

Sharafon

A One-Round D&D LIVING GREYHAWK® Principality of Naerie Regional Adventure

Version 1.4

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You rarely notice them. Sometimes you see them in the streets or on the docks. Many remain in labor camp servitude. Others have made the Menowood their new home. Hepmonaland warriors rampaged through Naerie in the service of the Scarlet Brotherhood, but now they are slowly becoming part of the population. Will they always remain on the fringes of society? You will help decide. A Naerie regional adventure for character levels 1-11 (APL 2-8). This module will have important effects on future plotlines. Parties that share an ideological point of view are recommended for this module.

Meta-organizations: Idee Volunteer Sympathisers, Nasranite Watch, Ex-Brotherhood Soldier.

Resources for this adventure [and the authors of those works] include *Adventure Begins* [Roger E. Moore], *From the Ashes* [Carl Sargent], *NAE3-01 Daughter of Idee* [Steven Zwanger], *NAE4-02 The Venemous Temple* [Juha-Pekka Saarinen], *NAE4-04 Prince of Idee* [Dan Hass], *NAE5-01 When Nightingales Sing* [Sampo Haarlaa], *Scarlet Brotherhood* [Sean K. Reynolds], *TSS3-07 Lance of Osson* [Andy McPhee, Jeny McPhee & Stuart Kerrigan].

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

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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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 rule 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 Appendix 1 to 5.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn

in this sheet to your senior GM directly after play. You must request a Living Greyhawk Adventure Record (AR) from your local Triad by E-mail (do not forget to mention the RPGA Event Code when you do so) or from the senior GM.

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up 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.

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 1-round regional adventure, set in Naerie. Characters native to Naerie pay 1 Time Unit per round. All other characters pay 2 Time Units per round.

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

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

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

TRAVEL IN THE UNITED KINGDOM OF AHLISSA

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could

help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa:

The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favor with a high-ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

ADVENTURE BACKGROUND

*I watch the children pray, while god just turns away
out in the ruins they seek shelter
These streets were once my home, but those
golden days are gone, now I'm fighting to survive.*

- Hammerfall: Stone Cold

Following the defeat of the Scarlet Brotherhood by Ahlissan troops in 580's, many of the surviving Hepmonaland warriors were put into labor camps. Most of them still remain there. Those that have been released from servitude are unable to return to Hepmonaland or the Tilvanot Peninsula because of almost certain reprisal and loss of face due to their defeat. These newly freed individuals barely survive, and carve out a subsistence-level existence of second-class citizens as beggars, serfs, and common laborers. Those who evaded capture escaped and have settled in the northern parts of Menowood, where they have made a life of sorts, being a thorn in the side to the farmers on the edge of the forest and Ahlissan troops that are still forced to patrol the perimeters of the forest.

While some of these ethnic pariahs are too busy surviving to question their future, others seek an improvement in their status within the Principality of Naerie. Within the entangled alliances that characterize

Naerie's politics, some view the Hepmonalanders as pawns that can be used. The Scarlet Brotherhood hopes that they will be useful as a fighting force again. Idee Volunteers seek alliances wherever they can find them. While some in the noble houses are motivated by ethical considerations regarding the quality of life for these savages, others would pursue any course of action that might cause embarrassment to House Haxx's position that the Hepmonalanders must be kept out of mainstream Naerie society.

The House Arxx is a rival of House Haxx and has decided to operate through their proxies to help out Idee Volunteers. House Arxx has a mole in the organization who has given them the idea of establishing a temple of Bralm and Llerg in Naerie. This might help Hepmonalanders to adapt more easily and House Arxx can later call in favors from the priesthood for their help and wield influence among Hepmonalanders. House Arxx has the village of Nahuatl (Olman name) among their holdings, which is essentially a ghetto for Hepmonalanders. (There are both Hepmonalanders and Olman there, who very much hate each other, Olmans having essentially been slaves to the Scarlet Brotherhood). Placing the temple here would suit their purpose very well.

Getting appropriate relics was not an easy thing to do, but Captain Ement Naersaul (Idee Volunteer loyalist) actually managed to reach Hepmonaland with his ship *The Peryton*. Relics were secured and Ement is now on his way to Naerie where he intends to drop these items off at the thorp of Zagsmar near Naerie City. Authorities have also heard rumors about the shipment, and the question is whether these items end up in possession of the Idee Volunteers or Nasranite Watch. It is up to the PCs to determine what it will be.

ADVENTURE SUMMARY

Introduction: The party is on the road and meets members of the army who require assistance.

Encounter 1 [A Farm Under Attack]: The party comes upon a homestead farm that is under attack from Hepmonalanders from nearby Menowood.

Encounter 2 [What Are You Doing Here?]: The family is divided on the idea of killing the captives or sending them to the labor camp nearby.

Encounter 3 [Camp of the Damned]: The party arrives at the labor camp with their prisoners. The camp is a horrible place and the PCs can witness first hand how things are going.

Encounter 4 [Man on a Soapbox]: The party encounters a speaker in Naerie City who is arguing against the Hepmonalander labor camps. The crowd becomes agitated when a Hepmonalander walks by and the situation is further complicated by the Nasranite

Watch and by anti-Hepmonalander rabble rousers seeking to cause trouble in town.

Encounter 5 [A Request for Help]: Assuming PCs have refused to attack the Hepmonalander or have spoken in opposition to the camps, they are slipped a note asking to meet later if interested in bettering the lives of the Hepmonalanders.

Encounter 6 [Make way!]: Walennor, an agent in the service of the Nasranite Watch and Damar Rocharion, is a target of an attack that also puts the PCs and innocent bystanders at risk.

Encounter 7 [Another Opinion Is Heard]: Durotin, an agent of the Idee Volunteers working from a fringe perspective of the group, meets the PCs. He tries to get the PCs to assist Hepmonalanders by securing a shipment which is arriving.

Encounter 8 [An Official Meeting]: The party drops off the message about the increased attacks or otherwise interacts with the Nasranite Watch. PCs are asked by Damar Rocharion to apprehend a shipment arriving this evening which supposedly carries weapons or similar items for the Hepmonalanders.

Encounter 9 [Ties That Bind]: Members of the Scarlet Brotherhood or the Ex-Scarlet Brotherhood Soldier meta-organization receive special instructions.

Encounter 10 [On the beach]: Based upon prior actions, the PCs will seek to either stop or help the landing, and must struggle against a group that opposes their goals.

Conclusion: The ship brought religious artifacts to Naerie, allowing for establishment of Hepmonalander temples (Bralm and Llerg). What ever happens to the future of Hepmonalanders is in the PCs' hands.

PREPARATION FOR PLAY

This scenario requires some special preparations by the DM.

- The theme of this scenario is one of moral conflict: How do we treat our former enemies? It is easy for the PCs to dislike the Hepmonalanders. In order to create the conflict, the DM **MUST** spend the time to create a sympathetic response to the plight of the Hepmonalanders in the camp. Whether or not the PCs involve themselves in the conflict, and if they do which side they choose is entirely up to the players.
- The NPCs may refer to the Hepmonalanders as Hepmonalanders, "strawheads", "freckled savages", and so on but make sure that is the NPC and not the DM.

- The term “freckled savage” or “Hepmonaland Suel” refers to Suel people who originally fled into the Amedio Jungle and Hepmonaland after the Suel Imperium was destroyed in the twin cataclysms. They appear much like regular Suel except that their skin tends to be freckled and of darker color. They are also much more primitive than the Suel in the Tilvanot Peninsula or elsewhere in the Flanaess.
- The Suel from the Amedio jungle speak a language known Amedi while those from Hepmonaland speak Rasol. Both languages are a corrupted version of Ancient Suel. Those who speak Ancient Suel can communicate with someone speaking either but is not able to understand all that is spoken. In game terms, allow PCs who speak Ancient Suel to make a DC 11 Intelligence check. Success indicates they can communicate with someone speaking Amedi/Rasol.
- Review the rules on hiding and sniping, for Encounter 1 (*Player's Handbook*, page 76).
- Review the rules about crowds for Encounter 4 (*Dungeon Master's Guide*, page 100).
- Determine if any PCs are members of the Nasranite Watch, Idee Volunteer Sympathizers, Ex-Brotherhood Soldier meta-organisation or in service of Scarlet Brotherhood (COR4-04 Redtide). A character tracker has been provided in DM's Aid 1 so you can write this information down before the game starts.
- Be aware of the limitation on what actions PCs may take against each other as laid out in LGCS. This module can lead to player-versus-player conflict since it is possible players may have different ideas on how to proceed in the end. PCs are not allowed to attack each other (except during specific circumstances, such as when under magical compulsion). An attack of a PC on another PC against a player's wishes leads to the removal of that character from the campaign.
- The name of the module, Sharafo, is a Suel word for “Sub-citizen”.
- There are no time constraints for the PCs. Using fast magical transport such as *teleport* and *phantom steed* to travel to Naerie City or Zagsmar does not affect the flow of the scenario.

It is recommended that you print the Naerie City article from Naerie website at: <http://www.thesplinteredsun.info/naerie/derevendt.html>

INTRODUCTION:

There are several introductions available. Choose the appropriate one for each PC. It might be necessary to read these in other room if hostile meta-organisations, such as Idee Volunteers and Ahlissan army members, are present.

Generic Introduction

The following is a generic introduction for all PCs that do not fall under the other categories:

While in the southern parts of Derevendt, near Menowood, a group of soldiers passed you and informed you that calls have gone out for capable individuals to join the army in Fort Haxx as there are expectations of raiding parties moving out of Menowood. A small monetary reward should be available as well.

In game terms, joining the army for a short duration provides free standard upkeep for this module. If PCs are interested, they can join the army. If not, run encounter 1 assuming they were simply traveling to Naerie City, but came from another direction.

Proceed with Fort Haxx below.

Army Introduction

The following is the introduction for the PCs who are members of the Royal Army/Navy or the Nasranite Watch.

“A call has gone out for available members of (meta-organization) to report to Fort Haxx. Some raiding parties from the Menowood have been spotted nearby and the army is on high alert.”

If PCs for either the the Royal Army/Navy or the Nasranite Watch refuse to go, they are kicked out of the organization and imprisoned for 26 TU for dereliction of duty.

If they accept, proceed with Fort Haxx below.

Idee Sympathisers Introduction

Read the following to members of the Idee Volunteer Sympathisers meta-organisation.

“The contact is discreet as usual. A letter appeared among your belongings with instructions that Idee Volunteers require your assistance in Thurbrush. More instructions would follow.

Ask the PC(s) if they agree. If not, they get the Generic Introduction instead. If they accept, continue with the following.

You were instructed to report at the office of Zarilhat, a local constable. Without any extra ceremonies, he told you to sit down while he locked the door to avoid any unnecessary attention.

♣ **Zarilhat:** male human (Oeridian-Suel) War3; AL N.

Appearance: Old soldier, with a thin moustache and greying hair. Slightly overweight.

Personality: Efficient common soldier, feels some loyalty to the Idee Volunteers and has agreed to work as a low level contact.

Zarilhat tells the following things:

- Originally the PC would have been asked to join the hunt for a dangerous fugitive named Kal, who was once a member of the Idee Volunteers. However, Kal somehow heard about this and he murdered two Idee Volunteer agents (Selecia and Ratha) in Thurbrush. Zarilhat went after him as well but Kal evaded capture by fleeing into the Hollow Highlands, killing one of Zarilhats hunting dogs in the process.
- He has learned that the Ahlissan army is doing some maneuvers near Menowood and is hiring sellswords for patrols in Fort Haxx. Zarilhat suggests the PC should go there and see what is going on and report back to him when the PC can.
- Kal is a man of Oeridian-Suel heritage, approximately 30 years old with red hair. He was once a cleric of Trithereon.

The PC should be heading to Fort Haxx. They can go after Kal but conveniently run into Encounter 1 on the way (improvise this with these PCs coming from another direction than characters that use another Introduction). If neither option is interesting, they can head back to Naerie City and Encounter 4.

Fort Haxx

When all available PCs are present, read the following.

"Most of the soldiers in Fort Haxx have gathered in the main courtyard. The commander of the garrison, Zhentrinn Haxx, a young Suel man with blue eyes and short brown hair, addresses the soldiers. Orders are passed around the ranks and every soldier goes to his own patrol. All of you end up in the same group. Your orders are to take one of the roads near Menowood and keep an eye out for any enemy activity. Any prisoners taken should be brought to the nearest army unit for interrogation."

Now would be a good time for PCs to introduce themselves to each other.

Development: Most likely PCs obey their orders and move into the surrounding area. Proceed with Encounter 1.

If asked, the army can provide them with light riding horses, any simple/martial weapon or any light/medium armor from the *Player's Handbook*. These cannot be masterwork and must be returned at the end of the module. Any attempt to steal any items causes the PC to be wanted for theft in Ahlissa, and results in a dismissal from the Royal Army/Navy/Nasranite Watch meta-organisation.

ENCOUNTER 1: FARM UNDER ATTACK

Once the PCs have accepted the job to hunt down the bandits from Menowood, they start to patrol the region. Later during that day on the patrol the PCs run across the following scene.

A rail fence stretches on the left as the road winds ahead of you, crossing a shallow stream on the way. The stream meanders under the fence and through the pastureland that lies between you and the farmhouse. Far to the right, another small stream joins the main channel within the pasture before exiting under the far right fence and out into a small forest.

A wagon sits unused in a cleared area in front of the house. Atop the wagon stands a man swinging a shovel at the figures around him. A powerful swing brings one of the three attackers to the ground. Just as you notice this, one of the freckled savages pulls the farmer's legs out from under him, depositing him in an unmoving heap on the ground beside the wagon. The door to the farmhouse bursts open under the impact of a strong kick from another of the freckled raiders. As he strides forward, he drags a kicking and screaming figure behind him by the hair.

The party has come upon a warband of Hepmanoland savages who are raiding a small farmstead. Without any aid the farmer is definitely going to lose the fight. Unless the PCs did their best to remain unseen they are spotted immediately and no side is surprised. Otherwise the Hepmonalanders need to make a Listen and/or Spot check opposed by the PCs Move Silently and Hide as per the standard rules to check for surprise. The sniper in the woods though is trying to hide by taking 10 on his Hide check [results in APL 2: 18; APL 4: 19; APL 6: 26; APL 8: 27]. Remember to add distance penalties to this DC for the PCs to check whether they not him. He might gain surprise on the PCs.

Terrain: The encounter uses the map from DM's Aid 2. The fence between the PCs and the raiding party can be climbed using a move action or jumped as part of movement with a DC 16 Jump check. Failure indicates that character falls prone on the other side of the fence. The fence also offers some cover, granting +1 AC bonus to anyone behind it. The stream counts as shallow bog (difficult terrain) and can be used as cover against missile fire by jumping into it. The forest counts as sparse forest with light undergrowth. Moving into a space covered by light undergrowth costs 2 squares of movement and the DC of Tumble and Move Silently checks is increased by 2. Anyone standing in these squares (the sniper statistics don't take these into account) gets 20% concealment. Squares with trees (DM

should place trees to half of the squares within the forest) provide +2 cover bonus to Armor Class and +1 bonus to Reflex saves. The sniper starts in a square with a tree.

Creatures: The Hepmonaland savages are tall lean well-muscled men with long almost white hair, a pale skin and a freckled face. They have been living in the wilds of Menowood for years and it shows. The weapons and armor is of good quality, but it shows clear signs of wear and tear and their clothes have been patched up many times. Menowood is not easy on the Hepmonalanders, who are used to the tropical jungles of the south and as such they look ill fed and hungry. These are desperate men.

APL2 (EL 4)

☛ **Leader:** Male Hepmonalander Suel human Bbn2; hp 21; see Appendix 1.

☛ **Sniper:** Male Hepmonalander Suel human Rgr1; hp 9; see Appendix 1.

☛ **Warrior (2):** Male Hepmonalander human War1; hp 8 each; see Appendix 1.

APL4 (EL 6)

☛ **Leader:** Male Hepmonalander Suel human Bbn4; hp 37; see Appendix 2.

☛ **Sniper:** Male Hepmonalander Suel human Rgr2; hp 15; see Appendix 2.

☛ **Warrior (2):** Male Hepmonalander Suel human War2; hp 13 each; see Appendix 2.

APL6 (EL 8)

☛ **Leader:** male Hepmonalander Suel human Bbn5/Rgr1; hp 51; see Appendix 3.

☛ **Sniper:** Male Hepmonalander Suel human Rgr4; hp 27; see Appendix 3.

☛ **Wolf animal companion:** hp 13; see *Monster Manual* page 283.

☛ **Warrior (2):** Male Hepmonalander Suel human Bar1/Ftr1; hp 20 each; see Appendix 3.

APL8 (EL 10)

☛ **Leader:** Male Hepmonalander Suel human Bbn5/Ftr1/Rgr1; hp 56; see Appendix 4.

☛ **Sniper:** Male Hepmonalander Suel human Rgr8; hp 51; see Appendix 4.

☛ **Crocodile animal companion:** hp 22; *Monster Manual* page 271.

☛ **Warrior (2):** Male Hepmonalander human Bbn1/Ftr1/Rgr1; hp 26 each; see Appendix 4.

Tactics: The Sniper's first action (in surprise round unless he is spotted) is to ready an action to fire upon anyone casting a spell, preferring his target to be as lightly armored as possible. After his first shot, he judges the situation and takes whatever action he deems most beneficial, being more than willing to stay hidden

and snipe at PCs. His animal companion stays near him, using its hide skill to remain unseen and ready to attack anyone who gets too close to its master.

The three raiders, who are still standing at the farm, fight to the death, both seeking to protect the food that they are here for, as well as protecting their fallen comrade. The sniper retreats if the others fall.

Treasure: The raiding party can be looted.

APL 2: Loot: (273 gp, -8 gp for each dart fired); Coin: (0 gp); Magic: (0 gp).

APL 4: Loot: (325 gp, -8 gp for each dart fired); Coin: (0 gp); Magic: (0 gp).

APL 6: Loot: (764 gp, -8 gp for each dart fired); Coin: (0 gp); Magic: *Scroll of entangle* (2 gp).

APL 8: Loot: (113 gp, -8 gp for each dart fired); Coin: (0 gp); Magic: +1 *bane (fey) heavy flail* (692 gp), +1 *buckler* (88 gp), +1 *mighty composite longbow* (+2 Str) (216 gp), +1 *mithral breastplate* (266 gp), +1 *mithral chain shirt* (175 gp), *scroll of briar web* (12 gp).

Detect Magic Results: +1 *bane (fey) heavy flail* (Moderate Conjuraton), +1 *buckler* (Faint Abjuration), +1 *mighty composite longbow* (Faint Evocation), +1 *mithral chainshirt* (Faint Abjuration), +1 *mithral breastplate* (Faint Abjuration), *scroll of entangle* (faint transmutation).

Development: Assuming the party defeats the raiders, they should have at least one captive (the one the farmer knocked out), a wounded but stable farmer, and a grateful family. Proceed to Encounter 2.

If the party does not engage the raiders, or retreats, then Marna is captured, the farm is ransacked, and the savages withdraw into the Menowood. The party can still continue on to Naerie (Encounter 4). Pursuing raiders into the forest should be discouraged but if PCs do it, they meet a group six times the size of the raiding party. If party flees, nothing further happens. If they insist on fighting feel free to fight it out.

ENCOUNTER 2: WHAT ARE YOU DOING HERE?

After combat, the PCs can interact with the farmer, his wife Marna, and any captives. This is a free flowing encounter dictated by the PCs actions. In the ideal case, Zorzants option wins and the PCs escort the prisoners to the labor camp. They may also be under orders to bring any captives to the authorities and the labor camp is the nearest choice.

The raiders: It is quite likely that PCs have at least one captive, the one felled by the farmer. This raider is a Hepmonaland Suel named Candarvas (use the raider statistics given in APL 2 if need be) who is currently stable at -1 hit points. Should there be other survivors, they all have the same basic story. Candarvas speaks Rasol and broken Common. If none of the party

members can speak Rasol, the conversation should be broken, and not necessarily clear. The leader speaks Rasol and Common while the rest only speaks Rasol.

Quote: "Forest is good home. Not very good for food. Not like jungle home."

Candarvas and the others can provide the following information (this is all true), provided they are turned Friendly with a DC 15 Diplomacy check or a successful Intimidate check.

- He is a Hepmonalander who has been living in the forest with his people since the end of the war.
- The raiding party was looking for food and stock animals.
- The Hepmonalanders in the forest are a sizeable force, but due to limitations of the area, they tend to be in camps of approximately 100 in order to avoid depleting natural food resources. Their total numbers are somewhere between 400 and 700. The camps do not relocate very often as the Ahlissans have yet to mount a serious push into the forest itself.
- Some time ago, the earth started shaking and it has caused much hardship in the camps near the Hollow Highlands. It has also scared away many animals and times are extremely lean.
- All camps are essentially independent, but Kesh Reshes Fren is the supreme leader of them all. A DC 20 Knowledge (history) check tells that he was the regional leader of Menst during the occupation of Idee. Succeeding by 5 or more also reveals that he was the only one of the 'Keshes' that survived the Ahlissan invasion. Characters from Naerie gain a +5 circumstance bonus on this check.
- When the refugees first retreated into the forest, there were massive battles between them and the fey and other forest creatures. Hundreds died on each side (which is a slight exaggeration especially in regards to the fey). They were eventually able to turn the tide using cold iron weapons looted from Idee, and by working an old cold iron mine near the Hollow Highlands. This has resulted in an uneasy equilibrium, and the Hepmonalanders have been able to carve out their own territory. There are still occasional skirmishes.
- If asked about any Olman slaves that the Brotherhood took with them to the Menowood, the leader can reveal that most have died in the woods, joined into a fight along the Scarlet Brotherhood troops or simply disappeared into the deep forest.
- If asked about their original home, all of these Hepmonalanders are from city state of Llerga in northern Hepmonaland. A successful DC 30 Knowledge (geography) check reveals that the town is known for it's brave and ferocious warriors and the Scarlet Brotherhood recruits from it

extensively. As the name indicates, Llerg (CN Suel deity of animals, strength, and competition) is widely worshipped there.

☛ **Zorzant the Farmer:** male human (Suel) Com5/War1, (currently at -5 hp due to nonlethal damage), AL CG.

Quote: "It certainly was easier before these Heps came. The war was bad, sure. But who thought we'd end up living for years with these blood-thirsty savages in our backyards?"

Zorzant has a holy symbol of a scimitar in front of an oak tree. A successful DC 15 Knowledge (religion) check identifies this as Phyton (CG Suel deity of nature, beauty and farming – much associated with farmers, shepherds and woodcutters).

Zorzant survived the raid without serious injury, though he is unconscious. While angry and scared by what happened, he is not of a retributive nature. He speaks Common and Suel and can act as a translator for the PCs. In addition, he knows the following:

- This is not the first raid in the area, although his farm has never been attacked before. The Ahlissan army does patrol in force but Menowood is so large that something always slips through.
- He intends to form a militia with the other farmers nearby.
- There is a labor camp, named Okalasna, in the north, near Naerie City. The prisoner(s) should be taken there.

☛ **Marna, the Farmers Wife:** female human (Oeridian) Com3.

Quote: "I've nothing again' folk's jus' cuz they're different. I've got something again' folks cuz they steal and kill. People like that...well, they ain't people that should be here."

Hepmonalanders dragged Marna out of the house. She is unharmed, angry, afraid, and vengeful.

- She has a holy symbol that shows a leafless tree on a field of snow. A successful DC 10 Knowledge (religion) check identifies this as Telchur (CN Oeridian god of North Wind and Cold).
- While Telchur is a rare choice for farmers in Naerie, in this case Marna tends the animals of the farm and prays to Telchur to keep them strong and fit.
- She thinks someone needs to clear out the savages from the forest, but it would surely take an army.
- She thinks the captive(s) should be killed in retribution for the attack.
- She welcomes the party to stay. She insists that the prisoners be tied up and placed in cages. The cages are usually used for transporting sheep and are uncomfortably small for humans.

Development: After interviewing the NPCs, the PCs have the choice of staying for the night after securing the captives, or moving on. Whether they stay or not, they have the choice of taking the captives on to the camp (Encounter 3) or heading directly for Naerie (Encounter 4)

ENCOUNTER 3: CAMP OF THE DAMNED

DM's note: In this encounter, all Hepmonalander PCs get special attention from the authorities. Ahlissans and native Ideeans are unfriendly and these PCs are not let inside the camp itself. There are several low level wizards in the camp and it counts as being under the effect of an *anticipate teleport* spell which alerts the guards to anyone teleporting in. It is assumed that characters do not wish to start a fight here but if they insist you should not bother rolling out combat as there are enough guards in the camp to eventually subdue the characters regardless of their level and they are imprisoned for 4TU.

The purpose of this encounter is to show the inhumanity that the labor camps inflict to both sides as old ideals of Idee quickly give away to retribution and hatred. Do not be afraid to really crank up on pathos and the human cost of it all. Keep in mind the audience when providing descriptions.

Read aloud or paraphrase the following once the PCs arrive at the labor camp:

The labor camp of Okalasna encompasses a large area of at least 800 feet wide and 2000 feet long, which is cordoned off by a thick wooden palisade. Watch towers stand at regular intervals. Several guard patrols, many with vicious dogs, walk the perimeter. A few faint trails of smoke rise above the palisade, perhaps from cooking fires. A dozen soldiers stand guard at the main gate. Another compound is some distance away from the labor camp.

The other compound is for the garrison. Soon after the PCs arrive, a patrol spots them. The patrol questions the PCs to find out why they have arrived at the camp. It can be assumed they see any Hepmonalander prisoner(s) with the PCs and instruct them to go directly to the commander's office, where the prisoners are processed into custody.

🔦 **Guards (6):** Male/female human (Oeridian-Suel) Ftr2; AL LN.

Personality: Just doing my job here...

Once the PCs head to the commander's office read or paraphrase the following:

Inside the office, the guards quickly let the commander know you have brought prisoners. They inspect the prisoners, fill out a few

documents, and then lead <him/them> away. Soon afterwards, a medium-height Oeridian man arrives.

His appearance and grooming are impeccable. He is dressed in fine clothing and leather armor. Around his neck is a holy symbol with a symbol of a fist and lightning bolt.

🔦 **Commander Tamnis:** Male human (Oeridian) Ftr6 (Bluff +2, Diplomacy +6); AL LE.

Personality: Appearances can be deceiving. Despite having a symbol of Heironeous Tamis has very much abandoned the teachings of Heironeous, though he still keeps up the pretense. Nonetheless, he acts like a gentleman (Charisma 14), especially if women are present.

The following things can be learned from him:

- It is his duty to see that Hepmonalanders and Scarlet Brotherhood members make up for past transgressions by helping rebuild roads, buildings, and other infrastructure.
- A lot of the original civil projects that the prisoners were used for are coming to an end. Recently, some of the more civilized prisoners (mainly Scarlet Brotherhood members) have been drafted to help make chainmail armor for the army, which has enabled many new units to replace their leather and studded leathers with proper chain shirts and suits of chainmail.
- Tamnis was born in Idee and saw much of his country ravaged by the Brotherhood.
- The raid that the PCs stopped is the third this week and Tamnis needs to get a message to Naerie City, to Captain Belva of the Nasranite Watch. He asks the PCs to do it. If they accept, give them Player's Handout 1 but wrap it so that the PCs cannot read it (if they open it and get caught, they face 4 TU jail time for reading 'classified information'). Tamnis cannot offer any meaningful reward for this task but makes it clear that if they take the task, he can tell the army that the PCs are doing a job for him. He can also arrange for Zorzan's wagon to be returned if the farmer is not present himself. If the PCs do not accept, it does not change things much but you must somehow get the PCs to Naerie City and to Encounter 4.
- There are not just Brotherhood soldiers in the camp. A few traitors and seditionists are in the camp as well.
- The PCs are free to look around if they so wish.

Once the PCs seem to have finished talking to Tamnis, read the following:

A young girl of no more than 10 years suddenly bursts in and runs to Tamnis, who quickly lifts the girl up from the floor. "Daddy, are we going home soon?"

"Yes, I am discussing a few things with these nice people here," he answers.

"Can you show me the camp? You promised...."
She begs.

"Well, perhaps some other day. Why don't you run back to your mother, and I'll join you shortly."
Tamnis puts the girl down. The child looks a bit disappointed as she reluctantly runs out of the room.

A successful DC 12 Sense Motive check reveals that Tamnis was hesitant and embarrassed when Tenilna wanted to see the camp. Tamnis is quick to apologize for the intrusion and says that he must leave soon, but the PCs may check the camp if they want to.

Development: If the party leaves for Naerie City, go to Encounter 4. If they investigate the camp, you can run the various role-playing encounters outlined below.

If the PCs visit the camp, weapons and items, including spell components, scrolls, potions, holy symbols, lockpicks, etc. must be left at the gates for safekeeping. The PCs are searched enough times that all attempts to conceal items fail. There are no exceptions to this, and using *charm person* or a similar mind-affecting spell runs the risk of gaining the Wanted in Ahlissa AR for "Magical Interference of the Integrity of a Person" the punishment for which is mutilation of the tongue.

Within the labor camp, only old and battered tents offer shelter to those within. Hundreds of people huddle around the cooking fires. Sueloise, freckled Hepmonalander Suels, and even a few Olmans are visible, with some Oeridians as well. Many young children are present, obviously malnourished. Adults appear extremely old, perhaps as a consequence of long imprisonment and hard work. Several red-robed women walk around the area, helping the sick or offering bread and soup to the prisoners.

SISTER OF CHARITY

The red-robed women are members of the Church of Lydia (NG Suel goddess of music, knowledge and daylight). Their holy symbols (they are allowed to retain them in camp) show an open hand with a spray of colors. A DC 10 Knowledge (religion) check identifies it. The sisters have been granted permission to help the prisoners by bringing additional food and providing healing services. A woman named Athania leads them.

♣ **Athania:** Female human (Suel) Clr5; AL NG.
Appearance: Middle-aged Suel woman with platinum blonde hair and green eyes.
Personality: Polite & merciful.

♣ **Acolytes (6):** Female human (Suel) Clr1; AL NG.

Athania can be found administering spells such as *lesser restoration* or *remove disease* to patients who are not

feeling well. Her acolytes tend to people with simple spells, use *purify food and drink* to sanitize water supplies, prepare a simple vegetable soup for the children (they do not have enough food for all), and distribute small loaves of bread.

Athania and the acolytes can relate the following things:

- Even though the Church of Lydia suffered greatly because of the Scarlet Brotherhood and the treachery of the church of Wee Jas, they feel they can still extend their sympathies for the vanquished enemies.
- They can understand the antipathy that the population feels for Brotherhood soldiers, but Athania thinks that it is morally wrong to keep them like this, especially the young children who have been born in captivity. Hepmonalander Suels are not fully responsible for their actions either, as the Scarlet Brotherhood was responsible for unleashing them against Idee in the first place.
- The Church of Lydia gains some funds from donors. Some are local philanthropists; others are freed Brotherhood soldiers that give as much as they can. Some noble houses might be involved but if so are donating anonymously or are channeling funds through mercantile contacts.
- The sisters also work as teachers in the camp, trying to help Brotherhood soldiers adjust to Ahlissan society. There has been some success.
- The donations are just a fraction of what they need. Any help is appreciated. Note: this can be coins (mark to "other coin spent" section), useful items donated (DM judges if they are), useful spellcasting such as *cure light wounds*, *remove disease* (or paladin abilities), *purify food and drink*, *create water*, and so on. Any character giving substantial help (20 gp minimum or spellcasting or coins) earns the **Helped prisoners** favor to their AR. Characters can earn this favor in other parts of this encounter as well, as the word reaches the church of Lydia eventually. Note that above spells only require verbal and somatic components and can be cast, even when Ahlissans confiscated spell pouches and such.

CORPORAL PUNISHMENT

At some point, a minor scuffle breaks out between two Hepmanolander prisoners over a loaf of bread. Guards quickly break it up. They then take one of the men (Uxthan) to a nearby pole and secure him with chains. Sertern (sergeant) Elren then proceeds to give him ten lashes before other prisoners take Uxthan to the priests of Lydia for healing.

♣ **Sertern Elren:** male human (Oeridian-Suel) Ftr2; AL LN.

Elren can tell the following things:

- He is a native Ideeans (Born 558 CY).
- His wife and child died because of these savages.
- During the war, Elren was stationed in one of the border forts, where he was captured by Brotherhood agents.
- He has no qualms about this kind of retribution. Hepmonalanders are not humans in his eyes. Even the people of Great Kingdom were better. If asked about the children he just spits and says something along the lines of "from wicked seed comes a wicked offspring".
- Elren thinks being part of Ahlissa will keep Idee safe from any future threats. The Idee Volunteers are nothing but ungrateful wretches who deserve to be hung from the nearest tree.

ENEMY OF THE STATE

In this encounter, characters may meet some Idee Volunteers and member of the Knights of the Chase.

- **Ardl:** Male human (Suel) War 3; AL CN.
- **Zassle:** female human (Suel) Sor2; AL CG.
- **Cailee:** Male human (Oeridian) War 2; AL N.
- **Traneth Etali:** Male human (Suel-Oeridian) Ftr6/Knight of the Chase 2; AL CG.

- Ardl, Zassle & and Cailee are all members of the Idee Volunteers who were recently captured in the Barony of Monne. Some characters might have met them in NAE4-04 *Prince of Idee*.
- Ardl: He is the 'leader' of Zassle and Cailee, though Traneth has recently become the true leader of all Ideeans in the camp. He is a stern looking Suel man and a survivor of the massacre of 592 CY, where Ideeans were surrounded and destroyed killed by Ahlissans. He hates both the Ahlissans and the Scarlet Brotherhood.
- Zassle & and Cailee: Two junior members of the Idee Volunteers who were captured along with Ardl. Like their leader, they hate both Ahlissans and the Scarlet Brotherhood.
- Traneth Etali: Traneth is a Knight of the Chase. He helped save Baron Berik Oedil's life in NAE5-01 *When Nightingales Sing* but was later betrayed by adventurers who worked with him.
- Traneth is a handsome Suel-Oeridian man with light brown hair and green eyes. He is 35 years old. He is dressed in dirty blue robes. On his body, are several *mark of justice* spells which make sure he does not try to escape captivity. Only the one on his face, which shows the holy symbol of Heironeous, is visible. Others are the gauntlet of Hextor (chest) and the money pouch of Zilchus (hand).
- He was supposed to hang but Berik Oedil arranged that a convicted murderer was executed instead, disguised as a Knight of the Chase; Traneth was sent to camp. Berik pleaded with Traneth to

abandon his ways and accept a position in his court but he refused.

- His companion, "Old Man" Braegan, could not bear the idea of being executed; he died during his sleep (due to a heart attack) before Berik canceled the execution.
- Traneth has sworn to uphold the ideals of the Iron League. He does not trust Ahlissan scum who stab their allies in the back, though he still thinks Berik Oedil deserved to be rescued as he is better than other nobles who might replace him.

BROTHERHOOD PRISONERS

The Scarlet Brotherhood prisoners can be talked to. Below are examples of appropriate characters. Feel free to invent more using the examples below. Note: the majority of the older Scarlet Brotherhood prisoners detect as evil if *detect evil* is used.

- **Sahar Regor Ka:** Male human (Suel) Mnk7; AL LN.

- Regor is a respected Sahar (Father, a term for elder monk in Brotherhood hierarchy) within the Scarlet Brotherhood hierarchy. Now he is an old and defeated shell of a man. He is a pureblood Suel and is 50 years old, though his appearance makes him look older.
- 10 years of forced labor and punishments following repeated escape attempts have eradicated all ideas of Suel supremacy. Now he just wants to be left alone and live with some sort of dignity.
- He does not like what Ahlissans or Ideeans do to them. Of course, what the Scarlet Brotherhood did was horrible but surely they have paid the price already.
- If asked about his capture, he explains that he was in Radoc when Mendaos arrived and was captured after brutal street-to-street fighting.

- **Xarchtalon:** male human (Olman) Bbn2; AL CE.

- Xarchtalon was captured along with a party of raiders from Menowood. He is full of defiance and anger towards the Ahlissans and despises everyone who is not an Olman.
- Xarchtalon is 19 years old. He was still young during the war, and later grew up in Menowood; he knows very little of the outside world except that 'the olive skinned men drove us away from fertile lands'.

- **Aval Ren-Sen:** Male human (Hepmonaland Suel) Rgr2; AL N.

- **Heka Sen:** Female human (Hepmonaland Suel) Adp3; AL CN.

- **Ihilin Sen:** Male human (Hepmonaland Suel) Com1 (child); AL N.

- Aval and Heka have recently been gifted by a son Ihilin (3 years old). They speak Rasol and Common.
- They were rounded up in Hepmonaland by agents of the Shar, shipped north, and told to fight the dark haired men. Now they are in the labor camp and desperate to survive.
- They know very little of the surrounding land. Everything they saw in Idee/Naerie was very confusing to them.
- Ihilin is slightly malnourished and his parents are grateful of any assistance.

☛ **Sheyda:** Female human (Suel) Clr1 of Wee Jas/Wiz1; AL LE.

- Sheyda is an attractive Suel woman and a priestess of Wee Jas. She has managed to win herself a number of converts in the camp, mostly Hepmonalander Suel.
- Some characters may have met her previously in NAE4-02 *The Venemous Temple*, where she attacked player characters. She is hostile to such characters.
- She is still loyal to the Scarlet Sign and is just waiting for a change to escape back to the Tilvanot. Despite recent setbacks, Shar will yet rule supreme.
- If characters say they killed her, she just mutters, 'obviously you did not do a good enough job'. Locals from Greenrock found her unconscious afterwards and gave her to agents of House Drien.
- If the fall of Scant in Onnwal is mentioned, she screams in disbelief and runs away.

AHLISSAN GUARDS

Guards in the camp can be talked to. Below are four examples, but feel free to come up with your own creations if you feel like it.

☛ **Elliaeste:** Male human (Oeridian) Rgr3/Rog2/Bloodhound2; AL LN.

- Elliaeste was a ruthless bounty hunter until a few years ago. He has softened up a bit, though he still gives an occasional prayer to Hextor.
- He is an Oeridian man, 40 years old – a rugged individual that looks much older than his age.
- He is not very friendly towards Hepmonalanders but feels a bit of sympathy, much as anyone would feel for a "caged animal".
- Sometimes people escape from the camps, and it is up to him to bring them back. Sometimes dangerous captives escape but hunting down children or 'young ones' (Hepmonalander children who have grown up in labor camps) is not pleasant to him.
- He is originally from Hexpools and came to Naerie 8 years ago.

☛ **Broujos Zan:** Female human (Suel) War4; AL LE.

- Broujos is a racist and has no sympathy whatsoever for the Hepmonalanders.
- Young Suel woman, 26 years old.
- As far as she is concerned, once the "Heps" become unneeded as laborers, they should either be killed or sent walking home over the Spine Ridge. She does not care if they die on the way.
- If players from regions where these kinds of labor camps do not exist mention how horrible this all is, Broujos tells them to get off from their moral "high ground" and if they think they are so nice why doesn't the PC's home country take all of these people as citizens then!

☛ **Kobasin:** Female human (Oeridian) Clr3 of Telchur; AL CN.

- Kobasin is a priestess of Telchur, tasked with doing small healing tasks within the camp, mainly for the soldiers.
- Oeridian female, 32 years old.
- Much like her deity, she takes an indifferent attitude towards the slaves. 'If they are strong, then Telchur shall spare them. If not, let them perish.'
- The Scarlet Brotherhood was an enemy and was vanquished. The stronger will rule, weak must submit, such is the way.
- She has a holy symbol that shows a leafless tree on a field of snow. A successful DC 10 Knowledge (religion) check identifies it as Telchur (CN Oeridian god of North Wind and Cold).

☛ **Danvir Rensha:** Male human (Oeridian) Ftr3; AL LG.

- Danvir is a follower of Heironeous who has not been in the camps for long. He has been assigned here as part of army duties.
- Young Oeridian man, 23 years old. He was a young squire in the armies of the South Province.
- "These camps should not be here". He thinks they corrupt the old ideals of both Idee and the old Great Kingdom

Development: After the characters have done all they can in the camp, proceed to Naerie City (Encounter 4).

ENCOUNTER 4:

A MAN ON THE SOAPBOX

The PCs arrive here after accepting an assignment to deliver a message from Tamnis or without such a mission after bypassing the camp. They happen upon a gathering of people outside the temple of Lydia, where a man appearing as a member of House Arxx is making a speech on behalf of the Hepmonalanders. The situation comes to a head and threatens to boil over at some point when certain rabble-rousers reveal themselves

among the crowd. This encounter uses the map from DM's Aid 3.

Read out aloud the following and, if you can, use an impassioned oratory style for the actual speech parts.

A large crowd has gathered to listen to a man speaking from atop a wooden crate. He delivers his message with a passionate and forceful voice, "The continuing disgrace of the Hepmonaland labor camps must come to an end! Is this the Pomarj? Is this Eastfair? No! This is Idee! This is Naerie! How can we condone this continued condition for the Hepmonalanders? How many years will they be asked to toil upon our roads and walls? Only when they are broken and twisted are they let out of the camps. And where do they go? Here, to Naerie City they come, to beg on the streets and scavenge from the garbage. If they are lucky, they are asked to sweep the streets. Those few who have the full use of their limbs, maybe they can be hired to load ships at the docks, a day at a time for a few coppers.

"Who benefits from these camps? Do we? Maybe, through the works that they provide, but at what cost to our spirit? Do the Hepmonalanders themselves? Certainly not! Those that escape join their comrades in the Menowood. An army is growing in our midst! Who will use this army and to what end? Will we let it be used against us, or will we bring it under our control, to use in for our advantage, to protect our borders? House Haxx would allow this thorn to grow in our side until it pierces our very heart!"

All of the following sections should be included in the roleplaying part that follows. Improvise additional content if you desire and if there is sufficient time. If doing so, focus on the fact that the support for the speaker's position is in the minority and that the general view of the crowd is anger toward the Hepmonalanders.

If PCs wish to act violently towards Kossoth or start casting spells such as *silence* or *calm emotions*, you should have the crowd members block their path or have the Nasranite Watch arrive immediately so that the main point (a riot) of the encounter happens as intended. This requires some improvisation from the DM. You could have the rabble-rousers use the PCs as targets for the crowd's anger ("look, these people are so much against this discussion that they rather kill those who oppose them!").

☛ **Man on the Soapbox (Kossoth Sotesh):** Male human (Suel) Clr4; AL CG; see Appendix 5.

Appearance: Well dressed Suel man with blond hair and blue eyes. Has short beard and moustache.

Personality: Friendly. Really believes House Arxx is not helping Hepmonalanders with their own interests in mind. In other words, he is gullible.

A DC 10 Knowledge (local: Core) or Bardic Lore check provides the following information about the Pomarj and Eastfair in case players are unaware of the places.

Pomarj: The Orcish Empire of Pomarj is notorious for its bustling slave markets. Years ago, a group known as the Slavelords used their yellow-sailed ships to establish a booming slave market in Highport, the largest city in the Pomarj. Recent rumors indicate that yellow-sailed ships have again returned to Woolly Bay.

Eastfair: Eastfair is the capital of Northern Kingdom of Aerdy, also known simply as the North Kingdom. It is a foreboding place, where the church of Hextor is highly influential. Its nobles are decadent and cruel, practicing a form of serfdom in which they own the farmers as well as the land. Any dissent is swiftly crushed by orcish troops.

Note that owning slaves is legal in Ahlissa (unlicensed slavery is punished) except in Naerie where Prince Barzhaan keeps it illegal so Idee Volunteers cannot use it as rallying point for their cause.

Disabled Veteran:

A middle-aged man sways with an unbalanced stance. Through a break in the crowd, you can see that he supports himself on crutches, and is missing a leg from above the knee. He cries out, "Many of us gave our lives or limbs to keep these invaders out of our homes and cities. That they should suffer is only right! They killed, pillaged, and burned. It is only fair that they now rebuild!"

☛ **Orbalin:** Male human (Oeridian) War3; AL LN.

Crowd Response to Veteran:

Several voices call out in support of the man on crutches. "My father...", "My uncle...", "...to my sister." The voices overlap in a babble that turns to a roar before subsiding. Clearly, many in the crowd sympathize with the experience of the one-legged man.

A Dissenting Voice:

"No! He's right! They've suffered enough! They..." Whatever else was going to be said is drowned out by the jeers and catcalls from the throng.

Discussions in the Crowd:

Small clusters are forming in the crowd as people discuss this amongst themselves. A nearby member of one of the groups turns to [select a random PC], and asks, "What about you? What do you think? I bet those camps aren't all that bad."

Encourage the PC to make a statement of opinion, including interaction with each other. Crowd members prompt for details on whatever the PCs may present

that is relevant to the discussion. This is a key point, which calls for the PCs to choose a side and to form an opinion. For players that hold back, the DM should encourage them to form an opinion, even if one is not expressed to the crowd. Allow this dialogue to develop before the street sweeper arrives.

If PCs simply decide that this gathering is not for them and move on without any interaction with the crowd, the rabble-rousers should come out immediately along with the Nasranite Watch. Of course in this case they merely want to disperse the crowd and the street sweeper is not there, which means PCs have no way of meeting Durotin.

A STREET SWEEPER

At some point during the heated discussion, a street sweeper arrives on the scene on a very inopportune time.

As the discussion within the crowd continues, it grows in intensity. It is a particularly bad time for a Hepmonalander street sweeper to hobble into view. As the hunched, freckled form unwittingly limps into the plaza, the conversation around you lulls and then resumes with an angry buzz. The freckled man seems oblivious to the stir that he has created, or to the danger that he has stepped into.

Several of the townspeople have stooped to pry cobbles from the street, with their eyes on the unwitting street cleaner. A cobblestone bounces off the wall behind the man, and he looks up, confused, as his brow furrows and his eyes grow wide in fear. Two men from the crowd move to restrain the hapless street sweeper.

Choose one of the next two paragraphs, depending on whether the PCs have tended to express sympathy toward the plight of the Hepmonalanders or not.

♣ **Street sweeper (Kerwin):** Male human War1/Com2; AL CN.

Sympathetic: A member of the crowd presses a cobblestone into the hand of a PC. Choose someone who has been most vocal in support of the plight of the Hepmonalanders.

“Here’s your chance to redeem yourself! Put this upside his head!” The anger in the man’s voice is clear, but whether it is directed toward the street sweeper or to you is unclear. What is clear is that the first stone thrown will surely bring many more stones in its wake.

Unsympathetic: A member of the crowd presses a cobblestone into the hand of a PC. Choose someone who has been most vocal against the Hepmonalanders.

“You’re with us, aren’t you? Show us how it is done. Bring down that freckled monster for what he must have done during the invasion!” The anger in the man’s voice is clearly directed against the street sweeper and it is clear that the first stone thrown will surely bring many more stones in its wake.

The choice is up to the PC. Give the player a chance to act. Throwing the stone gives the **No Mercy** entry to the particular character’s AR.

Regardless of the PC’s choice, continue with the following, altering the text slightly if the PCs attacked the street sweeper or did something else. You also need to alter it if the PCs wish to move and help the Hepmonalander by themselves.

THE CROWD ATTACKS AND THE CITY GUARD

The crowd surges menacingly toward the frightened street sweeper. This is immediately followed by the sound of marching feet and the metallic clank of armor, as the Nasranite Watch moves into the plaza from a side street.

“In the name of Prince Barzhaan, I order you to cease this unlawful gathering immediately and let the man go!” the officer in charge shouts as the guardsmen swing their clubs menacingly towards the crowd.

“No, don’t listen to that lapdog of Barzhaan. Strike down the Hepmonalander!”

A few men, with maces in their hands, have appeared on the other side of the square. They all have grey hoods around their heads which only leave the glint of their eyes and their mouth visible. People in the crowd stop and look around in confusion.

Those who have played NAEI5-01 *In the Docks* recognize the Nasranite Watch Officer as Embric, the man who might have given them some trouble, regarding handling of dead bodies. PCs can now act if they want. In the optimal situation they try to oppose the rabble-rousers in some way. The Nasranite Watch deals with other people and try to save the street sweeper and thus cannot tackle the rabble-rousers right now. If any PC is a member of the Nasranite Watch, Embric commands him to apprehend the rabble-rousers.

All APLs

♣ **Sertern Embric:** Male human (Oeridian) War3; AL LE; see Appendix 5.

Appearance: Relatively short (5ft 8inch) for a soldier but strongly built. Clean shaven.

Personality: I will do my job and keep the peace in this city, even if it kills you, but that is a sacrifice I am willing to make.

♣ **Cleric:** Female human (Oeridian) Clr1 of Heironeous; AL LN; see Appendix 5.

👤 **Nasranite Watch (8):** Male/female human (Oeridian-Suel) War2; AL LN; see Appendix 5.

APL 2 (EL 2)

👤 **Rabble Rousers (2):** Male Oeridian human Rog1; hp 10; see Appendix 1.

APL 4 (EL 3)

👤 **Rabble Rousers (3):** Male Oeridian human Rog1; hp 10; see Appendix 2.

APL 6 (EL 4)

👤 **Rabble Rousers (2):** Male Oeridian human Rog2; hp 15; see Appendix 3.

APL 8 (EL 5)

👤 **Rabble Rousers (2):** Male Oeridian human Rog3; hp 20; see Appendix 4.

Tactics: The rabble-rousers are low-level rogues who try to make the Nasranites look bad. As a combat this encounter is easy for the PCs but their main goal here should be to prevent innocents from getting hurt. One of the rabble-rousers goes into the square with the crowd, hiding from sight and trying to use his Diplomacy to hinder the PCs' and Nasranites' movement by controlling the movement of the crowd. The second (and third if present) try to move with the crowd to attack a Nasranite Watch member first and a commoner second. Once they accomplish this, they drink their potions of *invisibility* and flee. When one of the rabble-rousers drops, the rest flee.

If they are successful with their attack, the crowd runs away in panic and small-scale unrest takes place in Naerie City. If they fail, the crowd eventually disperses while the Nasranites take the street sweeper to safety along with the worst offenders. The Nasranites nonetheless put nearly every man they have on the street to make sure nothing happens during the evening and next night. Kossoth Sotesh uses *invisibility* and tries to flee. He surrenders if caught and unable to flee. The Nasranite Watch takes him along but he soon escapes.

Treasure: The rabble rousers have very little equipment and if they are caught, the Nasranites confiscate it. No treasure is available from this encounter.

Development: If the rabble rousers are taken captive while still conscious, they can be quickly interrogated by the PCs and the Nasranite Watch. Their names are Bogtruus, Fickrel and Morjana (third rogue on APL 4) and Embric recognizes Bogtruus as a member of the Derevendt Garrison, the military unit under command of Commander Wanworth. A successful opposed Intimidate check by the PCs reveals that they belong to a group called "the Patriotic Knights" whose duty is to make sure "No Hep-kissing bastards go around in this town!" Embric can also ask the PCs to visit the Nasranite Watch compound in case they did not get the

message in Encounter 3 but they run into Encounter 6 on the way.

Proceed with Encounter 5 unless a party member threw a stone to the street sweeper. Nor should you proceed with Encounter 5 if any party member is a member of the Nasranite watch and Durotin (see Encounter 7) is aware of it. Durotin knows the PC is a member of the watch if either the PC is of rank Sertern or if Durotin makes a DC 20-APL played (higher level adventurers are well know after all) Gather Information check. The number of disfavours with the Idee Volunteers lowers the DC by 1 for each such disfavor. Durotin's Gather Information modifier is +5. If they cannot meet Durotin, the PCs do not have another option but to keep going to the meeting with Belva.

If they have the message from Tamnis to Belva, they can go to the Nasranite Watch but they run into Encounter 6 on the way.

Troubleshooting: If the PCs decide to just riot around instead of doing anything to stop the rabble-rousers, they are imprisoned, with the Nasranites bringing in sufficient reinforcements to enforce putting them into custody, and the scenario is over for this party; there is no need to play this out. Rioting is punished by a standard fine as detailed in the Wanted in Ahlissa AR and characters also lose 1 TU for imprisonment. If the characters do not wish to pay, they lose 26 additional TU. Using a favor with House Haxx or other methods mentioned in the Wanted in Ahlissa AR removes the fine, but not the 1 TU penalty. Killing any guards is punished by summary execution. If the PCs kill a commoner during a riot, they can try to bluff (DC 15) that it was merely an accident. If this fails, the PC is imprisoned for 12 TU. Visible mass murder such as lobbing a *fireball* into the crowd is punished by immediate execution through hanging, drawing and quartering, as detailed in the Wanted in Ahlissa AR, unless PCs have a reasonable way to get out of town very fast such as *teleport*.

ENCOUNTER 5: REQUEST FOR HELP

Proceed with this encounter if Durotin wants to speak with them as discussed in the development section in Encounter 4. Have one of the PCs roll a Spot check opposed by Jokkis' Sleight of Hand roll. If the PCs beat the score, they feel someone tucking a scroll to their belt (or boot, etc). If they fail, they soon notice they have a scroll on their belt (boot, etc) and the messenger is nowhere to be seen.

The messenger is a young street child Jokki, hired from the crowd for a pair of copper pieces. If asked, she is only able to describe a woman with dark eyes and green hood, and show the two coppers the woman gave to Jokki. There was no further contact.

♣ **Jokki:** Female human child, Com1 (Bluff +4, Sleight of Hand +7); AL N.

Appearance: A young oeridian girl with brown hair who dresses in an oversized men's coat.

Personality: Never done nothing sir, I am just a kid.

Development: The PCs may continue to either meeting (Encounters 7 or 8) but are going to be interrupted by Encounter 6 on the way.

ENCOUNTER 6: MAKE WAY!

This encounter takes place when the PCs are going to the meeting with either the Nasranite Watch or with Durotin. An 'information gatherer' of the Nasranite Watch named Walennor is currently tailing his target in front of PCs when Walennor's quarry sends a parked cart rolling down the street. The PCs must try to avoid it and perhaps stop it.

The streets of Naerie are crowded and progress to your destination is slow as people clutter the main streets. A small side street that comes down from another part of town offers a small respite as this street has only four people and they are all going the same direction as you.

Have each player roll a DC 8 + APL Spot check at this point (the DC reflects the hiding skills of the people that send the cart rolling). No matter what the PCs score, read the following.

Suddenly the three men on top of the small rise rush to a cart on the side of the road. Two of them give it a push while the third man releases the wheel stop, sending the cart rolling down the street.

Walennor leaps aside and shouts a warning to the PCs while the three other persons disappear into town. They are irrelevant for the rest of the scenario. If need be, use the rabble-rouser statistics from Encounter 4. The street is 15 ft. wide and the cart careens down the street in a zig-zag pattern, making an attack against all the PCs. Those PCs who made their spot checks have 1 round to act before the cart makes its 'attack'. If PCs are unable to stop the wagon in three rounds, it rolls down towards the crowd but on the last moment hits a wall, overturns and shatters to pieces, hurting many people with flying debris, but fortunately killing no-one.

The cart has statistics as indicated in the statblock below. On higher APLs it is slightly larger and has more cargo in it, and thus has more hit points and deals more damage. Nearby walls are 15 ft. tall and climbing them requires a DC 20 Climb check. A nearby door can be broken down (hardness 5, hp 15, break DC18), allowing PCs to avoid the wagon.

The PCs may attempt to stop the cart with brute strength. One PC should be the designated blocker while up to three others can aid him by succeeding on a DC 10 Strength check, granting a +2 to the blocker's overrun Strength check. The cart makes an overrun attempt against those PCs. The cart has an overrun modifier of +4 (for being Large) + APL played. If the PCs succeed, the cart stops and no harm is done. If the PCs fail, they are all knocked prone and take indicated damage as the cart rolls over them. A wheel can be jammed with a successful DC 15 Disable Device check. Alternatively PCs can jump aboard the cart with a successful DC 8 + APL Jump check. Failure by 4 or less indicates that the PC is knocked prone while failing by 5 or more, the PC is knocked prone and takes normal damage. If successful, the wheel stop can be pulled and the cart stops just before hitting the crowd. If PCs come up with other methods, such as *wall of force*, the DM should judge the possible success of these efforts.

APL 2 (EL 1)

Rolling Cart Trap: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6); Search none; Disable Device DC 22.

Wooden Cart: hp 15; AC 9; hardness 5.

APL 4 (EL 2)

♣ **Rolling Cart Trap:** CR 2; mechanical; location trigger; no reset; Atk +10 melee (4d6); Search none; Disable Device DC 24.

♣ **Wooden Cart:** Hp 30; AC 9; hardness 5.

APL 6 (EL 3)

♣ **Rolling Cart Trap:** CR 3; mechanical; location trigger; no reset; Atk +12 melee (6d6); Search none; Disable Device DC 26.

♣ **Wooden Cart:** hp 45; AC 9; hardness 5.

APL 8 (EL 4)

♣ **Rolling Cart Trap:** CR 4; mechanical; location trigger; no reset; Atk +15 melee (6d6); Search none; Disable Device DC 28.

♣ **Wooden Cart:** hp 60; AC 9; hardness 5.

After the cart rolls past, Walennor walks over to the PCs to see if they are ok and stabilizes any PC who is unconscious by taking 10 on his Heal check.

♣ **Walennor:** Male human (Oeridian) Rgr3/Rog3; AL N; see Appendix 5.

Appearance: Rugged-looking Oeridian man with a light brown mullet, three days worth of beard, green eyes and well-worn traveling clothes.

Personality: Walennor is an efficient but rude "information gatherer", typically adding cuss words to his sentences. Some characters might have met him previously in TSS5-04 *The Sun & the Nightingale*. He can provide the following information if talked to.

- He works for the Nasranite Watch, under command of Damar Rocharion.
- Recently there have been several cases of unrest dealing with Hepmonalanders. A single group of people seems to be responsible.
- Walennor recently acquired a lead that might have something to do with the recent troubles. Damar has more details.
- It suits someone's agenda to stir up the Hepmonalander issue. Walennor is trying to find out who this person is. He has some ideas and is trying to figure it out on behalf of Damar Rocharion.
- Some people think that merely keeping the Heps out of Naerie society is not good enough and suggest a complete extermination of all Heps in Naerie.
- Walennor must get on with his job. He cannot assist the PCs further.

Development: The Nasranite Watch and nearby clerics soon come to attend the people if the cart rolled into the crowd. After this, the PCs can continue to their meetings (Encounter 7 or 8).

ENCOUNTER 7: ANOTHER OPINION IS HEARD

This encounter only takes place if the party received the note in Encounter 5 and followed the instructions on it.

Hargas Smokehouse is a place where fish is smoked and prepared for sale. Harga is not present and has no knowledge of Idee Volunteers using his business for meetings.

Yes, this must be the place. The door is open and the smell of fish is strong. Empty, but wet bins stand in silent rows, recently used to process the catch. A cat meows plaintively as it looks up from a partially eaten fish head. Several workers are finishing work for the day. One, surprisingly clean, sees you at the door. Wiping her hands on her apron, she approaches you, shaking her hair out of her green hood.

"You're on time, good. We can talk over here," she says as she leads you toward the corner of the cavernous room. "I am Durotin. I saw you in the crowd in the market today. Your actions show that you are honorable, and that you think for yourselves."

"Something must be done to integrate the Hepmonalanders into Naerie. Many of them are here against their will and cannot go home, because either they don't have the means, or they'll be killed in disgrace when they arrive. Some would just as soon hunt them like wild beasts, but such

talk is evil. What else is there to do, but help them to live as part of Naerie?"

"A ship is being unloaded tonight; we could use your help. It brings a means toward stability for them. It is just a step, but an important one, a way of helping them feel like they can make a home instead of just looking for their next meal. Will you help?"

Durotin answers whatever questions she can to the best of her abilities. If you are up to it, she even argues philosophy. She does not reveal where the ship can be found until the party has agreed to help. She is an Idee Volunteer, but will not admit it unless the PCs are known members as well.

What she knows:

- The ship drops the cargo to the thorp of Zagsmar, a few miles from here. The person in charge will ask for a password, which is "snake". The reply will be "bird" to which you should reply "cat".
- The ship is coming from the south, and bears cultural artifacts for the Hepmonalanders.
- The material is being picked up by a wagon and requires guards so nothing goes wrong.
- A group of people who were supposed to work as guards were uncovered by a snitch working for the Nasranites.
- Philosophy: The Hepmonalanders deserve to live. Past actions are redeemable. Killing them is clearly evil, as is intentionally limiting them to a substandard existence.
- Maybe they could be formed into a military unit to protect Naerie. This would give them a purpose, and add to the security.
- If the authorities discovered this shipment, it would be considered smuggling.
- No fee is offered, and she becomes suspicious if it is requested. "I'm looking for true friends of Naerie, maybe I misunderstood your intentions, or assumed too much." If the PCs repeat or press for reward, she revokes her request and tries to leave.

👤 **Durotin:** female Oeridian human Rog2/Clr2 of Trithereon; hp 28; Appendix 5.

Appearance: Tall Oeridian woman (6 ft. 2 in.) with brown hair and hazel eyes. Dresses in green.

Personality: Help your fellow man, keep the memory of Idee alive.

It is possible that a hidden watch member has slipped through Durotin's precautions. If this is revealed, she withdraws the request for help immediately and tries to flee the scene.

Treasure: None. If the PCs attack or capture Durotin, they gain access to the **Alchemical Tooth** to their AR. If Durotin managed to use it is destroyed or swallowed during her death throes. Note that she can choose to fail

her save for poison to take effect, though she generally prefers to wait to use it until she's injured to make sure the poison is strong enough to kill her. Durotin will be imprisoned later by Nasranites if caught alive and turned over to authorities for worshipping an outlawed god.

Development: If the party agrees to help, she tells them about Zagsmar, with instructions to go there as soon as possible. The party can proceed to Encounter 8 to meet Belva, or to the boat itself, Encounter 10. If some PCs are members of the Scarlet Brotherhood (COR4-04 Redtide) or members of the Ex-Brotherhood Soldier meta-organization, they have an additional opportunity in Encounter 9.

ENCOUNTER 8: AN OFFICIAL MEETING

This encounter takes place if the party accepted the assignment to deliver the report in Encounter 3 or heard about an offer from Embric in Encounter 4 or Walennor in Encounter 6.

The encounter assumes that none of the PCs are Nasranite Watch members. If they are, you need to alter the box text slightly as any request becomes a direct order. The DM also needs to do other alterations if they don't have the letter from Tamnis. In this case it is best to go straight to talking with Damar so that PCs receive their assignment.

Directions to the Nasranite Watch headquarters are easily followed, and your sealed report from Commander Tamnis gains you quick entry to see Captain Belva. She is a Suel woman in her late thirties and has short red hair and piercing blue eyes. You can make out the glint of light chain armor under her uniform tunic, and the well oiled hilt of a longsword at her belt.

The fragrant earthiness of the curling smoke of Felten tobacco smoldering in her long clay pipe fills the office as she reads the report you have given her. On two separate occasions, she stands and paces as she reads, pausing at the window to look momentarily outside at each instance. By the time she is done, the pipe lies cold and forgotten on her desk.

With narrowed eyes staring out of a stern expression, she examines each of you, nodding thoughtfully as she does so. "Commandant Tamnis tells me that raids against farms near the Menowood have increased dramatically, and that you helped a farmer fight off one of the Hep raiding parties. Tell me of your experience."

♣ **Captain Belva:** Female human (Oeridian) Ftr10; AL LN; see Appendix 5.

Personality: Firm servant of the law. Extremely pro-Ahlissan even though she was born in Idee.

♣ **Nasranite Watch (6):** Female/male human (Oeridian-Suel) War 2; AL LN; see Appendix 5.

Belva listens intently to the story, asking questions to make sure she fully understands the nature of the attackers, their motivations, and their tactics.

If the PCs make any mention of the meeting with Durotin or note received from Jokki, she asks to see the note. She requests that the PC go to this meeting, to learn what it is about and report any findings to Damar (see below). The PCs are not to arrest her unless they have absolute proof of her being involved in something illegal. If there is no such proof, or it is flimsy at best, it is best to let her go. Agents of the crown are going to keep an eye on her, making it possible to gather more evidence, or perhaps even helping arrest more people.

Regarding the discussion of the Hep raiders, and assuming the PCs have not indicated undue sympathy for the Hepmonalanders, she continues as below. Remember that if any of the PCs are Nasranite Watch members, the invitation below should be reworded to make the invitation an order.

"Could it be simple hunger, or what else has them on the move?" She muses. "My second in command, Damar Rocharion, is currently investigating word of a shipment of interest regarding the Heps. He may have use of you. Can you return in two hours? I am expecting him to return at any moment."

No matter what the PCs answer, read the following:

You hear the door to the compound opening and someone walking in. "Soldier, come here!" a stern male voice says. Belva looks at you. "That would be him."

♣ **Damar Rocharion:** Male human (Oeridian) Ftr7/Rgr2; AL LN; see Appendix 5.

Personality: Servant of the law, with variable levels of severity for every situation. Originally from the town of Roland (Solnor Compact). Arrived in Naerie with the army of South Province.

If characters go to see Damar, read the following:

Damar Rocharion is second in command of the Nasranite Watch. He is an Oeridian man in his forties with dark hair and a few days of stubble on his chin. Under his Nasranite Watch uniform, a chain shirt is visible. On his belt are two scabbards for swords. One is of exceptional craftsmanship with the symbol of Hextor and the Great Kingdom on it. When you enter, he is talking to a young watchman. "I told you that I don't want anyone bringing these things here. We are meant to prevent trouble, not to cause it! Dismissed, guardsman!"

Damar throws a piece of paper he has into a fireplace and turns to you. "So, what can I do for you?"

Damar is currently unaware why the PCs are here so it is assumed they tell him if they wish to help in things concerning the Hepmonalanders.

If the PCs have met with Durotin, they have more information about what is going on than Damar does. However, it is up to them to decide what they disclose. The remainder of the encounter is a free form role-playing session, in which Damar can provide the following information:

- Damar has received a report that several attacks, even one against a thorp (first time), have taken place near Menowood in a short space of time.
- A possible smuggling operation is going on regarding Hepmonalanders. An operative found out about a cargo being dropped off to the thorp of Zagsmar and a ship captained by a well-known dissident was spotted in the sea several days ago but evaded capture.
- The nature of the cargo is assumed to be weapons or something harmful to the Principality; what else could it possibly be?
- If some people are members of the Nasranite Watch, Damar reveals that someone was asking for information about them (this was Durotin).
- The paper he just burned was some sort of pamphlet that preached of the necessity of exterminating all Hepmonalanders or at very least keeping them in the labor camps. Damar thinks the individuals spreading this crap are just trying to tear the Principality apart.
- Nasranite Watch members are ordered to go to Zagsmar and intercept the shipment. If they do not comply, they are imprisoned for 10 TU and kicked out of the organization and can never join again (note this on the PCs AR).
- Damar has no official position regarding the Hepmonalanders. He just follows the law and orders from House Haxx.
- There have been riots in town instigated by hooded individuals and the Nasranite Watch cannot spare extra soldiers to pursue what might ultimately be a relatively small-scale weapon smuggling.
- Damar is not a Hextorite and if asked he draws the blade with the symbol of Hextor and the Great Kingdom slightly out of his scabbard, revealing symbols of Zilchus and Heironeous. He then says, in a pragmatic tone, "in this land, one god rarely gives you the answers. I pray to Archpaladin, Great Guildmaster or Herald of Hell, whichever the situation requires."

Treasure: Damar can offer a small payment to the PCs, whether or not they are Nasranite Watch members. The amount is 25 gp x APL and is paid if PCs bring the shipment to him.

Development: The PCs can proceed to Encounter 10 from here or Encounter 7 if they have not yet met with Durotin. If some PCs are members of the Scarlet Brotherhood (COR4-04 *Redtide*) or members of the Ex-Brotherhood Soldier meta-organization, they have an additional opportunity in Encounter 9.

ENCOUNTER 9: TIES THAT BIND

Scarlet Brotherhood Connection:

If any PC is a member of the Scarlet Brotherhood from COR4-04 *Redtide*, read the following to him alone:

Suddenly, you hear a familiar voice. Father Alionst Imuier is contacting you from the blessed land of Shar. "The Ahlissans do not wish that a certain ship lands at Zagsmar this evening. We don't wish so either. Go there and do what must be done."

If the PC makes sure that the Idee Volunteers don't receive the shipment, he (and only he) receives **Ties that bind** on his/her AR.

Old Soldiers:

If any PC is a member of the Ex-Scarlet Brotherhood Soldier meta-organization, read the following to him alone:

Suddenly you hear a voice in your head. "We have important information for you and you alone. Come to the Silver Eel Inn as soon as you can. Our future might depend on it."

The voice is familiar; possibly someone said PC has met in the old gatherings of the Brotherhood Soldiers. If the PC goes, read the following. If any other PC comes along, the meeting is voided and this favor cannot be earned later. In this case the Silver Eel is empty.

You enter the Silver Eel Inn. It is a low quality, three-story tavern near the docks. A freckled Suel sees you entering and motions to a private room.

☛ **Korwil Zan:** Male human (Hepmonaland Suel) Mnk4; hp 27; Al LE; see Appendix 5.

Any PC who has played NAE6-03 *Legacy of the Serpent* recognizes Korwil Zan as an 'accountant' of merchant Ludmila Uirten. Note that Korwil has gained a level since then and despite what might have happened at some tables, the majority of the campaign consequences did not report him dying during the attack on Ludmila's compound.

Korwil asks the PCs to go to Zagsmar and to make sure that a shipment of religious artifacts is given to representatives of House Arxx instead of to Ahlissans or to House Haxx. Korwil cannot offer any tangible benefit

for this service, neither can he jeopardize his employer by joining the PCs. If the PC declines the offer, Korwil leaves. There should not be any reason for PCs to want to stop him.

If the PC makes sure that Idee Volunteers receive the shipment, that PC (and only he) receives **Ties that bind** to his/her AR.

Development: From here the module can progress to Encounter 10 unless PCs still have something to do in town.


Troubleshooting: In the very unlikely case that PCs are members of both organisations, then PCs connection from Scarlet Brotherhood takes precedence.

ENCOUNTER 10: ON THE BEACH

When the PCs arrive at Zagsmar, things are not as they might expect. House Eddri has sent some of their agents to intercept the shipment and they did not inform Damar. The *Peryton* has brought along some Hepmonalander warriors and Durotin was not informed of this either so PCs are essentially thrust into the middle of an erupting conflict. Note that this can be an extremely confusing encounter to run and as such the DM should be extra careful. Essentially the PCs are expected to fight a single encounter, either with Eddri agents or Hepmonalanders. It is also possible that PCs might have conflicting loyalties in this matter and it is impossible for them to come to terms with which side to fight. See below for suggestions.

Zagsmar is a small collection of maybe fifteen to twenty buildings set atop bluffs near the Azure sea. In the moonlight, the small fishing boats can be seen drawn up along the beach.

Almost a mile or more off of the coast, a caravel is running with the wind to the west, her sails bright in the light of Celene, low but nearly full on the western horizon. The crashing of the waves against the rocks that form the horns of this small cove resounds against the cliffs. Two large groups stand eyeing each other across the beach.

 **Zagsmar (Thorp):** Conventional; AL N; 40gp limit; Assets 114gp; Population 53; Isolated (Humans O/S 50, halfling 3).

Authority Figures: Bailiff Kienwor (human male War4).

Important Characters: Woretu (human male War2) and Morik (human male War2), assistants of Kienwor; Perelm (N female Clr2 of Xerbo), local priest.

Zagsmar is a small fishing thorp on the shore of the Azure Sea. It only has 53 residents and not much in way of services. It does not even have an inn. The only places of importance are the offices of Kienwor and a chapel of Xerbo. The village stands on top of a coastal cliff that

protects it from the waves. Most of the thorp's fishing boats are small, simple rowboats that usually hold two people along with their nets and fish lines.

No matter when the PCs arrive at the location, the items have just been unloaded from the ship, the *Peryton*, and transported ashore. The ship can be seen in the distance, 5000 ft. offshore. It continues to Irongate and plays no part in the scenario.

Terrain: The area is flat without many features but feel free to add features such as rocks, etc. Characters on the beach get a -2 circumstance penalty to Jump and Tumble checks. The encounter starting distance should be 50 ft.


Creatures (Eddri agents): House Eddri also heard rumors about the shipment and decided to act upon it. They have not informed the Nasranite Watch due to fear that any Idee Sympathizers amongst the Watch ranks would compromise the operation. The agents are on a mission on behalf of House Eddri and, in a way, House Haxx as well. They try to arrest all who are involved in smuggling.


Paladin: The paladin is named Ensha. She is a beautiful Oeridian woman with a long and thin face, freely flowing dark brown hair, and narrow eyes topped by thin eyebrows. She wears a breastplate and wields a battleaxe, being a member of the 'Vigilant Axes', a faction within church of Heironeous who are extremely pro-Ahlissa. She has a holy symbol around her neck that shows a fist grasping a thunderbolt. A DC 10 Knowledge (religion) check identifies this as Heironeous (LG Oeridian god of Justice, Honor and War). On APL4+ she has her mount Kelogran along and she starts mounted. If Kelogran takes more than 30 points of damage, Ensha dismounts and dismisses him.

Fighters: These fighters are members of the Royal Army who worship Heironeous and who were sent on this mission on behalf of House Eddri. All of them are average-looking Oeridian men.


Soldiers: In addition to this, Eddri agents have 8 regular soldiers with them (War2). Due to 'off-screen' fighting they do not play an important part in this fight.


APL 2 (EL 5)


 **Ensha:** Female human (Oeridian) Pal3; hp 25; see Appendix 1.

 **Followers of Heironeous (2):** Male human (Oeridian) Ftr1; hp 12; see Appendix 1.

APL 4 (EL 7)

 **Ensha:** Female human (Oeridian) Pal5; hp 39; see Appendix 2.

 **Kelogran:** Male paladin's warhorse; hp 45; see Appendix 2.

 **Followers of Heironeous (2):** Male human (Oeridian) Ftr3; hp 28; see Appendix 2.

APL 6 (EL 9)

🐉 **Ensha:** Female human (Oeridian) Pal7; hp 63; see Appendix 3.

🐉 **Kelogran:** Male paladin's warhorse; hp 45; see Appendix 3.

🐉 **Followers of Heironeous (2):** Male human (Oeridian) Ftr5; hp 44; see Appendix 3.

APL 8 (EL 11)

🐉 **Ensha:** Female human (Oeridian) Pal7; hp 63; see Appendix 4.

🐉 **Kelogran:** Male paladin's warhorse; hp 45; see Appendix 4.

🐉 **Followers of Heironeous (4):** Male human (Oeridian) Ftr6; hp 52; see Appendix 4.

Tactics: The agents have potions at their disposal and their effects have been detailed in the appropriate Appendix. They fight in a relatively straightforward manner, seeking to attack spellcasters in preference to other PCs. At APL 8 the followers try to stick together to gain benefits of their Shield Wall feat.

Treasure: These agents of House Eddri are well-equipped.

APL 2: (Paladin) Loot: 45 gp; Coin: 0 gp; Magic: +1 heavy wooden shield (96 gp), *potion of aid* (25 gp), *potion of bull's strength* (25 gp), *potion of shield of faith* (4 gp).

(each Follower) Loot: 46gp; Coin: 0 gp; Magic: 0 gp.

APL 4: (Paladin) Loot: 8 gp; Coin: 0 gp; Magic: +1 battleaxe (192 gp), +1 breastplate (112 gp), +1 heavy wooden shield (96 gp), *potion of aid* (25 gp), *potion of bear's endurance* (25 gp), *potion of bull's strength* (25 gp), *potion of cat's grace* (25 gp), *potion of shield of faith* (4 gp).

(each Follower) Loot: 76 gp; Coin: 0 gp; Magic: +1 heavy wooden shield (96 gp), *potion of aid* (25 gp), *potion of cure light wounds* (4 gp), *potion shield of faith* (4 gp).

APL 6: (Paladin) Loot: 8 gp; Coin: 0 gp; Magic: +1 battleaxe (192 gp), +1 breastplate (112 gp), +1 heavy wooden shield (96 gp), *cloak of resistance* +1 (83 gp), *potion of aid* (25 gp), *potion of bear's endurance* (25 gp), *potion of bull's strength* (25 gp), *potion of cat's grace* (25 gp), *potion of displacement* (62 gp), *potion of shield of faith* (4 gp).

(each Follower) Loot: 33 gp; Coin: 0 gp; Magic: +1 battleaxe (192 gp), +1 breastplate (112 gp), +1 heavy wooden shield (96 gp), *potion of aid* (25 gp), *potion of bear's endurance* (25 gp), *potion of bull's strength* (25 gp), *potion of cure light wounds* (4 gp), *potion shield of faith* (4 gp).

APL 8: (Paladin) Loot: 8 gp; Coin: 0 gp; Magic: +1 battleaxe (192 gp), +1 breastplate (112 gp), +1 heavy wooden shield (96 gp), *cloak of resistance* +1 (83 gp), *potion of aid* (25 gp), *potion of bear's endurance* (25 gp), *potion of bull's strength* (25 gp), *potion of cat's grace* (25 gp), *potion of displacement* (62 gp), *potion of shield of faith* (4 gp).

(each Follower) Loot: 33 gp; Coin: 0 gp; Magic: +1 battleaxe (192 gp), +1 breastplate (112 gp), +1 heavy wooden shield (96 gp), *potion of aid* (25 gp), *potion of barkskin* +2 (25 gp), *potion of bear's endurance* (25 gp), *potion of bull's*

strength (25 gp), *potion of cat's grace* (25 gp), *potion of cure light wounds* (4 gp), *potion shield of faith* (4 gp).

Detect Magic Results: +1 battleaxe (Faint Evocation), +1 breastplate (Faint Abjuration), +1 heavy wooden shield (Faint Abjuration), *cloak of resistance* +1 (Faint Abjuration), *potion of aid* (Faint Enchantment), *potion of barkskin* +2 (Faint Transmutation), *potion of bear's endurance* (Faint Transmutation), *potion of bull's strength* (Faint Transmutation), *potion of cat's grace* (Faint Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of displacement* (Faint Illusion), *potion of shield of faith* (Faint Abjuration).

Creatures (Hepmonalanders): The ship has brought religious items dedicated to Llerg and Bralm for the Hepmonaland Suels. They are being guarded by a priest of Llerg, some beasts under his command, and the priest's 'holy warriors' (Bbn1)

APL2 (EL 5)

🐉 **Priest of Llerg:** Male human (Hepmonaland Suel) Clr3; hp 24; see Appendix 1.

🐉 **Deinonychys:** hp 34; see *Monster Manual* page 60.

APL4 (EL 7)

🐉 **Priest of Llerg:** Male human (Hepmonaland Suel) Clr5; hp 38; see Appendix 2.

🐉 **Dire Lion:** hp 60; see *Monster Manual* page 63.

APL6 (EL 9)

🐉 **Priest of Llerg:** Male human (Hepmonaland Suel) Clr7; hp 52; see Appendix 3.

🐉 **Dire Bear:** hp 105; see *Monster Manual* page 63.

APL8 (EL 11)

🐉 **Priest of Llerg:** Male human (Hepmonaland Suel) Clr8; hp 59; see Appendix 3.

🐉 **Dire Tiger (2):** hp 120; see *Monster Manual* page 65.

Tactics: Depending on how much time he has, the priest buffs himself up with suitable spells (note that *magic vestment* has already been cast on APL4+, other spells have not been taken into account in statblocks), such as *sanctuary*, and even tries to use the first couple of actions in combat for this while the animal(s) engage the PCs. The priest can use a *silence* spell on one of the animals so it can go and stop opponents' spellcasting. The priest has been informed that killing anyone right away would not be a good idea so he initially tries to subdue, but he switches to lethal if PCs do so as well. Note however that animals cannot strike for non-lethal damage.

Treasure: The priest has some loot.

APL 2: Loot: 29 gp; Coin: 0 gp; Magic: *cloak of elemental protection* (83 gp), *potion of aid* (25 gp), *potion shield* (4 gp).

APL 4: Loot: 4 gp; Coin: 0 gp; Magic: +1 battleaxe (192 gp), cloak of elemental protection (83 gp), potion of aid (25 gp), potion shield (4 gp).

APL 6: Loot: 4 gp; Coin: 0 gp; Magic: +1 battleaxe (192 gp), cloak of elemental protection (83 gp), Quaal's feather token (whip) (41 gp), potion of aid (25 gp), potion of shield (4 gp).

APL 8: Loot: 4 gp; Coin: 0 gp; Magic: +1 battleaxe (192 gp), cloak of elemental protection (83 gp), elemental gem (earth) (187 gp), Quaal's feather token (whip) (41 gp), potion of aid (25 gp), potion shield (4 gp).

Detect Magic Results: +1 battleaxe (Faint Evocation), cloak of elemental protection (Faint Abjuration), elemental gem (earth) (Moderate Conjunction), Quaal's feather token (whip) (Moderate Conjunction), potion of aid (Faint Enchantment), potion of shield (Faint Abjuration).

All APLs (Non-combatants)

☛ **Devven:** Male human (Suel) Exp3; hp 13; AL CN; see Appendix 5.

Appearance: Thin Suel man with malicious features. Is clean shaven and has ginger red hair.

Personality: Devven is a smuggler from the Iron Brand contraband cartel who was asked to look for a suitable drop-off location for the shipment. He is waiting for an agent of House Arxx named Gauterit.

☛ **Soldiers (8):** Male human (Oerid-Suel) War2; hp 12; AL LN.

☛ **Holy Warriors (6):** Male human (Hepmonaland Suel) Bbn1; hp 15 AL CN.

How things proceed from here: When the PCs arrive, they can quickly see two sides eyeing each other suspiciously on the beach. It takes a DC 15 Knowledge (religion) check to identify the leader of the Hepmonalanders as a priest of Llerg while it requires a DC 15 Knowledge (nobility and royalty) or Bardic Lore check to identify the armored side as agents of House Eddri, in this case by identifying their blue/grey house symbol. Eddri agents demand the priest of Llerg to surrender while the Hepmonalanders are telling agents of Eddri to run while they can. Unless something is done, the situation quickly degenerates into combat.

No fighting: Only if any PC is a member of the Nasranite Watch, the Royal Army, the Order of Blue and Gold or have the *Celestial Scion* feat can Eddri agents be tricked away with a successful opposed Diplomacy or Intimidate check (get lost, you have no authority!). If this is successful, the priest and Devven can afterwards be bluffed to believe the PCs are agents of House Arxx or otherwise sympathetic to their cause, unless they really are on their side, but in both cases this requires a password ("snake", "bird", "cat") after a successful check. Characters may try another Bluff afterwards (Come on, we are replacements! We were never told the password) but this grants a +10 circumstance bonus to the priest's

Sense Motive checks. *Detect thoughts* and similar methods can, of course, be used to find out the password if the PCs have not received it from Durotin.

Fighting: If things come to blows, as is quite likely, then PCs should choose their side. If they side with Eddri agents, then they must fight the priest and his animals while agents deal with the holy warriors. If they side with the Hepmonalanders, they must fight with the agents while the priest and his associates deal with regular soldiers. Once all started NPCs drop, the combat ends and the remaining soldiers/holy warriors surrender. All this combat is purely "off-screen" and has no bearing to the main combat.

Player conflict: If, despite all, players are unable to come to an agreement on how to proceed, then it is possible that they side with their own factions and end in conflict with other PCs. Be aware that players attacking each other is not allowed according to the Living Greyhawk rules as written (including spells such as *charm person*). You should work to a workable compromise in this case. A fair compromise may be that the side who's NPCs 'drop' first (including animals) surrenders. You can work out another compromise with your players, and may allow PCs to 'escape' imprisonment' in this case, even if they loose.

Each PC receives the **favor of House Eddri** or **favor of House Arxx**, depending who they supported even if they are are defeated in combat, but nothing else (including the house disfavor). The winning side gains every possible favor and disfavor.

Development: If the PCs sided with the Idee Volunteers the adventure progresses to Conclusion A. If they sided with the Nasranite Watch/House Eddri it ends with Conclusion B.

If the PCs are defeated, and captured, they loose 2 TUs regardless of which side they supported. The Hepmonalanders beat them senseless and keep them imprisoned to prevent the PCs from stopping the shipment of the relics. The agents of Eddri throw them in prison for hindring agents of the crown. If a PC actually killed humans of the opposition and they are caught by that opposition, then that particular PC is executed/murdered (depending on one's point of view). Any of their friends who did not use lethal damage against the victim are released regardlessly.

If the PCs have a conflict among them selves, and are forced to 'surrender' when their faction loses, no equipment is lost, nor are TU lost.

Troubleshooting: There is no right or wrong side in this conflict and as such the PCs might get in conflict with the lawful good forces House Eddri. As long as the PCs do not kill them, there is no problem in regards to PCs' alignment. Killing good aligned people who are just doing their duty is a chaotic act. Divine spellcasters of lawful neutral, lawful good and neutral good deities immediately loose their spellcasting abilities if they are

either directly responsible for the death of the NPC or when they did not go out of their way to prevent their companions from killing the paladin and her men. They need an *atonement* spell before they can cast their divine spells again. Atonement can be gained for 450 gp at the end of the adventure at Naerie City, unless you as a DM think the transgression was so bad that the more expensive version is required (the version that forces the caster to expend xp). In that case the player should contact the Naerie Triad for the atonement spell.

CONCLUSION A: HELPING THE HEPMONALANDERS

Read or phrase the following. Alter the text if the fight did not happen.

Not long after the fight ends, a wagon stops nearby. A man jumps down from it and walks towards you. He is dressed in expensive clothing, which is blue and maroon in color.

Anyone who has played NAE3-01 Daughter of Idee recognizes the man as Gauterit, an agent of House Arxx.

☛ **Gauterit:** Male human (Suel) Ari1/Ftr4; AL N.

Gauterit asks Devven what has taken place, and what the PCs' role was in the fight. If Devven or the priest are no longer standing he directs his questions to the PCs.

Gauterit hopes to load the goods and leave the beach as quickly as possible, but briefly explains that these items are destined for Nathualt where they will be put to use. He does not know more, which is deliberate so he does not compromise the position of House Arxx too much.

If asked about recent events in Arxx lands, he can also say that Berik Oedil and Aeslith Euric are doing extremely well after their wedding (NAE5-01 *When Nightingales Sing*), though the traitor Brymar is still at large.

A DC 12 Knowledge (local: the Splintered Suns) check identifies Nathuatl as a village in Menst with a substantial Hepmonalander (and Olman) population. Gauterit also knows this if asked.

Gauterit lifts the last of the items on the wagon with your help and covers the contents with tarpaulins.

"You have done a great service to House Arxx and the Ahlissan crown and we shall not soon forget your actions."

With those words he hastily departs.

Parties who reach this conclusion receive a small monetary reward (25 gp x APL), and the **favours of House Arxx** and **Gauterit** on their ARs. If the PCs have killed any of the House Eddri agents, Gauterit says that he will make arrangements to clear the PCs of any wrongdoing; if this happens, none of the PCs receive

the favor of House Arxx on this AR (consider it used) and the PCs also lose the money available for defeating the agents as it is used for *raise dead* spells. In addition the PCs receive the **disfavor of House Eddri** to their AR. PCs who met with Zarilhat at the start can also go and give their report to him.

Treasure: The characters earn a reward from Gauterit.

APL 2: Loot 0 gp; Coin: 50 gp; Magic: 0 gp

APL 4: Loot 0 gp; Coin: 100 gp; Magic: 0 gp

APL 6: Loot 0 gp; Coin: 150 gp; Magic: 0 gp

APL 8: Loot 0 gp; Coin: 200 gp; Magic: 0 gp

CONCLUSION B: HELPING THE WATCH

Alter the text if the fight did not happen.

After the fight ends, it is easy to gather all the items together. With the help of a local farmer, you cart all items back to Naerie City. The Nasranite Watch takes the crates into safe storage. Captain Belva and Damar Rochation thank you for the job well done.

"You have done a great service to the Ahlissan crown and House Haxx, one that they will not soon forget", Damar says.

Treasure: Parties who reach this conclusion, or PCs who were on the side of a House Eddri in Encounter 10, receive a small monetary reward (25 gp x APL), and the favours of **House Eddri**, and **Damar** on their ARs. They also receive the **disfavor of House Arxx**.

Treasure: The characters earn a reward from Damar.

APL 2: Loot 0 gp; Coin: 50 gp; Magic: 0 gp

APL 4: Loot 0 gp; Coin: 100 gp; Magic: 0 gp

APL 6: Loot 0 gp; Coin: 150 gp; Magic: 0 gp

APL 8: Loot 0 gp; Coin: 200 gp; Magic: 0 gp

CONCLUSION C

This conclusion assumes that characters ran into dead end or were otherwise unable to complete the module. Re-phrase if the PCs were defeated in combat or such.

After you have been in Naerie City for a few days, you hear that agents of House Haxx recently apprehended smugglers at a nearby fishing village. It seems there were a large number of religious items from the southern jungles involved, as well as strange snake-like creatures. The Nasranite Watch, the Temple of Zilchus, and House Haxx have taken possession of said items; their ultimate fate is unknown.

CAMPAIGN CONSEQUENCES

This scenario will have effect on future adventures. Please send answers to following questions (comments are also welcome) to sampo@haarlai.fi

1. Did the PCs reach a final battle, and if so, what happened?
2. Was Durotin betrayed to the Watch?
3. Did anything unforeseen happen? If yes, what?

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: Farm under attack

Defeating the raiding party

APL2	120 XP
APL4	160 XP
APL6	220 XP
APL8	280 XP

Encounter 4: Man on the Soapbox

Preventing Nasranites getting hit by thugs.

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP

Encounter 6: Make way!

Award ½ of this if PCs survive the trap. Award rest of if they manage to stop the cart from injuring people.

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP

Encounter 10: On the beach...

Retrieving items for Gauterit or Damar

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP

Discretionary Role-playing Award

APL2	90 XP
APL4	135 XP
APL6	180 XP
APL8	225 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1,125 XP

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 1: Farm under attack

APL 2: Loot: 273 gp (-8gp for each dart fired)

APL 4: Loot: 325 gp (-8gp for each dart fired)

APL 6: Loot: 764 gp (-8gp for each dart fired)
Magic: *scroll of entangle* (2gp)

APL 8: Loot: 113gp (-8gp for each dart fired);
Magic: *scroll of briar web* (12gp), +1 *mithral breastplate* (266gp), +1 *mithral chain shirt* (175gp), +1 *buckler* (88gp), +1 *composite longbow* (+2 Str) (216gp), +1 *bane* (Fey) *heavy flail* (692gp)

Encounter 10: On the Beach

APL 2: (Paladin) Loot: 45gp; Magic: +1 *heavy wooden shield* (96gp), *potion of bulls strength* (25gp), *potion of aid* (25gp), *potion of shield of faith* (4gp)

(each Follower) Loot: 46gp

APL 4: (paladin) Loot: 8gp; Magic: +1 *battleaxe* (192gp), +1 *heavy wooden shield* (96gp), +1 *breastplate* (112gp), *potion of bulls strength* (25gp), *potion of aid* (25gp),

potion of shield of faith (4gp), potion of bears endurance (25gp), potion of cats grace (25gp).

(each Follower) Loot: 76gp; Magic: +1 heavy wooden shield (96gp), potion of cure light wounds (4gp), potion shield of faith (4gp), potion of aid (25g)

APL 6: (Paladin) Loot: 8gp; Magic: +1 battleaxe (192gp), +1 heavy wooden shield (96gp), +1 breastplate (112gp) potion of bulls strength (25gp), potion of aid (25gp), potion of shield of faith (4gp), potion of bears endurance (25gp), potion of cats grace (25gp), potion of displacement (62gp), cloak of resistance +1 (250gp).

(each Follower) Loot: 33gp; Magic: +1 heavy wooden shield (96gp), potion of cure light wounds (4gp), potion shield of faith (4gp), potion of aid (25gp), potion of bears endurance (25gp), potion of bull strength (25gp), +1 battleaxe (192gp), +1 breastplate (112gp)

APL 8: (Paladin) Loot: 8gp; Magic: +1 battleaxe (192gp), +1 heavy wooden shield (96gp), +1 breastplate (112gp), potion of bulls strength (25gp), potion of aid (25gp), potion of shield of faith (4gp), potion of bears endurance (25gp), potion of cats grace (25gp), potion of displacement (62gp), cloak of resistance +1 (83gp).

(each Follower) Loot: 33gp; Magic: +1 heavy wooden shield (96gp), potion of cure light wounds (4gp), potion shield of faith (4gp), potion of aid (25gp), potion of bears endurance (25gp), potion of bull strength (25gp), +1 battleaxe (192gp), +1 breastplate (112gp) potion of barkskin +2 (25gp), potion of cats grace (25gp)

Encounter 10: On the Beach

APL 2: Loot: 29gp; Magic: potion of aid (25gp), potion shield (4gp) cloak of elemental protection (83gp)

APL 4: Loot: 4gp; Magic: potion of aid (25gp), potion of shield (4gp), +1 battleaxe (192gp), cloak of elemental protection (83gp)

APL 6: Loot: 4gp; Magic: potion of aid (25gp), potion of shield (4gp), +1 battleaxe (192gp), feather token (whip) (41gp), cloak of elemental protection (83gp)

APL 8: Loot: 4gp; Magic: potion of aid (25gp), potion shield (4gp), battleaxe +1 (192gp), feather token (whip) (41gp), elemental gem (earth) (187gp), cloak of elemental protection (83gp)

Conclusion

Reward from Gauterit/Damar Rocharion

APL 2: Coin: 50 gp

APL 6: Coin: 100gp

APL 6: Coin: 150 gp

APL 8: Coin: 200 gp

Total Possible Treasure

APL 2: Loot: 425gp; Coin: 50gp; Magic: 262gp - Total: 825 gp (max. 450gp)

APL 4: Loot: 565gp; Coin: 100gp; Magic: 1816gp - Total: 2481 gp (Max. 650gp)

APL 6: Loot: 867gp; Coin: 150gp; Magic: 2612gp - Total: 3629 (max. 900gp)

gp

APL 8: Loot: 257gp; Coin: 200gp; Magic: 4218gp - Total: 4675 gp (max. 1125gp)

ITEMS FOR THE ADVENTURE RECORD

Helped prisoners: You offered substantial aid to the prisoners of the labor camp. This can be used as a favor with the church of Lydia (cross off when used) or retained for possible future use.

Favor of House Arxx / Eddri: You have earned a favor with House Arxx or with House Eddri. Cross off which does not apply.

Ties that bind: For helping the old brotherhood soldiers or the Scarlet Brotherhood, you gain access to the *Heroic Destiny* (RD) feat.

Disfavor with House Arxx / Eddri: For interfering in their affairs, this noble house will not look at you favorably.

Cross off which does not apply.

Favor with Damar: Damar introduces you to certain individuals that can assist you. You can use this favor for ONE of the following things.

Access to the *axiomatic* weapon enchantment.

Access to the *Medal of Gallantry* (*Complete Adventurer*).

Access to the *Exercises of Arnd* feat (MH)

Cross off once used

Favor with Gauterit: Gauterit introduces you to certain individuals that can assist you. You can use this favor for ONE of the following things.

Access to the *anarchic* weapon enchantment.

Access to the *Badge of Valor* (*Complete Adventurer*).

Access to tactical soldier (MH) prestige class.

Cross off once used.

No mercy! Your brutal demonstration in Naerie City has been seen and this increases your reputation. This grants a +1 circumstance bonus to Intimidate checks in Principality of Naerie.

ITEM ACCESS

APL 2

❖ cloak of elemental protection (Adventure, 1000gp, MH)

❖ camouflage kit (Adventure, 40 gp, CV)

❖ Alchemical tooth (Adventure, 300 gp, CV)

APL 4 (All of APL 2 plus the following)

❖ brooch of shielding (Adventure, 1500gp, DMG)

APL 6 (All of APLs 2-4 plus the following)

❖ mithral breastplate (Adventure, 2200gp, DMG)

- ❖ mithral chain shirt (Adventure, 1100gp, DMG)

APL 8 (All of APLs 2-6 plus the following)

- ❖ +1 *bane (fey) heavy flail* (Regional, , 8315gp, DMG)
- ❖ +1 *mithral breastplate* (Adventure, 3200gp, DMG)
- ❖ *divine scroll of briar web* (Adventure, 150gp, SpC)
- ❖ *elemental gem (earth)* (Adventure, 2250gp, DMG)
- ❖ *feather token (whip)* (Adventure, 500gp)

APPENDIX 1:

APL 2

E1: FARM UNDER ATTACK

Hepmonalander Leader: Male human Bbn2; CR 2; Medium Humanoid (human); HD 2d12+2; hp 21; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+4 armor, +2 Dex]; Base Atk +2; Grp +4; Atk +5 melee (1d10+3/19-20, masterwork heavy flail) or +4 melee (1d6+3, club) or +4 ranged (1d6+2, javelin); Full Atk +5 melee (1d10+3/19-20, masterwork heavy flail) or +4 melee (1d6+3, club) or +4 ranged (1d6+2, javelin); SA Rage 1/day; SQ Uncanny dodge; AL CN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Jump +6, Listen +5, Spot +3, Survival +5; Power Attack, Weapon Focus (heavy flail).

Possessions: Masterwork cold iron heavy flail, club, dagger, 3 javelins, chain shirt.

Hepmonalander Sniper: Male human Rgr1; CR 1; Medium humanoid (human); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 armor, +2 Dex]; Base Atk +1; Grp +3; Atk +3 melee (1d6+2/19-20, shortsword) or +4 ranged (1d8+2/x3, mighty masterwork composite longbow); Full Atk +3 melee (1d6+2/19-20, shortsword) +4 ranged (1d8+2/x3, mighty masterwork composite longbow); SA Favored enemy (humanoid - elf) +2; SQ Wild empathy +0; AL LE; SV Fort +3, Ref +4, Will +1; Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 8.

Skills and Feats: Hide +8, Listen +5, Move Silently +6, Spot +5, Survival +5, Tumble +4; Point Blank Shot, Precise Shot, Track.

Possessions: Mighty masterwork composite longbow (+2 str), 40 arrows, cold iron shortsword, handaxe, club, masterwork studded leather armor, camouflage kit.

Warriors: Male human War1; CR 1/2; Medium Humanoid (human); HD 1d8+3; hp 8; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 Dex]; Base Atk +1; Grp +2; Atk +3 melee (1d10+1, great club) or -2 ranged (1 plus poison, blow gun) or +2 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d10+1, great club) or -2 ranged (1 plus poison, blow gun) or +2 ranged (1d6/x3, shortbow); AL NE; SV Fort +2, Ref +1, Will +0; Str 12, Dex 13, Con 11, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +3, Jump +3, Listen +1, Spot +1; Toughness, Weapon Focus (great club).

Bloodroot Poison: Injury, DC 12 fortitude negates, 0/1d4 Con +1d3 Wis.

Possessions: Greatclub, club, shortbow, 20 arrows, blowgun, 5 darts tipped with bloodroot poison, leather armor.

ENCOUNTER 4: MAN ON A SOAPBOX

Rabble Rousers (2): Male human Rog1; CR 1; Medium Humanoid (human); HD 1d6+4; hp 10; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 armor, +2 Dex]; Base Atk +0; Grp +2; Atk +2 melee (1d8+2, heavy mace); Full Atk +2 melee (1d8+2, heavy mace); SA Sneak attack +1d6; AL NE; SV Fort +1, Ref +4, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Diplomacy +3, Escape artist +6, Hide +9 (+8 with armor), Intimidate +3, Jump +6, Move Silently +6 (+5 with armor), Spot +5, Tumble +6; Skill Focus (Hide), Toughness.

Possessions: Heavy mace, dagger, studded leather armor, *potion of invisibility*.

ENCOUNTER 10: ON THE BEACH...

Ensha: Female human Pal3; CR 3; Medium Humanoid (human); HD 3d10+3; hp 25; Init +1; Spd 20 ft.; AC 20 (touch 15, flat-footed 19) [+5 armor, +1 Dex, +4 shield]; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/x3, masterwork battleaxe) or +4 ranged (1d6/x3, shortbow); Full Atk +7 melee (1d8+2/x3, masterwork battleaxe) or +4 ranged (1d6/x3, shortbow); SA Smite evil 1/day SQ Aura of courage, *detect evil*, divine health, lay on hands (6 hp); AL LG; SV Fort +6, Ref +4, Will +3; Str 15, Dex 12, Con 12, Int 8, Wis 11, Cha 14.

Skills and Feats: Diplomacy +7, Handle Animal +7, Ride +5; Shield Specialisation, Shield Ward, Weapon Focus (battleaxe).

Languages: Common, Old Oeridian.

Possessions: Masterwork battleaxe, spiked gauntlet, shortbow, 20 arrows, breastplate, +1 heavy wooden shield, *potion of aid*, *potion of bulls strength*, *potion of shield of faith*.

Follower of Heironeous (2): Male human Ftr1; CR 1; Medium Humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+5 armor, +1 Dex, +3 shield]; Base Atk +1; Grp +3; Atk +5 melee (1d8+2/x3, masterwork battleaxe) or +2 ranged (1d6/x3, shortbow); Full Atk +5 melee (1d8+2/x3, masterwork battleaxe) or +2 ranged (1d6/x3, shortbow); AL LN; SV Fort +4, Ref +1, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +0, Handle Animal +1 Jump +0, Ride +3, Swim -4; Iron Will, Shield specialization, Weapon Focus (battleaxe).

Languages: Common, Old Oeridian.

Possessions: Masterwork battleaxe, spiked gauntlet, shortbow, 20 arrows, breastplate, heavy wooden shield.

Priest of Llerg: Male human Clr3; CR3; Medium Humanoid (Human); HD 3d8+6; hp 24; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14) [+4 armor, +1 shield]; Base Atk +2; Grp +3; Atk +4 melee (1d8+1/x3,

masterwork battleaxe); Full Atk +4 melee (1d8+1/x3, masterwork battleaxe); SA Turn undead 5/day; SQ Spontaneous cureing; AL CN; SV Fort +4, Ref +1, Will +5; Str 13, Dex 10, Con 12, Int 10, Wis 15, Cha 14.

Skills and Feats: Concentration +7 (+11 when casting defensively), Diplomacy +3, Heal +8, knowledge (religion) +3, Knowledge (nature) +2; Combat Casting, Improved Toughness, Martial Weapon Proficiency (battleaxe).

Languages: Rasol, Common.

Spells Prepared DC 12+ spell level (4/3+1/2+1; base DC = 13 + spell level): 0— *create water, light, resistance* (2); 1st— *bane, bless, enlarge person**, *shield of faith*; 2nd— *bull strength, hold animal**, *silence*.

*Domain spell. Deity: Llerg; Domains: Animal (*speak with animals* 1/day), Strength (1/day +3 Str for 1 round).

Possessions: Masterwork battleaxe, sickle, spell component pouch, studded leather armor, buckler, cloak of elemental protection, potion of shield of faith, potion of aid.

APPENDIX 2:

APL 4

E1: FARM UNDER ATTACK

Hepmonalander Leader: Male Human Bbn4; CR 4; Medium humanoid (human); HD 4d12+4; hp 37; Init +2; Spd 40 ft.; AC 16, (touch 12, flat-footed 14) [+4 armor, +2 Dex]; Base Atk +4; Grp +7; Atk +9 melee (1d10+4/19-20, masterwork heavy flail) or +7 melee (1d6+4, club) or +6 ranged (1d6+3, javelin); Full Atk +9 melee (1d10+4/19-20, masterwork heavy flail) or +7 melee (1d6+4, club) or +6 ranged (1d6+3, javelin); SA Rage 2/day; SQ Uncanny dodge; AL CN; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +10, Jump +10, Listen +10, Spot +4, Survival +4; Blind Fight, Power Attack, Weapon Focus (heavy flail).

Possessions: Masterwork cold iron heavy flail, club, dagger, 3 javelins, chain shirt.

Hepmonalander Sniper: Male human Rgr2; CR 2; Medium Humanoid (human); HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 armor, +2 Dex]; Base Atk +2; Grp +4; Atk +4 melee (1d6+2/19-20, shortsword) or +5 ranged (1d8+2/x3, mighty masterwork composite longbow); Full Atk +4 melee (1d6+2/19-20, shortsword) or +5 ranged (1d8+2/x3, mighty masterwork composite longbow) or +3/+3 ranged (1d8+2/x3, mighty masterwork composite longbow); SA Favored enemy (humanoid - elf) +2; SQ Wild empathy +1; AL LE; SV Fort +4, Ref +5, Will +1; Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 8.

Skills and Feats: Handle Animal +0, Hide +9, Knowledge (nature) +5, Listen +6, Move Silently +7, Spot +6, Survival +6 (+8 when tracking), Tumble +4; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: Mighty masterwork composite longbow (+2 Str), 40 arrows, cold iron shortsword, handaxe, club, masterwork studded leather armor, masterwork buckler (not included in AC).

Warriors: Male human War2; CR 1; Medium Humanoid (human); HD 2d8+3; hp 13; Init +1; Spd 30 ft.; AC 13 (touch 12, flat-footed 11) [+2 armor, +1 Dex]; Base Atk +2; Grp +3; Atk +4 melee (1d10+1, great club) or -1 ranged (1 plus poison, blow gun) or +3 ranged (1d6/x3, shortbow); Full Atk +4 melee (1d10+1, great club) or -1 ranged (1 plus poison, blow gun) or +3 ranged (1d6/x3, shortbow); AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 11, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +4, Jump +4, Listen +1, Spot +1; Toughness, Weapon Focus (great club).

Bloodroot Poison: Injury DC12 fortitude negates, o/1d4 Con +1d3 Wis.

Possessions: Greatclub, club, shortbow, 20 arrows, blowgun, 5 darts tipped with bloodroot poison, leather armor.

ENCOUNTER 4: MAN ON A SOAPBOX

Rabble Rousers (3): Male human Rog1; CR 1; Medium Humanoid (human); HD 1d6+4; hp 10; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 armor, +2 Dex]; Base Atk +0; Grp +2; Atk +2 melee (1d8+2, heavy mace); Full Atk +2 melee (1d8+2, heavy mace); SA Sneak attack +1d6; AL NE; SV Fort +1, Ref +4, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Diplomacy +3, Escape artist +6, Hide +9 (+8 with armor), Intimidate +3, Jump +6, Move Silently +6 (+5 with armor), Spot +5, Tumble +6; Skill Focus (Hide), Toughness.

Possessions: Heavy mace, dagger, studded leather armor, *potion of invisibility*.

ENCOUNTER 10: ON THE BEACH...

Ensha: Female human Pal5; CR 5; Medium Humanoid (human); HD 5d10+5; hp 39; Init +1; Spd 20 ft.; AC 21 (touch 15, flat-footed 20) [+6 armor, +1 Dex, +4 shield]; Base Atk +5; Grp +8; Atk +10 melee (1d8+4/x3, +1 battleaxe) or +5 ranged (1d8/x3, longbow); Full Atk +10 melee (1d8+4/x3, +1 battleaxe) or +5 ranged (1d8/x3, longbow); SA Smite evil 2/day, turn undead 5/day; SQ Aura of courage, detect evil, divine grace, lay on hands (10 hp); AL LG; SV Fort +7, Ref +4, Will +3; Str 16, Dex 12, Con 12, Int 8, Wis 11, Cha 14.

Skills and Feats: Diplomacy +7, Handle Animal +7, Ride +5; Shield Specialization, Shield Ward, Weapon Focus (battleaxe).

Languages: Common, Old Oeridian.

Possessions: +1 battleaxe, spiked gauntlet, longbow, 20 arrows, +1 breastplate +1 heavy wooden shield, *potion of bulls strength*, *potion of aid*, *potion of shield of faith*, *potion of bears endurance*, *potion of cats grace*.

Kelogran: Large Magical Beast (augmented animal); CR -; HD 6d8+18; hp 45; Init +1; Spd 50 ft.; AC 21, touch 10, flat-footed 20; Base Atk +4; Grp +12; Atk +7 melee (1d6+4, hoof); Full Atk +7/+7 melee (1d6+4, hoof) and +5 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ Emphatic link, improved evasion, low-light vision, scent, share spells, share saving throws; AL LG; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Jump +15, Listen +4, Spot +4; Endurance, Run, Multiattack.

Possessions: Masterwork studded leather barding.

Follower of Heironeous (2): Male human Ftr3; CR 3; Medium Humanoid (human); HD 3d10+6; hp 28; Init +5; Spd 20 ft.; AC 20 (touch 15, flat-footed 19) [+5 armor, +1 Dex, +4 shield]; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/x3, masterwork battleaxe) or +5 ranged

(1d8/x3, masterwork longbow); Full Atk +7 melee (1d8+2/x3, masterwork battleaxe) or +4 ranged (1d8/x3, masterwork longbow); AL LN; SV Fort +5, Ref +2, Will +4; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1, Handle Animal +2 Jump +1, Ride +4, Swim -2; Improved Initiative, Iron Will, Shield Specialization, Shield Ward, Weapon Focus (battleaxe).

Languages: Common, Old Oeridian.

Possessions: Masterwork battleaxe, spiked gauntlet, masterwork longbow, 20 arrows, breastplate, +1 heavy wooden shield, *potion of cure light wounds*, *potion of shield of faith*, *potion of aid*.

Priest of Llerg: Male human Clr5; CR5; Medium Humanoid (human); HD 5d8+10; hp 38; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+4 armor, +1 shield]; Base Atk +3; Grp +4; Atk +5 melee (1d8+2/x3, +1 battleaxe); Full Atk +5 melee (1d8+2/x3, +1 battleaxe); SA Turn undead 5/day; SQ Spontaneous curing; AL CN; SV Fort +5, Ref +1, Will +7; Str 13, Dex 10, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +9 (+13 when casting defensively), Diplomacy +3, Heal +11, knowledge (religion) +5, Knowledge (nature) +2; Combat Casting, Improved Toughness, Martial Weapon Proficiency (battleaxe).

Languages: Rasol, Common.

Spells Prepared (5/5/4/3; base DC = 13 + spell level):
0—*create water*, *light*, *resistance* (2), *virtue*; 1st—*bane*, *divine favor*, *enlarge person**, *obscuring mist*, *shield of faith*;
2nd—*bull strength*, *hold animal**, *silence*, *spiritual weapon*;
3rd—*dispel magic*, *magic vestment**, *prayer*.

*Domain spell. Deity: Llerg Domains: Animal (*speak with animals* 1/day), Strength (*1/day* +5 Str for 1 round).

Possessions: +1 battleaxe, dagger, studded leather armor (+1 due to *magic vestment*), buckler, *cloak of elemental protection*, spell component pouch, curved blade (sickle), *potion of shield of faith*, *potion of aid*.

APPENDIX 3:

APL 6

E1: FARM UNDER ATTACK

Hepmonalander Leader: Male human Bbn5/Rgr1; CR 6; Medium Humanoid (human); HD 5d12+1d8+6; hp 51; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 17) [+5 armor, +2 Dex]; Base Atk +6; Grp +9; Atk +11 melee (1d10+4/19-20, masterwork heavy flail) or +9 melee (1d6+4, club) or +8 ranged (1d6+3, javelin); Full Atk +11/+6 melee (1d10+4/19-20, masterwork heavy flail) or +9/+4 melee (1d6+4, club) or +8 ranged (1d6+3, javelin); SA Favored enemy (humanoid - human) +2, rage 2/day; SQ Improved uncanny dodge, wild empathy +0; AL CN; SV Fort +8, Ref +5, Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Handle Animal +5, Intimidate +5, Jump +9, Listen +7, Ride +8, Spot +7, Survival +6; Blind Fight, Favored Power Attack, Power Attack, Track, Weapon Focus (heavy flail)

Possessions: Masterwork cold iron heavy flail, club, dagger, 3 javelins, mithral breastplate.

Hepmonalander Sniper: Male human Rgr4; CR 4; Medium Humanoid (human); HD 4d8+4; hp 27; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+4 armor, +3 Dex]; Base Atk +4; Grp +6; Atk +6 melee (1d6+2/19-20, shortsword) or +10 ranged vs flat footed (1d8+2/x3, mighty masterwork composite longbow) or +8 ranged (1d8+2/x3, mighty masterwork composite longbow); Full Atk +6 melee (1d6+2/19-20, shortsword) or +10 ranged vs flat footed (1d8+2/x3, mighty masterwork composite longbow) when sniping or +8 ranged (1d8+2/x3, mighty masterwork composite longbow) or +8/+8 ranged vs. flat footed (1d8+2/x3, mighty masterwork composite longbow) or +6/+6 ranged (1d8+2/x3, mighty masterwork composite longbow); SA Favored enemy (humanoid - elf) +2; SQ Wild empathy +3; AL LE; SV Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 13, Cha 8.

Skills and Feats: Handle Animal +6, Hide +26 (+6 to hide after sniping), Knowledge (nature) +1, Listen +8, Move Silently +10, Spot +8, Survival +8, Tumble +6; Able Sniper, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (1; base DC = 12 + spell level): 1st—arrowmind.

Possessions: Mighty masterwork composite longbow (+2 str), 40 arrows, cold iron shortsword, handaxe, club, mithral chain shirt, masterwork buckler (not included in armor class), camouflage kit*, scroll of camouflage, scroll of entangle.

Warriors: Male human Bari1/Ftr1; CR 2; Medium Humanoid (human); HD 1d12+1d10+2; hp 20; Init +2;

Spd 40 ft.; AC 15 (touch 12, flat-footed 13) [+3 armor, +2 Dex]; Base Atk +2; Grp +4; Atk +6 melee (1d12+3/x3, masterwork greataxe) or +0 ranged (1 plus poison, blow gun) or +4 ranged (1d6/x3, shortbow); Full Atk +6 melee (1d12+3/x3, masterwork greataxe) or +0 ranged (1 plus poison, blow gun) or +4 ranged (1d6/x3, shortbow); SA Rage 1/day; AL NE; SV Fort +5, Ref +2, Will +3; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Intimidate +3, Jump +7, Listen +6, Survival +6; Iron Will, Power Attack, Weapon Focus (greataxe).

Blue Whinnis Poison: Injury DC14, 1 Con/unconsciousness.

Possessions: Masterwork greataxe, club, shortbow, 20 arrows, blowgun, blowgun dart case w/5 darts tipped with Blue Whinnis Poison, masterwork studded leather armor.

ENCOUNTER 4: MAN ON A SOAPBOX

Rabble Rousers (2): Male human Rog2; CR 2; Medium Humanoid (human); HD 2d6+2 plus 3; hp 15; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 armor, +3 Dex]; Base Atk +1; Grp +3; Atk +3 melee (1d8+2, heavy mace); Full Atk +3 melee (1d9+2, heavy mace); SA Sneak attack +1d6; SQ Evasion; AL NE; SV Fort +1, Ref +5, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +4, Diplomacy +6, Escape artist +7, Hide +10 (+9 with armor), Intimidate +4, Jump +7, Move Silently +7 (+6 with armor), Spot +6, Tumble +7; Skill Focus (Hide), Toughness.

Possessions: Heavy mace, dagger, studded leather armor, potion of invisibility.

ENCOUNTER 10: ON THE BEACH...

Ensha: Female human Pal7; CR 7; Medium Humanoid (human); HD 7d10+7; hp 63; Init +1; Spd 20 ft.; AC 21 (touch 15, flat-footed 20) [+6 armor, +1 Dex, +4 shield]; Base Atk +7; Grp +10; Atk +12 melee (1d8+4/x3, +1 battleaxe) or +7/ ranged (1d8/x3, longbow); Full Atk +12/+7 melee (1d8+4/x3, +1 battleaxe) or +7/+2 ranged (1d8/x3, longbow); SA Smite evil 2/day, turn undead 5/day; SQ Aura of courage, detect evil, divine health, lay on hands (14 hp), remove disease 1/week; AL LG; SV Fort +9, Ref +6, Will +5; Str 16, Dex 12, Con 12, Int 8, Wis 11, Cha 14.

Skills and Feats: Diplomacy +5, Handle Animal +7, Ride +7, Sense Motive +4; Power Attack, Shield Specialization, Shield Ward, Weapon Focus (battleaxe).

Languages: Common, Old Oeridian.

Spells prepared (1): 1st—divine favor.

Possessions: +1 battleaxe, spiked gauntlet, shortbow, 20 arrows, +1 breastplate, +1 heavy wooden shield, cloak of resistance +1, potion of bulls strength, potion of aid, potion of shield of faith, potion of bears endurance, potion of cats grace, potion of displacement.

Kelogran: Large Magical Beast (augmented animal); CR -; HD 6d8+18; hp 45; Init +1; Spd 50 ft.; AC 21 (touch 10, flat-footed 20) [+3 armor+1 Dex, +7 natural, -1 size]; Base Atk: +4; Grp +12; Atk +7 melee (1d6+4, hoof); Full Atk +7/+7melee (1d6+4, hoof) and +5 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ Emphatic link, improved evasion, low-light vision, scent, Share spells, share saving throws; AL LG; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.
Skills and Feats: Jump +15, Listen +4, Spot +4; Endurance, Run, Multiattack.

Possessions: Masterwork studded leather barding.

Follower of Heironeous (2): Male human Ftr5; CR 5; Medium Humanoid (human); HD 5d10+10; hp 44; Init +5; Spd 20 ft.; AC 20 (touch 15, flat-footed 19) [+5 armor, +1 Dex, +4 shield]; Base Atk +5; Grp +8; Atk +10 melee (1d8+6/x3, battleaxe) or +7 ranged (1d8/x3, longbow); Full Atk +10 melee (1d8+6/x3, battleaxe) or +7 ranged (1d8/x3, longbow); AL LN; SV Fort +6, Ref +2, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +2 Jump +3, Ride +4, Swim -2; Improved Initiative, Iron Will, Shield Specialization, Shield Ward, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Languages: Common, Old Oeridian.

Possessions: +1 battleaxe, spiked gauntlet, masterwork longbow, 20 arrows, +1 breastplate, +1 heavy wooden shield, potion of cure light wounds, potion of shield of faith, potion of aid, potion of bull strength, potion of bears endurance

Priest of Llerg: Male human Clr7; CR7; Medium Humanoid (human); HD 7d8+14; hp 52; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+4 armor, +1 shield]; Base Atk +5; Grp +6; Atk +7 melee (1d8+2/x3, +1 battleaxe); Full Atk +7 melee (1d8+2/x3, +1 battleaxe); SA Turn undead 5/day; SQ Spontaneous curing; AL CN; SV Fort +6, Ref +2, Will +8; Str 13, Dex 10, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +11 (+15 when casting defensively), Diplomacy +4, Heal +11, knowledge (religion) +5, Knowledge (nature) +5; Combat Casting, Improved Toughness, Martial Weapon Proficiency (battleaxe).

Languages: Rasol, Common.

Spells Prepared (6/6/5/4/2; base DC = 13 + spell level): 0—create water, light, resistance (2), virtue (2); 1st—bane, divine favor, enlarge person*, obscuring mist, sanctuary, shield of faith; 2nd—bull strength, cat's grace, hold animal*, silence, spiritual weapon; 3rd—dispel magic, ~~magic vestment~~*, prayer, wind wall; 4th—freedom of movement, summon nature's ally IV*.

*Domain spell. Deity: Llerg Domains: Animal (speak with animals 1/day), Strength (1/day +7 Str for 1 round).

Possessions: +1 battleaxe, sickle, spell component pouch, studded leather armor (+1 due to magic vestment), buckler, cloak of elemental protection, potion of shield of faith, potion of aid, Quaal's feather token (whip), elemental gem (earth).

APPENDIX 4:

APL 8

E1: FARM UNDER ATTACK

Hepmonalander Leader: Male human Bbn5/Rgr1/Ftr1; CR 7; Medium Humanoid (human); HD 5d12+1d8+1d10+7; hp 58; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16) [+6 armor, +2 Dex]; Base Atk +7; Grp +10; Atk +12 melee (1d10+5/19-20, +1 heavy flail) or +10 melee (1d6+4, club) or +9 ranged (1d6+3, javelin); Full Atk +12/+7 melee (1d10+5/19-20, +1 heavy flail) or +10/+5 melee (1d6+4, club) or +9 ranged (1d6+3, javelin); SA Favored enemy (humanoid - human) +2, rage 2/day; SQ Improved uncanny dodge, wild empathy +0; AL CN; SV Fort +10, Ref +5, Will +4; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +10, Handle Animal +5, Intimidate +6, Jump +10, Listen +7, Ride +8, Spot +7, Survival +6; Blind Fight, Favored Power Attack, Iron Will, Power Attack, Track, Weapon Focus (heavy flail)

Possessions: +1 bane (fey) heavy flail, club, dagger, 3 javelins, +1 mithral breastplate.

Hepmonalander Sniper: Male human Rgr8; CR 8; Medium Humanoid (human); HD 8d8+8; hp 51; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 16) [+5 armor, +3 Dex]; Base Atk +8; Grp: +10; Atk +10 melee (1d6+2/19-20, shortsword) or +15 ranged vs flat footed (1d8+3/x3, +1 mighty composite longbow) or +13 ranged (1d8+3/x3, +1 mighty composite longbow); Full Atk +10/+5 melee (1d6+2/19-20, shortsword) or +13/+13/+8 ranged vs flat footed (1d8+3/x3, +1 mighty composite longbow) or +11/+11/+6 ranged (1d8+3/x3, +1 mighty composite longbow); SA Favored enemy (humanoid -human) +2, favored enemy (humanoid - elf) +4, SQ Swift tracker, wild empathy +7, woodland stride; AL LE; SV Fort +7, Ref +10, Will +4; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Handle Animal +7, Hide +27 (+7 sniping), Listen +10, Move Silently +13, Spot +11, Survival +10, Tumble +7; Able Sniper, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow)

Spells Prepared (2/1; base DC = 12 + spell level): 1st—arrowmind, resist energy; 2nd—exacting shot.

Possessions: +1 mighty composite longbow (+2 str), 40 arrows, cold iron shortsword, handaxe, club, +1 mithral chain shirt, +1 buckler (not included in statistics), camouflage kit, scroll of camouflage, scroll of briar web.

Warriors: Male human Bari/Ftri/Rani; CR 3; Medium Humanoid (human); HD 1d12+1d10+1d8+3; hp 26; Init +2; Spd 40 ft.; AC 15 (touch 12, flat-footed 13) [+3 armor, +2 Dex]; Base Atk +3; Grp +5; Atk +7 melee (1d12+3/x3, masterwork greataxe) or +1 ranged (1 plus poison, blow gun) or +5 ranged (1d6/x3, shortbow); Full Atk +7 melee (1d12+3/x3, masterwork greataxe) or +1 ranged (1 plus poison, blow gun) or +5

ranged (1d6/x3, shortbow); SA Favored enemy (humanoid - human) +2, rage 1/day; SQ Wild empathy; AL NE; SV Fort +5, Ref +4, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Intimidate +3, Jump +8, Listen +6, Spot +7, Survival +6; Favored Power Attack, Iron Will, Power Attack, Weapon Focus (greataxe), Track

Blue Whinnis Poison: Injury DC14, 1 Con/unconsciousness.

Possessions: Masterwork greataxe, club, shortbow, 20 arrows, blowgun, 5 darts tipped with Blue Whinnis Poison, masterwork studded leather armor.

ENCOUNTER 4: MAN ON A SOAPBOX

Rabble Rousers (2): Male human Rog3; CR 3; Medium Humanoid (human); HD 3d6+3 plus 3; hp 20; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 armor, +2 Dex]; Base Atk +2; Grp +4; Atk +4 melee (1d8+2, heavy mace); Full Atk +4 melee (1d8+2, heavy mace); SA Sneak attack +2d6; SQ Evasion; AL NE; SV Fort +2, Ref +5, Will +2; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +4, Diplomacy +9, Escape artist +7, Hide +11 (+10 with armor), Intimidate +5, Jump +5, Move Silently +7 (+6 with armor), Sense Motive +6, Spot +6, Tumble +8; Dodge, Skill Focus (Hide), Toughness.

Possessions: Heavy mace, dagger, studded leather armor, potion of invisibility.

ENCOUNTER 10: ON THE BEACH...

Ensha: Female human Pal7; CR 7; Medium Humanoid (human); HD 7d10+7; hp 63; Init +1; Spd 20 ft.; AC 21 (touch 15, flat-footed 20) [+6 armor, +1 Dex, +4 shield]; Base Atk +7; Grp +10; Atk +12 melee (1d8+4/x3, +1 battleaxe) or +7/ ranged (1d8/x3, longbow); Full Atk +12/+7 melee (1d8+4/x3, +1 battleaxe) or +7/+2 ranged (1d8/x3, longbow); SA Smite evil 2/day, turn undead 5/day; SQ Aura of courage, detect evil, divine health, lay on hands (14 hp), remove disease 1/week; AL LG; SV Fort +9, Ref +6, Will +5; Str 16, Dex 12, Con 12, Int 8, Wis 11, Cha 14.

Skills and Feats: Diplomacy +5, Handle Animal +7, Ride +7, Sense Motive +4; Power Attack, Shield Specialisation, Shield Ward, Weapon Focus (battleaxe).

Languages: Common, Old Oeridian.

Spells prepared (1): 1st—divine favor.

Possessions: +1 battleaxe, spiked gauntlet, shortbow, 20 arrows, +1 breastplate +1 heavy wooden shield, cloak of resistance +1, potion of bulls strength, potion of aid, potion of shield of faith, potion of bears endurance, potion of cats grace, potion of displacement.

Kelogran: Large Magical Beast (augmented animal); CR -; HD 6d8+18; hp 45; Init +1; Spd 50 ft.; AC 21 (touch 10, flat-footed 19) [+3 armor, +1 Dex, +7 natural, -1 size]; Base Atk +4; Grp +12; Atk +7 melee (1d6+4, hoof); Full Atk +7/+7 melee (1d6+4, hoof) and +5 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ Emphatic link, improved evasion, low-light vision, scent, Sshare spells, share saving throws; AL LG; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Jump +15, Listen +4, Spot +4; Endurance, Run, Multiattack.

Possessions: Masterwork studded leather barding.

Follower of Heironeous (4): Male Human (Oeridian) Ftr6; CR 6; Medium Humanoid (Human); HD 6d10+12; hp 52; Init +5; Spd 20 ft.; AC 21 (touch 15, flat-footed 20) [+6 armor, +4 shield, +1 dex]; Base Atk +6; Grp +9; Atk +11 melee (1d8+6/x3, +1 battleaxe) or +8 ranged (1d8/x3, masterwork longbow); Full Atk +11/+6 melee (1d8+6/x3, +1 battleaxe) or +8/+3 ranged (1d8/x3, masterwork longbow); AL LN; SV Fort +7, Ref +3, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +2 Jump +4, Ride +4, Swim +0; Improved Initiative, Iron Will, Power Attack, Shield Specialisation*, Shield Ward*, Shield Wall*, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Languages: Common, Old Oeridian.

Possessions: +1 battleaxe, spiked gauntlet, longbow, 20 arrows, +1 breastplate, +1 heavy wooden shield, *potion of cure light wounds*, *potion of shield of faith*, *potion of aid*, *potion of bull strength*, *potion of bears endurance*, *potion of barkskin* +2, *potion of cats grace*.

Priest of Llerg: male human (Hepmonaland Suel) Clr8 of Llerg; CR8; Medium Humanoid (Human); HD 8d8+8 plus 8; hp 59; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+4 armor, +1 shield]; Base Atk +6; Grp +7; Atk +9 melee (1d8+3/x3, +1 battleaxe); Full Atk +9/+3 melee (1d8+2/x3, +1 battleaxe); SA Turn undead (5/day); SQ Spontaneous casting (cure); AL CN; SV Fort +6, Ref +2, Will +8; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +12 (+16 when casting defensively), Diplomacy +5, Heal +11, knowledge (religion) +6, Knowledge (nature) +5; Combat Casting, Martial Weapon Proficiency (battleaxe), Improved Toughness, Sacred Healing*

Languages: Rasol, Common.

Spells Prepared DC 13+spell level (6/5+1/4+1/4+1/3+1; base DC = 13 + spell level): 0—create water, light, resistance (2), virtue (2); 1st—bane, divine favor, enlarge person*, obscuring mist, sanctuary, shield of faith; 2nd—bull strength, cat's grace, hold animal*, silence, spiritual weapon; 3rd—blindness, dispel magic, ~~magic vestment~~*, prayer, wind wall 4th—divine power, freedom of movement, summon nature's ally IV*.

*Domain spell. Deity: Llerg Domains: Animal (speak with animals 1/day), Strength (feat of strength +7str/1 round)

Possessions: +1 battleaxe, sickle, studded leather armor (+1 due to magic vestment), buckler, spell component pouch, holy symbol of Llerg, *potion of shield of faith*, *potion of aid*, feather token (whip), cloak of elemental protection*, elemental gem (earth)

APPENDIX 5:

NPCS

Durotin: Female human Rog2/Clr2; CR 4; Medium Humanoid (human); HD 2d6+2d8+8; hp 28; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 armor, +2 Dex]; Base Atk +2; Grp +2; Atk +3 melee (1d8/19-20, masterwork longsword) or +4 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8/19-20, masterwork longsword) or +4 ranged (1d8/19-20, light crossbow); SA Turn undead 4/day, sneak attack +1d6; SQ Evasion, spontaneous curing; AL CG; SV Fort +5, Ref +5, Will +6; Str 10, Dex 15, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +3, Bluff +9, Climb +1, Concentration +5, Diplomacy +5, Disable Device +4, Disguise +5, Gather Information +5, Escape Artist +3, Hide +9, Knowledge (the Splintered Sun) +4, Listen +2, Move Silently +8, Ride +5, Search +3, Sense Motive +2, Spellcraft +3, Spot +2, Swim +1, Tumble +7; Improved Initiative, Iron Will, Persuasive.

Languages: Ancient Suel, Common, Old Oeridian.

Spells Prepared (4/4; base DC = 11 + spell level): o—*cure minor wounds, resistance* (2); 1st—*bane, lesser vigor, protection from law**, *shield of faith*

*Domain spell. **Deity:** Trithereon; **Domains:** Chaos (+1 caster level chaotic spells), Good (+1 caster level good spells).

Possessions: Masterwork longsword, dagger, light crossbow, 10 bolts, masterwork studded leather armor, holy symbol of Trithereon, 2 *potions of cure light wounds*, alchemical tooth with sassone leaf residue (DC16 2d12hp/1d6 Con).

Captain Belva: Female Human Ftr10; CR 10; Medium Humanoid (human); HD 10d10+30; hp 94; Init +0; Spd 30 ft.; AC 19 (touch 10, flat-footed 19) [+5 armor, +1 natural, +3 shield]; Base Atk +10; Grp +13; Atk +17 melee (1d8+7/17-20, +2 longsword) or +12 ranged (1d8+3, +1 light crossbow); Full Atk +17/+12 melee (1d8+7/17-20, +2 longsword) or +10/+10/+5 ranged (1d8+3, +1 light crossbow); AL LN; SV Fort +11, Ref +4, Will +4; Str 16, Dex 10, Con 16, Int 12, Wis 11, Cha 13.

Skills and Feats: Climb +8, Diplomacy +2, Intimidate +8, Knowledge (local: the Splintered Suns) +4, Listen +2, Profession (watchman) +3, Sense Motive +5, Spot +2, Swim +5; Alertness, Improved Critical (longsword), Point Blank Shot, Power Attack, Rapid Reload (light crossbow), Rapid Shot, Weapon Focus (longsword), Weapon Focus (crossbow), Weapon Specialization (longsword), Weapon Specialization (crossbow).

Languages: Common, Old Oeridian.

Possessions: +2 longsword, +1 light crossbow, 20 bolts, +1 chain shirt, +1 heavy steel shield, amulet of natural armor +1, cloak of resistance +1, 2 *potions of cure moderate wounds*, signal whistle, lantern, oil, 10 tindertwigs, pipe, 'felten tobacco'. (Focusing candle).

Cleric: Female human Clr1; CR 1; Medium Humanoid (human); HD 1d8+1; hp 9; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17) [+6 armor, +1 shield]; Base Atk +0; Grp +2; Atk +4 melee (1d8+2/x3, masterwork battleaxe) or +0 ranged (1d4+2, sling); Full Atk +4 melee (1d8+2/x3, masterwork battleaxe) or +0 ranged (1d4+2, sling); SA Turn undead 4/day; SQ Spontaneous curing; AL LN; SV Fort +3, Ref +0, Will +4; Str 14, Dex 10, Con 12, Int 8, Wis 15, Cha 13.

Skills and Feats: Concentration +5 (+9 when casting defensively), Diplomacy +3, Knowledge (Religion) +2; Combat Casting, Improved Initiative, Martial Weapon Proficiency (battle axe), Weapon Focus (battle axe).

Languages: Common, Old Oeridian.

Spells Prepared (3/3; base DC = 12 + spell level): o—*cure minor wounds, resistance* (2); 1st—*bles, cure light wounds, magic weapon**.

* Domain spell. **Deity:** Heironeous; **Domains:** Law (Law spells at +1 caster level); War.

Possessions: Masterwork battleaxe, dagger, splint mail, buckler, spell component pouch, holy symbol of Heironeous, 2 *potions of cure light wounds*.

Damar Rocharion: Male human Rng2/Ftr7; CR 9; HD 2d8+7d10+18; hp 72; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+5 armor, +2 Dex]; Base Atk +9; Grp +13; Atk +15 melee (1d10+7/19-20, +1 bane (human) bastard sword) or +11 ranged (1d8+2/x3, composite longbow); Full Atk +15/+10 melee (1d10+7/19-20, +1 bane (human) bastard sword) or +13/+8 melee (1d10+7/19-20, +1 bane (human) bastard sword) and +8 (1d10+5/19-20, +1 cold iron bastard sword) or +12/+7 ranged (1d8+2/x3, longbow); AL LN; SV Fort +11, Ref +8, Will +4; Str 18, Dex 14, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +8, Diplomacy +4, Forgery +3, Gather information +5, Handle Animal +5, Hide+4, Intimidate +6, Knowledge (Local: Splintered Suns) +5, Listen +3, Move Silently +7, Ride +9, Search+4, Sense Motive +5, Spot+8, Survival +8, Swim +9; Combat Expertise, Exotic Weapon Proficiency (bastard sword), Improved Disarm, Improved Initiative, Improved Trip, Oversized Two-Weapon Fighting, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common, Old Oeridian, Goblin.

Possessions: +1 bane (human) bastard sword, +1 fortification (light) chainshirt, amulet of wisdom +2, gauntlets of ogre power, cloak of resistance +1, Nasranite watch uniform, spiked gauntlet, signal whistle, 50 ft. rope, grappling hook, masterwork composite longbow (+2 str), 20 arrows, manacles, everburning torch, 3 tanglefoot bag, 2 alchemist fire, 2 *potions of cure moderate wounds*.

Devven the smuggler: Human male Exp3; CR 2; Medium Humanoid (human); HD 3d6+3; hp 13; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+3 armor, +1 Dex]; Base Atk +2; Grp +1; Atk +1 melee (1d6-1, club); Full Atk +1 melee (1d6-1, club); AL CN; SV Fort +2, Ref +2, Will +6; Str 8, Dex 12, Con 12, Int 10, Wis 13, Cha 9.

Skills and Feats: Bluff +4, Diplomacy +6, Gather Information +6, Hide +6, Knowledge (Splintered Suns) +5, Listen +3, Move Silently +3, Profession (smuggler) +10, Spot +3; Alertness, Iron Will, Skill Focus (Profession).

Languages: Ancient Suel, Common, Flan, Old Oeridian, Rasol.

Possessions: Club, dagger, studded leather armor.

Gauterit: Male human Ftr4/Arix; CR 4; Medium Humanoid (human); HD 4d10+1d8+5; hp 37; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+3 armor, +1 Dex]; Base Atk: +4; Grp: +7; Atk +9 melee (1d8+5/19-20, masterwork longsword) or +1 ranged (1d8/19-20, light crossbow); Full Atk +9 melee (1d8+5/19-20, masterwork longsword); AL N; SV Fort +5, Ref +2, Will +4; Str 16, Dex 13, Con 12, Int 10, Wis 8, Cha 14.

Skills and Feats: Gather Information +13, Handle Animal +7, Intimidate +7, Ride +6, Swim +6; Alertness, Dodge, Iron Will, Skill Focus (Gather Information), Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Masterwork longsword, masterwork dagger, masterwork studded leather armor, fine clothes.

Korwil Zan: Male human Mnk4; CR 4; Medium Humanoid (human); HD 4d8+4; hp 27; Init +6; Spd 40 ft.; AC 15 (touch 14, flat-footed 14) [+1 armor, +1 Dex, +3 Wis]; Base Atk +3; Grp +9; Atk +6 melee (1d8+2, unarmed); Full Atk: +4/+4 melee (1d8+2, unarmed) or +6 melee (1d8+2, unarmed); SA Flurry of blows, ki strike; SQ Evasion, still mind, slow fall 20 ft.; AL LE; SV Fort +6, Ref +6, Will +8; Str 14, Dex 13, Con 12, Int 8, Wis 16, Cha 10.

Skills and Feats: Balance +3, Bluff +2, Escape Artist +6, Jump +6, Spot +4, Tumble +8; Deflect Arrows, Dodge, Improved Initiative, Improved Grapple, Improved Unarmed Strike, Weapon Focus (unarmed)

Possessions: Bracers of armor +1, *potion of cure light wounds*, *potion of enlarge person*, *cloak of resistance* +1, simple clothes.

Kossoth Sotesh: Male human Clr4; CR 4; Medium Humanoid (human); HD 4d4+8; hp 34; Init +6; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Base Atk: +3; Grp: +5; Atk +5 melee (1d4+2/19-20, dagger); Full Atk +5 melee (1d4+2/19-20, dagger); SA Turn undead 4/day; SQ Spontaneous cure; AL CG; SV Fort +6, Ref +2, Will +6; Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +6, Concentration +6, Diplomacy +9, Knowledge (history) +2, Perform

(oratory) +3; Improved Initiative, Scribe Scroll, Skill Focus (Diplomacy).

Languages: Ancient Suel, Common, Old Oeridian.

Spells prepared (5/4+1/3+1; base DC = 13 + spell level: 0—*cure minor wounds*, *create water*, *detect magic*, *read magic*, *virtue*; 1st—*bless*, *cure light wounds*, *d**, *divine favor*, *obscuring mist*, *sanctuary**; 2nd—*death knell*, *invisibility**, *sound burst*, ~~*undetectable alignment*~~.

*Domain spell. Deity: Dalt; Domains: Protection (1/day protective ward +4 resistance bonus save, duration 1 hr until triggered); Trickery (Bluff, Disguise Self, Hide are class skills);

Possessions: Dagger, fine clothing, holy symbol of Dalt.

Nasranite Watch Member (8): Male/female human War2; CR 1; Medium Humanoid (human); HD 2d8+5; hp 15; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+4 armor, +1 Dex, +1 shield]; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword) or +4 melee (1d6+2 non-lethal, sap) or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+2/19-20, longsword) or +4 melee (1d6+2 non-lethal, sap) +3 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 13, Int 10, Wis 11, Cha 11.

Skills and Feats: Climb +4, Handle Animal +2, Intimidate +4, Jump +3, Profession (watchman) +1, Ride +3, Swim +4 (+0 in armor); Toughness, Weapon Focus (longsword)

Possessions: Longsword, dagger, spiked gauntlet, light crossbow, 10 bolts, sap, chainshirt, small steel shield, signal whistle, bull's eye lantern.

Sertern Embric: Male human War3; CR 2; Medium Humanoid (human); HD 3d8+6; hp 22; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+4 armor, +1 Dex, +1 shield]; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19-20, masterwork longsword) or +5 melee (1d6+2 non-lethal, sap) or +4 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +5 melee (1d6+2 non-lethal, sap) or +4 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +4, Ref +2, Will +2; Str 14, Dex 12, Con 13, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +4 (+2 in armor), Handle Animal +2, Intimidate +5, Jump +4 (+2 in armor), Listen +3, Profession (watchman) +2, Ride +2, Sense Motive +2, Spot +3, Swim +4 (+0 in armor); Alertness, Toughness, Weapon Focus (longsword)

Possessions: Masterwork longsword, dagger, spiked gauntlet, light crossbow, 10 bolts, sap, chainshirt, small steel shield, signal whistle, bull's eye lantern.

Walennor: Male human Rgr3/Rog3; CR 6; Medium Humanoid (human); HD 3d8+3 plus 3d6+3; hp 36; Init +3; Spd 30 ft.; AC 17 (flat-footed 14, touch 13) [+4 armor, +4 Dex]; Base Atk: +5; Grp +7; Atk +8 melee (1d6+2/19-20, masterwork shortsword) or +9 ranged (1d8+3/x3, +1 *mighty composite longbow*); Full Atk +8 melee (1d6+2/19-20, masterwork shortsword) or +6/+6 melee (1d6+2/19-

20, masterwork shortsword and 1d6+1/19-20, masterwork shortsword) or +9 ranged (1d8+3/x3, +1 *mighty composite longbow*) or +7/+7 ranged (1d8+3/x3, +1 *mighty composite longbow*); SA Favorite enemy (human) +2, Sneak attack +2d6; SQ Evasion; AL N; SV Fort+5 Ref+9 Will+4; Str 14, Dex 16, Con 12, Wis 14, Int 12, Cha 8.

Skills and feats: Climb +5, Escape Artist +10, Gather Information +6, Heal +5, Hide +5, Jump +5, Knowledge (local: the Splintered Suns) +6, Listen +7, Move Silently +6, Open Locks +8, Ride +6, Search +7, Survival +11, Swim +8, Tumble +10, Use Magic Device +8; Endurance, Point Blank Shot, Precise shot, Rapid Shot (Weapon Style), Self-Sufficient, Two Weapon Fighting.

Languages: Common, Old Oeridian, Ancient Sulioise.

Possessions: 2 Masterwork cold iron shortsword, +1 *mighty composite longbow* (+2 str), 2 daggers, 20 arrows, +1 *studded leather armor*, backpack, bedroll, lantern, oil, 2 alchemist fire, masterwork thieves tools, 2 *potions of cure light wounds* and assorted mundane gear which is not useful in a fight.

APPENDIX 6

NEW RULES

FEATS

Able Sniper [General]

You are accomplished at remaining unseen when you are sniping with a ranged weapon.

Prerequisites: Dex 13, Hide 5 ranks.

Benefit: You gain a +2 bonus on ranged attack rolls with a weapon made against flat-footed targets that are at least 30 feet away. In addition, you gain a +4 bonus on Hide checks made to hide again after you have made an attack roll while hiding (see page 76 of the *Player's Handbook*).

Source: *Races of the Wild*, page 148.

Favored Power Attack (General)

You are able to deal more damage against your favored enemies.

Prerequisites: Favored enemy ability, Power Attack, base attack bonus +4.

Benefit: When you use the Power Attack feat against a favored enemy, you may subtract a number from your melee attack rolls and add twice that number to your melee damage rolls. If you attack with a weapon in two hands, add three times the number. The normal restrictions of the Power Attack feat apply.

Source: *Complete Warrior*, page 98

Improved Toughness (General)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2

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

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

Source: *Complete Warrior*, page 101

Sacred Healing [Divine]

You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.

Prerequisites: Heal 8 ranks, ability to turn undead.

Benefit: You can spend turn attempt as full-round action to grant fast healing 3 to all living creatures within 60-ft burst. The fast healing lasts for a number of rounds equal to 1+ your cha modifier (minimum 1 round).

Source: *Complete Divine*, p. 84.

Shield Specialization [General]

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisites: Proficiency with shields.

Benefit: Choose one type of shield from the following list: buckler, heavy, or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can take this feat more than once. Each time you select it, choose a different type of shield. A fighter can select Shield Specialization as one of his fighter bonus feats.

Source: *Player's Handbook II*, page 82.

Shield Wall [General]

You are skilled in using your shields when in formation with other shield bearers.

Prerequisite: Shield proficiency

Benefit: When you and adjacent ally are both using shields, your shield bonus to armor class increases by 2.

Special: A fighter can select Shield Wall as one of his fighter bonus feats.

Source: *Heroes of Battle*, page 99.

Shield Ward [General]

You use your shield like wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisite: Proficiency with shields, Shield Specialization.

Benefit: You apply your shield bonus to your touch AC and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats.

Source: *Player's Handbook II*, page 82.

SPELLS

Arrowmind

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Area: You

Duration: 1 minute/level (D)

While this spell is in effect and you are wielding a projectile weapon that fires arrows, such as a longbow or shortbow, you threaten all squares within your normal melee reach (5 feet if small or Medium, 10 feet if large) with your bow, allowing you to make attacks of opportunity with arrow shots from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

Source: *Spell Compendium*, pages 15-16

Briar Web

Transmutation

Level: Druid 2, Ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and wrap and twist around creatures in or entering the area. The spell's area becomes difficult terrain, and creatures move at half speed within the affected area. Any creature moving through the area also takes 1 point of nonmagical piercing damage for each 5 feet moved.

A creature with *freedom of movement* or the *woodland stride* ability is unaffected by this spell.

Source: *Spell Compendium*, page 39

Camouflage

Transmutation

Level: Druid 1, Ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: You

Duration: 10 minute/level

Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part. This effect grants you a +10 circumstance bonus on Hide checks.

Source: *Spell Compendium*, page 43

Exacting Shot

Transmutation

Level: Ranger 2

Components: V, S

Casting Time: 1 swift action

Range: Ranged weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

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

Source: *Spell Compendium*, page 85

DOMAINS

Mind Domain

You gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks.

Mind Domain Spells

1. *comprehend languages*
2. *detect thoughts*
3. *telepathic bond*, lesser
4. *discern lies*
5. *Rary's Telepathic Bond*
6. *probe thoughts*
7. *brain spider*
8. *mind blank*
9. *weird*

Source: *Spell Compendium*, page 276-7.

MUNDANE EQUIPMENT

Alchemical tooth: Those relying on secrecy in the use of their alchemical capsules turn instead to the alchemical tooth. As its name suggests, this specially concealed item has been made to look like a tooth. The tooth functions in all respects like a capsule retained (see *Complete Warrior* page 120). In addition, it is very hard to find without thorough search (search DC 30). The false tooth is most often used as concealed version of capsule retainer, but few extremely dedicated agents carry a tooth filled with poison as insurance against being captured alive. An alchemical tooth can hold one dose of any contact poison or ingested poison, but such poison can only affect the wearer of the tooth – there's no way to make the tooth an effective delivery mechanism when combined with bite attack.

Source: *Complete Adventurer* page 119

Camouflage Kit: This bag contains face paints, dye colored cloth and other accessories appropriate for creating camouflaged appearance. This kit is perfect tool for hiding and provides +2 circumstance bonus on Hide checks. Gaining this bonus requires 1 minute of work. A camouflage kit is exhausted after ten uses.

Source: *Complete Adventurer*, page 122

MAGIC ITEMS

Cloak of Elemental Protection: This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer may activate the cloak and gain resistance 10 against a type of energy of the wearers choice (acid, cold, electricity, fire or sonic). The wearer can activate the cloak even when it's not his turn. The wearer therefore can respond to an energy attack by immediately activating the cloak and choosing energy type. The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for full 24 hours.

Faint abjuration; CL 3rd. Craft wondrous item, resist energy, 1000gp

Source: *Miniatures Handbook*, page 43.

DM'S AID 1: CHARACTER TRACKER:

Player and Character name:

Race and Level(s):

Member of Nasranite Watch?

Member of Idee Sympathisers?

Member of Scarlet Brotherhood or Ex-Scarlet
Brotherhood soldier? If yes, which.

Disfavors with Idee Volunteers or Iron League?

Player and Character name:

Race and Level(s):

Member of Nasranite Watch?

Member of Idee Sympathisers?

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Brotherhood soldier? If yes, which.

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Player and Character name:

Race and Level(s):

Member of Nasranite Watch?

Member of Idee Sympathisers?

Member of Scarlet Brotherhood or Ex-Scarlet
Brotherhood soldier? If yes, which.

Disfavors with Idee Volunteers or Iron League?

Player and Character name:

Race and Level(s):

Member of Nasranite Watch?

Member of Idee Sympathisers?

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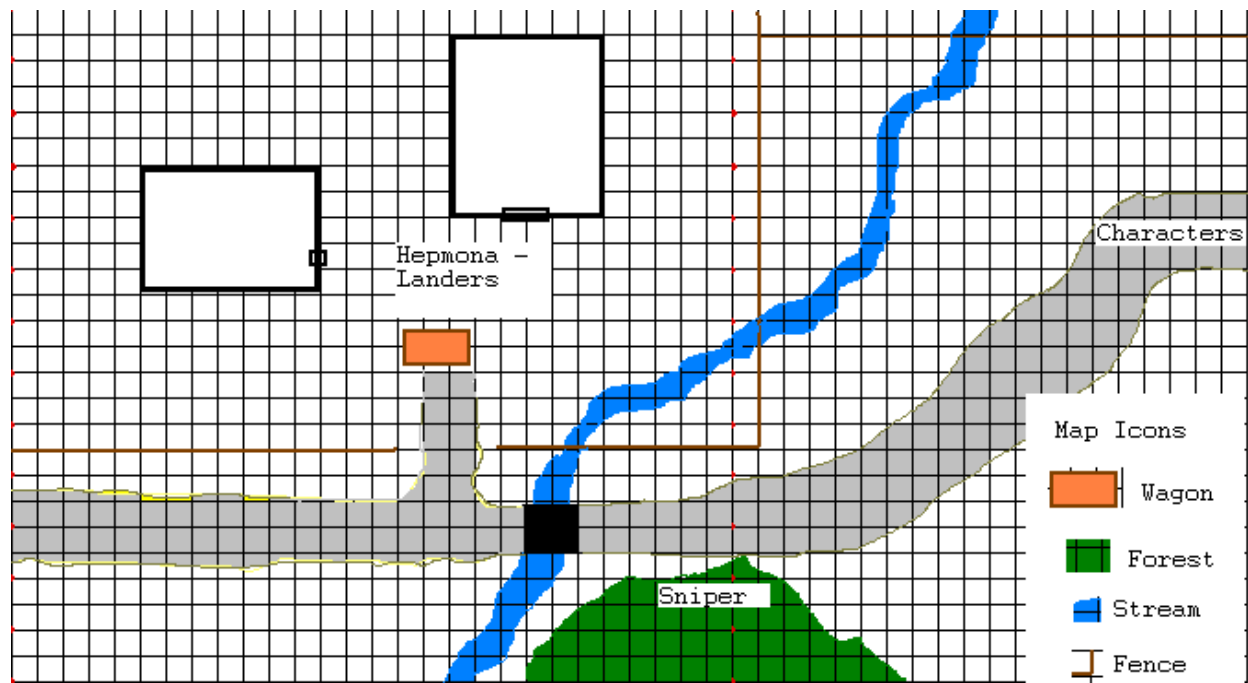
Member of Nasranite Watch?

Member of Idee Sympathisers?

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Disfavors with Idee Volunteers or Iron League?

DM'S AID 2: ENCOUNTER 1 MAP: ATTACK ON THE FARM



1 Square = 5ft

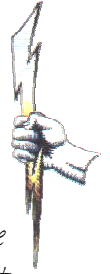
DM'S AID 2:

C = Commoner
N = Nasranite
R = Rabble Rou.
K = Kossoth
P = PCs
S = streetsweep

PLAYER'S HANDOUT 1: MESSAGE FROM TAMNIS:

Dear Belva.

I am sending this message with adventurers who seemed trustworthy. They stopped a raiding party and captured some of its members.



I again ask you to use your connections and let Prince Barzhaan know that the situation is quite intolerable. We have more and more people in this camp every day yet we must keep order with fewer and fewer guards.

Despite good words and promises, the defence around Menowood is not solid and raids still go on. Just while ago, I learned that Heps actually tried a full-scale attack near the hamlet of Mojabel. Thankfully, Zentrinn Haxx and his troops were nearby to stop it before things got out of hand. How long is Prince going to let this problem fester?

In the end, the problem will go away as the savages cannot breed faster than they die. However, I ask you: how many more farmers and soldiers must die while the Hepmonalander question is unresolved?

Commander Tamnis

PLAYER'S HANDOUT 2: THE MESSAGE

The hastily scrawled note is written on the back of a piece of paper that smells decidedly of fish.

I would not want to hurt him either. If you wish to aid the Hepmonalanders further, meet me at Hargas smokehouse in three hours. Be discrete.

A friend of Naerie