions of cure light wounds*

Abilities: Str14, Dex18, Con14, Int10, Wis12, Cha8

Feats: Combat Reflexes, Dodge, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot

Skills: Balance +14, Climb +5, Decipher Script +5, Escape Artist +12, Hide +23, Jump +4, Listen +9, Move Silently +12, Perform(Dance) +7, Spellcraft +5, Spot +9, Tumble +17, Use Magic Device +20

Possessions: combat gear plus *lesser bracers of archery, circlet of persuasion, cloak of elvenkind, masterwork studded leather, 2 shortswords, +1 compound longbow (mighty* +2), +1 *shocking compound longbow (mighty* +3), masterwork compound longbow (mighty +2), *gloves of dexterity* +2, *vest of resistance* +1, *wand of divine*

favor (CL12, 3 charges), wand of divine power (CL7,3 charges) 100 arrows, 20 gp

APPENDIX 7 – ALL APLS

ENCOUNTER 1

MARQUIS JEKHAL OF SEDENNA **CR6**

Male Oeridian Fighter 2/ Sorcerer 4

NG Medium Humanoid (Human)

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

Languages Ancient Suel, Common, Keoish, Old Oeridian

AC 9, touch 9, flat-footed 9

(-1 Dex)

hp 36 (6 HD)

Fort +6, **Ref** +0, **Will** +4

Speed 30 ft. (6 squares), *expeditious retreat* 60 ft.;

Melee club +6 (1d6+2)

Ranged club +3 (1d5+2)

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

Base Atk +4; **Grp** +5

Combat Gear 2 clubs

Sorcerer Spells Known (CL 6th):

2nd (2/day)— *invisibility*

1st (4/day)— *expeditious retreat, featherfall, shield*

0 (6/day)— *acid splash, arcane mark, detect poison, ghost sound, prestidigitation, read magic*

† Already cast

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

Feats Eschew Materials, Improved Initiative, Mounted Combat, Practiced Spellcaster (Sorcerer), Silent Spell, Still Spell

Skills Bluff +4, Concentration +7, Handle Animal +7, Knowledge (royalty and nobility) +2, Knowledge (Sheldomar Valley) +2, Profession (Soldier) +1, Ride +6, Spellcraft +6

Possessions night shirt, signet ring

Description disheveled 23-year-old Oeridian noble in an embroidered nightshirt.

Sources Complete Arcane [Practice Spellcaster]

ENCOUNTER 2

CITY GUARDS **CR1**

Male Keoish Warrior 2

LN Medium humanoid (human)

Init +1; **Senses** Listen +6, Spot +6

Languages Common, Keoish

AC 17, touch 12 flat-footed 16

(+1 Dex, +5 Breastplate, +1 deflection)

hp 52 (2 HD)

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

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

Melee halberd + 5 (1d10+5)

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

Base Atk +2; **Grp** +5

Combat Gear halberd, breastplate, 2 javelins

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

Feats Endurance, Weapon Focus (Halberd)

Skills Intimidate +6, Listen +6, Spot +6

Possessions combat gear plus 20gp,

Description tall, stocky keoish man who carries his weapon with an easy familiarity and goes about his business with a casual, bored professionalism.

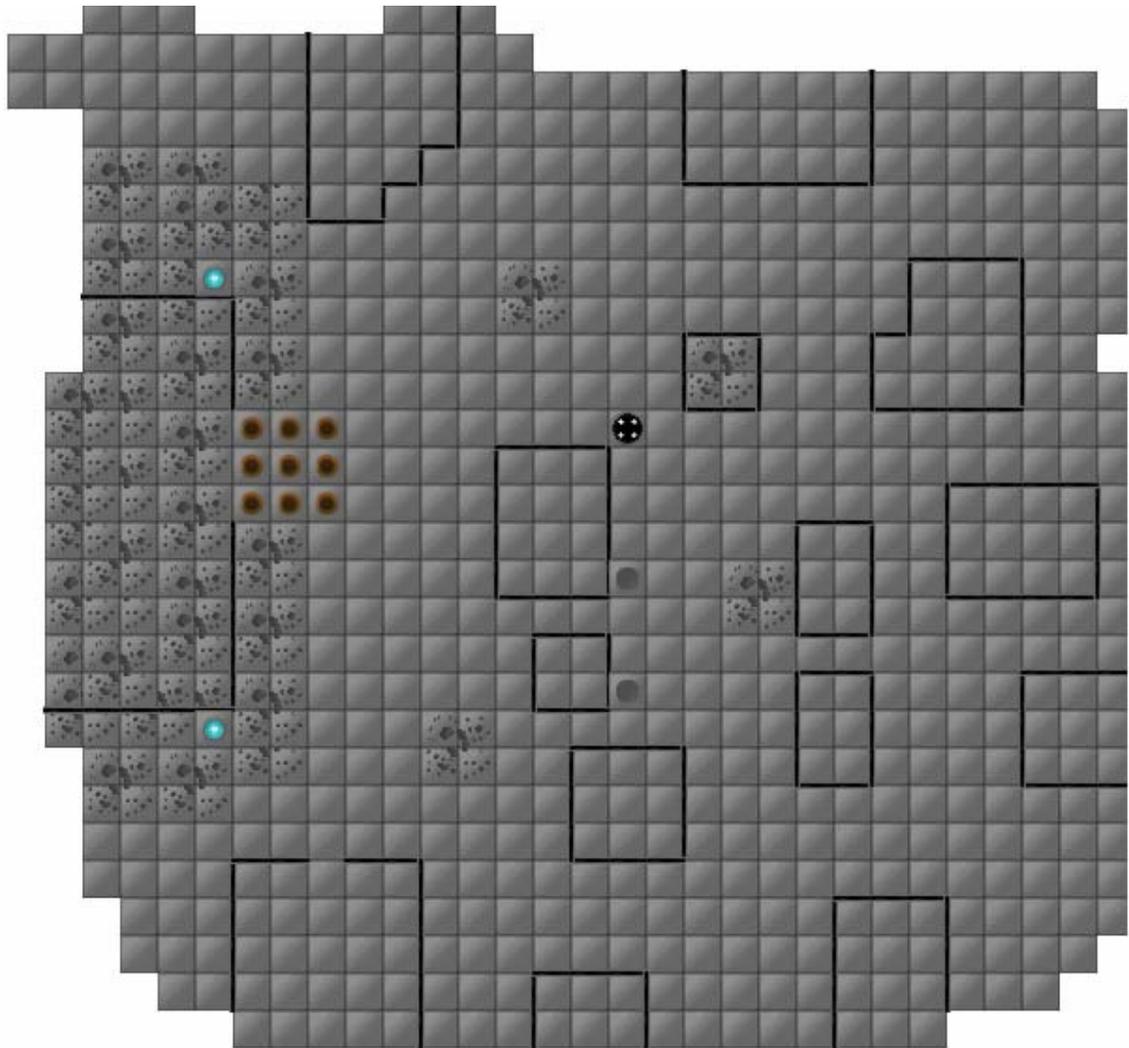
DM AID: MAP #1 –ENCOUNTER ONE



DM AID: MAP #2 – ENCOUNTER THREE



DM AID: MAP #3 – ENCOUNTER FIVE



-  Harrier Starting Location
-  Dalton Starting Location
-  Cacophoner Starting Location
-  PC Starting Area

DM AID: CITY OF CRYLLOR

City of Cryllor (Small City): Conventional, 15,000 gp limit; Assets: 6,300,000 gp; Population 8,400, Mixed (38% Keoish, 16% Suel, 14% Flan, 13% Oeridain, 10% Dwarven, 4% Gnome, 3% Halfling, 1% Other).

Authority Figures: Count Manz (LN, male Suel), Watch-Captain of Investigation Kelman (LE, male Keoish), Lora Manz (NG female Suel).

The City of Cryllor is broken down into several districts/quarters, the only quarter without a city guard and barracks is the Refugee Quarters:

Clerk Quarters is where the administrative work (taxes accounted for, headquarters to the city guards, courthouses, etc) is done for the city. A National Academy of Wizardry chapter house, shrines to various deities (Heironeous, Kord, Lydia, Rao and St. Cuthbert) can be found here. An acolyte maintains all of the shrines, except Rao, which has been vandalized ('Devil Spawn', 'Orc-friend', and other insults).

Dock/Warehouse District is barely a step up from the Refugee Quarters, since the guilds and the count pay for the security of the area. Goods that are destined for Keoland, are held in the warehouse during the day and shipped out during the night, when they can be transported through the city without being delayed. Goods being shipped out of the City, which do not require going into/through Keoland is normally sent up the Javan (hence there is no delay for the city to be asleep for shipping). Due to the proximity to the Javan River (the garbage dump for several major cities and settlements, the more noxious supplies are kept farther from the roads (dyeing materials).

Noble/High Quarters is where the Count/Countess rules, entertains guests and other local nobles maintain residency here. This area is centrally located in the City and holds the Count's palace (fortress), courts and an arena for competitions. A Chapel to Kelenan can be found in the arena.

Merchant/Market Quarters (also referred to as the Guild Quarters) is where the merchants (and other craftsmen) live and work. The streets are named after the business that reside along it (i.e. gold street, would have goldsmiths, black street would sell arms and weapons, etc.). There is also a central square (called market square), which produces are sold, and entertainers roam around trying to earn a few coins.

Refugee Quarters is broken down further into two distinct areas; the catacombs where the criminal element usually stays and the refugee/dwarven area, which is patrolled by dwarves and Krelestro, who keep the criminal element at bay (slavers, muggers, killers, etc). This area is outside the city walls and near the docks/warehouse district (which is heavily patrolled by city guards and mercenaries).

DM AID: NEW RULES

NEW FEATS

Practiced Spellcaster (Complete Arcane)

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and a wizard who spells as a 9th-level caster.

NEW ITEMS

Example (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; *Price* 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

NEW SPELLS

Blessed Aim (Spell Compendium)

Divination

Level: Cleric 1

Components: V, S

Casting Time: 1 standard action

Range: 50 feet

Target: 50-ft radius spread centered on you

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

With the blessing of your deity, you bolster your allies' aim with an eshortation

This spell grants you and your allies within the spread a +2 morale bonus on ranged attacks.

Divine Interdiction (Spell Compendium)

Abjuration

Level: Cleric 2

Components: V

Casting Time: 1 standard action

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

Target: 10 ft.-radius emanation centered on creature, object or point in space

Duration: 1 round/level

Saving Throw: Will negates or None (object); see text

Spell Resistance: Yes or No (object); see text

You shout out a plea, calling upon your deity to quell the power of another deity's follower.

This spell can be cast at a point in space, but the effect is stationary unless cast on a mobile object. The spell can be cast on a creature, and the effect then radiates from the creature and moves as it moves. A creature can attempt a Will save to negate the spell, and spell resistance, if any, applies if the spell is cast on a creature. *Divine interdiction* interferes with a cleric's connection to her divine source of power, resulting in a temporary loss of the ability to turn or rebuke creatures and loss of granted domain powers. Paladins, blackguards, and other classes capable of rebuking and turning also suffer a temporary loss of this ability. This affects the subject's ability to channel energy through the use of a turn or rebuke attempt, and so also interferes with the use of many divine feats.

Panacea (Spell Compendium)

Conjuration (Healing)

Level: Cleric 4, Druid 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless, see text)

Spell Resistance: Yes (harmless)

You kneel next to your afflicted comrade and speak the soft words of this spell. At your touch a golden radiance infuses your companion.

This spell channels positive energy into a creature to wipe away its afflictions. It immediately ends any of the following conditions affecting the subject: blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, and stunned. It negates sleep effects and the effect of the *feblemind* spell, and ends any additional effects from poison, as the *neutralize poison* spell. It also cures 1d8 points of damage + 1 point per caster level (maximum +20).

Panacea does not remove ability damage, negative levels, or drained levels.

Used against an undead creature, *panacea* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw), but it has no other effect.

Righteous Wrath of the Faithful (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Target: Allies with a 30-ft radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury, greatly enhancing their combat ability.

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack. (This additional attack is not cumulative with other effects that grant extra attacks, such as a haste spell.) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (This bonus on melee attack rolls does stack with the bonus provided by haste.)

PLAYER HANDOUT #1 – LETTER OF CHALLENGE

To whom that receives this challenge:

You are hereby challenged to combat Lord Gormagen, who has declared he will combat ten thousand people in the fields of Cryllor City, during the Tocsin of Kelanen (Brewfest Season). As guest of the challenger you will receive from room and board. A purse of 100 lions is offered to all who defeat this Lord in combat.

Rules of the Challenge:

- 1) Combatants may not use lethal force during combat.
- 2) Combatants may not use magic during combat or receive magical aid up to one hour before combat.
- 3) No more than one combatant or challenger may face Lord Gormagen at any time.
- 4) Melee weapons are only permitted on the field of combat, any armor is allowed.

Lord Gormagen

PLAYER HANDOUT TWO: THE LAWS OF CRYLLOR

CRITICAL EVENT SUMMARY:

KEO7-05 FACE OF THE SCOURGE

1. Did the PCs save the Marquis? Yes No

If so, list player names/PC names here:

2. How did the PCs aid the Marquis in reaching his destination?

3. Did the PCs rescue Marla Hennig?

Yes No

4. Did the PCs deal with the Ironbound?

Yes No

5. Did any PCs run afoul of the law in Cryllor?

Yes No

If so, list whom here:

If not, give the name of the player and PC here:

6. Did the heroes rescue Averyn and witness the followup with Count Manz?

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):